STUDY MQL5 and SOLVE any tasks:

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

MQL5 Reference

1 Language Basics ................................................................. 70
   Syntax ........................................................................ 71
   Comments ................................................................... 72
   Identifiers ................................................................... 73
   Reserved Words ............................................................. 74
   Data Types .................................................................... 76
   Integer Types ............................................................... 77
   Char, Short, Int and Long Types ..................................... 78
   Character Constants ...................................................... 82
   Datetime Type .............................................................. 85
   Color Type .................................................................... 86
   BoolType ....................................................................... 87
   Enumerations .................................................................. 88
   Real Types (double, float) .............................................. 90
   String Type .................................................................... 95
   Structures, Classes and Interfaces ................................. 96
   Dynamic Array Object .................................................. 123
   Typecasting ................................................................... 124
   Void Type and NULL Constant ....................................... 129
   User-defined Types ...................................................... 130
   Object Pointers ............................................................ 140
   References: Modifier & and Keyword this ....................... 143

Operations and Expressions ............................................. 145
   Expressions ................................................................. 146
   Arithmetic Operations .................................................. 147
   Assignment Operations ............................................... 148
   Operations of Relation .................................................. 149
   Boolean Operations ...................................................... 150
   Bitwise Operations ....................................................... 152
   Other Operations ........................................................ 155
   Precedence Rules ........................................................ 159

Operators ........................................................................... 161
   Compound Operator ..................................................... 163
   Expression Operator ..................................................... 164
   Return Operator ........................................................... 165
   Conditional Operator if-else .......................................... 166
   Ternary Operator ? ....................................................... 167
   Switch Operator ........................................................... 169
   Loop Operator while ...................................................... 171
   Loop Operator for ......................................................... 172
   Loop Operator do while ............................................... 173
   Break Operator ............................................................ 174
   Continue Operator ....................................................... 175
   Object Create Operator new ......................................... 176
   Object Delete Operator delete ...................................... 177

Functions .......................................................................... 178
   Function Call .............................................................. 180
   Passing Parameters ..................................................... 181
   Function Overloading .................................................. 184
   Operation Overloading ................................................ 187
   Description of External Functions .................................. 200
   Exporting Functions ..................................................... 202

© 2000-2021, MetaQuotes Ltd
# Constants, Enumerations and Structures

## Chart Constants

<table>
<thead>
<tr>
<th>Constants</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJ_VLINE</td>
<td>375</td>
</tr>
<tr>
<td>OBJ_HLINE</td>
<td>380</td>
</tr>
<tr>
<td>OBJ_TREND</td>
<td>385</td>
</tr>
<tr>
<td>OBJ_TRENDBYANGLE</td>
<td>392</td>
</tr>
<tr>
<td>OBJ_CYCLES</td>
<td>398</td>
</tr>
<tr>
<td>OBJ_ARROWED_LINE</td>
<td>404</td>
</tr>
<tr>
<td>OBJ_CHANNEL</td>
<td>410</td>
</tr>
<tr>
<td>OBJ_STDDEVCHANNEL</td>
<td>417</td>
</tr>
<tr>
<td>OBJ_REGRESSION</td>
<td>424</td>
</tr>
<tr>
<td>OBJ_PITCHFORK</td>
<td>430</td>
</tr>
<tr>
<td>OBJ_GANNLINE</td>
<td>438</td>
</tr>
<tr>
<td>OBJ_GANNFAN</td>
<td>445</td>
</tr>
<tr>
<td>OBJ_GANNGRID</td>
<td>452</td>
</tr>
<tr>
<td>OBJ_FIBO</td>
<td>459</td>
</tr>
<tr>
<td>OBJ_FIBOTIMES</td>
<td>466</td>
</tr>
<tr>
<td>OBJ_FIBOFAN</td>
<td>473</td>
</tr>
<tr>
<td>OBJ_FIBOARCF</td>
<td>480</td>
</tr>
<tr>
<td>OBJ_FIBOCCHANNEL</td>
<td>487</td>
</tr>
<tr>
<td>OBJ_EXPANSION</td>
<td>495</td>
</tr>
<tr>
<td>OBJ_ELLIOTWAVES</td>
<td>503</td>
</tr>
</tbody>
</table>

## Preprocessor

<table>
<thead>
<tr>
<th>Preprocessor</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>#define</td>
<td>239</td>
</tr>
<tr>
<td>#ifndef</td>
<td>242</td>
</tr>
<tr>
<td>#include</td>
<td>249</td>
</tr>
<tr>
<td>#import</td>
<td>250</td>
</tr>
<tr>
<td>#ifdef, #ifndef, #else, #endif</td>
<td>253</td>
</tr>
</tbody>
</table>

## Namespaces

<table>
<thead>
<tr>
<th>Namespaces</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>289</td>
</tr>
<tr>
<td>Named Constants</td>
<td>Page</td>
</tr>
<tr>
<td>------------------------------------------------------</td>
<td>------</td>
</tr>
<tr>
<td>Environment State</td>
<td></td>
</tr>
<tr>
<td>Indicator Constants</td>
<td></td>
</tr>
<tr>
<td>Price Constants</td>
<td></td>
</tr>
<tr>
<td>Object Properties</td>
<td></td>
</tr>
<tr>
<td>Methods of Object Binding</td>
<td></td>
</tr>
<tr>
<td>Chart Corner</td>
<td></td>
</tr>
<tr>
<td>Visibility of Objects</td>
<td></td>
</tr>
<tr>
<td>Levels of Elliott Wave</td>
<td></td>
</tr>
<tr>
<td>Gann Objects</td>
<td></td>
</tr>
<tr>
<td>Web Colors</td>
<td></td>
</tr>
<tr>
<td>Wingdings</td>
<td></td>
</tr>
<tr>
<td>curled brackets</td>
<td></td>
</tr>
<tr>
<td>Indicator Types</td>
<td></td>
</tr>
<tr>
<td>Data Type Identifiers</td>
<td></td>
</tr>
<tr>
<td>Environment State</td>
<td></td>
</tr>
<tr>
<td>Trade Constants</td>
<td></td>
</tr>
<tr>
<td>History Database Properties</td>
<td></td>
</tr>
<tr>
<td>Order Properties</td>
<td></td>
</tr>
<tr>
<td>Position Properties</td>
<td></td>
</tr>
<tr>
<td>Deal Properties</td>
<td></td>
</tr>
<tr>
<td>Trade Operation Types</td>
<td></td>
</tr>
<tr>
<td>Trade Transaction Types</td>
<td></td>
</tr>
<tr>
<td>Trade Orders in DOM</td>
<td></td>
</tr>
<tr>
<td>Signal Properties</td>
<td></td>
</tr>
<tr>
<td>Named Constants</td>
<td></td>
</tr>
<tr>
<td>Predefined Macro Substitutions</td>
<td></td>
</tr>
<tr>
<td>Mathematical Constants</td>
<td></td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
### Predefined Variables

- `_UninitReason`
- `_Symbol`
- `_RandomSeed`
- `_Period`
- `_LastError`
- `_Point`
- `_Digits`
- `_AppliedTo`

### Data Structures

- `Date Type Structure`
- `Indicator Parameter Structure`
- `History Data Structure`
- `Order Book Structure`
- `Trade Request Structure`
- `Request Check Result Structure`
- `Trade Request Result Structure`
- `Trade Transaction Structure`
- `Price Data Structure`
- `Economic Calendar structures`

### Codes of Errors and Warnings

- `Trade Server Return Codes`
- `Compiler Warnings`
- `Compilation Errors`
- `Runtime Errors`

### Input/Output Constants

- `File Opening Flags`
- `File Properties`
- `In-File Position`
- `Use of a Codepage`
- `MessageBox`

### MQL5 programs

- `Program Running`
- `Trade Permission`
- `Client Terminal Events`
- `Resources`
- `Call of Imported Functions`
- `Runtime Errors`
- `Testing Trading Strategies`

### Predefined Variables

- `_AppliedTo`
- `_Digits`
- `_Point`
- `_LastError`
- `_Period`
- `_RandomSeed`
- `_StopFlag`
- `_Symbol`
- `_UninitReason`
- `_bX64`

### Common Functions

- `Alert`
- `CheckPointer`
- `Comment`
- `CryptEncode`
- `CryptDecode`
- `DebugBreak`
- `ExpertRemove`
- `GetPointer`
- `GetTickCount`
- `GetTickCount64`
- `GetMicrosecondCount`
<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>MessageBox</td>
<td>961</td>
</tr>
<tr>
<td>PeriodSeconds</td>
<td>962</td>
</tr>
<tr>
<td>PlaySound</td>
<td>963</td>
</tr>
<tr>
<td>Print</td>
<td>964</td>
</tr>
<tr>
<td>PrintFormat</td>
<td>966</td>
</tr>
<tr>
<td>ResetLastError</td>
<td>972</td>
</tr>
<tr>
<td>ResourceCreate</td>
<td>973</td>
</tr>
<tr>
<td>ResourceFree</td>
<td>975</td>
</tr>
<tr>
<td>ResourceReadImage</td>
<td>976</td>
</tr>
<tr>
<td>ResourceSave</td>
<td>977</td>
</tr>
<tr>
<td>SetReturnError</td>
<td>978</td>
</tr>
<tr>
<td>SetUserError</td>
<td>979</td>
</tr>
<tr>
<td>Sleep</td>
<td>980</td>
</tr>
<tr>
<td>TerminalClose</td>
<td>981</td>
</tr>
<tr>
<td>TesterHideIndicators</td>
<td>983</td>
</tr>
<tr>
<td>TesterStatistics</td>
<td>985</td>
</tr>
<tr>
<td>TesterStop</td>
<td>986</td>
</tr>
<tr>
<td>TesterDeposit</td>
<td>987</td>
</tr>
<tr>
<td>TesterWithdrawal</td>
<td>988</td>
</tr>
<tr>
<td>TranslateKey</td>
<td>989</td>
</tr>
<tr>
<td>ZeroMemory</td>
<td>990</td>
</tr>
</tbody>
</table>

6 Array Functions ......................................................... 991

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>ArraySearch</td>
<td>993</td>
</tr>
<tr>
<td>ArrayCopy</td>
<td>997</td>
</tr>
<tr>
<td>ArrayCompare</td>
<td>1002</td>
</tr>
<tr>
<td>ArrayFree</td>
<td>1003</td>
</tr>
<tr>
<td>ArrayGetAsSeries</td>
<td>1012</td>
</tr>
<tr>
<td>ArrayInitialize</td>
<td>1015</td>
</tr>
<tr>
<td>ArrayFill</td>
<td>1017</td>
</tr>
<tr>
<td>ArrayIsDynamic</td>
<td>1019</td>
</tr>
<tr>
<td>ArrayIsSeries</td>
<td>1021</td>
</tr>
<tr>
<td>ArrayMaximum</td>
<td>1023</td>
</tr>
<tr>
<td>ArrayMinimum</td>
<td>1034</td>
</tr>
<tr>
<td>ArrayPrint</td>
<td>1045</td>
</tr>
<tr>
<td>ArrayRange</td>
<td>1048</td>
</tr>
<tr>
<td>ArrayResize</td>
<td>1049</td>
</tr>
<tr>
<td>ArrayInsert</td>
<td>1052</td>
</tr>
<tr>
<td>ArrayRemove</td>
<td>1055</td>
</tr>
<tr>
<td>ArrayReverse</td>
<td>1057</td>
</tr>
<tr>
<td>ArraySetAsSeries</td>
<td>1059</td>
</tr>
<tr>
<td>ArraySize</td>
<td>1062</td>
</tr>
<tr>
<td>ArraySort</td>
<td>1064</td>
</tr>
<tr>
<td>ArraySwap</td>
<td>1069</td>
</tr>
</tbody>
</table>

7 Conversion Functions .................................................. 1071

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>CharToString</td>
<td>1073</td>
</tr>
<tr>
<td>CharArrayToString</td>
<td>1074</td>
</tr>
<tr>
<td>CharArrayToStruct</td>
<td>1075</td>
</tr>
<tr>
<td>StructToCharArray</td>
<td>1076</td>
</tr>
<tr>
<td>ColorToARGB</td>
<td>1077</td>
</tr>
<tr>
<td>ColorToString</td>
<td>1079</td>
</tr>
<tr>
<td>DoubleToString</td>
<td>1080</td>
</tr>
<tr>
<td>EnumToString</td>
<td>1081</td>
</tr>
<tr>
<td>IntegerToString</td>
<td>1083</td>
</tr>
<tr>
<td>ShortToString</td>
<td>1084</td>
</tr>
<tr>
<td>ShortArrayToString</td>
<td>1085</td>
</tr>
<tr>
<td>TimeToString</td>
<td>1086</td>
</tr>
<tr>
<td>NormalizeDouble</td>
<td>1087</td>
</tr>
<tr>
<td>StringToCharArray</td>
<td>1089</td>
</tr>
</tbody>
</table>
### Math Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathAbs</td>
<td>1101</td>
</tr>
<tr>
<td>MathArcacos</td>
<td>1102</td>
</tr>
<tr>
<td>MathArcsin</td>
<td>1103</td>
</tr>
<tr>
<td>MathArctan</td>
<td>1104</td>
</tr>
<tr>
<td>MathArctan2</td>
<td>1105</td>
</tr>
<tr>
<td>MathClassify</td>
<td>1106</td>
</tr>
<tr>
<td>MathCeil</td>
<td>1108</td>
</tr>
<tr>
<td>MathCos</td>
<td>1109</td>
</tr>
<tr>
<td>MathExp</td>
<td>1110</td>
</tr>
<tr>
<td>MathFloor</td>
<td>1111</td>
</tr>
<tr>
<td>MathLog</td>
<td>1112</td>
</tr>
<tr>
<td>MathLog10</td>
<td>1113</td>
</tr>
<tr>
<td>MathMax</td>
<td>1114</td>
</tr>
<tr>
<td>MathMin</td>
<td>1115</td>
</tr>
<tr>
<td>MathMod</td>
<td>1116</td>
</tr>
<tr>
<td>MathPow</td>
<td>1117</td>
</tr>
<tr>
<td>MathRand</td>
<td>1118</td>
</tr>
<tr>
<td>MathRound</td>
<td>1119</td>
</tr>
<tr>
<td>MathSin</td>
<td>1120</td>
</tr>
<tr>
<td>MathSqrt</td>
<td>1121</td>
</tr>
<tr>
<td>MathSrand</td>
<td>1122</td>
</tr>
<tr>
<td>MathTan</td>
<td>1123</td>
</tr>
<tr>
<td>MathIsValidNumber</td>
<td>1125</td>
</tr>
<tr>
<td>MathExpm1</td>
<td>1126</td>
</tr>
<tr>
<td>MathLog1p</td>
<td>1127</td>
</tr>
<tr>
<td>MathArccosh</td>
<td>1128</td>
</tr>
<tr>
<td>MathArccsinh</td>
<td>1129</td>
</tr>
<tr>
<td>MathArctanh</td>
<td>1130</td>
</tr>
<tr>
<td>MathCosh</td>
<td>1131</td>
</tr>
<tr>
<td>MathSinh</td>
<td>1132</td>
</tr>
<tr>
<td>MathTanh</td>
<td>1133</td>
</tr>
<tr>
<td>MathSinh</td>
<td>1134</td>
</tr>
<tr>
<td>MathSinh</td>
<td>1135</td>
</tr>
</tbody>
</table>

### String Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>StringAdd</td>
<td>1138</td>
</tr>
<tr>
<td>StringBufferLen</td>
<td>1140</td>
</tr>
<tr>
<td>StringCompare</td>
<td>1141</td>
</tr>
<tr>
<td>StringConcatenate</td>
<td>1143</td>
</tr>
<tr>
<td>StringFill</td>
<td>1144</td>
</tr>
<tr>
<td>StringFind</td>
<td>1145</td>
</tr>
<tr>
<td>StringGetCharacter</td>
<td>1146</td>
</tr>
<tr>
<td>StringInit</td>
<td>1147</td>
</tr>
<tr>
<td>StringLen</td>
<td>1148</td>
</tr>
<tr>
<td>StringSetLength</td>
<td>1149</td>
</tr>
<tr>
<td>StringReplace</td>
<td>1150</td>
</tr>
<tr>
<td>StringReserve</td>
<td>1151</td>
</tr>
<tr>
<td>StringSetCharacter</td>
<td>1153</td>
</tr>
<tr>
<td>StringSplit</td>
<td>1155</td>
</tr>
<tr>
<td>StringSubstr</td>
<td>1157</td>
</tr>
<tr>
<td>StringToLower</td>
<td>1158</td>
</tr>
<tr>
<td>StringToUpper</td>
<td>1159</td>
</tr>
<tr>
<td>StringTrimLeft</td>
<td>1160</td>
</tr>
</tbody>
</table>
10 Date and Time .................................................................................................................. 1162
   TimeCurrent .................................................................................................................. 1163
   TimeTradeServer ......................................................................................................... 1164
   TimeLocal ...................................................................................................................... 1165
   TimeGMT ...................................................................................................................... 1166
   TimeDaylightSavings .................................................................................................... 1167
   TimeGMAOffset ............................................................................................................ 1168
   TimeToStruct ................................................................................................................. 1169
   StructToTime .................................................................................................................. 1170
11 Account Information ..................................................................................................... 1171
   AccountInfoDouble ..................................................................................................... 1172
   AccountInfoInteger ..................................................................................................... 1173
   AccountInfoString ....................................................................................................... 1175
12 Checkup .......................................................................................................................... 1176
   GetLastError .............................................................................................................. 1177
   IsStopped ...................................................................................................................... 1178
   UninitializeReason ....................................................................................................... 1179
   TerminalInfoInteger ..................................................................................................... 1180
   TerminalInfoDouble ..................................................................................................... 1181
   TerminalInfoString ....................................................................................................... 1182
   MQLInfoInteger ............................................................................................................ 1183
   MQLInfoString ............................................................................................................. 1184
   Symbol .......................................................................................................................... 1185
   Period ............................................................................................................................ 1186
   Digits .............................................................................................................................. 1187
   Point ............................................................................................................................... 1188
13 Event Handling .................................................................................................................. 1189
   OnStart ........................................................................................................................... 1191
   OnInit .............................................................................................................................. 1194
   OnDeinit ......................................................................................................................... 1197
   OnTick ............................................................................................................................. 1200
   OnCalculate .................................................................................................................. 1206
   OnTimer ......................................................................................................................... 1210
   OnTrade ......................................................................................................................... 1213
   OnTradeTransaction ..................................................................................................... 1218
   OnBookEvent ............................................................................................................... 1224
   OnChartEvent .............................................................................................................. 1227
   OnTester ......................................................................................................................... 1234
   OnTesterInit .................................................................................................................. 1241
   OnTesterDeinit .............................................................................................................. 1248
   OnTesterPass ............................................................................................................... 1249
14 Market Info ..................................................................................................................... 1250
   SymbolsTotal ............................................................................................................... 1251
   SymbolExist .................................................................................................................. 1252
   SymbolName ................................................................................................................ 1253
   SymbolSelect ............................................................................................................... 1254
   SymbolSyncronized ..................................................................................................... 1255
   SymbolInfoDouble ....................................................................................................... 1256
   SymbolInfoInteger ....................................................................................................... 1258
   SymbolInfoString ........................................................................................................ 1260
   SymbolInfoMarginRate ............................................................................................... 1261
   SymbolInfoTick ............................................................................................................. 1262
   SymbolInfoSessionQuote ............................................................................................. 1263
   SymbolInfoSessionTrade ............................................................................................. 1264
   MarketBookAdd ............................................................................................................ 1265
<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>MarketBookRelease</td>
<td>1266</td>
</tr>
<tr>
<td>MarketBookGet</td>
<td>1267</td>
</tr>
<tr>
<td><strong>15 Economic Calendar</strong></td>
<td>1268</td>
</tr>
<tr>
<td>CalendarCountryById</td>
<td>1269</td>
</tr>
<tr>
<td>CalendarEventById</td>
<td>1271</td>
</tr>
<tr>
<td>CalendarValueById</td>
<td>1274</td>
</tr>
<tr>
<td>CalendarCountries</td>
<td>1277</td>
</tr>
<tr>
<td>CalendarEventByIdCountry</td>
<td>1279</td>
</tr>
<tr>
<td>CalendarEventByIdCurrency</td>
<td>1281</td>
</tr>
<tr>
<td>CalendarValueHistoryByEvent</td>
<td>1283</td>
</tr>
<tr>
<td>CalendarValueHistory</td>
<td>1286</td>
</tr>
<tr>
<td>CalendarValueLastByEvent</td>
<td>1289</td>
</tr>
<tr>
<td>CalendarValueLast</td>
<td>1294</td>
</tr>
<tr>
<td><strong>16 Timeseries and Indicators Access</strong></td>
<td>1299</td>
</tr>
<tr>
<td>Indexing Direction in Arrays, Buffers and Timeseries</td>
<td>1304</td>
</tr>
<tr>
<td>Organizing Data Access</td>
<td>1307</td>
</tr>
<tr>
<td>SeriesInfoInteger</td>
<td>1316</td>
</tr>
<tr>
<td>Bars</td>
<td>1318</td>
</tr>
<tr>
<td>BarsCalculated</td>
<td>1321</td>
</tr>
<tr>
<td>IndicatorCreate</td>
<td>1323</td>
</tr>
<tr>
<td>IndicatorParameters</td>
<td>1325</td>
</tr>
<tr>
<td>IndicatorRelease</td>
<td>1327</td>
</tr>
<tr>
<td>Copy Buffer</td>
<td>1329</td>
</tr>
<tr>
<td>Copy Rates</td>
<td>1334</td>
</tr>
<tr>
<td>Copy Time</td>
<td>1338</td>
</tr>
<tr>
<td>Copy Open</td>
<td>1341</td>
</tr>
<tr>
<td>Copy High</td>
<td>1344</td>
</tr>
<tr>
<td>Copy Low</td>
<td>1348</td>
</tr>
<tr>
<td>Copy Close</td>
<td>1351</td>
</tr>
<tr>
<td>Copy Tick Volume</td>
<td>1354</td>
</tr>
<tr>
<td>Copy RealVolume</td>
<td>1358</td>
</tr>
<tr>
<td>Copy Spread</td>
<td>1361</td>
</tr>
<tr>
<td>Copy Ticks</td>
<td>1365</td>
</tr>
<tr>
<td>Copy Tick sRang</td>
<td>1371</td>
</tr>
<tr>
<td>iBars</td>
<td>1373</td>
</tr>
<tr>
<td>iBarShift</td>
<td>1374</td>
</tr>
<tr>
<td>iClose</td>
<td>1377</td>
</tr>
<tr>
<td>iHigh</td>
<td>1379</td>
</tr>
<tr>
<td>iHighest</td>
<td>1381</td>
</tr>
<tr>
<td>iLow</td>
<td>1382</td>
</tr>
<tr>
<td>iLowest</td>
<td>1384</td>
</tr>
<tr>
<td>iOpen</td>
<td>1385</td>
</tr>
<tr>
<td>iTick</td>
<td>1387</td>
</tr>
<tr>
<td>iTick Volume</td>
<td>1389</td>
</tr>
<tr>
<td>iRealVolume</td>
<td>1391</td>
</tr>
<tr>
<td>iVolume</td>
<td>1393</td>
</tr>
<tr>
<td>iSpread</td>
<td>1395</td>
</tr>
<tr>
<td><strong>17 Custom Symbols</strong></td>
<td>1397</td>
</tr>
<tr>
<td>CustomSymbolCreate</td>
<td>1399</td>
</tr>
<tr>
<td>CustomSymbolDelete</td>
<td>1401</td>
</tr>
<tr>
<td>CustomSymbolSetInteger</td>
<td>1402</td>
</tr>
<tr>
<td>CustomSymbolSetDouble</td>
<td>1403</td>
</tr>
<tr>
<td>CustomSymbolSetString</td>
<td>1404</td>
</tr>
<tr>
<td>CustomSymbolSetMarginRate</td>
<td>1405</td>
</tr>
<tr>
<td>CustomSymbolSetSessionQuote</td>
<td>1406</td>
</tr>
<tr>
<td>CustomSymbolSetSessionTrade</td>
<td>1407</td>
</tr>
<tr>
<td>CustomRatesDelete</td>
<td>1408</td>
</tr>
</tbody>
</table>
18 Chart Operations ......................................................... 1419
  ChartApplyTemplate ........................................ 1421
  ChartSaveTemplate ............................................ 1424
  ChartWindowFind .............................................. 1429
  ChartTimePriceToXY .......................................... 1431
  ChartXYToTimePrice .......................................... 1432
  ChartOpen ....................................................... 1434
  ChartFirst ....................................................... 1435
  ChartNext ....................................................... 1436
  ChartClose ....................................................... 1437
  ChartSymbol ..................................................... 1438
  ChartPeriod ...................................................... 1439
  ChartRedraw ..................................................... 1440
  ChartSetDouble ................................................ 1441
  ChartSetInteger ............................................... 1442
  ChartSetString ................................................ 1444
  ChartGetDouble ................................................ 1446
  ChartGetInteger ............................................... 1448
  ChartGetString ................................................ 1450
  ChartNavigate .................................................. 1452
  ChartID .......................................................... 1455
  ChartIndicatorAdd ........................................... 1456
  ChartIndicatorDelete ........................................ 1460
  ChartIndicatorGet ............................................ 1463
  ChartIndicatorName ........................................... 1465
  ChartIndicatorsTotal .......................................... 1466
  ChartWindowOnDropped ........................................ 1467
  ChartPriceOnDropped .......................................... 1468
  ChartTimeOnDropped .......................................... 1469
  ChartXOnDropped ............................................. 1470
  ChartYOnDropped ............................................. 1471
  CharSetSymbolPeriod .......................................... 1472
  ChartScreenShot ................................................ 1473

19 Trade Functions ....................................................... 1476
  OrderCalcMargin ............................................. 1479
  OrderCalcProfit .............................................. 1480
  OrderCheck ...................................................... 1481
  OrderSend ....................................................... 1482
  OrderSendAsync ................................................ 1487
  PositionsTotal .................................................. 1498
  PositionGetSymbol ........................................... 1499
  PositionSelect .................................................. 1500
  PositionSelectByTicket ...................................... 1501
  PositionGetDouble ........................................... 1502
  PositionGetInteger ........................................... 1503
  PositionGetString ............................................. 1505
  PositionGetTicket ............................................. 1506
  OrdersTotal ..................................................... 1507
  OrderGetTicket ................................................ 1508
  OrderSelect ..................................................... 1510
  OrderGetDouble .............................................. 1511
  OrderGetInteger .............................................. 1512
<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>OrderGetString</td>
<td>1513</td>
</tr>
<tr>
<td>HistorySelect</td>
<td>1514</td>
</tr>
<tr>
<td>HistorySelectByPosition</td>
<td>1516</td>
</tr>
<tr>
<td>HistoryOrderSelect</td>
<td>1517</td>
</tr>
<tr>
<td>HistoryOrdersTotal</td>
<td>1518</td>
</tr>
<tr>
<td>HistoryOrderGetTicket</td>
<td>1519</td>
</tr>
<tr>
<td>HistoryOrderGetDouble</td>
<td>1520</td>
</tr>
<tr>
<td>HistoryOrderGetInteger</td>
<td>1521</td>
</tr>
<tr>
<td>HistoryDealSelect</td>
<td>1522</td>
</tr>
<tr>
<td>HistoryDealsTotal</td>
<td>1523</td>
</tr>
<tr>
<td>HistoryDealGetTicket</td>
<td>1524</td>
</tr>
<tr>
<td>HistoryDealGetDouble</td>
<td>1525</td>
</tr>
<tr>
<td>HistoryDealGetInteger</td>
<td>1526</td>
</tr>
<tr>
<td>HistoryDealGetString</td>
<td>1527</td>
</tr>
<tr>
<td>HistoryDealGetString</td>
<td>1528</td>
</tr>
<tr>
<td>HistoryDealGetDouble</td>
<td>1529</td>
</tr>
<tr>
<td>HistoryDealGetInteger</td>
<td>1530</td>
</tr>
<tr>
<td>HistoryDealGetString</td>
<td>1531</td>
</tr>
<tr>
<td>HistoryDealGetString</td>
<td>1532</td>
</tr>
</tbody>
</table>

20 Trade Signals .................................................. 1535

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>SignalBaseGetDouble</td>
<td>1536</td>
</tr>
<tr>
<td>SignalBaseGetInteger</td>
<td>1537</td>
</tr>
<tr>
<td>SignalBaseGetString</td>
<td>1538</td>
</tr>
<tr>
<td>SignalBaseSelect</td>
<td>1539</td>
</tr>
<tr>
<td>SignalBaseTotal</td>
<td>1540</td>
</tr>
<tr>
<td>SignalInfoGetDouble</td>
<td>1541</td>
</tr>
<tr>
<td>SignalInfoGetInteger</td>
<td>1542</td>
</tr>
<tr>
<td>SignalInfoGetString</td>
<td>1543</td>
</tr>
<tr>
<td>SignalInfoSetDouble</td>
<td>1544</td>
</tr>
<tr>
<td>SignalInfoSetInteger</td>
<td>1545</td>
</tr>
<tr>
<td>SignalSubscribe</td>
<td>1546</td>
</tr>
<tr>
<td>SignalUnSubscribe</td>
<td>1547</td>
</tr>
</tbody>
</table>

21 Network Functions ............................................. 1548

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>SocketCreate</td>
<td>1550</td>
</tr>
<tr>
<td>SocketClose</td>
<td>1553</td>
</tr>
<tr>
<td>SocketConnect</td>
<td>1556</td>
</tr>
<tr>
<td>SocketIsConnected</td>
<td>1560</td>
</tr>
<tr>
<td>SocketIsReadable</td>
<td>1561</td>
</tr>
<tr>
<td>SocketIsWritable</td>
<td>1564</td>
</tr>
<tr>
<td>SocketTimeouts</td>
<td>1565</td>
</tr>
<tr>
<td>SocketRead</td>
<td>1566</td>
</tr>
<tr>
<td>SocketSend</td>
<td>1570</td>
</tr>
<tr>
<td>SocketTlsHandshake</td>
<td>1574</td>
</tr>
<tr>
<td>SocketTlsCertificate</td>
<td>1575</td>
</tr>
<tr>
<td>SocketTlsRead</td>
<td>1579</td>
</tr>
<tr>
<td>SocketTlsSend</td>
<td>1583</td>
</tr>
<tr>
<td>WebRequest</td>
<td>1585</td>
</tr>
<tr>
<td>SendFTP</td>
<td>1588</td>
</tr>
<tr>
<td>SendMail</td>
<td>1589</td>
</tr>
<tr>
<td>SendNotification</td>
<td>1590</td>
</tr>
</tbody>
</table>

22 Global Variables of the Terminal .................. 1591

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>GlobalVariableCheck</td>
<td>1592</td>
</tr>
<tr>
<td>GlobalVariableTime</td>
<td>1593</td>
</tr>
<tr>
<td>GlobalVariableDel</td>
<td>1594</td>
</tr>
<tr>
<td>GlobalVariableGet</td>
<td>1595</td>
</tr>
<tr>
<td>GlobalVariableName</td>
<td>1596</td>
</tr>
<tr>
<td>GlobalVariableSet</td>
<td>1597</td>
</tr>
<tr>
<td>GlobalVariablesFlush</td>
<td>1598</td>
</tr>
<tr>
<td>GlobalVariableTemp</td>
<td>1599</td>
</tr>
<tr>
<td>GlobalVariableSetOnCondition</td>
<td>1600</td>
</tr>
</tbody>
</table>
## 23 File Functions

- FileSelectDialog .......................................................... 1606
- FileFindFirst ............................................................... 1608
- FileFindNext ................................................................. 1610
- FileFindClose ............................................................... 1612
- FileIsExist ................................................................. 1614
- FileOpen ................................................................. 1617
- FileClose ................................................................. 1620
- FileCopy ................................................................. 1621
- FileDelete ................................................................. 1624
- FileMove ................................................................. 1626
- FileFlush ................................................................. 1628
- FileGetInteger ............................................................ 1630
- FileIsEnding .............................................................. 1633
- FileIsLineEnding ........................................................ 1635
- FileReadArray ........................................................... 1640
- FileReadBool .............................................................. 1642
- FileReadDateTime ........................................................ 1645
- FileReadDouble .......................................................... 1648
- FileReadFloat ............................................................. 1651
- FileReadInteger ......................................................... 1654
- FileReadLong ............................................................. 1658
- FileReadNumber ........................................................ 1661
- FileReadString .......................................................... 1666
- FileReadStruct .......................................................... 1668
- FileSeek ................................................................. 1672
- FileSize .................................................................. 1675
- FileTell .................................................................. 1677
- FileWrite ................................................................. 1680
- FileWriteArray ........................................................... 1683
- FileWriteDouble ........................................................ 1686
- FileWriteFloat ........................................................... 1689
- FileWriteInteger ......................................................... 1691
- FileWriteLong ........................................................... 1694
- FileWriteString .......................................................... 1696
- FileWriteStruct .......................................................... 1699
- FileLoad ................................................................. 1702
- FileSave ................................................................. 1704
- FolderCreate ............................................................. 1706
- FolderDelete ............................................................. 1709
- FolderClean ............................................................. 1712

## 24 Custom Indicators

- Indicator Styles in Examples ............................................. 1719
  
  DRAW_NONE .............................................................. 1726
  DRAW_LINE ............................................................... 1729
  DRAW_SECTION ........................................................ 1733
  DRAW_HISTOGRAM .................................................... 1737
  DRAW_HISTOGRAM2 ................................................ 1741
  DRAW_ARROW ............................................................ 1745
  DRAW_ZIGZAG ............................................................ 1750
  DRAW_FILLING ........................................................... 1755
  DRAW_BARS .............................................................. 1760
  DRAW_CANDLES ........................................................ 1766
  DRAW_COLOR_LINE .................................................... 1772
  DRAW_COLOR_SECTION ............................................ 1777
  DRAW_COLOR_HISTOGRAM ......................................... 1783
25 Object Functions .................................................. 1844

26 Technical Indicators .............................................. 1880
27 Working with Optimization Results ................................................................. 2087
  FrameFirst ........................................................................................................... 2088
  FrameFilter ......................................................................................................... 2089
  FrameNext ............................................................................................................ 2090
  FrameInputs ........................................................................................................ 2091
  FrameAdd .......................................................................................................... 2092
  ParameterGetRange ............................................................................................ 2093
  ParameterSetRange ............................................................................................. 2096
28 Working with Events ......................................................................................... 2098
  EventSetMillisecondsTimer .................................................................................. 2099
  EventSetTimer ...................................................................................................... 2100
  EventKillTimer ..................................................................................................... 2101
  EventChartCustom ............................................................................................... 2102
29 Working with OpenCL ......................................................................................... 2108
  CLHandleType ...................................................................................................... 2110
  CLGetInfoInteger ............................................................................................... 2111
  CLGetInfoString .................................................................................................. 2114
  CLContextCreate ............................................................................................... 2117
  CLContextFree .................................................................................................... 2118
  CLGetDeviceInfo ............................................................................................... 2119
  CLProgramCreate ............................................................................................... 2123
  CLProgramFree ................................................................................................... 2128
  CLKernelCreate .................................................................................................. 2129
  CLKernelFree ...................................................................................................... 2130
  CLSetKernelArg ................................................................................................. 2131
  CLSetKernelArgMem ........................................................................................... 2132
  CLSetKernelArgMemLocal ................................................................................... 2133
  CLBufferCreate ................................................................................................... 2134
  CLBufferFree ....................................................................................................... 2135
  CLBufferWrite ..................................................................................................... 2136
  CLBufferRead ...................................................................................................... 2137
  CLExcute ............................................................................................................. 2138
  CLExcutionStatus ............................................................................................... 2140
30 Working with databases ..................................................................................... 2141
  DatabaseOpen ...................................................................................................... 2143
  DatabaseClose ..................................................................................................... 2145
  DatabaseImport .................................................................................................. 2146
  DatabaseExport ................................................................................................. 2148
  DatabasePrint ..................................................................................................... 2150
  DatabaseTableExists ......................................................................................... 2155
  DatabaseExecute ............................................................................................... 2156
  DatabasePrepare ............................................................................................... 2168
### 31 Working with DirectX

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>DXContextCreate</td>
<td>2217</td>
</tr>
<tr>
<td>DXContextGetSize</td>
<td>2218</td>
</tr>
<tr>
<td>DXContextGetSize</td>
<td>2219</td>
</tr>
<tr>
<td>DXContextClearColors</td>
<td>2220</td>
</tr>
<tr>
<td>DXContextClearDepth</td>
<td>2221</td>
</tr>
<tr>
<td>DXContextGetColors</td>
<td>2222</td>
</tr>
<tr>
<td>DXContextGetDepth</td>
<td>2223</td>
</tr>
<tr>
<td>DXBufferCreate</td>
<td>2224</td>
</tr>
<tr>
<td>DXTextureCreate</td>
<td>2225</td>
</tr>
<tr>
<td>DXInputCreate</td>
<td>2226</td>
</tr>
<tr>
<td>DXInputSet</td>
<td>2227</td>
</tr>
<tr>
<td>DXShaderCreate</td>
<td>2228</td>
</tr>
<tr>
<td>DXShaderSetLayout</td>
<td>2229</td>
</tr>
<tr>
<td>DXShaderInputsSet</td>
<td>2230</td>
</tr>
<tr>
<td>DXShaderTexturesSet</td>
<td>2231</td>
</tr>
<tr>
<td>DXDraw</td>
<td>2232</td>
</tr>
<tr>
<td>DXDrawIndexed</td>
<td>2233</td>
</tr>
<tr>
<td>DXPrimitiveTopologySet</td>
<td>2234</td>
</tr>
<tr>
<td>DXBufferSet</td>
<td>2235</td>
</tr>
<tr>
<td>DXShaderSet</td>
<td>2236</td>
</tr>
<tr>
<td>DXHandleType</td>
<td>2237</td>
</tr>
<tr>
<td>DXRelease</td>
<td>2238</td>
</tr>
</tbody>
</table>

### 32 Integration

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>initialize</td>
<td>2245</td>
</tr>
<tr>
<td>login</td>
<td>2246</td>
</tr>
<tr>
<td>shutdown</td>
<td>2247</td>
</tr>
<tr>
<td>version</td>
<td>2248</td>
</tr>
<tr>
<td>last_error</td>
<td>2249</td>
</tr>
<tr>
<td>account_info</td>
<td>2250</td>
</tr>
<tr>
<td>terminal_info</td>
<td>2251</td>
</tr>
<tr>
<td>symbols_total</td>
<td>2252</td>
</tr>
<tr>
<td>symbols_get</td>
<td>2253</td>
</tr>
<tr>
<td>symbol_info</td>
<td>2254</td>
</tr>
<tr>
<td>symbol_info_tick</td>
<td>2255</td>
</tr>
<tr>
<td>symbol_select</td>
<td>2256</td>
</tr>
<tr>
<td>copy_rates_from</td>
<td>2257</td>
</tr>
<tr>
<td>copy_rates_from_pos</td>
<td>2258</td>
</tr>
<tr>
<td>copy_rates_range</td>
<td>2259</td>
</tr>
</tbody>
</table>
33 Standard Library ................................................................. 2330

Mathematics ........................................................................ 2331
Statistics ............................................................................. 2332
  Statistical Characteristics .................................................. 2333
    MathMean ........................................................................ 2335
    MathVariance ................................................................. 2336
    MathSkewness .............................................................. 2337
    MathKurtosis ................................................................. 2338
    MathMoments .................................................................. 2339
    MathMedian .................................................................... 2340
    MathStandardDeviation .................................................. 2341
    MathAverageDeviation .................................................... 2342
  Normal Distribution .......................................................... 2343
    MathProbabilityDensityNormal ....................................... 2344
    MathCumulativeDistributionNormal ................................ 2345
    MathQuantileNormal ..................................................... 2346
    MathRandomNormal ....................................................... 2347
    MathMomentsNormal ...................................................... 2348
  Log-normal distribution ...................................................... 2349
    MathProbabilityDensityLognormal ................................... 2350
    MathCumulativeDistributionLognormal ............................ 2351
    MathQuantileLognormal ................................................. 2352
    MathRandomLognormal .................................................. 2353
    MathMomentsLognormal ................................................ 2354
  Beta distribution ................................................................ 2355
    MathProbabilityDensityBeta ............................................ 2356
    MathCumulativeDistributionBeta .................................... 2357
    MathQuantileBeta ......................................................... 2358
    MathRandomBeta ........................................................... 2359
    MathMomentsBeta ......................................................... 2360
  Noncentral beta distribution ............................................... 2361
    MathProbabilityDensityNoncentralBeta ........................... 2362
    MathCumulativeDistributionNoncentralBeta ...................... 2363
    MathQuantileNoncentralBeta ........................................ 2364
    MathRandomNoncentralBeta .......................................... 2365
    MathMomentsNoncentralBeta ........................................ 2366
  Gamma distribution ........................................................... 2367
    MathProbabilityDensityGamma ........................................ 2368
    MathCumulativeDistributionGamma .................................. 2369
    MathQuantileGamma ....................................................... 2370
    MathRandomGamma ........................................................ 2371
    MathMomentsGamma ...................................................... 2372
  Chi-squared distribution .................................................... 2373
    MathProbabilityDensityChiSquare .................................. 2374

© 2000-2021, MetaQuotes Ltd
Noncentral F-distribution

MathProbabilityDensityNoncentralF
MathCumulativeDistributionNoncentralF
MathQuantileNoncentralF
MathRandomNoncentralF
MathMomentsNoncentralF

Noncentral chi-squared distribution

MathProbabilityDensityNoncentralChiSquare
MathCumulativeDistributionNoncentralChiSquare
MathQuantileNoncentralChiSquare
MathRandomNoncentralChiSquare
MathMomentsNoncentralChiSquare

Noncentral t-distribution

MathProbabilityDensityNoncentralT
MathCumulativeDistributionNoncentralT
MathQuantileNoncentralT
MathRandomNoncentralT
MathMomentsNoncentralT

Exponential distribution

MathProbabilityDensityExponential
MathCumulativeDistributionExponential
MathQuantileExponential
MathRandomExponential
MathMomentsExponential

F-distribution

MathProbabilityDensityF
MathCumulativeDistributionF
MathQuantileF
MathRandomF
MathMomentsF

Noncentral F-distribution

MathProbabilityDensityNoncentralF
MathCumulativeDistributionNoncentralF
MathQuantileNoncentralF
MathRandomNoncentralF
MathMomentsNoncentralF

T-distribution

MathProbabilityDensityT
MathCumulativeDistributionT
MathQuantileT
MathRandomT
MathMomentsT

Noncentral T-distribution

MathProbabilityDensityNoncentralT
MathCumulativeDistributionNoncentralT
MathQuantileNoncentralT
MathRandomNoncentralT
MathMomentsNoncentralT

Logistic distribution

MathProbabilityDensityLogistic
MathCumulativeDistributionLogistic
MathQuantileLogistic
MathRandomLogistic
MathMomentsLogistic

Cauchy distribution

MathProbabilityDensityCauchy
MathCumulativeDistributionCauchy
MathQuantileCauchy
MathRandomCauchy
MathMomentsCauchy

Uniform distribution

MathProbabilityDensityUniform
MathCumulativeDistributionUniform
MathQuantileUniform
MathRandomUniform
MathMomentsUniform
Weibull distribution ................................................................. 2524
MathProbabilityDensityWeibull ........................................... 2528
MathCumulativeDistributionWeibull ................................... 2530
MathQuantileWeibull ........................................................... 2532
MathRandomWeibull ............................................................ 2534
MathMomentsWeibull .......................................................... 2535
Binomial distribution ............................................................ 2536
MathProbabilityDensityBinomial ....................................... 2539
MathCumulativeDistributionBinomial .................................. 2541
MathQuantileBinomial ......................................................... 2543
MathRandomBinomial .......................................................... 2545
MathMomentsBinomial ........................................................ 2546
Negative binomial distribution .......................................... 2547
MathProbabilityDensityNegativeBinomial ......................... 2550
MathCumulativeDistributionNegativeBinomial .................... 2552
MathQuantileNegativeBinomial ........................................... 2554
MathRandomNegativeBinomial ............................................ 2556
MathMomentsNegativeBinomial ............................................ 2557
Geometric distribution .......................................................... 2558
MathProbabilityDensityGeometric ..................................... 2562
MathCumulativeDistributionGeometric ............................. 2564
MathQuantileGeometric ..................................................... 2566
MathRandomGeometric ....................................................... 2568
MathMomentsGeometric ...................................................... 2569
Hypergeometric distribution .............................................. 2570
MathProbabilityDensityHypergeometric ......................... 2574
MathCumulativeDistributionHypergeometric ................... 2576
MathQuantileHypergeometric ............................................ 2578
MathRandomHypergeometric .............................................. 2580
MathMomentsHypergeometric ............................................ 2581
Poisson distribution .......................................................... 2582
MathProbabilityDensityPoisson ....................................... 2586
MathCumulativeDistributionPoisson ............................... 2588
MathQuantilePoisson ........................................................ 2590
MathRandomPoisson .......................................................... 2592
MathMomentsPoisson ........................................................ 2593
Subfunctions ................................................................. 2594
MathRandomNonZero ........................................................ 2599
MathMoments ................................................................. 2600
MathPowInt ................................................................. 2601
MathFactorial ................................................................. 2602
MathTrunc ................................................................. 2603
MathRound ................................................................. 2604
MathArcTan2 ................................................................. 2606
MathGamma ................................................................. 2608
MathGammaLog ............................................................... 2609
MathBeta ................................................................. 2610
MathBetaLog ............................................................... 2611
MathBetaIncomplete ........................................................ 2612
MathGammaIncomplete ..................................................... 2613
MathBinomialCoefficient .................................................. 2614
MathBinomialCoefficientLog ............................................ 2615
MathHypergeometric2F2 .................................................. 2616
MathSequence ............................................................. 2617
MathSequenceByCount .................................................... 2618
MathReplicate .............................................................. 2619
MathReverse ............................................................... 2620
MathIdentical .............................................................. 2621
MathUnique ................................................................. 2622
MathQuickSortAscending ........................................ 2623
MathQuickSortDescending ....................................... 2624
MathQuickSort .......................................................... 2625
MathOrder ................................................................. 2626
MathBitwiseNot ......................................................... 2627
MathBitwiseAnd ......................................................... 2628
MathBitwiseOr ........................................................... 2629
MathBitwiseXor ......................................................... 2630
MathBitwiseShiftL ..................................................... 2631
MathBitwiseShiftR ..................................................... 2632
MathCumulativeSum .................................................. 2633
MathCumulativeProduct .......................................... 2634
MathCumulativeMax .................................................. 2635
MathCumulativeMin .................................................. 2636
MathSin ................................................................. 2637
MathCos ................................................................. 2638
MathTan ................................................................. 2639
MathArcsin .............................................................. 2640
MathArccos .............................................................. 2641
MathArctan .............................................................. 2642
MathSinPi ................................................................. 2643
MathCosPi ................................................................. 2644
MathTanPi ................................................................. 2645
MathAbs ................................................................. 2646
MathCeil ................................................................. 2647
MathFloor ............................................................... 2648
MathGrt ................................................................. 2649
MathExp ................................................................. 2650
MathPow ................................................................. 2651
MathLog ................................................................. 2652
MathLog2 ................................................................. 2653
MathLog10 ............................................................... 2654
MathLog1p ............................................................... 2655
MathDifference ......................................................... 2656
MathSample .............................................................. 2658
MathTukeySummary .................................................. 2659
MathRange ............................................................... 2660
MathMin ................................................................. 2661
MathMax ................................................................. 2662
MathSum ................................................................. 2663
MathProduct ............................................................ 2664
MathStandardDeviation ............................................ 2665
MathAverageDeviation .............................................. 2666
MathMedian .............................................................. 2667
MathMean ............................................................... 2668
MathVariance ........................................................... 2669
MathGkewness .......................................................... 2670
MathKurtosis ........................................................... 2671
MathHExpmf ............................................................. 2672
MathSinh ................................................................. 2673
MathCosh ................................................................. 2674
MathTanh ................................................................. 2675
MathArcsinh ............................................................ 2676
MathArccosh ............................................................ 2677
MathArctanh ............................................................ 2678
MathSignif ............................................................... 2679
MathRank ............................................................... 2680
MathKurtosis ............................................................ 2681
Fuzzy Logic ......................................................................................................................... 2690
Membership functions ........................................................................................................ 2691
- CConstantMembershipFunction ................................................................................. 2693
  GetValue ....................................................................................................................... 2695
- CCompositeMembershipFunction .................................................................................. 2696
  CompositionType ........................................................................................................ 2698
  MembershipFunctions .................................................................................................. 2698
  GetValue ....................................................................................................................... 2698
- CDifferenceTwoSigmoidalMembershipFunctions .......................................................... 2700
  A1 .................................................................................................................................. 2702
  A2 .................................................................................................................................. 2702
  C1 .................................................................................................................................. 2703
  C2 .................................................................................................................................. 2703
  GetValue ....................................................................................................................... 2704
- CGeneralizedBeShapedMembershipFunction ............................................................... 2705
  A .................................................................................................................................. 2707
  B .................................................................................................................................. 2707
  C .................................................................................................................................. 2708
  GetValue ....................................................................................................................... 2708
- CNormalCombinationMembershipFunction .................................................................. 2709
  B1 .................................................................................................................................. 2711
  B2 .................................................................................................................................. 2711
  Sigma1 ......................................................................................................................... 2712
  Sigma2 ......................................................................................................................... 2712
  GetValue ....................................................................................................................... 2713
- CNormalMembershipFunction ....................................................................................... 2714
  B .................................................................................................................................. 2716
  Sigma ........................................................................................................................ 2716
  GetValue ....................................................................................................................... 2717
- CP_ShapedMembershipFunction .................................................................................. 2718
  A .................................................................................................................................. 2720
  B .................................................................................................................................. 2720
  C .................................................................................................................................. 2721
  D .................................................................................................................................. 2721
  GetValue ....................................................................................................................... 2721
- CProductTwoSigmoidalMembershipFunctions .............................................................. 2723
  A1 .................................................................................................................................. 2725
  A2 .................................................................................................................................. 2725
  C1 .................................................................................................................................. 2726
  C2 .................................................................................................................................. 2726
  GetValue ....................................................................................................................... 2727
- CS_ShapedMembershipFunction .................................................................................... 2728
  A .................................................................................................................................. 2730
  B .................................................................................................................................. 2730
  GetValue ....................................................................................................................... 2731
- CSigmoidalMembershipFunction .................................................................................... 2732
  A .................................................................................................................................. 2734
  C .................................................................................................................................. 2734
  GetValue ....................................................................................................................... 2735
- CTrapezoidMembershipFunction ................................................................................... 2736
  X1 .................................................................................................................................. 2738
  X2 .................................................................................................................................. 2738
<table>
<thead>
<tr>
<th>MQL5</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sugeno system</td>
<td>2778</td>
</tr>
<tr>
<td>Calculate</td>
<td>2778</td>
</tr>
<tr>
<td>CreateSugenoFunction</td>
<td>2779</td>
</tr>
<tr>
<td>EmptyRule</td>
<td>2780</td>
</tr>
<tr>
<td>Output</td>
<td>2780</td>
</tr>
<tr>
<td>OutputByName</td>
<td>2780</td>
</tr>
<tr>
<td>ParseRule</td>
<td>2780</td>
</tr>
<tr>
<td>Rules</td>
<td>2781</td>
</tr>
<tr>
<td>OpenCL</td>
<td>2782</td>
</tr>
<tr>
<td>BufferCreate</td>
<td>2784</td>
</tr>
<tr>
<td>BufferFree</td>
<td>2785</td>
</tr>
<tr>
<td>BufferFromArray</td>
<td>2786</td>
</tr>
<tr>
<td>BufferRead</td>
<td>2787</td>
</tr>
<tr>
<td>BufferWrite</td>
<td>2788</td>
</tr>
<tr>
<td>Execute</td>
<td>2789</td>
</tr>
<tr>
<td>GetContext</td>
<td>2790</td>
</tr>
<tr>
<td>GetKernel</td>
<td>2791</td>
</tr>
<tr>
<td>GetKernelName</td>
<td>2792</td>
</tr>
<tr>
<td>GetProgram</td>
<td>2793</td>
</tr>
<tr>
<td>Initialize</td>
<td>2794</td>
</tr>
<tr>
<td>KernelCreate</td>
<td>2795</td>
</tr>
<tr>
<td>KernelFree</td>
<td>2796</td>
</tr>
<tr>
<td>SetArgument</td>
<td>2797</td>
</tr>
<tr>
<td>SetArgumentBuffer</td>
<td>2798</td>
</tr>
<tr>
<td>SetArgumentLocalMemory</td>
<td>2799</td>
</tr>
<tr>
<td>SetBuffersCount</td>
<td>2800</td>
</tr>
<tr>
<td>SetKernelsCount</td>
<td>2801</td>
</tr>
<tr>
<td>Shutdown</td>
<td>2802</td>
</tr>
<tr>
<td>SupportDouble</td>
<td>2803</td>
</tr>
<tr>
<td>Basic Class COBject</td>
<td>2804</td>
</tr>
<tr>
<td>Prev</td>
<td>2805</td>
</tr>
<tr>
<td>Prev</td>
<td>2806</td>
</tr>
<tr>
<td>Next</td>
<td>2807</td>
</tr>
<tr>
<td>Next</td>
<td>2808</td>
</tr>
<tr>
<td>Compare</td>
<td>2809</td>
</tr>
<tr>
<td>Save</td>
<td>2811</td>
</tr>
<tr>
<td>Load</td>
<td>2813</td>
</tr>
<tr>
<td>Type</td>
<td>2815</td>
</tr>
<tr>
<td>Data Collections</td>
<td>2816</td>
</tr>
<tr>
<td>CArray</td>
<td>2817</td>
</tr>
<tr>
<td>Step</td>
<td>2819</td>
</tr>
<tr>
<td>Step</td>
<td>2820</td>
</tr>
<tr>
<td>Total</td>
<td>2821</td>
</tr>
<tr>
<td>Available</td>
<td>2822</td>
</tr>
<tr>
<td>Max</td>
<td>2823</td>
</tr>
<tr>
<td>IsSorted</td>
<td>2824</td>
</tr>
<tr>
<td>SortMode</td>
<td>2825</td>
</tr>
<tr>
<td>Clear</td>
<td>2826</td>
</tr>
<tr>
<td>Sort</td>
<td>2827</td>
</tr>
<tr>
<td>Save</td>
<td>2828</td>
</tr>
<tr>
<td>Load</td>
<td>2829</td>
</tr>
<tr>
<td>CArrayChar</td>
<td>2830</td>
</tr>
<tr>
<td>Reserve</td>
<td>2833</td>
</tr>
<tr>
<td>Resize</td>
<td>2834</td>
</tr>
<tr>
<td>Shutdown</td>
<td>2835</td>
</tr>
<tr>
<td>Add</td>
<td>2836</td>
</tr>
<tr>
<td>AddArray</td>
<td>2837</td>
</tr>
<tr>
<td>AddArray</td>
<td>2838</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Insert</td>
<td>2840</td>
</tr>
<tr>
<td>InsertArray</td>
<td>2841</td>
</tr>
<tr>
<td>InsertArray</td>
<td>2842</td>
</tr>
<tr>
<td>AssignArray</td>
<td>2843</td>
</tr>
<tr>
<td>AssignArray</td>
<td>2844</td>
</tr>
<tr>
<td>Update</td>
<td>2845</td>
</tr>
<tr>
<td>Shift</td>
<td>2846</td>
</tr>
<tr>
<td>Delete</td>
<td>2847</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>2848</td>
</tr>
<tr>
<td>At</td>
<td>2849</td>
</tr>
<tr>
<td>CompareArray</td>
<td>2850</td>
</tr>
<tr>
<td>CompareArray</td>
<td>2851</td>
</tr>
<tr>
<td>InsertSort</td>
<td>2852</td>
</tr>
<tr>
<td>Search</td>
<td>2853</td>
</tr>
<tr>
<td>SearchGreat</td>
<td>2854</td>
</tr>
<tr>
<td>SearchLess</td>
<td>2855</td>
</tr>
<tr>
<td>SearchGreatOrEqual</td>
<td>2856</td>
</tr>
<tr>
<td>SearchLessOrEqual</td>
<td>2857</td>
</tr>
<tr>
<td>SearchFirst</td>
<td>2858</td>
</tr>
<tr>
<td>SearchLast</td>
<td>2859</td>
</tr>
<tr>
<td>SearchLinear</td>
<td>2860</td>
</tr>
<tr>
<td>Save</td>
<td>2861</td>
</tr>
<tr>
<td>Load</td>
<td>2862</td>
</tr>
<tr>
<td>Type</td>
<td>2863</td>
</tr>
<tr>
<td>CArrayShort</td>
<td>2864</td>
</tr>
<tr>
<td>Reserve</td>
<td>2865</td>
</tr>
<tr>
<td>Resize</td>
<td>2866</td>
</tr>
<tr>
<td>Shutdown</td>
<td>2867</td>
</tr>
<tr>
<td>Add</td>
<td>2868</td>
</tr>
<tr>
<td>AddArray</td>
<td>2869</td>
</tr>
<tr>
<td>AddArray</td>
<td>2870</td>
</tr>
<tr>
<td>Insert</td>
<td>2871</td>
</tr>
<tr>
<td>InsertArray</td>
<td>2872</td>
</tr>
<tr>
<td>InsertArray</td>
<td>2873</td>
</tr>
<tr>
<td>AssignArray</td>
<td>2874</td>
</tr>
<tr>
<td>AssignArray</td>
<td>2875</td>
</tr>
<tr>
<td>Update</td>
<td>2876</td>
</tr>
<tr>
<td>Shift</td>
<td>2877</td>
</tr>
<tr>
<td>Delete</td>
<td>2878</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>2879</td>
</tr>
<tr>
<td>At</td>
<td>2880</td>
</tr>
<tr>
<td>CompareArray</td>
<td>2881</td>
</tr>
<tr>
<td>CompareArray</td>
<td>2882</td>
</tr>
<tr>
<td>InsertSort</td>
<td>2883</td>
</tr>
<tr>
<td>Search</td>
<td>2884</td>
</tr>
<tr>
<td>SearchGreat</td>
<td>2885</td>
</tr>
<tr>
<td>SearchLess</td>
<td>2886</td>
</tr>
<tr>
<td>SearchGreatOrEqual</td>
<td>2887</td>
</tr>
<tr>
<td>SearchLessOrEqual</td>
<td>2888</td>
</tr>
<tr>
<td>SearchFirst</td>
<td>2889</td>
</tr>
<tr>
<td>SearchLast</td>
<td>2890</td>
</tr>
<tr>
<td>SearchLinear</td>
<td>2891</td>
</tr>
<tr>
<td>Save</td>
<td>2892</td>
</tr>
<tr>
<td>Load</td>
<td>2893</td>
</tr>
<tr>
<td>Type</td>
<td>2894</td>
</tr>
<tr>
<td>CArrayInt</td>
<td>2895</td>
</tr>
<tr>
<td>Reserve</td>
<td>2896</td>
</tr>
<tr>
<td>Resize</td>
<td>2897</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Type</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>CArrayDouble</td>
<td>2925</td>
</tr>
<tr>
<td>Delta</td>
<td>2934</td>
</tr>
<tr>
<td>Reserve</td>
<td>2988</td>
</tr>
<tr>
<td>Reserve</td>
<td>2989</td>
</tr>
<tr>
<td>Shutdown</td>
<td>2990</td>
</tr>
<tr>
<td>Add</td>
<td>2991</td>
</tr>
<tr>
<td>AddArray</td>
<td>2992</td>
</tr>
<tr>
<td>AddArray</td>
<td>2993</td>
</tr>
<tr>
<td>Insert</td>
<td>2994</td>
</tr>
<tr>
<td>InsertArray</td>
<td>2995</td>
</tr>
<tr>
<td>InsertArray</td>
<td>2996</td>
</tr>
<tr>
<td>AssignArray</td>
<td>2997</td>
</tr>
<tr>
<td>AssignArray</td>
<td>2998</td>
</tr>
<tr>
<td>Update</td>
<td>3001</td>
</tr>
<tr>
<td>Shift</td>
<td>3003</td>
</tr>
<tr>
<td>Delete</td>
<td>3004</td>
</tr>
<tr>
<td>Delete</td>
<td>3005</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>3006</td>
</tr>
<tr>
<td>At</td>
<td>3007</td>
</tr>
<tr>
<td>CompareArray</td>
<td>3009</td>
</tr>
<tr>
<td>CompareArray</td>
<td>3010</td>
</tr>
<tr>
<td>InsertSort</td>
<td>3011</td>
</tr>
<tr>
<td>Search</td>
<td>3012</td>
</tr>
<tr>
<td>SearchGreat</td>
<td>3013</td>
</tr>
<tr>
<td>SearchLess</td>
<td>3014</td>
</tr>
<tr>
<td>SearchGreatOrEqual</td>
<td>3015</td>
</tr>
<tr>
<td>SearchLessOrEqual</td>
<td>3016</td>
</tr>
<tr>
<td>SearchFirst</td>
<td>3017</td>
</tr>
<tr>
<td>SearchLast</td>
<td>3018</td>
</tr>
<tr>
<td>SearchLinear</td>
<td>3019</td>
</tr>
<tr>
<td>Save</td>
<td>3020</td>
</tr>
<tr>
<td>Load</td>
<td>3022</td>
</tr>
<tr>
<td>Type</td>
<td>3024</td>
</tr>
<tr>
<td>CArrayDouble</td>
<td>3025</td>
</tr>
<tr>
<td>Delta</td>
<td>3028</td>
</tr>
<tr>
<td>Reserve</td>
<td>3029</td>
</tr>
<tr>
<td>Reserve</td>
<td>3030</td>
</tr>
<tr>
<td>Shutdown</td>
<td>3031</td>
</tr>
<tr>
<td>Add</td>
<td>3032</td>
</tr>
<tr>
<td>AddArray</td>
<td>3033</td>
</tr>
<tr>
<td>AddArray</td>
<td>3034</td>
</tr>
<tr>
<td>Insert</td>
<td>3035</td>
</tr>
<tr>
<td>InsertArray</td>
<td>3036</td>
</tr>
<tr>
<td>InsertArray</td>
<td>3037</td>
</tr>
<tr>
<td>AssignArray</td>
<td>3038</td>
</tr>
<tr>
<td>AssignArray</td>
<td>3039</td>
</tr>
<tr>
<td>AssignArray</td>
<td>3040</td>
</tr>
<tr>
<td>Update</td>
<td>3041</td>
</tr>
<tr>
<td>Shift</td>
<td>3042</td>
</tr>
<tr>
<td>Delete</td>
<td>3043</td>
</tr>
<tr>
<td>Delete</td>
<td>3044</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>3045</td>
</tr>
<tr>
<td>At</td>
<td>3046</td>
</tr>
<tr>
<td>CompareArray</td>
<td>3047</td>
</tr>
<tr>
<td>CompareArray</td>
<td>3048</td>
</tr>
<tr>
<td>Minimum</td>
<td>3050</td>
</tr>
<tr>
<td>Maximum</td>
<td>3051</td>
</tr>
<tr>
<td>Minimum</td>
<td>3052</td>
</tr>
<tr>
<td>InsertSort</td>
<td>3053</td>
</tr>
<tr>
<td>Search</td>
<td>3054</td>
</tr>
<tr>
<td>Search</td>
<td>3055</td>
</tr>
</tbody>
</table>
At ................................................................. 3135
CompareArray ................................................. 3136
InsertSort .......................................................... 3137
Search ............................................................... 3138
SearchGreat ....................................................... 3139
SearchLess ......................................................... 3140
SearchGreatOrEqual .......................................... 3141
SearchLessOrEqual ............................................ 3143
SearchFirst ......................................................... 3144
SearchLast ........................................................ 3145
Save ................................................................. 3146
Load ................................................................. 3147
Type ................................................................. 3149
CList ............................................................. 3150
FreeMode .......................................................... 3152
SortMode .......................................................... 3153
Total ............................................................... 3155
IsSorted ........................................................... 3156
CreateElement .................................................. 3157
Add ................................................................. 3158
Insert .............................................................. 3159
DetachCurrent .................................................... 3160
DeleteCurrent .................................................... 3162
Delete ............................................................. 3163
Clear .............................................................. 3164
IndexOf ........................................................... 3165
GetNodeAtIndex ................................................ 3166
GetFirstNode .................................................... 3167
GetPrevNode ..................................................... 3168
GetCurrentNode ............................................... 3169
GetNextNode ..................................................... 3170
GetLastNode ..................................................... 3171
Sort .............................................................. 3172
MoveToIndex ..................................................... 3173
Exchange ........................................................ 3174
CompareList ..................................................... 3175
Search ........................................................... 3176
Save ............................................................. 3177
Load ............................................................. 3178
Type ............................................................. 3180
CTreeNode ....................................................... 3182
Owner ............................................................ 3183
Left ............................................................... 3188
Right ............................................................. 3189
Balance .......................................................... 3190
BalanceL ........................................................ 3191
BalanceR ......................................................... 3192
CreateSample ................................................ 3193
RefreshBalance ............................................... 3194
GetNext ......................................................... 3195
SaveNode ......................................................... 3196
LoadNode ........................................................ 3197
Type ............................................................. 3198
CTree .......................................................... 3200
Root ............................................................. 3206
CreateElement ............................................... 3207
Insert ........................................................... 3208
### Generic Data Collections

<table>
<thead>
<tr>
<th>Class Type</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICollection&lt;T&gt;</td>
<td>3215</td>
</tr>
<tr>
<td>Add</td>
<td>3219</td>
</tr>
<tr>
<td>Count</td>
<td>3220</td>
</tr>
<tr>
<td>Contains透设有符号</td>
<td>3222</td>
</tr>
<tr>
<td>CopyTo</td>
<td>3223</td>
</tr>
<tr>
<td>Clear</td>
<td>3224</td>
</tr>
<tr>
<td>Remove</td>
<td>3225</td>
</tr>
<tr>
<td>IEqualityComparer&lt;T&gt;</td>
<td>3226</td>
</tr>
<tr>
<td>Equals</td>
<td>3227</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>3228</td>
</tr>
<tr>
<td>IComparer&lt;T&gt;</td>
<td>3229</td>
</tr>
<tr>
<td>Compare</td>
<td>3230</td>
</tr>
<tr>
<td>IComparer&lt;T&gt;</td>
<td>3231</td>
</tr>
<tr>
<td>Compare</td>
<td>3232</td>
</tr>
<tr>
<td>IEqualityComparer&lt;T&gt;</td>
<td>3233</td>
</tr>
<tr>
<td>Equals</td>
<td>3234</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>3235</td>
</tr>
<tr>
<td>IList&lt;T&gt;</td>
<td>3236</td>
</tr>
<tr>
<td>TryGetValue</td>
<td>3237</td>
</tr>
<tr>
<td>TrySetValue</td>
<td>3238</td>
</tr>
<tr>
<td>Insert</td>
<td>3239</td>
</tr>
<tr>
<td>IndexOf</td>
<td>3240</td>
</tr>
<tr>
<td>LastIndexOf</td>
<td>3241</td>
</tr>
<tr>
<td>RemoveAt</td>
<td>3242</td>
</tr>
<tr>
<td>IMap&lt;TKey, TValue&gt;</td>
<td>3243</td>
</tr>
<tr>
<td>Add</td>
<td>3244</td>
</tr>
<tr>
<td>Remove</td>
<td>3246</td>
</tr>
<tr>
<td>TryGetValue</td>
<td>3247</td>
</tr>
<tr>
<td>TrySetValue</td>
<td>3248</td>
</tr>
<tr>
<td>CopyTo</td>
<td>3249</td>
</tr>
<tr>
<td>ISet&lt;T&gt;</td>
<td>3250</td>
</tr>
<tr>
<td>ExceptWith</td>
<td>3252</td>
</tr>
<tr>
<td>IntersectWith</td>
<td>3253</td>
</tr>
<tr>
<td>SymmetricExceptWith</td>
<td>3254</td>
</tr>
<tr>
<td>UnionWith</td>
<td>3255</td>
</tr>
<tr>
<td>IsProperSubsetOf</td>
<td>3256</td>
</tr>
<tr>
<td>IsProperSupersetOf</td>
<td>3257</td>
</tr>
<tr>
<td>IsSubsetOf</td>
<td>3258</td>
</tr>
<tr>
<td>IsSupersetOf</td>
<td>3259</td>
</tr>
<tr>
<td>Overlaps</td>
<td>3260</td>
</tr>
<tr>
<td>SetEquals</td>
<td>3261</td>
</tr>
<tr>
<td>CDefaultComparer&lt;T&gt;</td>
<td>3262</td>
</tr>
<tr>
<td>Compare</td>
<td>3263</td>
</tr>
<tr>
<td>CDefaultEqualityComparer&lt;T&gt;</td>
<td>3264</td>
</tr>
<tr>
<td>Equals</td>
<td>3265</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>3266</td>
</tr>
<tr>
<td>CRedBlackTreeNode&lt;T&gt;</td>
<td>3267</td>
</tr>
<tr>
<td>Value</td>
<td>3268</td>
</tr>
<tr>
<td>Parent</td>
<td>3269</td>
</tr>
</tbody>
</table>
Left .......................................................... 3270
Right .......................................................... 3271
Color .......................................................... 3272
IsLeaf ........................................................ 3273
CreateEmptyNode ..................................... 3274
CLinkedListNode<T> ................................... 3275
List .......................................................... 3276
Next .......................................................... 3277
Previous .................................................... 3278
Value ........................................................ 3279
CKeyValuePair<TKey,TValue> ..................... 3280
Key .......................................................... 3281
Value ........................................................ 3282
Clone ......................................................... 3283
Compare .................................................... 3284
Equals ....................................................... 3285
HashCode .................................................. 3286
CArrayList<T> ............................................. 3287
Capacity .................................................... 3289
Count ......................................................... 3290
Contains .................................................... 3291
TrimExcess ................................................ 3292
TryGetValue ................................................ 3293
TrySetValue .............................................. 3294
Add ......................................................... 3295
AddRange .................................................. 3296
Insert ....................................................... 3297
InsertRange ............................................... 3298
CopyTo ..................................................... 3299
BinarySearch .......................................... 3300
IndexOf ..................................................... 3301
LastIndexOf .............................................. 3302
Clear ....................................................... 3303
Remove ..................................................... 3304
RemoveAt .................................................. 3305
RemoveRange ............................................ 3306
Reverse .................................................... 3307
Sort ......................................................... 3308
CHashMap<TKey,TValue> ......................... 3309
Add ......................................................... 3311
Count ....................................................... 3312
Comparer .................................................. 3313
Contains ................................................... 3314
ContainsKey ............................................. 3315
ContainsValue ......................................... 3316
CopyTo ..................................................... 3317
Clear ....................................................... 3318
Remove ..................................................... 3319
TryGetValue ................................................ 3320
TrySetValue .............................................. 3321
CHashSet<T> ............................................. 3322
Add ......................................................... 3324
Count ....................................................... 3325
Contains ................................................... 3326
Comparer .................................................. 3327
TrimExcess ................................................ 3328
CopyTo ..................................................... 3329
Clear ....................................................... 3330
<table>
<thead>
<tr>
<th>Class/Method</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Remove</td>
<td>3331</td>
</tr>
<tr>
<td>ExceptWith</td>
<td>3332</td>
</tr>
<tr>
<td>IntersectWith</td>
<td>3333</td>
</tr>
<tr>
<td>SymmetricExceptWith</td>
<td>3334</td>
</tr>
<tr>
<td>UnionWith</td>
<td>3335</td>
</tr>
<tr>
<td>IsProperSubsetOf</td>
<td>3336</td>
</tr>
<tr>
<td>IsProperSupersetOf</td>
<td>3337</td>
</tr>
<tr>
<td>IsSubsetOf</td>
<td>3338</td>
</tr>
<tr>
<td>IsSupersetOf</td>
<td>3339</td>
</tr>
<tr>
<td>Overlaps</td>
<td>3340</td>
</tr>
<tr>
<td>SetEquals</td>
<td>3341</td>
</tr>
<tr>
<td>CSortedMap</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>Find</td>
<td></td>
</tr>
<tr>
<td>RemoveMax</td>
<td></td>
</tr>
<tr>
<td>RemoveMin</td>
<td></td>
</tr>
<tr>
<td>TryGetMax</td>
<td></td>
</tr>
<tr>
<td>TryGetMin</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>Peek</td>
<td></td>
</tr>
<tr>
<td>Deque</td>
<td></td>
</tr>
<tr>
<td>Contains</td>
<td></td>
</tr>
<tr>
<td>CopyTo</td>
<td></td>
</tr>
<tr>
<td>Clear</td>
<td></td>
</tr>
<tr>
<td>Remove</td>
<td></td>
</tr>
<tr>
<td>RemoveFirst</td>
<td></td>
</tr>
<tr>
<td>RemoveLast</td>
<td></td>
</tr>
<tr>
<td>Find</td>
<td></td>
</tr>
<tr>
<td>FindLast</td>
<td></td>
</tr>
<tr>
<td>CQueue&lt;T&gt;</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>Enqueue</td>
<td></td>
</tr>
<tr>
<td>Count</td>
<td></td>
</tr>
<tr>
<td>Contains</td>
<td></td>
</tr>
<tr>
<td>TrimExcess</td>
<td></td>
</tr>
<tr>
<td>CopyTo</td>
<td></td>
</tr>
<tr>
<td>Clear</td>
<td></td>
</tr>
<tr>
<td>Remove</td>
<td></td>
</tr>
<tr>
<td>Dequeue</td>
<td></td>
</tr>
<tr>
<td>Peek</td>
<td></td>
</tr>
<tr>
<td>CRedBlackTree&lt;T&gt;</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>Count</td>
<td></td>
</tr>
<tr>
<td>Root</td>
<td></td>
</tr>
<tr>
<td>Contains</td>
<td></td>
</tr>
<tr>
<td>Comparer</td>
<td></td>
</tr>
<tr>
<td>TryGetMin</td>
<td></td>
</tr>
<tr>
<td>TryGetMax</td>
<td></td>
</tr>
<tr>
<td>CopyTo</td>
<td></td>
</tr>
<tr>
<td>Clear</td>
<td></td>
</tr>
<tr>
<td>Remove</td>
<td></td>
</tr>
<tr>
<td>RemoveMin</td>
<td></td>
</tr>
<tr>
<td>RemoveMax</td>
<td></td>
</tr>
<tr>
<td>Find</td>
<td></td>
</tr>
<tr>
<td>FindMin</td>
<td></td>
</tr>
<tr>
<td>FindMax</td>
<td></td>
</tr>
<tr>
<td>CSortedMap&lt;TKey, TValue&gt;</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>Function</td>
<td>Page</td>
</tr>
<tr>
<td>--------------------------</td>
<td>------</td>
</tr>
<tr>
<td>Close</td>
<td>3456</td>
</tr>
<tr>
<td>Delete</td>
<td>3457</td>
</tr>
<tr>
<td>IsExist</td>
<td>3458</td>
</tr>
<tr>
<td>Copy</td>
<td>3459</td>
</tr>
<tr>
<td>Move</td>
<td>3460</td>
</tr>
<tr>
<td>Size</td>
<td>3461</td>
</tr>
<tr>
<td>Tell</td>
<td>3462</td>
</tr>
<tr>
<td>Seek</td>
<td>3463</td>
</tr>
<tr>
<td>Flush</td>
<td>3464</td>
</tr>
<tr>
<td>IsEnding</td>
<td>3465</td>
</tr>
<tr>
<td>IsLineEnding</td>
<td>3466</td>
</tr>
<tr>
<td>Folder Create</td>
<td>3467</td>
</tr>
<tr>
<td>Folder Delete</td>
<td>3468</td>
</tr>
<tr>
<td>Folder Clean</td>
<td>3469</td>
</tr>
<tr>
<td>FileFindFirst</td>
<td>3470</td>
</tr>
<tr>
<td>FileFindNext</td>
<td>3471</td>
</tr>
<tr>
<td>FileFindClose</td>
<td>3472</td>
</tr>
<tr>
<td>CFileBin</td>
<td>3473</td>
</tr>
<tr>
<td>Open</td>
<td>3475</td>
</tr>
<tr>
<td>WriteChar</td>
<td>3476</td>
</tr>
<tr>
<td>WriteShort</td>
<td>3477</td>
</tr>
<tr>
<td>WriteInteger</td>
<td>3478</td>
</tr>
<tr>
<td>WriteLong</td>
<td>3479</td>
</tr>
<tr>
<td>WriteFloat</td>
<td>3480</td>
</tr>
<tr>
<td>WriteDouble</td>
<td>3481</td>
</tr>
<tr>
<td>WriteString</td>
<td>3482</td>
</tr>
<tr>
<td>WriteCharArray</td>
<td>3483</td>
</tr>
<tr>
<td>WriteShortArray</td>
<td>3484</td>
</tr>
<tr>
<td>WriteIntegerArray</td>
<td>3485</td>
</tr>
<tr>
<td>WriteLongArray</td>
<td>3486</td>
</tr>
<tr>
<td>WriteFloatArray</td>
<td>3487</td>
</tr>
<tr>
<td>WriteDoubleArray</td>
<td>3488</td>
</tr>
<tr>
<td>WriteObject</td>
<td>3489</td>
</tr>
<tr>
<td>ReadChar</td>
<td>3490</td>
</tr>
<tr>
<td>ReadShort</td>
<td>3491</td>
</tr>
<tr>
<td>ReadInteger</td>
<td>3492</td>
</tr>
<tr>
<td>ReadLong</td>
<td>3493</td>
</tr>
<tr>
<td>ReadFloat</td>
<td>3494</td>
</tr>
<tr>
<td>ReadDouble</td>
<td>3495</td>
</tr>
<tr>
<td>ReadString</td>
<td>3496</td>
</tr>
<tr>
<td>ReadCharArray</td>
<td>3497</td>
</tr>
<tr>
<td>ReadShortArray</td>
<td>3498</td>
</tr>
<tr>
<td>ReadIntegerArray</td>
<td>3499</td>
</tr>
<tr>
<td>ReadLongArray</td>
<td>3500</td>
</tr>
<tr>
<td>ReadFloatArray</td>
<td>3501</td>
</tr>
<tr>
<td>ReadDoubleArray</td>
<td>3502</td>
</tr>
<tr>
<td>ReadObject</td>
<td>3503</td>
</tr>
<tr>
<td>CFileTxt</td>
<td>3504</td>
</tr>
<tr>
<td>Open</td>
<td>3505</td>
</tr>
<tr>
<td>WriteString</td>
<td>3506</td>
</tr>
<tr>
<td>ReadString</td>
<td>3507</td>
</tr>
<tr>
<td>Strings</td>
<td>3508</td>
</tr>
<tr>
<td>CString</td>
<td>3509</td>
</tr>
<tr>
<td>Str</td>
<td>3511</td>
</tr>
<tr>
<td>Len</td>
<td>3512</td>
</tr>
<tr>
<td>Copy</td>
<td>3513</td>
</tr>
<tr>
<td>Fill</td>
<td>3514</td>
</tr>
<tr>
<td>Assign</td>
<td>3515</td>
</tr>
</tbody>
</table>
### Graphic Objects

#### CChartObject

<table>
<thead>
<tr>
<th>Method</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Append</td>
<td>3534</td>
</tr>
<tr>
<td>Insert</td>
<td>3535</td>
</tr>
<tr>
<td>Compare</td>
<td>3518</td>
</tr>
<tr>
<td>CompareNoCase</td>
<td>3519</td>
</tr>
<tr>
<td>Left</td>
<td>3520</td>
</tr>
<tr>
<td>Right</td>
<td>3521</td>
</tr>
<tr>
<td>Mid</td>
<td>3522</td>
</tr>
<tr>
<td>Trim</td>
<td>3523</td>
</tr>
<tr>
<td>TrimLeft</td>
<td>3524</td>
</tr>
<tr>
<td>TrimRight</td>
<td>3525</td>
</tr>
<tr>
<td>Clear</td>
<td>3526</td>
</tr>
<tr>
<td>ToUpper</td>
<td>3527</td>
</tr>
<tr>
<td>ToLower</td>
<td>3528</td>
</tr>
<tr>
<td>Reverse</td>
<td>3529</td>
</tr>
<tr>
<td>Find</td>
<td>3530</td>
</tr>
<tr>
<td>FindRev</td>
<td>3531</td>
</tr>
<tr>
<td>Remove</td>
<td>3532</td>
</tr>
<tr>
<td>Replace</td>
<td>3533</td>
</tr>
<tr>
<td>CharId</td>
<td>3535</td>
</tr>
<tr>
<td>Window</td>
<td>3538</td>
</tr>
<tr>
<td>Name</td>
<td>3539</td>
</tr>
<tr>
<td>NumPoints</td>
<td>3540</td>
</tr>
<tr>
<td>Attach</td>
<td>3541</td>
</tr>
<tr>
<td>SetPoint</td>
<td>3542</td>
</tr>
<tr>
<td>Delete</td>
<td>3543</td>
</tr>
<tr>
<td>Detach</td>
<td>3544</td>
</tr>
<tr>
<td>ShiftObject</td>
<td>3545</td>
</tr>
<tr>
<td>ShiftPoint</td>
<td>3546</td>
</tr>
<tr>
<td>Time</td>
<td>3547</td>
</tr>
<tr>
<td>Price</td>
<td>3548</td>
</tr>
<tr>
<td>Color</td>
<td>3549</td>
</tr>
<tr>
<td>Style</td>
<td>3550</td>
</tr>
<tr>
<td>Width</td>
<td>3551</td>
</tr>
<tr>
<td>Background</td>
<td>3552</td>
</tr>
<tr>
<td>Selected</td>
<td>3553</td>
</tr>
<tr>
<td>Selectable</td>
<td>3554</td>
</tr>
<tr>
<td>Description</td>
<td>3555</td>
</tr>
<tr>
<td>Tooltip</td>
<td>3556</td>
</tr>
<tr>
<td>Timeframes</td>
<td>3557</td>
</tr>
<tr>
<td>Z_Order</td>
<td>3558</td>
</tr>
<tr>
<td>CreateTime</td>
<td>3559</td>
</tr>
<tr>
<td>LevelsCount</td>
<td>3560</td>
</tr>
<tr>
<td>LevelColor</td>
<td>3561</td>
</tr>
<tr>
<td>LevelStyle</td>
<td>3562</td>
</tr>
<tr>
<td>LevelWidth</td>
<td>3563</td>
</tr>
<tr>
<td>LevelValue</td>
<td>3564</td>
</tr>
<tr>
<td>LevelDescription</td>
<td>3565</td>
</tr>
<tr>
<td>GetInteger</td>
<td>3566</td>
</tr>
<tr>
<td>SetInteger</td>
<td>3567</td>
</tr>
<tr>
<td>GetDouble</td>
<td>3568</td>
</tr>
<tr>
<td>SetDouble</td>
<td>3569</td>
</tr>
<tr>
<td>GetString</td>
<td>3570</td>
</tr>
<tr>
<td>SetString</td>
<td>3571</td>
</tr>
<tr>
<td>Save</td>
<td>3572</td>
</tr>
<tr>
<td>Load</td>
<td>3573</td>
</tr>
<tr>
<td>Type</td>
<td>3574</td>
</tr>
<tr>
<td>Class</td>
<td>Page</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>------</td>
</tr>
<tr>
<td>Line Objects</td>
<td>3589</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3590</td>
</tr>
<tr>
<td>CChartObjectLineType</td>
<td>3591</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3592</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3593</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3594</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3595</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3596</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3597</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3598</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3599</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3600</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3601</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3602</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3603</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3604</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3605</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3606</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3607</td>
</tr>
<tr>
<td>CChartObjectLineCreate</td>
<td>3608</td>
</tr>
<tr>
<td>CChartObjectTrendCreate</td>
<td>3609</td>
</tr>
<tr>
<td>CChartObjectTrendCreate</td>
<td>3610</td>
</tr>
<tr>
<td>CChartObjectTrendCreate</td>
<td>3611</td>
</tr>
<tr>
<td>Channel Objects</td>
<td>3612</td>
</tr>
<tr>
<td>CChartObjectChannelCreate</td>
<td>3613</td>
</tr>
<tr>
<td>CChartObjectChannelCreate</td>
<td>3614</td>
</tr>
<tr>
<td>CChartObjectChannelCreate</td>
<td>3615</td>
</tr>
<tr>
<td>CChartObjectChannelCreate</td>
<td>3616</td>
</tr>
<tr>
<td>CChartObjectRegressionCreate</td>
<td>3617</td>
</tr>
<tr>
<td>CChartObjectRegressionCreate</td>
<td>3618</td>
</tr>
<tr>
<td>CChartObjectRegressionCreate</td>
<td>3619</td>
</tr>
<tr>
<td>CChartObjectRegressionCreate</td>
<td>3620</td>
</tr>
<tr>
<td>CChartObjectStdDevChannelCreate</td>
<td>3621</td>
</tr>
<tr>
<td>CChartObjectStdDevChannelCreate</td>
<td>3622</td>
</tr>
<tr>
<td>CChartObjectStdDevChannelCreate</td>
<td>3623</td>
</tr>
<tr>
<td>CChartObjectStdDevChannelCreate</td>
<td>3624</td>
</tr>
<tr>
<td>CChartObjectStdDevChannelCreate</td>
<td>3625</td>
</tr>
<tr>
<td>CChartObjectStdDevChannelCreate</td>
<td>3626</td>
</tr>
<tr>
<td>CChartObjectStdDevChannelCreate</td>
<td>3627</td>
</tr>
<tr>
<td>CChartObjectPitchforkCreate</td>
<td>3628</td>
</tr>
<tr>
<td>CChartObjectPitchforkCreate</td>
<td>3629</td>
</tr>
<tr>
<td>CChartObjectPitchforkCreate</td>
<td>3630</td>
</tr>
<tr>
<td>CChartObjectPitchforkCreate</td>
<td>3631</td>
</tr>
<tr>
<td>Gann Tools</td>
<td>3632</td>
</tr>
<tr>
<td>CChartObjectGannLineCreate</td>
<td>3633</td>
</tr>
<tr>
<td>CChartObjectGannLineCreate</td>
<td>3634</td>
</tr>
<tr>
<td>CChartObjectGannLineCreate</td>
<td>3635</td>
</tr>
<tr>
<td>CChartObjectGannLineCreate</td>
<td>3636</td>
</tr>
<tr>
<td>CChartObjectGannLineCreate</td>
<td>3637</td>
</tr>
<tr>
<td>CChartObjectGannLineCreate</td>
<td>3638</td>
</tr>
<tr>
<td>CChartObjectGannLineCreate</td>
<td>3639</td>
</tr>
<tr>
<td>CChartObjectGannFanCreate</td>
<td>3640</td>
</tr>
<tr>
<td>CChartObjectGannFanCreate</td>
<td>3641</td>
</tr>
<tr>
<td>CChartObjectGannFanCreate</td>
<td>3642</td>
</tr>
<tr>
<td>CChartObjectGannFanCreate</td>
<td>3643</td>
</tr>
<tr>
<td>CChartObjectGannFanCreate</td>
<td>3644</td>
</tr>
<tr>
<td>CChartObjectGannFanCreate</td>
<td>3645</td>
</tr>
<tr>
<td>CChartObjectGannFanCreate</td>
<td>3646</td>
</tr>
<tr>
<td>CChartObjectGannFanCreate</td>
<td>3647</td>
</tr>
<tr>
<td>CChartObjectGannGridCreate</td>
<td>3648</td>
</tr>
<tr>
<td>CChartObjectGannGridCreate</td>
<td>3649</td>
</tr>
<tr>
<td>CChartObjectGannGridCreate</td>
<td>3650</td>
</tr>
<tr>
<td>CChartObjectGannGridCreate</td>
<td>3651</td>
</tr>
<tr>
<td>CChartObjectGannGridCreate</td>
<td>3652</td>
</tr>
<tr>
<td>CChartObjectGannGridCreate</td>
<td>3653</td>
</tr>
<tr>
<td>CChartObjectGannGridCreate</td>
<td>3654</td>
</tr>
<tr>
<td>CChartObjectGannGridCreate</td>
<td>3655</td>
</tr>
<tr>
<td>Type</td>
<td>Page</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>------</td>
</tr>
<tr>
<td>ArrowCode</td>
<td>3723</td>
</tr>
<tr>
<td>ArrowCode, Anchor</td>
<td>3712</td>
</tr>
<tr>
<td>ArrowCode, Load</td>
<td>3717</td>
</tr>
<tr>
<td>ArrowCode, Save</td>
<td>3716</td>
</tr>
<tr>
<td>ArrowCode</td>
<td>3710</td>
</tr>
<tr>
<td>ArrowCode</td>
<td>3719</td>
</tr>
<tr>
<td>ArrowCode, Anchor</td>
<td>3721</td>
</tr>
<tr>
<td>ArrowCode, Load</td>
<td>3724</td>
</tr>
<tr>
<td>ArrowCode, Save</td>
<td>3723</td>
</tr>
<tr>
<td>ArrowCode</td>
<td>3726</td>
</tr>
<tr>
<td>CChartObjectArrow</td>
<td>3666</td>
</tr>
<tr>
<td>CChartObjectArrow</td>
<td>3665</td>
</tr>
<tr>
<td>CChartObjectArrow</td>
<td>3664</td>
</tr>
<tr>
<td>CChartObjectFiboFan</td>
<td>3667</td>
</tr>
<tr>
<td>CChartObjectFiboFan</td>
<td>3666</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3674</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3673</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3672</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3671</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3670</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3669</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3668</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3665</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3664</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3663</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3662</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3661</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3660</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3659</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3657</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3656</td>
</tr>
<tr>
<td>CChartObjectFiboFan</td>
<td>3667</td>
</tr>
<tr>
<td>CChartObjectFiboFan</td>
<td>3666</td>
</tr>
<tr>
<td>CChartObjectFiboFan</td>
<td>3665</td>
</tr>
<tr>
<td>CChartObjectFiboFan</td>
<td>3664</td>
</tr>
<tr>
<td>CChartObjectFiboFan</td>
<td>3663</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3674</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3673</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3672</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3671</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3670</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3669</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3668</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>3667</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3665</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3664</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3663</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3662</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3661</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3660</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3659</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3657</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>3656</td>
</tr>
</tbody>
</table>
Create ................................................................. 3728
Angle ................................................................. 3729
Font ................................................................. 3730
FontSize .............................................................. 3731
Anchor ................................................................. 3732
Save ................................................................. 3733
Type ................................................................. 3734
Load ................................................................. 3735
CChartObjectLabel.................................................... 3736
Create ................................................................. 3738
X_Distance .......................................................... 3739
Y_Distance .......................................................... 3740
X_Size ............................................................... 3741
Y_Size ............................................................... 3742
Corner .............................................................. 3743
Time ................................................................. 3744
Price ................................................................. 3745
Save ................................................................. 3746
Type ................................................................. 3747
Load ................................................................. 3748
CChartObjectEdit...................................................... 3749
Create ................................................................. 3751
textAlign ........................................................... 3752
X_Size ............................................................... 3753
Y_Size ............................................................... 3754
BackColor ........................................................ 3755
BorderColor ....................................................... 3756
ReadOnly .......................................................... 3757
Angle ............................................................... 3758
Save ................................................................. 3759
Load ................................................................. 3760
Type ................................................................. 3761
CChartObjectButton.................................................. 3762
State ................................................................. 3763
Save ................................................................. 3764
Load ................................................................. 3765
Type ................................................................. 3766
CChartObjectSubChart .............................................. 3768
Create ................................................................. 3770
X_Distance .......................................................... 3771
Y_Distance .......................................................... 3772
Corner .............................................................. 3773
X_Size ............................................................... 3774
Y_Size ............................................................... 3775
Symbol ............................................................ 3776
Period .............................................................. 3777
Scale ............................................................... 3778
PriceScale ......................................................... 3779
Time ............................................................... 3780
Price ............................................................... 3781
Save ................................................................. 3782
Load ................................................................. 3783
Type ................................................................. 3784
CChartObjectBitmap................................................ 3786
Create ................................................................. 3788
BmpFile ............................................................ 3789
X_Offset ............................................................ 3790
Canvas

FontAngleSet

FillCircle

Fill

CreateCircle

CreateCircleAA

Circle

ChartObjectName

GetDefaultColor

FillEllipse

Pie

Arc

Attach

CChartObjectRectLabel

CChartObjectBmpLabel

Y_Offset

Save

Load

Type

CChartObjectBmpLabel

Create

X_Distance

Y_Distance

X_Offset

Y_Offset

Corner

X_Size

Y_Size

BmpFileOn

BmpFileOff

State

Time

Price

Save

Load

Type

CChartObjectRectLabel

Create

X_Size

Y_Size

BackColor

Angle

BorderType

Save

Load

Type

Custom Graphics

CCanvas

Attach

Arc

Pie

FillPolygon

FillEllipse

GetDefaultColor

ChartObjectName

Circle

CircleAA

CircleWu

Create

CreateBitmap

CreateBitmapLabel

Destroy

Ellipse

EllipseAA

EllipseWu

Erase

Fill

FillCircle

FillRect

FillText

FillTriangle

FontAngleGet

FontAngleSet

FontFlagsGet
FontFlagsSet ................................................................. 3862
FontGet ............................................................... 3863
FontNameGet ........................................................... 3864
FontNameSet ............................................................. 3865
FontSet ................................................................. 3866
FontSizeGet ............................................................ 3867
FontSizeSet ............................................................. 3868
Height ................................................................. 3869
Line ................................................................. 3870
LineAA ............................................................ 3871
LineWu ............................................................. 3872
LineHorizontal ...................................................... 3873
LineVertical .......................................................... 3874
LineStyleSet .......................................................... 3875
LineThick ............................................................. 3876
LineThickHorizontal ............................................... 3877
LineThickVertical ................................................... 3878
LoadFromFile .......................................................... 3879
PixelGet ............................................................. 3880
PixelSet ............................................................. 3881
PixelSetAA ........................................................... 3882
Polygon .............................................................. 3883
PolygonAA ........................................................... 3884
PolygonWu ........................................................... 3885
PolygonThick .......................................................... 3886
PolygonSmooth ....................................................... 3887
Polyline ............................................................. 3888
PolylineSmooth ......................................................... 3889
PolylineThick .......................................................... 3890
PolylineWu ............................................................ 3891
PolylineAA ............................................................ 3892
Rectangle ............................................................ 3893
Resize ................................................................. 3894
ResourceName ........................................................ 3895
TextHeight ............................................................ 3896
TextOut .............................................................. 3897
TextSize .............................................................. 3898
TextWidth ............................................................. 3899
TransparentLevelSet ................................................ 3900
Triangle ............................................................... 3901
TriangleAA ............................................................ 3902
TriangleWu ............................................................ 3903
Update ................................................................. 3904
Width ................................................................. 3905
ChartCanvas ........................................................... 3906
ColorBackground ..................................................... 3909
ColorBorder .......................................................... 3910
ColorText ............................................................. 3911
ColorGrid ............................................................. 3912
MaxData .............................................................. 3913
MaxDescrLen .......................................................... 3914
ShowFlags ............................................................. 3915
IsShowLegend .......................................................... 3916
IsShowScaleLeft ....................................................... 3917
IsShowScaleRight ...................................................... 3918
IsShowScaleTop ....................................................... 3919
IsShowScaleBottom .................................................. 3920
IsShowGrid ............................................................ 3921
IsShowDescriptors.......................................................... 3922
IsShowPercent............................................................ 3923
VScaleMin ................................................................. 3924
VScaleMax ................................................................. 3925
NumGrid ................................................................. 3926
DataOffset .............................................................. 3927
DataTotal ......................................................... 3928
DrawDescriptors .................................................. 3929
DrawData ........................................................... 3930
Create ............................................................. 3931
AllowedShowFlags .................................................. 3932
ShowLegend ...................................................... 3933
ShowScaleLeft .................................................. 3934
ShowScaleRight .................................................. 3935
ShowScaleTop ................................................... 3936
ShowScaleBottom ............................................... 3937
ShowGrid .......................................................... 3938
ShowDescriptors .................................................. 3939
ShowValue ........................................................ 3940
ShowPercent ...................................................... 3941
LegendAlignment .................................................. 3942
Accumulative ...................................................... 3943
VScaleParams ...................................................... 3944
DescriptorUpdate ............................................... 3945
ColorUpdate ....................................................... 3946
ValuesCheck ....................................................... 3947
Redraw ............................................................ 3948
DrawBackground .................................................. 3949
DrawLegend ...................................................... 3950
DrawLegendVertical ........................................... 3951
DrawLegendHorizontal ....................................... 3952
CalcScales ........................................................ 3953
DrawScales ........................................................ 3954
DrawScaleLeft .................................................. 3955
DrawScaleRight ................................................ 3956
DrawScaleTop ................................................... 3957
DrawScaleBottom ............................................... 3958
DrawGrid ........................................................ 3959
DrawChart ......................................................... 3960
CLineChart ........................................................... 3961
Gradient .......................................................... 3966
BarGap ............................................................. 3967
BarMinSize ....................................................... 3968
BarBorder ........................................................ 3969
Create ............................................................ 3970
SeriesAdd ........................................................ 3971
SeriesInsert ...................................................... 3972
SeriesUpdate ...................................................... 3973
SeriesDelete ...................................................... 3974
ValueUpdate ...................................................... 3975
DrawData ........................................................ 3976
DrawBar .......................................................... 3977
GradientBrush .................................................... 3978
CLineChart ........................................................... 3979
Filled ............................................................... 3983
Create ............................................................ 3984
SeriesAdd ........................................................ 3985
SeriesInsert ...................................................... 3986
Price Charts ................................................................. 3987
SeriesUpdate ................................................................. 3988
SeriesDelete ............................................................... 3989
ValueUpdate ................................................................. 3990
DrawChart ................................................................. 3991
ChartData ................................................................. 3992
CalcArea ................................................................. 3993
CPieChart ................................................................. 3994
Create ................................................................. 3995
SeriesSet ................................................................. 3996
ValueAdd ................................................................. 3997
ValueInsert ............................................................... 3998
ValueUpdate ............................................................... 4000
ValueDelete ............................................................... 4001
DrawChart ............................................................... 4002
DrawPie ................................................................. 4003
LabelMake ............................................................... 4004

3D Graphics ................................................................. 4006
CCanvas3D ................................................................. 4007
AmbientColorGet ...................................................... 4009
AmbientColorSet ....................................................... 4010
Attach ................................................................. 4011
Create ................................................................. 4012
Destroy ................................................................. 4013
DXContext ............................................................... 4014
DXDispatcher ........................................................... 4015
InputScene ............................................................... 4016
LightColorGet ........................................................... 4017
LightColorSet ........................................................... 4018
LightDirectionGet .................................................... 4019
LightDirectionSet ..................................................... 4020
ObjectAdd ............................................................... 4021
ProjectionMatrixGet .................................................. 4022
ProjectionMatrixSet .................................................... 4023
Render ................................................................. 4024
RenderBegin ............................................................. 4025
RenderEnd ............................................................... 4026
ViewMatrixGet .......................................................... 4027
ViewMatrixSet .......................................................... 4028
ViewPositionSet ........................................................ 4029
ViewRotationSet ........................................................ 4030
ViewTargetSet .......................................................... 4031
ViewUpDirectionSet .................................................... 4032

Price Charts ................................................................. 4033
ChartID ................................................................. 4034
Mode ................................................................. 4035
Foreground .............................................................. 4036
Shift ................................................................. 4037
ShiftSize ................................................................. 4038
AutoScroll ............................................................... 4039
Scale ................................................................. 4040
ScaleFix ................................................................. 4041
ScaleFix_11 .............................................................. 4042
FixedMax ............................................................... 4043
FixedMin ............................................................... 4044
PointsPerBar ............................................................ 4045
ScalePPB ................................................................. 4046
ShowOHLC .............................................................. 4047
ShowLineBid ............................................................ 4048

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ShowWindowOnDropped</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ApplyTemplate</code></td>
<td>41</td>
</tr>
<tr>
<td><code>SetSymbolPeriod</code></td>
<td>41</td>
</tr>
<tr>
<td><code>SetDouble</code></td>
<td>41</td>
</tr>
<tr>
<td><code>GetDouble</code></td>
<td>41</td>
</tr>
<tr>
<td><code>SetInteger</code></td>
<td>41</td>
</tr>
<tr>
<td><code>GetInteger</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Redraw</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Period</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Navigate</code></td>
<td>41</td>
</tr>
<tr>
<td><code>IndicatorName</code></td>
<td>41</td>
</tr>
<tr>
<td><code>IndicatorsTotal</code></td>
<td>41</td>
</tr>
<tr>
<td><code>IndicatorAdd</code></td>
<td>41</td>
</tr>
<tr>
<td><code>EventObjectDelete</code></td>
<td>41</td>
</tr>
<tr>
<td><code>BringToTop</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Detach</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Open</code></td>
<td>41</td>
</tr>
<tr>
<td><code>NextChart</code></td>
<td>41</td>
</tr>
<tr>
<td><code>FirstChart</code></td>
<td>41</td>
</tr>
<tr>
<td><code>PriceMin</code></td>
<td>41</td>
</tr>
<tr>
<td><code>HeightInPixels</code></td>
<td>41</td>
</tr>
<tr>
<td><code>PriceScale</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorScale</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorBackground</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorForeground</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorGrid</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorBarUp</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorBarDown</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorCandleBull</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorCandleBear</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorChartLine</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorVolumes</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorLineBid</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorLineAsk</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorLineLast</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ColorStopLevels</code></td>
<td>41</td>
</tr>
<tr>
<td><code>VisibleBars</code></td>
<td>41</td>
</tr>
<tr>
<td><code>WindowsTotal</code></td>
<td>41</td>
</tr>
<tr>
<td><code>WindowsVisible</code></td>
<td>41</td>
</tr>
<tr>
<td><code>WindowHandle</code></td>
<td>41</td>
</tr>
<tr>
<td><code>FirstVisibleBar</code></td>
<td>41</td>
</tr>
<tr>
<td><code>WidthnBars</code></td>
<td>41</td>
</tr>
<tr>
<td><code>WidthnPixels</code></td>
<td>41</td>
</tr>
<tr>
<td><code>HeightnPixels</code></td>
<td>41</td>
</tr>
<tr>
<td><code>PriceMin</code></td>
<td>41</td>
</tr>
<tr>
<td><code>PriceMax</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Attach</code></td>
<td>41</td>
</tr>
<tr>
<td><code>FirstChart</code></td>
<td>41</td>
</tr>
<tr>
<td><code>NextChart</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Open</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Detach</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Close</code></td>
<td>41</td>
</tr>
<tr>
<td><code>BringToTop</code></td>
<td>41</td>
</tr>
<tr>
<td><code>EventObjectCreate</code></td>
<td>41</td>
</tr>
<tr>
<td><code>EventObjectDelete</code></td>
<td>41</td>
</tr>
<tr>
<td><code>IndicatorAdd</code></td>
<td>41</td>
</tr>
<tr>
<td><code>IndicatorDelete</code></td>
<td>41</td>
</tr>
<tr>
<td><code>IndicatorsTotal</code></td>
<td>41</td>
</tr>
<tr>
<td><code>IndicatorName</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Navigate</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Symbol</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Period</code></td>
<td>41</td>
</tr>
<tr>
<td><code>Redraw</code></td>
<td>41</td>
</tr>
<tr>
<td><code>GetInteger</code></td>
<td>41</td>
</tr>
<tr>
<td><code>SetInteger</code></td>
<td>41</td>
</tr>
<tr>
<td><code>GetDouble</code></td>
<td>41</td>
</tr>
<tr>
<td><code>SetDouble</code></td>
<td>41</td>
</tr>
<tr>
<td><code>GetString</code></td>
<td>41</td>
</tr>
<tr>
<td><code>SetString</code></td>
<td>41</td>
</tr>
<tr>
<td><code>SetSymbolPeriod</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ApplyTemplate</code></td>
<td>41</td>
</tr>
<tr>
<td><code>ScreenShot</code></td>
<td>41</td>
</tr>
<tr>
<td><code>WindowOnDropped</code></td>
<td>41</td>
</tr>
</tbody>
</table>
TrendLineColor ................................................................. 4179
TrendLineVisible .......................................................... 4180
Update ........................................................................... 4182
Visible ........................................................................... 4184
CGraphic........................................................................... 4185
Create ........................................................................... 4188
Delete .............................................................................. 4189
Update ........................................................................... 4190
ChartObjectName ........................................................... 4191
ResourceName ............................................................... 4192
XAxis ............................................................................. 4193
YAxis ............................................................................. 4194
GapSize .......................................................................... 4195
BackgroundColor ........................................................... 4196
BackgroundMain ............................................................. 4197
BackgroundMainSize ...................................................... 4198
Background_Main .......................................................... 4199
BackgroundSub ............................................................... 4200
BackgroundSubSize ....................................................... 4201
BackgroundSubColor ..................................................... 4202
GridLineColor ................................................................. 4203
GridBackgroundColor ...................................................... 4204
GridCircleRadius ........................................................... 4205
GridCircleColor ............................................................. 4206
GridHasCircle .................................................................. 4207
GridAxisLineColor .......................................................... 4208
HistorySymbolSi .............................................................. 4209
HistoryNameSi ............................................................... 4210
HistoryNameWidth ........................................................ 4211
TextAdd .......................................................................... 4212
LineAdd .......................................................................... 4213
CurveAdd ........................................................................ 4214
CurvePlot ....................................................................... 4217
CurvePlotAll ................................................................... 4218
CurveGetByName ............................................................. 4219
CurveGetByIndex ............................................................ 4220
CurveGetByName ............................................................ 4221
CurveRemoveByIndex ..................................................... 4222
CurveRemoveByName ...................................................... 4223
CurvesTotal ..................................................................... 4224
MarksToAxisAdd ............................................................ 4225
MajorMarkSize ............................................................... 4226
FontSet ............................................................................ 4227
FontGet ............................................................................ 4228
Attach ............................................................................. 4229
CalculateMaxMinValues .................................................. 4230
Height ............................................................................. 4231
IndentDown ...................................................................... 4232
IndentLeft ...................................................................... 4233
IndentRight ..................................................................... 4234
IndentUp ......................................................................... 4235
Redraw ............................................................................ 4236
ResetParameters ............................................................ 4237
ScaleX ............................................................................ 4238
ScaleY ............................................................................ 4239
SetDefaultParameters .................................................... 4240
Width .............................................................................. 4241
Indicators ....................................................................... 4241
Base classes ..................................................................... 4242
<table>
<thead>
<tr>
<th>Class</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSpreadBuffer</td>
<td>42-43</td>
</tr>
<tr>
<td>Size</td>
<td>42-45</td>
</tr>
<tr>
<td>SetSymbolPeriod</td>
<td>42-46</td>
</tr>
<tr>
<td>At</td>
<td>42-47</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-48</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-49</td>
</tr>
<tr>
<td>CTimeBuffer</td>
<td>42-50</td>
</tr>
<tr>
<td>Size</td>
<td>42-52</td>
</tr>
<tr>
<td>SetSymbolPeriod</td>
<td>42-53</td>
</tr>
<tr>
<td>At</td>
<td>42-54</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-55</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-56</td>
</tr>
<tr>
<td>CTickVolumeBuffer</td>
<td>42-57</td>
</tr>
<tr>
<td>Size</td>
<td>42-59</td>
</tr>
<tr>
<td>SetSymbolPeriod</td>
<td>42-60</td>
</tr>
<tr>
<td>At</td>
<td>42-61</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-62</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-63</td>
</tr>
<tr>
<td>CRealVolumeBuffer</td>
<td>42-64</td>
</tr>
<tr>
<td>Size</td>
<td>42-66</td>
</tr>
<tr>
<td>SetSymbolPeriod</td>
<td>42-67</td>
</tr>
<tr>
<td>At</td>
<td>42-68</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-69</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-70</td>
</tr>
<tr>
<td>CDoubleBuffer</td>
<td>42-71</td>
</tr>
<tr>
<td>Size</td>
<td>42-73</td>
</tr>
<tr>
<td>SetSymbolPeriod</td>
<td>42-74</td>
</tr>
<tr>
<td>At</td>
<td>42-75</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-76</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-77</td>
</tr>
<tr>
<td>COpenBuffer</td>
<td>42-78</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-79</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-80</td>
</tr>
<tr>
<td>CHighBuffer</td>
<td>42-81</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-82</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-83</td>
</tr>
<tr>
<td>CLowBuffer</td>
<td>42-84</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-85</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-86</td>
</tr>
<tr>
<td>CCloseBuffer</td>
<td>42-87</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-88</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-89</td>
</tr>
<tr>
<td>CIndicatorBuffer</td>
<td>42-90</td>
</tr>
<tr>
<td>Offset</td>
<td>42-92</td>
</tr>
<tr>
<td>Name</td>
<td>42-93</td>
</tr>
<tr>
<td>At</td>
<td>42-94</td>
</tr>
<tr>
<td>Refresh</td>
<td>42-95</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>42-96</td>
</tr>
<tr>
<td>CSeries</td>
<td>42-97</td>
</tr>
<tr>
<td>Name</td>
<td>42-99</td>
</tr>
<tr>
<td>BuffersTotal</td>
<td>43-00</td>
</tr>
<tr>
<td>Timeframe</td>
<td>43-01</td>
</tr>
<tr>
<td>Symbol</td>
<td>43-02</td>
</tr>
<tr>
<td>Period</td>
<td>43-03</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>43-04</td>
</tr>
<tr>
<td>BufferSize</td>
<td>43-05</td>
</tr>
<tr>
<td>BufferResize</td>
<td>43-06</td>
</tr>
<tr>
<td>Refresh</td>
<td>43-07</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
PeriodDescription ................................................................. 4308
CPriceSeries ........................................................................ 4309
BufferResize ........................................................................ 4310
GetData .............................................................................. 4311
Refresh ............................................................................... 4312
MaxIndex ............................................................................ 4313
MinValue ............................................................................. 4314
MinValue ............................................................................. 4315
MaxIndex ............................................................................ 4316
MaxValue ............................................................................. 4317
CIndicator ............................................................................ 4318
Handle .................................................................................. 4319
Status ................................................................................... 4320
FullRelease .......................................................................... 4321
Create .................................................................................. 4322
BufferResize ........................................................................ 4323
BarsCalculated .................................................................... 4324
GetData .............................................................................. 4325
Refresh ............................................................................... 4326
Minimum .............................................................................. 4327
MinValue ............................................................................. 4328
Maximum ............................................................................. 4329
MaxValue ............................................................................. 4330
MethodDescription ............................................................... 4331
PriceDescription ................................................................. 4332
VolumeDescription .............................................................. 4333
AddToChart .. ...................................................................... 4334
DeleteFromChart ................................................................. 4335
CIndicators .......................................................................... 4336
Create .................................................................................. 4337
Refresh ............................................................................... 4338
Timeseries classes ................................................................. 4339
CISpread ............................................................................. 4340
Create .................................................................................. 4341
BufferResize ........................................................................ 4342
GetData .............................................................................. 4343
Refresh ............................................................................... 4344
CTime .................................................................................... 4345
Create .................................................................................. 4346
BufferResize ........................................................................ 4347
GetData .............................................................................. 4348
Refresh ............................................................................... 4349
CTickVolume ........................................................................ 4350
Create .................................................................................. 4351
BufferResize ........................................................................ 4352
GetData .............................................................................. 4353
Refresh ............................................................................... 4354
CRealVolume ........................................................................ 4355
Create .................................................................................. 4356
BufferResize ........................................................................ 4357
GetData .............................................................................. 4358
Refresh ............................................................................... 4359
CIOpen .................................................................................. 4360
Create .................................................................................. 4361
GetData .............................................................................. 4362
CHigh ...................................................................................... 4363
Create .................................................................................. 4364
GetData .............................................................................. 4365
CILow .................................................................................... 4366
Create .................................................................................. 4367
GetData .............................................................................. 4368
MaxValue ............................................................................. 4369
MinValue ............................................................................. 4370
PeriodDescription ................................................................. 4371
CPriceSeries ........................................................................ 4372
BufferResize ........................................................................ 4373
GetData .............................................................................. 4374
Refresh ............................................................................... 4375
MaxIndex ............................................................................ 4376
MinValue ............................................................................. 4377
MaxValue ............................................................................. 4378
MinValue ............................................................................. 4379
CILow .................................................................................... 4380
Create .................................................................................. 4381
<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>4383</td>
</tr>
<tr>
<td>GetData</td>
<td>4384</td>
</tr>
<tr>
<td>Close</td>
<td>4386</td>
</tr>
<tr>
<td>Create</td>
<td>4388</td>
</tr>
<tr>
<td>GetData</td>
<td>4389</td>
</tr>
</tbody>
</table>

Trend Indicators

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>CIADX</td>
<td>4391</td>
</tr>
</tbody>
</table>

CIADX

<table>
<thead>
<tr>
<th>maPeriod</th>
<th>4392</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>4394</td>
</tr>
<tr>
<td>Main</td>
<td>4395</td>
</tr>
<tr>
<td>Plus</td>
<td>4396</td>
</tr>
<tr>
<td>Minus</td>
<td>4397</td>
</tr>
<tr>
<td>Type</td>
<td>4398</td>
</tr>
</tbody>
</table>

CIADX Wilder

<table>
<thead>
<tr>
<th>maPeriod</th>
<th>4400</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>4402</td>
</tr>
<tr>
<td>Main</td>
<td>4403</td>
</tr>
<tr>
<td>Plus</td>
<td>4404</td>
</tr>
<tr>
<td>Minus</td>
<td>4405</td>
</tr>
<tr>
<td>Type</td>
<td>4406</td>
</tr>
</tbody>
</table>

CBands

<table>
<thead>
<tr>
<th>maPeriod</th>
<th>4408</th>
</tr>
</thead>
<tbody>
<tr>
<td>maShift</td>
<td>4410</td>
</tr>
<tr>
<td>deviation</td>
<td>4411</td>
</tr>
<tr>
<td>Applied</td>
<td>4412</td>
</tr>
<tr>
<td>Create</td>
<td>4413</td>
</tr>
<tr>
<td>Base</td>
<td>4414</td>
</tr>
<tr>
<td>Upper</td>
<td>4415</td>
</tr>
<tr>
<td>Lower</td>
<td>4416</td>
</tr>
<tr>
<td>Type</td>
<td>4417</td>
</tr>
</tbody>
</table>

CEnvelopes

<table>
<thead>
<tr>
<th>maPeriod</th>
<th>4418</th>
</tr>
</thead>
<tbody>
<tr>
<td>maShift</td>
<td>4419</td>
</tr>
<tr>
<td>maMethod</td>
<td>4420</td>
</tr>
<tr>
<td>deviation</td>
<td>4421</td>
</tr>
<tr>
<td>Applied</td>
<td>4422</td>
</tr>
<tr>
<td>Create</td>
<td>4423</td>
</tr>
<tr>
<td>Upper</td>
<td>4424</td>
</tr>
<tr>
<td>Lower</td>
<td>4425</td>
</tr>
<tr>
<td>Type</td>
<td>4426</td>
</tr>
</tbody>
</table>

CIchimoku

<table>
<thead>
<tr>
<th>TenkanSenPeriod</th>
<th>4427</th>
</tr>
</thead>
<tbody>
<tr>
<td>KijunSenPeriod</td>
<td>4428</td>
</tr>
<tr>
<td>SenkouSpanBPeriod</td>
<td>4429</td>
</tr>
<tr>
<td>Create</td>
<td>4430</td>
</tr>
<tr>
<td>TenkanSen</td>
<td>4431</td>
</tr>
<tr>
<td>KijunSen</td>
<td>4432</td>
</tr>
<tr>
<td>SenkouSpanA</td>
<td>4433</td>
</tr>
<tr>
<td>SenkouSpanB</td>
<td>4434</td>
</tr>
<tr>
<td>ChinkouSpan</td>
<td>4435</td>
</tr>
<tr>
<td>Type</td>
<td>4436</td>
</tr>
</tbody>
</table>

CMA

<table>
<thead>
<tr>
<th>maPeriod</th>
<th>4437</th>
</tr>
</thead>
<tbody>
<tr>
<td>maShift</td>
<td>4438</td>
</tr>
<tr>
<td>maMethod</td>
<td>4439</td>
</tr>
<tr>
<td>Applied</td>
<td>4440</td>
</tr>
<tr>
<td>Create</td>
<td>4441</td>
</tr>
<tr>
<td>Main</td>
<td>4442</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Oscillators</th>
</tr>
</thead>
<tbody>
<tr>
<td>CiFRAMA</td>
</tr>
<tr>
<td>CIEMA</td>
</tr>
<tr>
<td>CIFrAMA</td>
</tr>
<tr>
<td>CIAMA</td>
</tr>
<tr>
<td>C1ATR</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Main Type</th>
<th>Create IndShift</th>
<th>Applied EmaPeriod</th>
<th>Main Type</th>
<th>Create IndShift</th>
<th>Applied EmaPeriod</th>
<th>Main Type</th>
<th>Create IndShift</th>
<th>Applied EmaPeriod</th>
</tr>
</thead>
<tbody>
<tr>
<td>CiBAR</td>
<td>4450</td>
<td>4451</td>
<td>4453</td>
<td>4454</td>
<td>4455</td>
<td>4456</td>
<td>4457</td>
<td>4458</td>
</tr>
<tr>
<td>SarStep</td>
<td>4460</td>
<td>4461</td>
<td>4462</td>
<td>4463</td>
<td>4464</td>
<td>4465</td>
<td>4466</td>
<td>4467</td>
</tr>
<tr>
<td>Max</td>
<td>4469</td>
<td>4470</td>
<td>4471</td>
<td>4472</td>
<td>4473</td>
<td>4474</td>
<td>4475</td>
<td>4476</td>
</tr>
<tr>
<td>Create</td>
<td>4477</td>
<td>4478</td>
<td>4479</td>
<td>4480</td>
<td>4481</td>
<td>4482</td>
<td>4483</td>
<td>4484</td>
</tr>
<tr>
<td>Main</td>
<td>4485</td>
<td>4486</td>
<td>4487</td>
<td>4488</td>
<td>4489</td>
<td>4490</td>
<td>4491</td>
<td>4492</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Content</th>
<th>MQL5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>........................................ 4516</td>
</tr>
<tr>
<td>CIBearsPower</td>
<td>........................................ 4517</td>
</tr>
<tr>
<td>MaPeriod</td>
<td>........................................ 4519</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4520</td>
</tr>
<tr>
<td>Main</td>
<td>........................................ 4521</td>
</tr>
<tr>
<td>Type</td>
<td>........................................ 4522</td>
</tr>
<tr>
<td>CIBullsPower</td>
<td>........................................ 4523</td>
</tr>
<tr>
<td>MaPeriod</td>
<td>........................................ 4525</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4526</td>
</tr>
<tr>
<td>Main</td>
<td>........................................ 4527</td>
</tr>
<tr>
<td>Type</td>
<td>........................................ 4528</td>
</tr>
<tr>
<td>CIcci</td>
<td>........................................ 4529</td>
</tr>
<tr>
<td>MaPeriod</td>
<td>........................................ 4531</td>
</tr>
<tr>
<td>Applied</td>
<td>........................................ 4532</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4533</td>
</tr>
<tr>
<td>Main</td>
<td>........................................ 4534</td>
</tr>
<tr>
<td>Type</td>
<td>........................................ 4535</td>
</tr>
<tr>
<td>CIChaiKIN</td>
<td>........................................ 4536</td>
</tr>
<tr>
<td>FastUmaPeriod</td>
<td>........................................ 4538</td>
</tr>
<tr>
<td>SlowUmaPeriod</td>
<td>........................................ 4539</td>
</tr>
<tr>
<td>MAMethod</td>
<td>........................................ 4540</td>
</tr>
<tr>
<td>Applied</td>
<td>........................................ 4541</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4542</td>
</tr>
<tr>
<td>Main</td>
<td>........................................ 4543</td>
</tr>
<tr>
<td>Type</td>
<td>........................................ 4544</td>
</tr>
<tr>
<td>CIDeMarker</td>
<td>........................................ 4545</td>
</tr>
<tr>
<td>MaPeriod</td>
<td>........................................ 4547</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4548</td>
</tr>
<tr>
<td>Main</td>
<td>........................................ 4549</td>
</tr>
<tr>
<td>Type</td>
<td>........................................ 4550</td>
</tr>
<tr>
<td>CIForce</td>
<td>........................................ 4551</td>
</tr>
<tr>
<td>MaPeriod</td>
<td>........................................ 4553</td>
</tr>
<tr>
<td>MAMethod</td>
<td>........................................ 4554</td>
</tr>
<tr>
<td>Applied</td>
<td>........................................ 4555</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4556</td>
</tr>
<tr>
<td>Main</td>
<td>........................................ 4557</td>
</tr>
<tr>
<td>Type</td>
<td>........................................ 4558</td>
</tr>
<tr>
<td>CIWACD</td>
<td>........................................ 4559</td>
</tr>
<tr>
<td>FastEmaPeriod</td>
<td>........................................ 4561</td>
</tr>
<tr>
<td>SlowEmaPeriod</td>
<td>........................................ 4562</td>
</tr>
<tr>
<td>SignalPeriod</td>
<td>........................................ 4563</td>
</tr>
<tr>
<td>Applied</td>
<td>........................................ 4564</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4565</td>
</tr>
<tr>
<td>Main</td>
<td>........................................ 4566</td>
</tr>
<tr>
<td>Signal</td>
<td>........................................ 4567</td>
</tr>
<tr>
<td>Type</td>
<td>........................................ 4568</td>
</tr>
<tr>
<td>CIWomentum</td>
<td>........................................ 4569</td>
</tr>
<tr>
<td>MaPeriod</td>
<td>........................................ 4571</td>
</tr>
<tr>
<td>Applied</td>
<td>........................................ 4572</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4573</td>
</tr>
<tr>
<td>Main</td>
<td>........................................ 4574</td>
</tr>
<tr>
<td>Type</td>
<td>........................................ 4575</td>
</tr>
<tr>
<td>CIosMA</td>
<td>........................................ 4576</td>
</tr>
<tr>
<td>FastEmaPeriod</td>
<td>........................................ 4578</td>
</tr>
<tr>
<td>SlowEmaPeriod</td>
<td>........................................ 4579</td>
</tr>
<tr>
<td>SignalPeriod</td>
<td>........................................ 4580</td>
</tr>
<tr>
<td>Applied</td>
<td>........................................ 4581</td>
</tr>
<tr>
<td>Create</td>
<td>........................................ 4582</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Indicator</th>
<th>Main Type</th>
<th>Main Create</th>
<th>Main Applied</th>
<th>MaPeriod</th>
<th>Create</th>
<th>Main</th>
<th>Signal</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bill Williams Indicators</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CiTriX</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CiRVI</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CiWPR</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CiMFI</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CiWPR</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CiVOL</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
Trade Classes

Create
Main
Type
CiAlligator
    JawPeriod
    JawShift
    TeethPeriod
    TeethShift
    LipsPeriod
    LipsShift
    MaMethod
    Applied
    Create
    Teeth
    Lips
    Type
CiAO
    Create
    Main
    Type
CiFractals
    Create
    Upper
    Lower
    Type
CiGator
    JawPeriod
    JawShift
    TeethPeriod
    TeethShift
    LipsPeriod
    LipsShift
    MaMethod
    Applied
    Create
    Upper
    Lower
    Type
CBWMFI
    Applied
    Create
    Main
    Type
Custom Indicators
    NumBuffers
    NumParams
    ParamType
    ParamLong
    ParamDouble
    ParamString
    Type
Trade Classes
    CAccountInfo
    Login
    TradeMode
    TradeModeDescription
© 2000-2021, MetaQuotes Ltd
Leverage ................................................................. 4715
StopOutMode .......................................................... 4716
StopOutModeDescription ........................................ 4717
MarginMode ............................................................. 4718
MarginModeDescription ........................................... 4719
TradeAllowed .......................................................... 4720
TradeExpert .............................................................. 4721
LimitOrders ............................................................. 4722
Balance ................................................................. 4723
Credit ................................................................. 4724
Profit ................................................................. 4725
Equity ................................................................. 4726
Margin ................................................................. 4727
FreeMargin ............................................................ 4728
MarginLevel ........................................................... 4729
MarginCall ............................................................. 4730
MarginStopOut ......................................................... 4731
Name ................................................................. 4732
Server ................................................................. 4733
Currency ............................................................. 4734
Company ............................................................. 4735
InfoInteger ............................................................ 4736
InfoDouble ........................................................... 4737
InfoString ............................................................ 4738
OrderProfitCheck .................................................... 4739
MarginCheck .......................................................... 4740
FreeMarginCheck ...................................................... 4741
MaxLotCheck .......................................................... 4742
CSymbolInfo .......................................................... 4743
Refresh ............................................................... 4744
RefreshRates .......................................................... 4745
Name ................................................................. 4746
Select ................................................................. 4747
IsSynchronized ......................................................... 4748
Volume ............................................................... 4749
VolumeHigh ............................................................ 4750
VolumeLow ............................................................ 4751
Time ................................................................. 4752
Spread ............................................................... 4753
SpreadFloat ........................................................... 4754
TicksBookDepth ....................................................... 4755
StopsLevel ........................................................... 4756
FreezeLevel ............................................................ 4757
Bid ................................................................. 4758
BidHigh ............................................................... 4759
BidLow ............................................................... 4760
Ask ................................................................. 4761
AskHigh ............................................................... 4762
AskLow ............................................................... 4763
Last ................................................................. 4764
LastHigh ............................................................... 4765
LastLow ............................................................... 4766
TradeCalcMode ......................................................... 4767
TradeCalcModeDescription ....................................... 4768
TradeMode ............................................................ 4769
TradeModeDescription ............................................. 4770
TradeExecution ....................................................... 4771
TradeExecutionDescription ....................................... 4772
TradeExecutionDescription ....................................... 4773
SwapMode ................................................................. 4776
SwapModeDescription .............................................. 4777
SwapRollover3days .................................................. 4778
SwapRollover3daysDescription ................................. 4779
MarginInitlal ........................................................... 4780
MarginMaintenancel ................................................ 4781
MarginLong ............................................................ 4782
MarginShort ........................................................... 4783
MarginLimit ............................................................ 4784
MarginStop ............................................................. 4785
MarginStopLimit ...................................................... 4786
TradeTimeFlags ....................................................... 4787
TradeFlags ............................................................. 4788
Digits ................................................................. 4789
Point ................................................................. 4790
TickValue ............................................................. 4791
TickValueProfit ...................................................... 4792
TickValueLoss ....................................................... 4793
TickSize ............................................................... 4794
ContractSize ........................................................ 4795
LotsMin ............................................................... 4796
LotsMax ............................................................... 4797
LotsStep .............................................................. 4798
LotsLimit ............................................................. 4799
SwapLong ............................................................ 4800
SwapShort ........................................................... 4801
CurrencyBase ....................................................... 4802
CurrencyProfit ...................................................... 4803
CurrencyMargin .................................................... 4804
Bank Description ................................................... 4805
Path ................................................................. 4806
SessionDeals ........................................................ 4807
SessionBuyOrders .................................................. 4808
SessionSellOrders .................................................. 4809
SessionTurnover .................................................... 4810
SessionInterest ...................................................... 4811
SessionBuyOrdersVolume ....................................... 4812
SessionSellOrdersVolume ....................................... 4813
SessionOpen ........................................................ 4814
SessionClose ....................................................... 4815
SessionCloseValue ................................................ 4816
SessionAW .......................................................... 4817
SessionPriceSettlement ......................................... 4818
SessionPriceLimitMin ............................................. 4819
SessionPriceLimitMax ............................................ 4820
InfoInteger .......................................................... 4821
InfoDouble .......................................................... 4822
InfoString ........................................................... 4823
NormalizePrice ..................................................... 4824
COrderInfo .......................................................... 4825
Ticket .............................................................. 4827
TimeSetup .......................................................... 4828
TimeSetupMs ....................................................... 4829
OrderType .......................................................... 4830
TypeDescription ................................................... 4831
State ............................................................... 4832
StateDescription ................................................... 4833
TimeExpiration ...................................................... 4834
<table>
<thead>
<tr>
<th>Field</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>TimeDone</td>
<td>4835</td>
</tr>
<tr>
<td>TimeDoneMsc</td>
<td>4836</td>
</tr>
<tr>
<td>TypeFilling</td>
<td>4837</td>
</tr>
<tr>
<td>TypeFillingDescription</td>
<td>4838</td>
</tr>
<tr>
<td>TimeFilling</td>
<td>4839</td>
</tr>
<tr>
<td>TypeTime</td>
<td>4840</td>
</tr>
<tr>
<td>TypeTimeDescription</td>
<td>4841</td>
</tr>
<tr>
<td>Magic</td>
<td>4842</td>
</tr>
<tr>
<td>PositionId</td>
<td>4843</td>
</tr>
<tr>
<td>VolumeInitial</td>
<td>4844</td>
</tr>
<tr>
<td>VolumeCurrent</td>
<td>4845</td>
</tr>
<tr>
<td>PriceOpen</td>
<td>4846</td>
</tr>
<tr>
<td>StopLoss</td>
<td>4847</td>
</tr>
<tr>
<td>TakeProfit</td>
<td>4848</td>
</tr>
<tr>
<td>PriceCurrent</td>
<td>4849</td>
</tr>
<tr>
<td>PriceStopLimit</td>
<td>4850</td>
</tr>
<tr>
<td>Symbol</td>
<td>4851</td>
</tr>
<tr>
<td>Comment</td>
<td>4852</td>
</tr>
<tr>
<td>InfoInteger</td>
<td>4853</td>
</tr>
<tr>
<td>InfoDouble</td>
<td>4854</td>
</tr>
<tr>
<td>InfoString</td>
<td>4855</td>
</tr>
<tr>
<td>StoreState</td>
<td>4856</td>
</tr>
<tr>
<td>CheckState</td>
<td>4857</td>
</tr>
<tr>
<td>Select</td>
<td>4858</td>
</tr>
<tr>
<td>SelectByIndex</td>
<td>4859</td>
</tr>
<tr>
<td>CPositionInfo</td>
<td>4860</td>
</tr>
<tr>
<td>TimeSetup</td>
<td>4861</td>
</tr>
<tr>
<td>TimeSetupMsc</td>
<td>4862</td>
</tr>
<tr>
<td>OrderType</td>
<td>4863</td>
</tr>
<tr>
<td>TypeDescription</td>
<td>4864</td>
</tr>
<tr>
<td>State</td>
<td>4865</td>
</tr>
<tr>
<td>StateDescription</td>
<td>4866</td>
</tr>
<tr>
<td>TimeExpiration</td>
<td>4867</td>
</tr>
<tr>
<td>TimeDone</td>
<td>4868</td>
</tr>
<tr>
<td>TimeDoneMsc</td>
<td>4869</td>
</tr>
<tr>
<td>TypeFilling</td>
<td>4870</td>
</tr>
<tr>
<td>TypeFillingDescription</td>
<td>4871</td>
</tr>
<tr>
<td>TypeTime</td>
<td>4872</td>
</tr>
<tr>
<td>TypeTimeDescription</td>
<td>4873</td>
</tr>
<tr>
<td>Magic</td>
<td>4874</td>
</tr>
<tr>
<td>PositionId</td>
<td>4875</td>
</tr>
<tr>
<td>VolumeInitial</td>
<td>4876</td>
</tr>
<tr>
<td>VolumeCurrent</td>
<td>4877</td>
</tr>
<tr>
<td>PriceOpen</td>
<td>4878</td>
</tr>
<tr>
<td>StopLoss</td>
<td>4879</td>
</tr>
<tr>
<td>TakeProfit</td>
<td>4880</td>
</tr>
<tr>
<td>PriceCurrent</td>
<td>4881</td>
</tr>
<tr>
<td>PriceStopLimit</td>
<td>4882</td>
</tr>
<tr>
<td>Symbol</td>
<td>4883</td>
</tr>
<tr>
<td>Comment</td>
<td>4884</td>
</tr>
<tr>
<td>InfoInteger</td>
<td>4885</td>
</tr>
<tr>
<td>InfoDouble</td>
<td>4886</td>
</tr>
<tr>
<td>InfoString</td>
<td>4887</td>
</tr>
<tr>
<td>Ticket</td>
<td>4888</td>
</tr>
<tr>
<td>SelectByIndex</td>
<td>4889</td>
</tr>
<tr>
<td>CPositionInfo</td>
<td>4890</td>
</tr>
<tr>
<td>Time</td>
<td>4891</td>
</tr>
<tr>
<td>TimeMsc</td>
<td>4892</td>
</tr>
<tr>
<td>TimeUpdate</td>
<td>4893</td>
</tr>
</tbody>
</table>
Content

TimeUpdateMsc ................................................................. 4895
PositionType ................................................................. 4896
TypeDescription .............................................................. 4897
Magic ................................................................. 4898
Identifier ................................................................. 4899
Volume ................................................................. 4900
PriceOpen ................................................................. 4901
StopLoss ................................................................. 4902
TakeProfit ................................................................. 4903
PriceCurrent ................................................................. 4904
Commission ................................................................. 4905
Swap ................................................................. 4906
Profit ................................................................. 4907
Symbol ................................................................. 4908
Comment ................................................................. 4909
InfoInteger ................................................................. 4910
InfoDouble ................................................................. 4911
InfoString ................................................................. 4912
Select ................................................................. 4913
SelectByIndex ................................................................. 4914
SelectByMagic ................................................................. 4915
SelectByTicket ................................................................. 4916
StoreState ................................................................. 4917
CheckState ................................................................. 4918
CDealInfo ................................................................. 4919
Order ................................................................. 4920
Time ................................................................. 4921
TimeMsc ................................................................. 4922
DealType ................................................................. 4923
TypeDescription .............................................................. 4924
Entry ................................................................. 4925
EntryDescription ................................................................. 4926
Magic ................................................................. 4927
PositionId ................................................................. 4928
Volume ................................................................. 4929
Price ................................................................. 4930
Commission ................................................................. 4931
Swap ................................................................. 4932
Profit ................................................................. 4933
Symbol ................................................................. 4934
Comment ................................................................. 4935
InfoInteger ................................................................. 4936
InfoDouble ................................................................. 4937
InfoString ................................................................. 4938
InfoString ................................................................. 4939
Ticket ................................................................. 4940
SelectByIndex ................................................................. 4941
CTrade ................................................................. 4942
LogLevel ................................................................. 4943
SetExpertMagicNumber ................................................................. 4944
SetDeviationInPoints ................................................................. 4945
SetTypeFilling ................................................................. 4946
SetTypeFillingBySymbol ................................................................. 4947
SetAsyncMode ................................................................. 4948
SetMarginMode ................................................................. 4949
OrderOpen ................................................................. 4950
OrderModify ................................................................. 4951
OrderDelete ................................................................. 4952
PositionOpen ................................................................. 4953

© 2000-2021, MetaQuotes Ltd
IsConnected ........................................................................................................... 5018
IsDLLsAllowed ...................................................................................................... 5019
IsTradeAllowed .................................................................................................... 5020
IsEmailEnabled .................................................................................................... 5021
IsFtpEnabled ......................................................................................................... 5022
MaxBars ................................................................................................................. 5023
CodePage ............................................................................................................... 5024
CPU Cores .............................................................................................................. 5025
MemoryPhysical .................................................................................................... 5026
MemoryTotal ......................................................................................................... 5027
MemoryAvailable ................................................................................................. 5028
MemoryUsed .......................................................................................................... 5029
IsX64 ...................................................................................................................... 5030
OpenCLSupport .................................................................................................... 5031
DiskSpace .............................................................................................................. 5032
Language ................................................................................................................ 5033
Name ....................................................................................................................... 5034
Company ............................................................................................................... 5035
Path ......................................................................................................................... 5036
DataPath ................................................................................................................ 5037
CommonDataPath ................................................................................................. 5038
InfoInteger ............................................................................................................. 5039
InfoString ............................................................................................................... 5040
Strategy Modules .................................................................................................. 5041
Base classes for Expert Advisors ............................................................................ 5044
CExpertBase .......................................................................................................... 5045
InitPhase ................................................................................................................ 5048
TrendType .............................................................................................................. 5049
UsedSeries .......................................................................................................... 5050
EveryTick .............................................................................................................. 5051
Open ....................................................................................................................... 5052
High ...................................................................................................................... 5053
Low ....................................................................................................................... 5054
Close ..................................................................................................................... 5055
Spread ................................................................................................................... 5056
Time ....................................................................................................................... 5057
TickVolume .......................................................................................................... 5058
RealVolume ......................................................................................................... 5059
Init ......................................................................................................................... 5060
Symbol ............................................................................................................... 5061
Period .................................................................................................................... 5062
Magic ..................................................................................................................... 5063
ValidationSettings ............................................................................................... 5064
SetPriceSeries ..................................................................................................... 5065
SetOtherSeries .................................................................................................. 5066
InitIndicators ....................................................................................................... 5067
InitOpen .............................................................................................................. 5068
InitHigh ............................................................................................................... 5069
InitLow ............................................................................................................... 5070
InitClose ............................................................................................................. 5071
InitSpread .......................................................................................................... 5072
InitTime .............................................................................................................. 5073
InitTickVolume .................................................................................................... 5074
InitReaVolume ................................................................................................... 5075
PriceLevelUnit .................................................................................................... 5076
StartIndex .......................................................................................................... 5077
CompareMagic .................................................................................................... 5078
CExpert ............................................................................................................... 5079
<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>DeleteOrders</td>
<td>5145</td>
</tr>
<tr>
<td>DeleteOrder</td>
<td>5146</td>
</tr>
<tr>
<td>DeleteOrderLong</td>
<td>5147</td>
</tr>
<tr>
<td>DeleteOrderShort</td>
<td>5148</td>
</tr>
<tr>
<td>LotOpenLong</td>
<td>5149</td>
</tr>
<tr>
<td>LotOpenShort</td>
<td>5150</td>
</tr>
<tr>
<td>LotReverse</td>
<td>5151</td>
</tr>
<tr>
<td>PrepareHistoryDate</td>
<td>5152</td>
</tr>
<tr>
<td>HistoryPoint</td>
<td>5153</td>
</tr>
<tr>
<td>CheckTradeState</td>
<td>5154</td>
</tr>
<tr>
<td>WaitEvent</td>
<td>5155</td>
</tr>
<tr>
<td>NoWaitEvent</td>
<td>5156</td>
</tr>
<tr>
<td>TradeEventPositionStopTake</td>
<td>5157</td>
</tr>
<tr>
<td>TradeEventOrderTriggered</td>
<td>5158</td>
</tr>
<tr>
<td>TradeEventPositionOpened</td>
<td>5159</td>
</tr>
<tr>
<td>TradeEventPositionVolumeChanged</td>
<td>5160</td>
</tr>
<tr>
<td>TradeEventPositionModified</td>
<td>5161</td>
</tr>
<tr>
<td>TradeEventPositionClosed</td>
<td>5162</td>
</tr>
<tr>
<td>TradeEventOrderPlaced</td>
<td>5163</td>
</tr>
<tr>
<td>TradeEventOrderModified</td>
<td>5164</td>
</tr>
<tr>
<td>TradeEventOrderDeleted</td>
<td>5165</td>
</tr>
<tr>
<td>TradeEventNotIdentified</td>
<td>5166</td>
</tr>
<tr>
<td>TimeframeAdd</td>
<td>5167</td>
</tr>
<tr>
<td>TimeFramesFlags</td>
<td>5168</td>
</tr>
<tr>
<td>CE ExpertSignal</td>
<td>5169</td>
</tr>
<tr>
<td>BasePrice</td>
<td>5172</td>
</tr>
<tr>
<td>UsedSeries</td>
<td>5173</td>
</tr>
<tr>
<td>Weight</td>
<td>5174</td>
</tr>
<tr>
<td>PatternsUsage</td>
<td>5175</td>
</tr>
<tr>
<td>General</td>
<td>5176</td>
</tr>
<tr>
<td>Ignore</td>
<td>5177</td>
</tr>
<tr>
<td>Invert</td>
<td>5178</td>
</tr>
<tr>
<td>ThresholdOpen</td>
<td>5179</td>
</tr>
<tr>
<td>ThresholdClose</td>
<td>5180</td>
</tr>
<tr>
<td>PriceLevel</td>
<td>5181</td>
</tr>
<tr>
<td>StopLevel</td>
<td>5182</td>
</tr>
<tr>
<td>TakeLevel</td>
<td>5183</td>
</tr>
<tr>
<td>Expiration</td>
<td>5184</td>
</tr>
<tr>
<td>Magic</td>
<td>5185</td>
</tr>
<tr>
<td>ValidationSettings</td>
<td>5186</td>
</tr>
<tr>
<td>InitIndicators</td>
<td>5187</td>
</tr>
<tr>
<td>AddFilter</td>
<td>5188</td>
</tr>
<tr>
<td>CheckOpenLong</td>
<td>5189</td>
</tr>
<tr>
<td>CheckOpenShort</td>
<td>5190</td>
</tr>
<tr>
<td>OpenLongParams</td>
<td>5191</td>
</tr>
<tr>
<td>OpenShortParams</td>
<td>5192</td>
</tr>
<tr>
<td>CheckCloseLong</td>
<td>5193</td>
</tr>
<tr>
<td>CheckCloseShort</td>
<td>5194</td>
</tr>
<tr>
<td>CloseLongParams</td>
<td>5195</td>
</tr>
<tr>
<td>CloseShortParams</td>
<td>5196</td>
</tr>
<tr>
<td>CheckReverseLong</td>
<td>5197</td>
</tr>
<tr>
<td>CheckReverseShort</td>
<td>5198</td>
</tr>
<tr>
<td>CheckTrailingOrderLong</td>
<td>5199</td>
</tr>
<tr>
<td>CheckTrailingOrderShort</td>
<td>5200</td>
</tr>
<tr>
<td>LongCondition</td>
<td>5201</td>
</tr>
<tr>
<td>ShortCondition</td>
<td>5202</td>
</tr>
<tr>
<td>Direction</td>
<td>5203</td>
</tr>
<tr>
<td>CE ExpertTrailing</td>
<td>5204</td>
</tr>
</tbody>
</table>
Modules of Trade Signals .......................................................... 215
Signals of the Indicator Accelerator Oscillator ......................... 218
Signals of the Indicator Adaptive Moving Average ..................... 221
Signals of the Indicator Awesome Oscillator .......................... 225
Signals of the Oscillator Bears Power ..................................... 229
Signals of the Oscillator Bull Power ....................................... 231
Signals of the Oscillator Commodity Channel Index .................. 233
Signals of the Oscillator DeMarker ....................................... 237
Signals of the Indicator Double Exponential Moving Average ....... 241
Signals of the Indicator Envelopes ....................................... 245
Signals of the Indicator Fractal Adaptive Moving Average .......... 248
Signals of the Intraday Time Filter ....................................... 252
Signals of the Oscillator MACD .......................................... 254
Signals of the Indicator Moving Average ................................ 260
Signals of the Indicator Parabolic SAR ................................. 264
Signals of the Oscillator Relative Strength Index ..................... 266
Signals of the Oscillator Relative Vigor Index ......................... 272
Signals of the Oscillator Stochastic ...................................... 274
Signals of the Oscillator Triple Exponential Average ................. 279
Signals of the Indicator Triple Exponential Moving Average ....... 283
Signals of the Oscillator Williams Percent Range ................. 287
Trailing Stop Classes ............................................................. 290
CTrailingFixedPips ................................................................. 291
StopLevel ........................................................................... 293
ProfitLevel ......................................................................... 294
ValidationSettings ................................................................ 295
CheckTrailingStopLong ....................................................... 296
CheckTrailingStopShort ....................................................... 297
CTrailingMA ............................................................... 298
Period ............................................................................... 300
Shift .................................................................................. 301
Method .............................................................................. 302
Applied .............................................................................. 303
InitIndicators ..................................................................... 304
ValidationSettings ............................................................. 305
CheckTrailingStopLong ....................................................... 306
CheckTrailingStopShort ....................................................... 307
CTrailingNone ............................................................... 308
CheckTrailingStopLong ....................................................... 309
CheckTrailingStopShort ....................................................... 310
CTrailingPSAR ............................................................... 311
Step .................................................................................. 313
Maximum .......................................................................... 314
InitIndicators ..................................................................... 315
CheckTrailingStopLong ....................................................... 316
CheckTrailingStopShort ....................................................... 317
Money Management Classes .............................................. 318
CMoneyFixedLot ............................................................... 319
Lots ................................................................................... 320
<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>ValidationSettings</td>
<td>5321</td>
</tr>
<tr>
<td>CheckOpenLong</td>
<td>5322</td>
</tr>
<tr>
<td>CheckOpenShort</td>
<td>5323</td>
</tr>
<tr>
<td>CMoneyFixedMargin</td>
<td>5324</td>
</tr>
<tr>
<td>CheckOpenLong</td>
<td>5325</td>
</tr>
<tr>
<td>CheckOpenShort</td>
<td>5326</td>
</tr>
<tr>
<td>CMoneyFixedRisk</td>
<td>5327</td>
</tr>
<tr>
<td>CheckOpenLong</td>
<td>5328</td>
</tr>
<tr>
<td>CheckOpenShort</td>
<td>5329</td>
</tr>
<tr>
<td>CMoneyNone</td>
<td>5330</td>
</tr>
<tr>
<td>ValidationSettings</td>
<td>5331</td>
</tr>
<tr>
<td>CheckOpenLong</td>
<td>5332</td>
</tr>
<tr>
<td>CheckOpenShort</td>
<td>5333</td>
</tr>
<tr>
<td>CMoneySizeOptimized</td>
<td>5334</td>
</tr>
<tr>
<td>DecreaseFactor</td>
<td>5335</td>
</tr>
<tr>
<td>ValidationSettings</td>
<td>5336</td>
</tr>
<tr>
<td>CheckOpenLong</td>
<td>5337</td>
</tr>
<tr>
<td>CheckOpenShort</td>
<td>5338</td>
</tr>
<tr>
<td>Panels and Dialogs</td>
<td>5339</td>
</tr>
<tr>
<td>CRect</td>
<td>5341</td>
</tr>
<tr>
<td>Left</td>
<td>5342</td>
</tr>
<tr>
<td>Top</td>
<td>5343</td>
</tr>
<tr>
<td>Right</td>
<td>5344</td>
</tr>
<tr>
<td>Bottom</td>
<td>5345</td>
</tr>
<tr>
<td>Width</td>
<td>5346</td>
</tr>
<tr>
<td>Height</td>
<td>5347</td>
</tr>
<tr>
<td>SetBound</td>
<td>5348</td>
</tr>
<tr>
<td>Move</td>
<td>5349</td>
</tr>
<tr>
<td>Shift</td>
<td>5350</td>
</tr>
<tr>
<td>Contains</td>
<td>5351</td>
</tr>
<tr>
<td>Format</td>
<td>5352</td>
</tr>
<tr>
<td>CDateTime</td>
<td>5353</td>
</tr>
<tr>
<td>MonthName</td>
<td>5355</td>
</tr>
<tr>
<td>ShortMonthName</td>
<td>5356</td>
</tr>
<tr>
<td>DayName</td>
<td>5357</td>
</tr>
<tr>
<td>ShortDayName</td>
<td>5358</td>
</tr>
<tr>
<td>DaysInMonth</td>
<td>5359</td>
</tr>
<tr>
<td>DateTime</td>
<td>5360</td>
</tr>
<tr>
<td>Date</td>
<td>5361</td>
</tr>
<tr>
<td>Time</td>
<td>5362</td>
</tr>
<tr>
<td>Sec</td>
<td>5363</td>
</tr>
<tr>
<td>Min</td>
<td>5364</td>
</tr>
<tr>
<td>Hour</td>
<td>5365</td>
</tr>
<tr>
<td>Day</td>
<td>5366</td>
</tr>
<tr>
<td>Mon</td>
<td>5367</td>
</tr>
<tr>
<td>Year</td>
<td>5368</td>
</tr>
<tr>
<td>SecDec</td>
<td>5369</td>
</tr>
<tr>
<td>SecInc</td>
<td>5370</td>
</tr>
<tr>
<td>MinDec</td>
<td>5371</td>
</tr>
<tr>
<td>MinInc</td>
<td>5372</td>
</tr>
<tr>
<td>HourDec</td>
<td>5373</td>
</tr>
<tr>
<td>HourInc</td>
<td>5374</td>
</tr>
<tr>
<td>DayDec</td>
<td>5375</td>
</tr>
<tr>
<td>DayInc</td>
<td>5376</td>
</tr>
<tr>
<td>MonDec</td>
<td>5377</td>
</tr>
<tr>
<td>MonInc</td>
<td>5378</td>
</tr>
<tr>
<td>YearDec</td>
<td>5379</td>
</tr>
<tr>
<td>YearInc</td>
<td>5380</td>
</tr>
</tbody>
</table>
CWnd ......................................................................................................................... 5381
Create ........................................................................................................................ 5385
Destroy ....................................................................................................................... 5386
OnEvent ...................................................................................................................... 5387
OnMouseEv ............................................................................................................... 5388
Name .......................................................................................................................... 5389
ControlsTotal .......................................................................................................... 5390
Control ....................................................................................................................... 5391
ControlFind ............................................................................................................. 5392
Rect .............................................................................................................................. 5393
Left ............................................................................................................................... 5394
Top ............................................................................................................................... 5395
Right ............................................................................................................................. 5396
Bottom ....................................................................................................................... 5397
Width ............................................................................................................................ 5398
Height ........................................................................................................................... 5399
Move ............................................................................................................................. 5400
Shift .............................................................................................................................. 5401
Resize ......................................................................................................................... 5402
Contains ...................................................................................................................... 5403
Alignment ................................................................................................................... 5404
Align ............................................................................................................................. 5405
Id ................................................................................................................................ 5406
IsEnabled ..................................................................................................................... 5407
Enable .......................................................................................................................... 5408
Disable ....................................................................................................................... 5409
IsVisible ...................................................................................................................... 5410
Visible ......................................................................................................................... 5411
Show ............................................................................................................................ 5412
Hide ............................................................................................................................... 5413
IsActive ...................................................................................................................... 5414
Activate ...................................................................................................................... 5415
Deactivate ................................................................................................................. 5416
StateFlags ............................................................................................................... 5417
StateFlagsSet .......................................................................................................... 5418
StateFlagsReset ...................................................................................................... 5419
PropFlags .................................................................................................................. 5420
PropFlagsSet ........................................................................................................... 5421
PropFlagsReset ....................................................................................................... 5422
MouseX ....................................................................................................................... 5423
MouseY ....................................................................................................................... 5424
MouseFlags .............................................................................................................. 5425
MouseFocusKill ....................................................................................................... 5426
OnCreate ................................................................................................................... 5427
OnDestroy ............................................................................................................... 5428
OnMove ...................................................................................................................... 5429
OnResize .................................................................................................................... 5430
OnEnable .................................................................................................................... 5431
OnDisable .................................................................................................................. 5432
OnShow ...................................................................................................................... 5433
OnHide ....................................................................................................................... 5434
OnActivate ............................................................................................................... 5435
OnDeactivate ......................................................................................................... 5436
OnClick ...................................................................................................................... 5437
OnChange ............................................................................................................... 5438
OnMouseDown ......................................................................................................... 5439
OnMouseUp .............................................................................................................. 5440
OnDragStart ............................................................................................................ 5441
CWndObj

OnEvent ................................................................. 5446
Text ........................................................................ 5449
Color ....................................................................... 5450
ColorBackground ...................................................... 5451
ColorBorder ............................................................ 5452
Font ......................................................................... 5453
FontSize .................................................................... 5454
ZOrder .................................................................... 5455
OnObjectCreate ....................................................... 5456
OnObjectChange ....................................................... 5457
OnObjectDelete ....................................................... 5458
OnObjectDrag .......................................................... 5459
OnSetText ................................................................ 5460
OnSetColor ............................................................. 5461
OnSetColorBackground ........................................... 5462
OnSetFont ............................................................... 5463
OnSetFontSize ........................................................ 5464
OnSetZOrder ............................................................ 5465
OnDestroy ............................................................... 5466
OnChange ............................................................... 5467

CWndContainer .......................................................... 5468
Destroy ................................................................. 5470
OnEvent ................................................................. 5471
OnMouseEvent ........................................................ 5472
ControlsTotal ......................................................... 5473
Control .................................................................... 5474
ControlFind ............................................................ 5475
Add ......................................................................... 5476
Delete ...................................................................... 5477
Move ....................................................................... 5478
Shift ....................................................................... 5479
Id ............................................................................ 5480
Enable ..................................................................... 5481
Disable ..................................................................... 5482
Show ...................................................................... 5483
Hide ....................................................................... 5484
MouseFocusKill ......................................................... 5485
Save ........................................................................ 5486
Load ........................................................................ 5487
OnResize ............................................................... 5488
OnActivate ............................................................. 5489
OnDeactivate .......................................................... 5490

CLabel .................................................................... 5491
Create ................................................................. 5496
OnSetText ............................................................. 5497
OnSetColor ........................................................... 5498
OnSetFont ............................................................. 5499
OnSetFontSize ....................................................... 5500
OnCreate ............................................................. 5501
OnShow ............................................................... 5502
OnHide ................................................................. 5503
OnMove ............................................................... 5504
CBmpButton ............................................................. 5505
<table>
<thead>
<tr>
<th>Code</th>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td></td>
<td>5511</td>
</tr>
<tr>
<td>Border</td>
<td></td>
<td>5512</td>
</tr>
<tr>
<td>BmpNames</td>
<td></td>
<td>5513</td>
</tr>
<tr>
<td>BmpOfName</td>
<td></td>
<td>5514</td>
</tr>
<tr>
<td>BmpOnName</td>
<td></td>
<td>5515</td>
</tr>
<tr>
<td>BmpPassiveName</td>
<td></td>
<td>5516</td>
</tr>
<tr>
<td>BmpActiveName</td>
<td></td>
<td>5517</td>
</tr>
<tr>
<td>Pressed</td>
<td></td>
<td>5518</td>
</tr>
<tr>
<td>Locking</td>
<td></td>
<td>5519</td>
</tr>
<tr>
<td>OnSetZOrder</td>
<td></td>
<td>5520</td>
</tr>
<tr>
<td>OnCreate</td>
<td></td>
<td>5521</td>
</tr>
<tr>
<td>OnShow</td>
<td></td>
<td>5522</td>
</tr>
<tr>
<td>OnHide</td>
<td></td>
<td>5523</td>
</tr>
<tr>
<td>OnMove</td>
<td></td>
<td>5524</td>
</tr>
<tr>
<td>OnChange</td>
<td></td>
<td>5525</td>
</tr>
<tr>
<td>OnActivate</td>
<td></td>
<td>5526</td>
</tr>
<tr>
<td>OnDeactivate</td>
<td></td>
<td>5527</td>
</tr>
<tr>
<td>OnMouseDown</td>
<td></td>
<td>5528</td>
</tr>
<tr>
<td>OnMouseUp</td>
<td></td>
<td>5529</td>
</tr>
<tr>
<td>CBUTTON</td>
<td></td>
<td>5530</td>
</tr>
<tr>
<td>Create</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>Pressed</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>Locking</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnSetText</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnSetColor</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnSetColorBorder</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnSetFont</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnSetFontSize</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnCreate</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnShow</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnHide</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnMove</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnResize</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnMouseDown</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>OnMouseUp</td>
<td></td>
<td>5532</td>
</tr>
<tr>
<td>CEDIT</td>
<td></td>
<td>5533</td>
</tr>
<tr>
<td>Create</td>
<td></td>
<td>5534</td>
</tr>
<tr>
<td>ReadOnly</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>TextAlign</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnObjectEndEdit</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnSetText</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnSetColor</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnSetColorBorder</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnSetFont</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnSetFontSize</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnSetZOrder</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnCreate</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnShow</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnHide</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnMove</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnResize</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnChange</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>OnClick</td>
<td></td>
<td>5535</td>
</tr>
<tr>
<td>Cpanel</td>
<td></td>
<td>5536</td>
</tr>
<tr>
<td>Create</td>
<td></td>
<td>5537</td>
</tr>
<tr>
<td>BorderType</td>
<td></td>
<td>5538</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
Create ................................................................. 5678
OnEvent ................................................................ 5680
ColorBackground .................................................. 5681
ColorBorder .......................................................... 5682
BorderType ............................................................ 5683
VScroll .................................................................. 5684
HScroll ................................................................. 5685
CreateBack ............................................................ 5686
CreateScrollV ......................................................... 5687
CreateScrollH ......................................................... 5688
OnResize .................................................................. 5689
OnVScrollShow ..................................................... 5690
OnVScrollHide ....................................................... 5691
OnVScrollHide ....................................................... 5692
OnScrollLineDown ................................................ 5693
OnScrollLineUp ...................................................... 5694
OnScrollLineLeft ................................................... 5695
OnScrollLineRight ............................................... 5696
Rebound .................................................................. 5697
CListView .............................................................. 5698
Create ................................................................... 5699
OnEvent .................................................................. 5700
TotalView ................................................................ 5701
AddItem .................................................................. 5702
Select .................................................................... 5703
SelectByText ........................................................ 5704
SelectByValue ....................................................... 5705
Value ..................................................................... 5706
CreateRow .............................................................. 5707
OnResize .................................................................. 5708
OnVScrollShow ..................................................... 5709
OnVScrollHide ....................................................... 5710
OnVScrollHide ....................................................... 5711
OnScrollLineDown ................................................ 5712
OnScrollLineUp ...................................................... 5713
OnScrollLineLeft ................................................... 5714
OnScrollLineRight ............................................... 5715
Redraw ................................................................... 5716
RowState ............................................................... 5717
CheckView ............................................................ 5718
CComboBox .......................................................... 5719
Create ................................................................... 5720
OnEvent .................................................................. 5721
AddItem .................................................................. 5722
ListItem ............................................................... 5723
Select .................................................................... 5724
SelectByText ........................................................ 5725
SelectByValue ....................................................... 5726
Value ..................................................................... 5727
CreateEdit ............................................................. 5728
CreateButton ........................................................ 5729
CreateTime ........................................................... 5730
OnClickEdit .......................................................... 5731
OnClickButton ....................................................... 5732
OnChangeList ....................................................... 5733
ListItem ............................................................... 5734
ListShow .............................................................. 5735
ListHide ............................................................... 5736
CCheckBox ............................................................ 5737
Create ................................................................... 5738

© 2000-2021, MetaQuotes Ltd
CDialog
Create
OnEvent
Caption
Add
CreateWhiteBorder
CreateBackground
CreateCaption
CreateClientClose
OnClickCaption
OnClickButtonClose
OnAnotherApplicationClose
OnClickButtonMinMax
OnClickButtonClose
CreateIndicator
CreateExpert
IniFileExt
IniFileLoad
IniFileSave
Mini
ChartEvent
OnEvent
Destroy
OnDialogDragStart
OnDialogDragProcess
OnDialogDragEnd
CAppDialog
Create
Destroy
OnEvent
Run
ChartEvent
Minimized
IniFileSave
IniFileLoad
IniFileName
IniFileExt
CreateCommon
CreateExpert
CreateIndicator
CreateButtonMinMax
OnClickButtonClose
OnClickButtonMinMax
OnAnotherApplicationClose
Rebound
Minimize
Maximize
CreateInstanceClosed
ProgramName
SubwinOff

34 Moving from MQL4
35 List of MQL5 Functions
36 List of MQL5 Constants
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 Software Corp. 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>`\MQL5\Experts.

- 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>`\MQL5\Indicators.
- **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.

© 2000-2021, MetaQuotes Ltd.
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:

```
  //--- Single-line comment
  /* Multi-line
     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></td>
<td>uchar</td>
</tr>
</tbody>
</table>

Access Specifiers

<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>false</td>
<td>#ifndef</td>
<td>#property</td>
</tr>
<tr>
<td>-------</td>
<td>---------</td>
<td>----------</td>
</tr>
<tr>
<td>template</td>
<td>#else</td>
<td>group</td>
</tr>
<tr>
<td>typename</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
- Typcasting
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 036854 775 808</td>
<td>9 223 372 036854 775 807</td>
<td>__int64</td>
</tr>
<tr>
<td>ulong</td>
<td>8</td>
<td>0</td>
<td>18 446 744 073709 551 615</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:

```c
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:

```cpp
//--- 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, 0xA3, 0xA3, 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:

```cpp
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
PrintfFormat("Asian session hours as value =%d",AsianSession);
PrintfFormat("European session hours as value is %d",EuropeanSession);
PrintfFormat("American session hours as value is %d",AmericanSession);
//--- and now let's display string representations of the sessions' working hours
Printf("Asian session ",GetHOURSForSession(AsianSession));
Printf("European session ",GetHOURSForSession(EuropeanSession));
Printf("American session ",GetHOURSForSession(AmericanSession));
//---
}
```
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</td>
<td>‘\n’</td>
<td>10</td>
</tr>
<tr>
<td>horizontal tab</td>
<td>HT</td>
<td>‘\t’</td>
<td>9</td>
</tr>
<tr>
<td>carriage return</td>
<td>CR</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>‘\’</td>
<td>39</td>
</tr>
<tr>
<td>double quote</td>
<td>“</td>
<td>‘\”</td>
<td>34</td>
</tr>
<tr>
<td>hexadecimal code</td>
<td>hhhh</td>
<td>‘\xhhhh’</td>
<td>1 to 4 hexadecimal characters</td>
</tr>
<tr>
<td>decimal code</td>
<td>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

```c
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.
//---
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
datetime compilation_time=__DATETIME__-__DATE__;  // Compilation time
```

--- Examples of declarations after which compiler warnings will be returned

```plaintext
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:

```cpp
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:

```cpp
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
};
```

**Notes**
Language Basics

- Unlike C++, the size of the internal representation of the enumerated type in MQL5 is always equal to 4 bytes. That is, `sizeof` (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 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>2.22507385507e-308</td>
<td>1.797693134862e+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=0.00000000000000000000000112123515; // 24 zero after the decimal point
```

```c
Print("1. c1 =", DoubleToString(c1,16));
// Result: 1. c1 = 0.0000000000000000000000001121235155
```

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

```c
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:

```csharp
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:

```csharp
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: d_val= 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:

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

```c
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));
    // Result: Different: d_val= 0.3000000000000000 f_val= 0.3000000119209290
}
```

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:

```c
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:

```c
struct strl
{
    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=0x7FFFF000000000000;   // invalid number -1.#QNAN
s1=s2;
printf("2.  %f %I64X",s1.d,s2.l);

//--
s2.l=0x7FFF0000000000000;  // greatest non-number SNan
s1=s2;
printf("3.  %f %I64X",s1.d,s2.l);

//--
s2.l=0x7FF80000000000000;  // smallest non-number QNaN
s1=s2;
printf("4.  %f %I64X",s1.d,s2.l);

//--
s2.l=0x7FF00000000000000;  // Positive infinity 1.#INF and smallest non-number S1
s1=s2;
printf("6.  %f %I64X",s1.d,s2.l);

//--
s2.l=0x8000000000000000;   // Negative infinity -1.#INF
s1=s2;
printf("7.  %f %I64X",s1.d,s2.l);

//--
s2.l=0x4000000000000000;    // Negative zero -0.0
s1=s2;
printf("8.  %f %I64X",s1.d,s2.l);

//--
s2.l=0x3FF00000000000000;  // 0.5
s1=s2;
printf("9.  %f %I64X",s1.d,s2.l);

//--
s2.l=0x3FFFF000000000000; // 1.0
s1=s2;
printf("10. %f %I64X",s1.d,s2.l);
//--
```
s2.l=0x7FFFFFFFFFFF; // 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 FFF0000000000000
3. 1.#SNAN0 7FF7000000000000
4. 1.#QNAN0 7FF8000000000000
5. 1.#QNAN0 7FFF000000000000
6. 1.#INF00 7FF0000000000000
7. -1.#INF00 FFF0000000000000
8. -0.000000 8000000000000000
9. 0.000000 3FE0000000000000
10. 1.000000 3FF0000000000000
11. 1.7976931348623157e+308 7FEFFFFFFFFFFFF
12. 2.2250738585072014e-308 0010000000000000
13. 6.9999999999999996e-001 3FE66666666666666
*/
```

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:

```cpp
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:

```cpp
//--- 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:

```c
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:

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

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

Example:

```c
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:

```c
//--- 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.

```c
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.

```c
//+------------------------------------------------------------------+
//| 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)
dog=some_animal;
dog.swim=true;      // dogs can swim
//--- you cannot copy objects of child structures (Dog != Cat)
//cat=dog;           // compiler returns an error here
//--- therefore, it is possible to copy elements one by one only
  cat.head=dog.head;
  cat.legs=dog.legs;
  cat.wings=dog.wings;
  cat.tail=dog.tail;
  cat.fly=dog.fly;
  cat.swim=false;    // cats cannot swim
//--- it is possible to copy the values from descendant to ancestor
Animal elephant;
  elephant=cat;
  elephant.run=false;  // elephants cannot run
  elephant.swim=true;  // elephants can swim
//--- create an array
Animal animals[4];
  animals[0]=some_animal;
  animals[1]=dog;
  animals[2]=cat;
  animals[3]=elephant;
//--- print out
  ArrayPrint(animals);
//--- execution result
/*
[head] [legs] [wings] [tail] [fly] [swim] [run]
[0] 1 4 0 true false false true
[1] 1 4 0 true false true true
[2] 1 4 0 true false false false
[3] 1 4 0 true false true false
*/
}

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
```

© 2000-2021, MetaQuotes Ltd


//--- create 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:

```c
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:

```c
//+------------------------------------------------------------------+
//| 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.

```c
//--- simple structure with no alignment
struct Simple_Structure pack()
{
    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.

```c
// --- 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.
//--- declare a simple structure instance
CharShortInt ch_sh_in;
//--- display the size of each structure member
Print("sizeof(ch_sh_in.c)=" , sizeof(ch_sh_in.c));
Print("sizeof(ch_sh_in.s)=" , sizeof(ch_sh_in.s));
Print("sizeof(ch_sh_in.i)=" , sizeof(ch_sh_in.i));

//--- make sure the size of POD structure is equal to the sum of its members' size
Print("sizeof(CharShortInt)=" , sizeof(CharShortInt));
/*
Result:
sizeof(ch_sh_in.c)=1
sizeof(ch_sh_in.s)=2
sizeof(ch_sh_in.i)=4
sizeof(CharShortInt)=8
*/
}

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.

void OnStart()
{
//--- simple structure aligned to the 4-byte boundary
struct CharIntShort pack(4)
{
    char c; // sizeof(char)=1
    int i; // sizeof(double)=4
    short s; // sizeof(short)=2
};
//--- declare a simple structure instance
CharIntShort ch_in_sh;
//--- display the size of each structure member
Print("sizeof(ch_in_sh.c)=" , sizeof(ch_in_sh.c));
Print("sizeof(ch_in_sh.i)=" , sizeof(ch_in_sh.i));
Print("sizeof(ch_in_sh.s)=" , sizeof(ch_in_sh.s));
//--- make sure the size of POD structure is equal to the sum of its members' size
Print("sizeof(CharIntShort)=" , sizeof(CharIntShort));
/*
Result:
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
#include <mql5.h>

//--- 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.

```cpp
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:

```cpp
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.

```c++
//+------------------------------------------------------------------+
//| 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:

```c++
//+------------------------------------------------------------------+
//| 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
{

    // 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)};
};
```
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 p
CFoo *pfoo7=GetPointer(foo1);  // Another option of dynamic object creation
CFoo *pfoo8=GetPointer(foo1);  // Now pfoo8 points to object foo1
// 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("foo6.m_call_time=",foo6.ToString());
Print("foo7.m_call_time=",foo7.ToString());
Print("foo8.m_call_time=",foo8.ToString());
Print("foo9.m_call_time=",foo9.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_second_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("CBAR") { 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, xs= m_xsi/SHAPE_SIZE;
    //---
    for(i=0; i<xsi; i++)
    {
        if(m_ypos+m_ysi>=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:

```cpp
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; } // Score
    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:

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;
    
    //+-----------------------------------------------------------------------------------+| // Script program start function | //+-----------------------------------------------------------------------------------+
    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&)'

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.

'\texttt{delete}' specifier

The \texttt{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 \texttt{private} section). Here, using \texttt{delete} makes the code more readable and manageable at the level of descendants.

```cpp
class A
{
public:
    A() {value=5;};
    double GetValue() {return value;}
private:
    double value;
};
class B: public A
{
    double GetValue() = 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 \texttt{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 CBaz : 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:

```cpp
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
```
{  
    long    long_value;
    double double_value;
};

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;
};

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
    //---
    LongDouble lb;
    //--- get and display the invalid -nan(ind) number
    lb.double_value=MathArcsin(2.0);
    printf("1.  double=%f  integer=%I64X",lb.double_value,lb.long_value);
    //--- largest normalized value (DBL_MAX)
    lb.long_value=0x7FEFFFFFFFFFFFFF;
    printf("2.  double=%.16e  integer=%I64X",lb.double_value,lb.long_value);
    //--- smallest positive normalized (DBL_MIN)
    lb.long_value=0x0010000000000000;
    printf("3.  double=%.16e  integer=%.16I64X",lb.double_value,lb.long_value);
}
/*  Execution result
1.  double=-nan(ind)  integer=FFF8000000000000
2.  double=1.7976931348623157e+308  integer=7FF0000000000000
3.  double=2.2250738585072014e-308  integer=0010000000000000
*/
```

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.

```cpp
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 0x00BBGGRR
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,"
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,"
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)",ColorToARGB(test_color,alpha),
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

class CCat : public IAnimal
{
public:
    CCat() { Print("Cat was born"); }
    ~CCat() { Print("Cat is dead"); }
    void Sound(){ Print("meou"); }
};

// The CDog class is inherited from the IAnimal interface

class CDog : public IAnimal
{
public:
    CDog() { Print("Dog was born"); }
    ~CDog() { Print("Dog is dead"); }
    void Sound(){ Print("guaf"); }
};

// Script program start function

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 → short → int → uint → long → ulong → float → double

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:

```cpp
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:

```cpp
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 = 1.0/2.0; ",d);

double e=1.0/2.0; // the expression is cast to the double type,
Print("e = 1.0/2.0; ",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 9223372036854775807 or less than -9223372036854775808.
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:

```csharp
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`.

```
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:

```c++
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:

```c++
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:

```c++
//--- 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));
func_ptr=func_ptr;   // 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) override {
    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.

//+------------------------------------------------------------------+
//| 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); //--- add the button
    bool AddButton(MyButton &button){return(m_buttons.Add(GetPointer(button));m_buttons.Sort());};

    //--- 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());
    }
    //---
    //+------------------------------------------------------------------+
}
Now, we can develop the program using the CControlsDialog control panel having 3 buttons: Open, Save and Close. When clicking a button, the appropriate function in the form of the TAction pointer is called.
//--- 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.
Language Basics

The full source code of the program

```
//+------------------------------------------------------------------+
//|                                                Panel_Buttons.m     |
//|                        Copyright 2017, MetaQuotes Software Corp. |    |
//|                                             https://www.mql5.com  |
//+------------------------------------------------------------------+
#
#define INDEHT_LEFT                   (11) // indent from left (with allowance for border width)
#define INDEHT_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
```

---

The panel with several CButton buttons

```
#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>

//+------------------------------------------------------------------+
```
//--- 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)\n",__FUNCTION__,name,id);
    return(1);
}

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

//--- Close the file
int Close(string name,int id)
{
    PrintFormat("%s function called (name=%s id=%d)\n",__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
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 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));
    }
};

//+------------------------------------------------------------------+
//| 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
    //--- add the button
    bool AddButton(MyButton &button) { return (m_buttons.Add(GetPointer(button)));m_buttons.Sort();};

    protected:
    //--- 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
{
    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)
{
//--- 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 the program
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);
//--- 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 \texttt{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:

\begin{verbatim}
MyObject* hobject = new MyObject();
\end{verbatim}

In contrast to C++, the \texttt{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;
    }
};
```

```cpp
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 objects

//--- 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[]);
};

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();
};

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

//+------------------------------------------------------------------+
//| 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>-</td>
<td></td>
</tr>
<tr>
<td>*</td>
<td></td>
</tr>
<tr>
<td>/</td>
<td></td>
</tr>
<tr>
<td>%</td>
<td></td>
</tr>
<tr>
<td>&amp;&amp;</td>
<td>Symbols of logical operations</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>=</td>
<td>Characters assignment operators</td>
</tr>
<tr>
<td>+=</td>
<td></td>
</tr>
<tr>
<td>*=</td>
<td></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:

```plaintext
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>Example</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 value</td>
<td>k--;</td>
</tr>
<tr>
<td>Subtracting 1 from the variable value</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 (--) 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

```c
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:

```c
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:

```
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>Expression</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).

```csharp
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).

```csharp
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.

```csharp
//+------------------------------------------------------------------+
//| 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:

```cpp
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:

```cpp
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:

```cpp
char a='a', b='b';
Print("Before:  a = ", a, "  b = ", b);
//--- shift to the left
b=a<<1;
Print("After:   a = ", a, "  b = ", b);
```
// The result will be:
// Before:  a = 97  b = 98
// After:   a = 97  b = -62

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) != 0);
```

Example:
```
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:
```
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 Operation 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:
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,j=99; 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:**

```cpp
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.

```
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
#property script_show_inputs
#import "kernel32.dll"
    int GetLastError(void);
#import

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();
}
```
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 Referencing to an array element Referencing to a structure element</td>
<td>From left to right</td>
</tr>
<tr>
<td>! - + -- (type) sizeof</td>
<td>Logical negation Bitwise negation (complement) Sign changing Increment by one Decrement by one Typecasting Determining size in bytes</td>
<td>Right to left</td>
</tr>
<tr>
<td>* / %</td>
<td>Multiplication Division Module division</td>
<td>From left to right</td>
</tr>
<tr>
<td>+ -</td>
<td>Addition Subtraction</td>
<td>From left to right</td>
</tr>
<tr>
<td>&lt;&lt; &gt;&gt;</td>
<td>Left shift Right shift</td>
<td>From left to right</td>
</tr>
<tr>
<td>&lt; &lt;= &gt; &gt;=</td>
<td>Less than Less than or equal Greater than Greater than or equal</td>
<td>From left to right</td>
</tr>
<tr>
<td>== !=</td>
<td>Equal Not equal</td>
<td>From left to right</td>
</tr>
<tr>
<td>&amp; ^</td>
<td>&amp; &amp;</td>
<td>Bitwise AND operation Bitwise exclusive OR Bitwise OR operation Logical AND operation</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>?: =</td>
<td>Conditional Operator Assignment</td>
<td>Right to left</td>
</tr>
<tr>
<td>Operator</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>----------</td>
<td>---------------------------------------</td>
<td></td>
</tr>
<tr>
<td>*=</td>
<td>Multiplication with assignment</td>
<td></td>
</tr>
<tr>
<td>/=</td>
<td>Division with assignment</td>
<td></td>
</tr>
<tr>
<td>%=</td>
<td>Module with assignment</td>
<td></td>
</tr>
<tr>
<td>+=</td>
<td>Addition with assignment</td>
<td></td>
</tr>
<tr>
<td>-=</td>
<td>Subtraction with assignment</td>
<td></td>
</tr>
<tr>
<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>
</tr>
<tr>
<td></td>
<td>=</td>
<td>Bitwise OR with assignment</td>
</tr>
<tr>
<td>,</td>
<td>Comma</td>
<td></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><strong>Compound operator {}</strong></td>
<td>One or more operators of any type, enclosed in curly braces {}</td>
</tr>
<tr>
<td><strong>Expression operator (;)</strong></td>
<td>Any expression that ends with a semicolon (;)</td>
</tr>
<tr>
<td><strong>return operator</strong></td>
<td>Terminates the current function and returns control to the calling program</td>
</tr>
<tr>
<td><strong>if-else conditional operator</strong></td>
<td>Is used when it's necessary to make a choice</td>
</tr>
<tr>
<td><strong>?: conditional operator</strong></td>
<td>A simple analog of the if-else conditional operator</td>
</tr>
<tr>
<td><strong>switch selection operator</strong></td>
<td>Passes control to the operator, which corresponds to the expression value</td>
</tr>
<tr>
<td><strong>while loop operator</strong></td>
<td>Performs an operator until the expression checked becomes false. The expression is checked before each iteration</td>
</tr>
<tr>
<td><strong>for loop operator</strong></td>
<td>Performs an operator until the expression checked becomes false. The expression is checked before each iteration</td>
</tr>
<tr>
<td><strong>do-while loop operator</strong></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><strong>break operator</strong></td>
<td>Terminates the execution of the nearest attached external operator switch, while, do-while or for</td>
</tr>
<tr>
<td><strong>continue operator</strong></td>
<td>Passes control to the beginning of the nearest external loop operator while, do-while or for</td>
</tr>
<tr>
<td><strong>new operator</strong></td>
<td>Creates an object of the appropriate size and returns a descriptor of the created object.</td>
</tr>
<tr>
<td><strong>delete operator</strong></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:

```plaintext
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:

```c
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;

```csharp
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);

```csharp
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:

```
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:

```
//--- 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.

```
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:

```csharp
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:**

```csharp
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:

```plaintext
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:

```plaintext
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:**

```plaintext
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.

```c
    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:**

```c
    //--- 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

[Intialization 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
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:**

```cpp
    //--- 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 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.

\[
\text{function\_name (}x_1, x_2, ..., x_n\text{)}
\]

Arguments (formal parameters) are passed by value, i.e. each expression \(x_1, ..., x_n\) 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
double FirstMethod(int i, int j)
{
    double res;
    //---
    i*=2;
    j/=2;
    res=i+j;
    //---
    return(res);
}
```

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
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);
}
```

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
double SecondMethod(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=SecondMethod(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: 28 4

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:

void OnStart()
{
   //---
   int a[]={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
}

void func(int par1, int par2, string comment)
{
}
In first call (see example above) the \( i \) variable is first used in strings concatenation:

```csharp
"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 and Lifetime 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:

```c++
//+------------------------------------------------------------------+
//| 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;

```
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 \textit{signature matching algorithm}. A signature is a list of types used in the function declaration.

Example:

\begin{verbatim}
//+------------------------------------------------------------------+
//\ | 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
\end{verbatim}

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 \textit{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.

\textbf{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 \textit{float} to \textit{double}, of \textit{bool}, \textit{char}, \textit{short} or \textit{enum} to \textit{int}. Typecasting of arrays of similar \textit{integer types} also belongs to typecasting. Similar types are: \textit{bool}, \textit{char}, \textit{uchar}, since all the three types are single-byte integers; double-byte integers \textit{short} and \textit{ushort}; 4-byte integers \textit{int}, \textit{uint}, and \textit{color}; \textit{long}, \textit{ulong}, and \textit{datetime}.

Of course, the strict matching is the best. To achieve such a consistency \textit{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 `+,-,\times,\div,\lt,\leq,\geq,\lt\lt,\gt\gt,\texttt{\&\&},\texttt{\|\|},\texttt{=} \lt\lt,\gt\gt,\texttt{=}\`
- unary `+,-,++,--,\texttt{!},\texttt{~}`
- 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:

```c++
//+------------------------------------------------------------------+
//| 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:

```c++
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;
```
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:

```cpp
//--- 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:

```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);
    //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;

    //--- Multiply by complex number
```
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;
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;
}

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

complex complex::operator-() const
{
    complex res;
    res.re=-re;
    res.im=-im;
    return res;
}

bool complex::operator!() const
{
    return (re!=0 && im!=0);
}
```

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

```cpp
void OnStart()
{
    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
}```
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:
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.

```c
//--- Operations of addition and multiplication of matrices
CMatrix A(3), B(3), C();
//--- Prepare an array for rows
    double a1[3]={1,2,3}, a2[3]={2,3,1}, a3[3]={3,1,2};
//--- Output the matrices in the Experts log
    Print("---- Elements of matrix A");
    Print(A.String());
    Print("---- Elements of matrix B");
    Print(B.String());
//--- Addition of matrices
    Print("---- Addition of matrices A and B");
    C=A+B;
    Print(C.String());
//--- Multiplication of matrices
    Print("---- Multiplication of matrices A and B");
    C=A*B;
    Print(C.String());
//--- Now we show how to get values in the style of dynamic arrays matrix[i][j]
    Print("Output the values of matrix C elementwise");
//--- Go through the matrix rows - CRow objects - in a loop
    for(int i=0;i<3;i++)
    {
        //--- Form rows from the matrix for the value
        for(int j=0;j<3;j++)
        {
```
/--- 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+="");
//--- 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[]);
    ~CRow(void){};
    //--- 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(__FUNCIC__,": 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);
}

//| Class "Matrix"
//+------------------------------------------------------------------+
class CMatrix
{
private:
    CRow         m_rows[];

public:
    //--- Constructors and a destructor
    CMatrix(void);
    CMatrix(int rows) { ArrayResize(m_rows,rows); }
    ~CMatrix(void){};

    //--- Get the matrix sizes
    int    Rows() const { return(ArraySize(m_rows)); }
    int    Cols() const { return(Rows()>0? m_rows[0].Size():0); }

    //--- Returns the value of the column in the form of a CRow row
    CRow    GetColumnAsRow(const int col_index) const;

    //--- Returns a string with the matrix values
    string  String(void) const;

    //--- The indexing operator returns a string by its number
    CRow *operator[](int i) const { return(Pointer(m_rows[i])); }

    //--- Addition operator
    CMatrix    operator+(const CMatrix &m);

    //--- Multiplication operator
    CMatrix    operator*(const CMatrix &m);

    //--- Assignment operator
    CMatrix    *=operator=(const CMatrix &m);
};
```

CMatrix::CMatrix(void)
{
//--- The zero number of rows in the matrix
    ArrayResize(m_rows,0);
//---
}
//+------------------------------------------------------------------+
//| Returns the column value in the form of CRow
//+------------------------------------------------------------------+
CRow 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);
}
//+------------------------------------------------------------------+
//| Addition of two matrices                                         |
//+------------------------------------------------------------------+
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
}
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);

//+------------------------------------------------------------------+
//| 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 rows");
        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
    {  
        //--- Multiply the arrays
        for (int k = 0; k < cols1; k++)
        {  
            arr[k] = this[i][k] * m[i][k];
        }
        //--- Place the array to the matrix row
        res[i] = arr;
    }
    //--- return the result of multiplication of matrices
    return(res);
}
//--- 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 in the i-th element
    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:

```csharp
#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);
#import
```

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:

```csharp
#import "kernel32.dll"
int GetLastError();
#import "lib.ex5"
int GetLastError();
#import

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 kernel32.dll
        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

Hyperlinks to related topics.

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.</td>
</tr>
<tr>
<td></td>
<td>This code means the same as a null value - the Expert Advisor has been</td>
</tr>
<tr>
<td></td>
<td>successfully initialized in the tester.</td>
</tr>
<tr>
<td>INIT_FAILED</td>
<td>Initialization failed; there is no point in continuing testing because of</td>
</tr>
<tr>
<td></td>
<td>fatal errors. For example, failed to create an indicator that is required</td>
</tr>
<tr>
<td></td>
<td>for the work of the Expert Advisor.</td>
</tr>
<tr>
<td>Return Value</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>INIT_PARAMETERS_INCORRECT</td>
<td>This return value means the same as a value other than zero - initialization of the Expert Advisor in the tester failed.</td>
</tr>
<tr>
<td>INIT_AGENT_NOT_SUITABLE</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></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:
OnTick

```c
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:

```c
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.

```c
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;
Language Basics

- 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:

```c
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:

```c
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:

```c
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:

```c
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:

```c
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;
Language Basics

- `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><code>CHARTEVENT_KEYDOWN</code></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 <code>CHART_EVENT_MOUSE_MOVE</code>=true is set for the chart)</td>
<td><code>CHARTEVENT_MOUSE_MOVE</code></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</code>=true is set for the chart)</td>
<td><code>CHARTEVENT_OBJECT_CREATE</code></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><code>CHARTEVENT_OBJECT_CHANGE</code></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 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 <code>EventChartCustom()</code> function</td>
<td>Value set by the <code>EventChartCustom()</code> function</td>
<td>Value set by the <code>EventChartCustom()</code> 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.

```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
                   ...)
```
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:**

```cpp
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 (High+Low+Close)/3. If this parameter is not specified, the indicator is built based on 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 iCustom() function.

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

```c
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 `ArrayGetAsSeries()`. In order not to depend on default values, you should unconditionally call the `ArraySetAsSeries()` 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.

**Note:** 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.

**Indicator Example:**

```c
#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
.enum INIT_SUCCEEDED (0)
.enum INIT_FAILED (-1)
.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(prev_calculated);
}

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 00:00 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:

```c
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.

```c
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:

```c
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 \texttt{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 \texttt{timeseries}, use the \texttt{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.

\textbf{Access Specifiers}

Access specifiers define how the compiler can access variables, members of structures or classes.

The \texttt{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.

\textbf{Example:}

```cpp
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:

- \texttt{public} - allows unrestricted access to the variable or class method
- \texttt{protected} - allows access from methods of this class, as well as from methods of \texttt{publicly inherited} classes. Other access is impossible;
- \texttt{private} - allows access to variables and class methods only from methods of the same class.
- \texttt{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.

\textbf{Storage Classes}

There are three storage classes: \texttt{static}, \texttt{input} and \texttt{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 \texttt{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.

\textbf{See also}

- \texttt{Data Types}, \texttt{Encapsulation and Extensibility of Types}, \texttt{Initialization of Variables}, \texttt{Visibility Scope and Lifetime of Variables}, \texttt{Creating and Deleting Objects}, \texttt{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:

```cpp
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:

```cpp
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:

```cpp
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;
}
```

See also
Language Basics

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.

Example:

```mql5
//--- 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.

Example:

```mql5
//--- input parameters
input int InpMAPeriod=13; // Smoothing period
input int InpMAShift=0; // Line horizontal shift
input ENUM_MA_METHOD InpMAMethod=MODE_SMMA; // Smoothing method
```

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:

```mql5
//--- input parameters
input int MA_Period=13; // Smoothing period
input int MA_Shift=0; // Line horizontal shift
input ENUM_MA_METHOD MA_Method=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.

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:

```cpp
#property script_show_inputs

//--- day of week
enum dayOfWeek
{
    S=0, // Sunday
    M-1, // Monday
    T-2, // Tuesday
}
```
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

```c
sinput int layers=6; // Number of layers
```

will be equivalent to the full declaration

```c
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.

```c
input group "Group name"
```
A sample EA featuring the block of inputs separated by their purpose:

```mql5
input group "Signal"
input int ExtBBPeriod = 20; // Bollinger Bands period
input double ExtBBDeviation= 2.0; // deviation
input ENUM_TIMEFRAMES ExtSignalTF=PERIOD_M15; // BB 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
input bool ExtUseTS = true; // use Trailing Stop
input int Ext_TS_Points = 30; // Trailing Stop in points

input group "MoneyManagement"
input double ExtInitialLot = 0.1; // initial lot value
input bool ExtUseAutoLot = true; // automatic lot calculation

input group "Auxiliary"
input int ExtMagicNumber = 123456; // EA Magic Number
input bool ExtDebugEnabled= true; // print debug messages
```

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.
### Strategy Tester

<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><strong>Signal</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bollinger Bands period</td>
<td>20</td>
<td>20</td>
<td>10</td>
<td>60</td>
<td>5</td>
</tr>
<tr>
<td>Deviation</td>
<td>2</td>
<td>2</td>
<td>0.2</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>BB timeframe</td>
<td>15 Minutes</td>
<td>current</td>
<td></td>
<td>30 Minutes</td>
<td>6</td>
</tr>
<tr>
<td><strong>Trend</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Moving Average period</td>
<td>13</td>
<td>13</td>
<td>1</td>
<td>20</td>
<td>8</td>
</tr>
<tr>
<td>MA timeframe</td>
<td>15 Minutes</td>
<td>current</td>
<td></td>
<td>1 Hour</td>
<td>6</td>
</tr>
<tr>
<td><strong>ExitRules</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>use StopLoss</td>
<td>true</td>
<td>false</td>
<td>true</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>StopLoss in points</td>
<td>50</td>
<td>50</td>
<td>10</td>
<td>100</td>
<td>6</td>
</tr>
<tr>
<td>use TakeProfit</td>
<td>false</td>
<td>false</td>
<td>true</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>TakeProfit in points</td>
<td>100</td>
<td>100</td>
<td>50</td>
<td>300</td>
<td>5</td>
</tr>
<tr>
<td>use Trailing Stop</td>
<td>true</td>
<td>false</td>
<td>true</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Trailing Stop in points</td>
<td>30</td>
<td>30</td>
<td>10</td>
<td>70</td>
<td>5</td>
</tr>
<tr>
<td><strong>MoneyManagement</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>initial lot value</td>
<td>0.1</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>automatic lot calculation</td>
<td>true</td>
<td>false</td>
<td>true</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td><strong>Auxiliary</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>EA Magic Number</td>
<td>123456</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>print debug messages</td>
<td>true</td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
</tbody>
</table>

### 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={0};
```

List of values of the array elements must be enclosed in curly brackets. Missed initializing sequences are considered equal to 0. The initializing sequence must have at least one value: this value is initialized to the first element of the corresponding structure or array, missing elements are considered equal to zero.

If the size of the initialized array is not specified, it is determined by a compiler, based on the size of the initialization sequence. Multi-dimensional arrays cannot be initialized by a one-dimensional sequence (a sequence without additional curly brackets), except for the case, when only one initializing element is specified (zero, as a rule).

Arrays (including those announced at the local level) can be initialized only by constants.

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},{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]);  
Print("4.  s10_3.d1[0] = ",s10_3.d1[0]);  
}

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 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 `object_pointer=new Class_name`, must be then deleted by the 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 new operator execution. If an object has a destructor, it will be called during the execution of the delete operator.

Thus dynamically placed objects are created only at the moment when the corresponding new operator is invoked, and are assuredly deleted either by the 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.

**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 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 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: OnInit(), OnDeinit(), OnStart(), OnTick(), OnCalculate(), OnTimer(), OnTrade(), OnTester(), OnTesterInit(), OnTesterPass(), OnTesterDeinit(), OnChartEvent(), OnBookEvent().

**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 delete operator is executed</td>
</tr>
<tr>
<td>Deinitialization order</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>------------------------</td>
<td>--------------------------------------------------</td>
<td>--------------------------------------------------</td>
<td>------------------------------------------</td>
</tr>
<tr>
<td>Constructor call</td>
<td>at mql5 program loading</td>
<td>at initialization</td>
<td>at the execution of the new operator</td>
</tr>
<tr>
<td>Destructor call</td>
<td>at mql5 program unloading</td>
<td>when exiting the block where the variable was initialized</td>
<td>at the execution of the delete operator</td>
</tr>
<tr>
<td>Error logs</td>
<td>log message in the “Experts” journal about the attempt to delete an automatically created object</td>
<td>log message in the “Experts” journal about the attempt to delete an automatically created object</td>
<td>log message in the “Experts” 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)
    {
        PrintFormat("%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
    */
```

© 2000-2021, MetaQuotes Ltd
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:

<table>
<thead>
<tr>
<th>Definition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>#define identifier expression</code></td>
<td>parameter-free form</td>
</tr>
<tr>
<td><code>#define identifier(par1,... par8) expression</code></td>
<td>parametric form</td>
</tr>
</tbody>
</table>

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:

```
#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");
}
```

expression can consist of several tokens, such as keywords, constants, constant and non-constant expressions. expression ends with the end of the line and can be transferred to the next line.

Example:

```
#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
}
#endif
void func2()
{
    #ifdef MACRO
        Print("MACRO is defined in ",__FUNCTION__);  
    #else
        Print("MACRO is not defined in ",__FUNCTION__);  
    #endif
}
#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 mql5-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 mql5-file.

```
#property identifier value
```

The compiler will write declared values in the configuration of the module executed.

<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 mql5-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>Modifier</td>
<td>Type</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>--------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>modifier</td>
<td></td>
<td>can be imported in other mql5-programs</td>
</tr>
<tr>
<td>indicator_applied_price</td>
<td>int</td>
<td>Specifies the default value for the &quot;Apply to&quot; field. You can specify one of the values of ENUM_APPLIED_PRICE. If the property is not specified, the default value is 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 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 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 graphic series displayed in DataWindow. For graphic series requiring multiple indicator buffers (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 graphic series; numbering starts from 1</td>
</tr>
<tr>
<td>indicator_widthN</td>
<td>int</td>
<td>Line thickness in 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 graphic series, specified by the values of ENUM_LINE_STYLE, N is the number of graphic series; numbering starts from 1</td>
</tr>
</tbody>
</table>
### Language Basics

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>indicator_typeN</td>
<td>int</td>
<td>Type of graphical plotting, specified by the values of ENUM_DRAW_TYPE. 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 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 ‘dll’ or ‘ex5’ as file extension. 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>
| **tester_set** | **string** | 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.

If you specify the EA name and the version number as "<expert_name>_version_number.set" in a set file name, then it is automatically added to the parameter versions download menu under the <version_number> version number. For example, the name "MACD Sample.4.set" means that this is a set file for the "MACD Sample.mq5" EA with the version number equal to 4.

To study the format, we recommend that you manually save the test/optimization settings in the strategy tester and then open the set file created in this way. |
| **tester_no_cache** | **string** | 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 **tester_no_cache** 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. |
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.

<table>
<thead>
<tr>
<th>Property</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>tester_everytick_calculate</td>
<td>string</td>
<td>Specifies the chart type and the names of two input parameters which will be used for the visualization of optimization results. For example, &quot;3d, InpX, InpY&quot; 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:</td>
</tr>
</tbody>
</table>
| 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 the required parameters to show the optimization chart.

---

**Sample Task of Description and Version Number**

```mql5
#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...
```
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:

```
#include <file_name>
#include "file_name"
```

Examples:

```
#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.

\#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 cannot 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:

\#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 DoubleToStringMorePrecision(\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:

```c
#include "user32.dll"

//--- For the 32-bit system
int MessageBox(uint hWnd, string lpText, string lpCaption,uint uType);

//--- For the 64-bit system
int MessageBox(ulong hWnd, string lpText, string lpCaption,uint uType);

//+------------------------------------------------------------------+
//| MessageBox_32_64_bit uses the proper version of MessageBox()   |
//| WARNING: The MessageBox() function returns the hwnd handle of  |
//| the window that the message box belongs to.                    |
//+------------------------------------------------------------------+
int MessageBox_32_64_bit()
{
    int res=-1;
    //--- If we are using the 64-bit Windows
    if(_IsX64)
    {
        ulong hwnd=0;
        res=MessageBox(hWnd,"64-bit MessageBoxW call example","MessageBoxW 64 bit",MB_{
    }
    else // We are using the 32-bit Windows
    {
        uint hwnd=0;
        res=MessageBox(hWnd,"32-bit MessageBoxW call example","MessageBoxW 32 bit",MB_{
    }
    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
  #ifdef

- **#ifndef** identifier
  
  // the code located here is compiled if the identifier is not currently defined by
  #ifndef

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:**

```c
#ifdef 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
void OnStart()
{
    #ifndef __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

```cpp
class CCircle : public CShape {
private:
    int m_radius; // circle radius

public:
    CCircle(){m_type=1;} // constructor, type 1
};
```

For the square shape class declaration is similar:

```cpp
//--- the derived class Square

class CSquare : public CShape {
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:

```cpp
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 its derived classes
        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 omitted
{
    public:
        void Func() // in the derived class, define a function with calls to base class members
        {
            //--- An attempt to modify a private member of the base class
            m_member=0; // Error, the private member of the base class is not available
            Member(0); // Error, the private method of the base class is not available
        }
};
```

© 2000-2021, MetaQuotes Ltd
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.
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
};
```

Now, all of the derived classes have a member function getArea(), which returns a zero value. The implementation of this function in each descendant will vary.

```cpp
//--- 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:

```cpp
//--- The derived class Square
class CSquare : public CShape    // After a colon we define the base class
{
```

© 2000-2021, MetaQuotes Ltd
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:

```c++
//+------------------------------------------------------------------+
//| 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;
```
//--- 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.

```c++
//+------------------------------------------------------------------+
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,OBJPROP_XDISTANCE,m_xpos+i*SHAPE_SIZE);
    ObjectSetInteger(0,name,OBJPROP_YDISTANCE,m_ypos);
}
for (i=2; i<4; i++)
{
    name=SHAPE_NAME+(string)i;
    ObjectSetInteger(0,name,OBJPROP_XDISTANCE,m_xpos+(i-2)*SHAPE_SIZE);
    ObjectSetInteger(0,name,OBJPROP_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.

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:

class CFoo
{
    void virtual func(int x) const { }
};

Next, the method is overridden in the child class:

    void virtual func(int x) const override {
    //---
}
class CBar : public CFoo
{
    void func(short x) { }
};

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.

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.

class CFoo
{
    void virtual func(int x) final { }
};

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'

See also

Standard Library
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
    };

//--- Initialization of the static constant of the CStack class
const int CStack::s_max_length=1000;

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:
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()=%f",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=ArrayMax(array);
```

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>
//+------------------------------------------------------------------+
//|                                                                  |
//+------------------------------------------------------------------+
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));
  //---
}
//+------------------------------------------------------------------+
//| Type is returned as a line                                       |
//+------------------------------------------------------------------+
template<typename T>
string GetTypeName(const T &t)
{
  //--- return the type as a line
  return{typename(T)};
  //---
}
```

Function templates can also be used for class methods, for example:

```cpp
class CFile
{
  ...
  public:
  ...
  template<typename T>
  uint WriteStruct(T &data);
};
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:

```cpp
//+------------------------------------------------------------------+
//| 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.

```cpp
string Assign<int,string>(int&, string)
string Assign<bool&, string>
```

**See also**

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
#include <iostream>

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])+:"\n{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.
Language Basics

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]);
    }
    //+------------------------------------------------------------------+
```
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:

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:
};
//--- Derived from an abstract class
class CCat : public CAnimal
{
public:
    virtual void Sound() { Print("Myau"); } // PURE is overridden, CCat is not abl
};
//--- Examples of wrong use
new CAnimal; // Error of 'CAnimal' - the compiler returns the "cannot instant:
CAnimal some_animal; // Error of 'CAnimal' - the compiler returns the "cannot instant:
//--- 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
        //--- 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:

```cpp
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.

```cpp
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:

```cpp
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__);}
};

namespace Library
{
    #include "Sample.mqh"
}

//--- add yet another class to the Library namespace
namespace Library
{
class B
{
    public:
        B() {Print(__FUNCTION__);}
};

namespace General
{
    int Func();
}
```

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 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:

```cpp
#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 `CHART_EVENT_CUSTOM` to `CHART_EVENT_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><code>CHART_EVENT_KEYDOWN</code></td>
<td>Keystrokes</td>
</tr>
<tr>
<td><code>CHART_EVENT_MOUSE_MOVE</code></td>
<td>Mouse move, mouse clicks (if <code>CHART_EVENT_MOUSE_MOVE</code>=true is set for the chart)</td>
</tr>
<tr>
<td><code>CHART_EVENT_MOUSE_WHEEL</code></td>
<td>Pressing or scrolling the mouse wheel (if <code>CHART_EVENT_MOUSE_WHEEL</code>=True for the chart)</td>
</tr>
<tr>
<td><code>CHART_EVENT_OBJECT_CREATE</code></td>
<td>Graphical object created (if <code>CHART_EVENT_OBJECT_CREATE</code>=true is set for the chart)</td>
</tr>
<tr>
<td><code>CHART_EVENT_OBJECT_CHANGE</code></td>
<td>Graphical object property changed via the properties dialog</td>
</tr>
<tr>
<td><code>CHART_EVENT_OBJECT_DELETE</code></td>
<td>Graphical object deleted (if <code>CHART_EVENT_OBJECT_DELETE</code>=true is set for the chart)</td>
</tr>
<tr>
<td><code>CHART_EVENT_CLICK</code></td>
<td>Clicking on a chart</td>
</tr>
<tr>
<td><code>CHART_EVENT_OBJECT_CLICK</code></td>
<td>Clicking on a graphical object</td>
</tr>
<tr>
<td><code>CHART_EVENT_OBJECT_DRAG</code></td>
<td>Drag and drop of a graphical object</td>
</tr>
<tr>
<td><code>CHART_EVENT_OBJECT_ENDEDIT</code></td>
<td>End of text editing in the graphical object Edit</td>
</tr>
<tr>
<td><code>CHART_EVENT_CHART_CHANGE</code></td>
<td>Change of the chart size or modification of chart properties through the Properties dialog</td>
</tr>
<tr>
<td><code>CHART_EVENT_CUSTOM</code></td>
<td>Initial number of an event from a range of custom events</td>
</tr>
<tr>
<td><code>CHART_EVENT_CUSTOM_LAST</code></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</th>
<th>Value of the dparam</th>
<th>Value of the sparam</th>
</tr>
</thead>
<tbody>
<tr>
<td>Event Type</td>
<td>Parameter Type</td>
<td>Parameter Description</td>
<td>Parameter Type</td>
<td>Parameter Description</td>
</tr>
<tr>
<td>------------</td>
<td>----------------</td>
<td>-----------------------</td>
<td>----------------</td>
<td>-----------------------</td>
</tr>
<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 <code>CHART_EVENT_MOUSE_MOVE=true</code> 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 <code>CHART_EVENT_MOUSE_WHEEL=true</code> 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 <code>CHART_EVENT_OBJECT_CREATE=true</code> 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> 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>
</tbody>
</table>
### Constants, Enumerations and Structures

#### Event of a mouse click in a graphical object belonging to the chart
- **CHARTEVENT_OBJECT_CLICK**
  - X coordinate
  - Y coordinate
  - Name of the graphical object, on which the event occurred

#### Event of a graphical object dragging using the mouse
- **CHARTEVENT_OBJECT_DRAG**
  - —
  - —
  - Name of the moved graphical object

#### Event of the finished text editing in the entry box of the LabelEdit graphical object
- **CHARTEVENT_OBJECT_ENDEDIT**
  - —
  - —
  - Name of the LabelEdit graphical object, in which text editing has completed

#### Event of change of the chart size or modification of chart properties through the Properties dialog
- **CHARTEVENT_CHART_CHANGE**
  - —
  - —
  - —

#### ID of the user event under the N number
- **CHARTEVENT_CUSTOM+N**
  - Value set by the EventChartCustom() function
  - Value set by the EventChartCustom() function
  - Value set by the EventChartCustom() function

### Example:

```c
#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 initiali
//+------------------------------------------------------------------+

int OnInit()
{
    //---
    Print("The expert with name ",MQL5InfoString(MQL5_PROGRAM_NAME)," is running");
    //--- enable object create events
    ChartSetInteger(ChartID(),CHART_EVENT_OBJECT_CREATE,true);
} 
```

© 2000-2021, MetaQuotes Ltd
//--- enable object delete events
ChartSetInteger(ChartID(), CHART_EVENT_OBJECT_DELETE, true);

//--- forced updating of chart properties ensures readiness for event processing
ChartRedraw();

//--

//-- the key has been pressed
if (id == CHARTEVENT_KEYDOWN)
{
    switch (lparam)
    {
    case KEY_NUMLOCK_LEFT:
        Print("The KEY_NUMLOCK_LEFT has been pressed");
        break;
    case KEY_LEFT:
        Print("The KEY_LEFT has been pressed");
        break;
    case KEY_NUMLOCK_UP:
        Print("The KEY_NUMLOCK_UP has been pressed");
        break;
    case KEY_UP:
        Print("The KEY_UP has been pressed");
        break;
    case KEY_NUMLOCK_RIGHT:
        Print("The KEY_NUMLOCK_RIGHT has been pressed");
        break;
    case KEY_RIGHT:
        Print("The KEY_RIGHT has been pressed");
        break;
    case KEY_NUMLOCK_DOWN:
        Print("The KEY_NUMLOCK_DOWN has been pressed");
        break;
    case KEY_DOWN:
        Print("The KEY_DOWN has been pressed");
        break;
    case KEY_NUMPAD_5:
        Print("The KEY_NUMPAD_5 has been pressed");
        break;
    case KEY_NUMLOCK_5:
        Print("The KEY_NUMLOCK_5 has been pressed");
        break;
    default:
        Print("Some not listed key has been pressed");
        break;
    }
    ChartRedraw();
}

//-- the object has been deleted
if (id == CHARTEVENT_OBJECT_DELETE)
{
    Print("The object with name ", sparam, ": has been deleted");
}
For CHARTEVENT_MOUSE_MOVE event the `sparam` string parameter contains information about state of the keyboard and mouse buttons:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>State of the left mouse button</td>
</tr>
<tr>
<td>2</td>
<td>State of the right mouse button</td>
</tr>
<tr>
<td>3</td>
<td>State of the SHIFT button</td>
</tr>
<tr>
<td>4</td>
<td>State of the CTRL button</td>
</tr>
<tr>
<td>5</td>
<td>State of the middle mouse button</td>
</tr>
<tr>
<td>6</td>
<td>State of the first extra mouse button</td>
</tr>
<tr>
<td>7</td>
<td>State of the second extra mouse button</td>
</tr>
</tbody>
</table>

Example:

```c
void OnInit()
{
    //--- enable CHARTEVENT_MOUSE_MOVE messages
    ChartSetInteger(0, CHARTEVENT_MOUSE_MOVE, 1);
    //--- disable the context menu of the chart (on the right)
    ChartSetInteger(0, CHARTEVENT_CONTEXT_MENU, 0);
    //--- disable the crosshair (by the middle button)
    ChartSetInteger(0, CHARTEVENT_CROSSHAIR_TOOL, 0);
    //--- forced updating of chart properties ensures readiness for event processing
    ChartRedraw();
```
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:

```cpp
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));
    }
}
```
{  
    if (id==CHAREVENT_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);  // the X coordinate where the mouse  
        int y_cursor = (int)(short)(lparam>>16);  // the Y coordinate where the mouse  
        int delta = (int)dparam;  // the total value of mouse scroll, the  
        //--- 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='",strSubstr(str_keys,0,strlen(str_keys)-1) + "]";
            PrintFormat("%s: X=%d, Y=%d, delta=%d%s",EnumToString(CHAREVENT_MOUSE_WHEEL),x,
        }  
    }  

    //+------------------------------------------------------------------+
    /*
    Example of the output
    CHAREVENT_MOUSE_WHEEL: Ctrl pressed: X=193, Y=445, delta=-120
    CHAREVENT_MOUSE_WHEEL: Shift pressed: X=186, Y=446, delta=120
    CHAREVENT_MOUSE_WHEEL: X=178, Y=447, delta=-120
    CHAREVENT_MOUSE_WHEEL: X=231, Y=449, delta=120
    CHAREVENT_MOUSE_WHEEL: MiddleButton pressed: X=231, Y=449, delta=120
    CHAREVENT_MOUSE_WHEEL: LeftButton pressed: X=279, Y=320, delta=-120
    CHAREVENT_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 MQL5-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:

```mql5
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);
```
```cpp
//--- 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_CHART_PROPERTY 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>CHART_SHOW</td>
<td>Price chart drawing. If false, drawing any price chart attributes is disabled and all chart border indents are eliminated, including time and price scales, quick navigation bar, Calendar event labels, trade labels, indicator and bar tooltips, indicator subwindows, volume histograms, etc. Disabling the drawing is a perfect solution for creating a custom program interface using the graphical resources. The graphical objects are always drawn regardless of the CHART_SHOW property value.</td>
<td>bool</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>bool r/o</td>
</tr>
<tr>
<td>CHART_BRING_TO_TOP</td>
<td>Show chart on top of other charts</td>
<td>bool w/o</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
<td>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.</td>
<td>bool (default is true)</td>
</tr>
<tr>
<td></td>
<td>When CHART_CONTEXT_MENU=false, only the chart context menu is disabled. The context menu of objects on the chart remains available.</td>
<td></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>CHART_FOREGROUND</td>
<td>Price chart in the foreground</td>
<td>bool</td>
</tr>
<tr>
<td>Constants, Enumerations and Structures</td>
<td></td>
<td></td>
</tr>
<tr>
<td>----------------------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>CHART_SHIFT</strong></td>
<td>Mode of price chart indent from the right border</td>
<td>bool</td>
</tr>
<tr>
<td><strong>CHART_AUTOSCROLL</strong></td>
<td>Mode of automatic moving to the right border of the chart</td>
<td>bool</td>
</tr>
<tr>
<td><strong>CHART_KEYBOARD_CONTROL</strong></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><strong>CHART_QUICK_NAVIGATION</strong></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><strong>CHART_SCALE</strong></td>
<td>Scale</td>
<td>int from 0 to 5</td>
</tr>
<tr>
<td><strong>CHART_SCALEFIX</strong></td>
<td>Fixed scale mode</td>
<td>bool</td>
</tr>
<tr>
<td><strong>CHART_SCALEFIX_11</strong></td>
<td>Scale 1:1 mode</td>
<td>bool</td>
</tr>
<tr>
<td><strong>CHART_SCALE_PT_PER_BAR</strong></td>
<td>Scale to be specified in points per bar</td>
<td>bool</td>
</tr>
<tr>
<td><strong>CHART_SHOW_TICKER</strong></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><strong>CHART_SHOW_OHLC</strong></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><strong>CHART_SHOW_BID_LINE</strong></td>
<td>Display Bid values as a horizontal line in a chart</td>
<td>bool</td>
</tr>
<tr>
<td>Constant/Enum/Structure</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>-------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>------</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>ENUM_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</td>
</tr>
<tr>
<td></td>
<td>/r/o</td>
<td></td>
</tr>
<tr>
<td>CHART_WINDOWS_TOTAL</td>
<td>The total number of chart windows, including indicator subwindows</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td>/r/o</td>
<td></td>
</tr>
<tr>
<td>CHART_WINDOW_IS_VISIBLE</td>
<td>Visibility of subwindows</td>
<td>bool</td>
</tr>
<tr>
<td></td>
<td>/r/o modifier - subwindow number</td>
<td></td>
</tr>
<tr>
<td>CHART_WINDOW_HANDLE</td>
<td>Chart window handle (HWND)</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td>/r/o</td>
<td></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 with the graphical objects, whose coordinates are set relative to the upper left corner of the subwindow.</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td>/r/o modifier - subwindow number</td>
<td></td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<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 <strong>timeseries</strong>.</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</td>
</tr>
<tr>
<td>CHART_COLORBACKGROUND</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>
<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>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CHART_SHOW_DATE_SCALE</code></td>
<td>Showing the time scale on a chart</td>
<td>bool</td>
</tr>
<tr>
<td><code>CHART_SHOW_PRICE_SCALE</code></td>
<td>Showing the price scale on a chart</td>
<td>bool</td>
</tr>
<tr>
<td><code>CHART_SHOW_ONE_CLICK</code></td>
<td>Showing the &quot;One click trading&quot; panel on a chart</td>
<td>bool</td>
</tr>
<tr>
<td><code>CHART_IS_MAXIMIZED</code></td>
<td>Chart window is maximized</td>
<td>bool</td>
</tr>
<tr>
<td><code>CHART_IS_MINIMIZED</code></td>
<td>Chart window is minimized</td>
<td>bool</td>
</tr>
<tr>
<td><code>CHART_IS_DOCKED</code></td>
<td>The chart window is docked. If set to <code>false</code>, the chart can be dragged outside the terminal area</td>
<td>bool</td>
</tr>
<tr>
<td><code>CHART_FLOAT_LEFT</code></td>
<td>The left coordinate of the undocked chart window relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td><code>CHART_FLOAT_TOP</code></td>
<td>The top coordinate of the undocked chart window relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td><code>CHART_FLOAT_RIGHT</code></td>
<td>The right coordinate of the undocked chart window relative to the virtual screen</td>
<td>int</td>
</tr>
<tr>
<td><code>CHART_FLOAT_BOTTOM</code></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><code>CHART_SHIFT_SIZE</code></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><code>CHART_FIXED_POSITION</code></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 <code>CHART_AUTOSCROLL</code> property). The bar on a fixed</td>
<td>double</td>
</tr>
</tbody>
</table>
position remains in the same place when zooming in and out.

<table>
<thead>
<tr>
<th>Constants</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</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</td>
</tr>
</tbody>
</table>

Example:

```cpp
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++)
    {
```
Constants, Enumerations and Structures

```c
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:

```c
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.

### ENUM_CHART_MODE

<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.

### ENUM_CHART_VOLUME_MODE

<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.

```cpp
//+------------------------------------------------------------------+
//| 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) {
```

© 2000-2021, MetaQuotes Ltd
//--- 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.

  //+--------------------------------------------------------------------------+
  //| Checks if scrolling of chart using left mouse button is enabled            |
  //+--------------------------------------------------------------------------+
  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);

//+--------------------------------------------------------------------+
//| Enables/disables scrolling of chart using left mouse button        |
//+--------------------------------------------------------------------+
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).

//+------------------------------------------------------------------+
//| 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);

-------------------------------------
//| Enables/disables the mode of sending messages concerning move events and mouse clicks to MQL5 applications on the chart |
//+---------------------------------------------------------------------+
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);

bool ChartEventObjectCreateSet(const bool value, const long chart_ID = 0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if (!ChartSetInteger(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_CREATE is a property of sending messages concerning the event of a
graphic object creation to all mql5 applications (CHARTEVENT_OBJECT_CREATE).

bool ChartEventObjectDeleteGet(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))
    {
        //--- 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 the mode of sending messages concerning the event of a graphic object deletion to all mql5 applications on the chart
bool ChartEventObjectDeleteSet(const bool value, const long chart_ID=0)
{
    //--- 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).

//--- 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);
}

//--- Sets chart display type (candlesticks, bars or line)
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);

- **CHART_FOREGROUND** is a property of displaying a price chart in the foreground.

//+------------------------------------------------------------------+
//| 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);
}
//+------------------------------------------------------------------+
//| Enables/disables displaying of a price chart on the foreground   |
//+------------------------------------------------------------------+
bool ChartForegroundSet(const bool value,const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID,CHART_FOREGROUND,0,value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ",GetLastError());
        return(false);
    }
• CHART_SHIFT - mode of shift of the price chart from the right border.

    //--- 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);

    //--- 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);
• **CHART_AUTOSCROLL** - the mode of automatic shift to the right border of the chart.

```cpp
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);
}
```

```cpp
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.
- **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_SCALE, 0, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+"", Error Code = ",GetLastError());
    }
    //--- successful execution
    return(true);
}
```
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);
}

//+------------------------------------------------------------------+
//| Enables/disables the fixed scale mode                            |
//+------------------------------------------------------------------+
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.

//+------------------------------------------------------------------+
//| Checks if the "1:1" scale is enabled                             |
//+------------------------------------------------------------------+
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);

//--- Enables/disables the "1:1" scale mode

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.

//--- Checks if the "points per bar" chart scaling mode is enabled

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(!ChartGetInteger(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
    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.

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);
}

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);
//--- 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.

```cpp
//+------------------------------------------------------------------+
//| Checks if displaying of Bid line on chart is enabled              |
//+------------------------------------------------------------------+
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);
}
```

```cpp
//+------------------------------------------------------------------+
//| Enables/disables displaying of Bid line on chart                 |
//+------------------------------------------------------------------+
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_AS_OK_LINE** - the property of displaying Ask value as a horizontal line on a chart.

```cpp
//+---------------------------------------------------------------+
//| Checks if displaying of Ask line on chart is enabled           |
//+---------------------------------------------------------------+
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_AS_OK_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);
}
```

- **CHART_SHOW_LAST_LINE** - the property of displaying Last value as a horizontal line on a chart.

```cpp
//+---------------------------------------------------------------+
//| Enables/disables displaying of Last line on chart              |
//+---------------------------------------------------------------+
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);
}
```
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);
}

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.

bool ChartShowPeriodSeparatorGet(bool &result, const long chart_ID=0)
{
    //--- prepare the variable to get the property value
    long value;
    //--- reset the error value
    ResetLastError();
}
Constants, Enumerations and Structures

```cpp
//--- 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);
```

```cpp
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.

```cpp
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);
    }
```
```cpp
//--- store the value of the chart property in memory
result=value;
//--- successful execution
return(true);

//| Enables/disables displaying of grid on chart
//|------------------------------------------------------------------
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.

//| Checks if volumes are displayed on a chart
//| The flag indicates the volumes showing mode
//|------------------------------------------------------------------
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());
}
//--- return the value of the chart property
return((ENUM_CHART_VOLUME_MODE)result);
}

//| Sets mode of displaying volumes on chart
//|------------------------------------------------------------------
bool ChartShowVolumesSet(const long value, const long chart_ID=0)
```
• **CHART_SHOW_OBJECT_DESCR** - the property of graphical object pop-up descriptions.

```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);
}
```

```cpp
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 = ", GetLastError());
    return(false);
}
//--- successful execution
return(true);

• CHART_VISIBLE_BARS defines the number of bars on a chart that are available for display.

    //+----------------------------------------------------------------------+
    //| 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 = ", GetLastError());
        }
        //--- return the value of the chart property
        return((int)result);
    }

• CHART_WINDOWS_TOTAL defines the total number of chart windows including indicator subwindows.

    //+----------------------------------------------------------------------+
    //| 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);
    }
//--- 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.

```cpp
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.

```cpp
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());
    }
```
Constants, Enumerations and Structures

```c

• **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.

```c

//+------------------------------------------------------------------+
//| 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).

```c

//+------------------------------------------------------------------+
//| 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();
    //--- 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());
    }
```
• **CHART_WIDTH_IN_BARS** returns the chart width in bars.

```cpp
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.

```cpp
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);
}
```
• **CHART_HEIGHT_IN_PIXELS** - chart height property in pixels.

```c
//+------------------------------------------------------------------+
//| Gets the height of chart (in pixels)                             |
//+------------------------------------------------------------------+
int ChartHeightInPixelsGet(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_HEIGHT_IN_PIXELS, sub_window, result))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ", GetLastErr()
    }
    //--- return the value of the chart property
    return((int)result);
}
//+------------------------------------------------------------------+
//| Sets the height of chart (in pixels)                             |
//+------------------------------------------------------------------+
bool ChartHeightInPixelsSet(const int value, const long chart_ID=0, const int sub_window) {
    //--- reset the error value
    ResetLastError();
    //--- set property value
    if(!ChartSetInteger(chart_ID, CHART_HEIGHT_IN_PIXELS, sub_window, value))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__+", Error Code = ", GetLastErr()
        return(false);
    }
    //--- successful execution
    return(true);
}
```

• **CHART_COLOR_BACKGROUND** - chart background color.

```c
//+------------------------------------------------------------------+
//| Gets the background color of chart                               |
//+------------------------------------------------------------------+
color ChartBackColorGet(const long chart_ID=0) {
    //--- prepare the variable to receive the color
    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)
{
    //--- prepare the variable to receive the color
    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 OHL line                      |
//+------------------------------------------------------------------+

bool ChartForeColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- set the color of axes, scale and OHL 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);
}

//+------------------------------------------------------------------+
//| Sets the color of chart grid                                     |
//+------------------------------------------------------------------+

bool ChartGridColorSet(const color clr, const long chart_ID=0)
{
    //--- reset the error value
    ResetLastError();
    //--- 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 the value of the chart property
    return((color)result);
}

• 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);
}
```cpp
//--- 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.

color ChartVolumeColorGet(const long chart_ID=0)
{
//--- prepare the variable to receive the color
long result=clrNONE;
//--- reset the error value
ResetLastError();
//--- 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);
}

bool ChartVolumeColorSet(const color clr,const long chart_ID=0)
{
//--- reset the error value
ResetLastError();
//--- 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);
}
//--- successful execution
return(true);
}
```
**CHART_COLOR_CHART_UP** - color of up bar, its shadow and border of a bullish candlestick's body.

```cpp
//+--------------------------------------------------------------------------------------------------+
//| 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);
}
```

**CHART_COLOR_CHART_DOWN** - color of down bar, its shadow and border of bearish candlestick's body.

```cpp
//+------------------------------------------------------------------------------------------------------------------+
//| 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);
Constants, Enumerations and Structures

```c
//+------------------------------------------------------------------+
//| 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))
```
 Constants, Enumerations and Structures

```cpp
{
    //--- display the error message in Experts journal
    Print(__FUNCTION__ + "", Error Code = ", GetLastErr() ;
    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 = ", GetLastErr() ;
      }
      //--- 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 = ", GetLastErr() ;
          return(false);
      }
      //--- successful execution
      return(true);
  }
```
• **CHART\_COLOR\_BID** - Bid price line color.

```c
//+------------------------------------------------------------------+
//| 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.

```c
//+------------------------------------------------------------------+
//| Gets the color of Ask line                                       |
//+------------------------------------------------------------------+
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, 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 deal's 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);
}
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);
}

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);
}

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());
    }
    //--- successful execution
    return(true);
}

• CHART_COLOR_STOP_LEVEL - stop order level color (Stop Loss and Take Profit).
//--- display the error message in Experts journal
Print(__FUNCTION__ +", Error Code = ", GetLastMessage() + 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 = ", GetLastMessage() + 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))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ +", Error Code = ", GetLastMessage() + GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
• **CHART_DRAG_TRADE_LEVELS** - property of enabling the ability to drag trading levels on a chart using mouse.

```c
bool ChartDragTradeLevelsGet(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_DRAG_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);
}

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.
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);
}

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.

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 = ", GetLastError());
    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 = ", GetLastError());
        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);
    }
    //--- successful execution
    result=true;
}
```cpp
int 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.

```cpp
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);
    }
    //--- return the value of the chart property
    return(result);
}
```
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.

```c
//+------------------------------------------------------------------+
//| 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_SCALEFIX 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.

```c
//+------------------------------------------------------------------+
//| 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);
}

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.

double ChartPriceMin(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_MIN, sub_window, result))
Constants, Enumerations and Structures

```c
{
    //--- 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
//+------------------------------------------------------------------+
//| Gets the value of chart maximum in the main window or in a subwindow |
//+------------------------------------------------------------------+
struct ChartPriceMax(const long chart_ID=0, const int sub_window=0)
{
    //--- prepare the variable to get the result
    double result=EMPTYVALUE;
    //--- 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
//+------------------------------------------------------------------+
//| Gets comment in the upper left corner of chart |
//+------------------------------------------------------------------+
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))
    {
        //--- display the error message in Experts journal
        Print(__FUNCTION__ + ", Error Code = ", GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```
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);
}

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_MAXIMIZED** - chart window is maximized.

- **CHART_IS_MINIMIZED** - chart window is minimized.
```csharp
//+------------------------------------------------------------------+
//|
// Defines if the current chart window is minimized                 |
//+------------------------------------------------------------------+

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

```csharp
//--- connect the library of control elements
#include <ChartObjects\ChartObjectsTxtControls.mqh>
//--- predefined constants
#define XPROPERTY_NAME_1 10 // x coordinate of the property name in the first column
#define XPROPERTY_VALUE_1 225 // x coordinate of the property value in the first column
#define XPROPERTY_NAME_2 345 // x coordinate of the property name in the second and third columns
#define XPROPERTY_VALUE_2 550 // x coordinate of the property value in the second and third columns
#define BUTTON_1 285 // x coordinate of the button in the first column
#define BUTTON_2 700 // x coordinate of the button in the second column
#define YPROPERTY_1 30 // y coordinate of the beginning of the first and second column
#define YPROPERTY_2 286 // y coordinate of the beginning of the third column
#define YDISTANCE 16 // y axial distance between the lines
#define LASTPROPERTY_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 to one of the groups
uchar ExtDrawTypes[]; // array that stores the data on the type of property display
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
```

© 2000-2021, MetaQuotes Ltd
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]=InpFirstColor;
    ExtColors[1]=InpSecondColor;
    // 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 OnDestroy(void)
{
    // remove the comment on the chart
    Comment(" ");
}

// Handler of a chart event
void OnChartEvent(const int id,
                   const long &lparam,
                   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 variable for switching inside ExtComments array
    static uint comment_index=1;
    // change index for receiving another comment
    comment_index=1-comment_index;
    // set the new property value
    ChartSetString(0,(ENUM/chart_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)
{
    // return the following color value
    switch(clr)
    {
        case clrWhite: return(clrRed);
        case clrRed: return(clrGreen);
        case clrGreen: return(clrBlue);
        case clrBlue: return(clrBlack);
        default: return(clrWhite);
    }
}

// Re-draws property values
void RedrawProperties(void)
{
    // property value text
    string text;
    long value;
    // loop of the number of properties
    for(int i=0;i<ExtCount;i++)
    {
        text="";
        switch(ExtDataTypes[i])
        {
```c
{
  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)
{
  //--- 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_FILE)
                    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],ExtStep[ExtCount]);
    //--- increase the number of properties
    ExtCount++;
}
}
//--- free the memory not used by arrays
MemoryAllocation(ExtCount);
//--- re-draw property values
RedrawProperties();
ChartRedraw();
//--- successful execution
return (true);

//+------------------------------------------------------------------+
//| Allocates memory for arrays                                      |
//+------------------------------------------------------------------+
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);
}

//+------------------------------------------------------------------+
//| Checks if the property index belongs to the one of               |
//| ENUM_CHART_PROPERTIES enumerations                               |
//+------------------------------------------------------------------+
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';
        // property from ENUM_CHART_PROPERTY_INTEGER
        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';
        // property from ENUM_CHART_PROPERTY_DOUBLE
        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);

//--- check if the property belongs to the third group
void GetTypes(const int property_number, uint &group_type, uchar &draw_type)
{
//--- third group properties are displayed in the second column starting from CHART_BH
    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);
}
//--- check if the property belongs to the third group and
bool CheckThirdGroup(const int property_number, uint &group_type, uchar &draw_type)
{
    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
        // --- 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;
    }
}
//+------------------------------------------------------------------+
//| Creates label and button for property                            |
//+------------------------------------------------------------------+
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);
}
//+------------------------------------------------------------------+
//| Creates label                                                    |
//+------------------------------------------------------------------+
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);
}
//+------------------------------------------------------------------+
//| Creates button                                                   |
//+------------------------------------------------------------------+
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.BorderColor(clrWhite))                     return (false);
  //--- successful execution
  return (true);
}
// Defines maximum and minimum property value and step
//+------------------------------------------------------------------+
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_GANNLIN</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_FIBOARC</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>
<tr>
<td><code>OBJ_ARROW_UP</code></td>
<td>![Arrow Up]</td>
</tr>
<tr>
<td>----------------------</td>
<td>-------------</td>
</tr>
<tr>
<td><code>OBJ_ARROW_DOWN</code></td>
<td>![Arrow Down]</td>
</tr>
<tr>
<td><code>OBJ_ARROW_STOP</code></td>
<td>![Stop Sign]</td>
</tr>
<tr>
<td><code>OBJ_ARROW_CHECK</code></td>
<td>![Check Sign]</td>
</tr>
<tr>
<td><code>OBJ_ARROW_LEFT_PRICE</code></td>
<td>![Left Price Label]</td>
</tr>
<tr>
<td><code>OBJ_ARROW_RIGHT_PRICE</code></td>
<td>![Right Price Label]</td>
</tr>
<tr>
<td><code>OBJ_ARROW_BUY</code></td>
<td>![Buy Sign]</td>
</tr>
<tr>
<td><code>OBJ_ARROW_SELL</code></td>
<td>![Sell Sign]</td>
</tr>
<tr>
<td><code>OBJ_ARROW</code></td>
<td>![Arrow]</td>
</tr>
<tr>
<td><code>OBJ_TEXT</code></td>
<td>![Text]</td>
</tr>
<tr>
<td><code>OBJ_LABEL</code></td>
<td>![Label]</td>
</tr>
<tr>
<td><code>OBJ_BUTTON</code></td>
<td>![Button]</td>
</tr>
<tr>
<td><code>OBJ_CHART</code></td>
<td>![Chart]</td>
</tr>
<tr>
<td><code>OBJ_BITMAP</code></td>
<td>![Bitmap]</td>
</tr>
<tr>
<td><code>OBJ_BITMAP_LABEL</code></td>
<td>![Bitmap Label]</td>
</tr>
<tr>
<td><code>OBJ_EDIT</code></td>
<td>![Edit]</td>
</tr>
<tr>
<td><code>OBJ_EVENT</code></td>
<td>![Event]</td>
</tr>
<tr>
<td><code>OBJ_RECTANGLE_LABEL</code></td>
<td>![Rectangle Label]</td>
</tr>
</tbody>
</table>
OBJ_VLINE

Vertical Line.

![Graph showing a vertical line on a chart]

Note
When drawing a vertical line, it is possible to set the line display mode for all chart windows (property OBJPROP_RAY).

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 the chart window width in bars."
#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
```
bool VLineCreate(const long chart_ID=0, // chart's ID
    const string name="VLine", // line name
    const int sub_window=0, // subwindow index
    const int 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_RAY,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
ObjectSetInteger(chart_ID, name, OBJPROP_ZORDER, z_order);

```cpp
//--- successful execution
    return (true);
}
```

//--- Move the vertical line

```cpp
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

```cpp
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

```cpp
void OnStart()
{
```
```c
//--- 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 = ", GetLastError());
    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, Inp2Order))
    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 += 1;
    //--- 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);
//---
}
OBJ_HLINE

Horizontal Line.

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.

```mql5
//--- 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                                         |
//+------------------------------------------------------------------+
```
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);  
}

bool HLineMove(const long chart_ID=0, // chart's ID
```cpp
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);
}

// Delete a horizontal line
bool HLineDelete(const long chart_ID=0, // chart's ID
    const string name="HLine") // line name
{
//--- reset the error value
ResetLastError();
//--- delete a horizontal line
if(!ObjectDelete(chart_ID,name))
    {
        Print("FUNCTION");
        ": failed to delete a 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);
```cpp
};
```
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 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; // 1st point's date, %
input int InpPrice1=60; // 1st point's price, %
input int InpDate2=65; // 2nd point's date, %
input int InpPrice2=40; // 2nd 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

//+------------------------------------------------------------------+
// Create a trend line by the given coordinates
//+------------------------------------------------------------------+
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_TRENDSUB,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,OBJPROPHIDDEN,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);
}

//+------------------------------------------------------------------+
//| 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;
}

//+------------------------------------------------------------------+
//| 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 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,
{
    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.

```mql5
//--- description
#property description "Script draws "Trend Line By Angle" 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="Trend"; // Line name
input int InpDate1=50; // 1 st point's date, %
input int InpPrice1=75; // 1 st 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
```
### Constants, Enumerations and Structures

```
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 a trend line by angle
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 second 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, OBJPROPSeleccioned, selection);
//--- enable (true) or disable (false) the mode of continuation of the line's display
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_ORDER, 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
```cpp
const double angle=45); // trend line's slope angle
{
    //--- reset the error value
    ResetLastError();
    //--- 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
    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);
}

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,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 dl=InpDate1*(bars-1)/100;
    int pl=InpPrice1*(accuracy-1)/100;

    //--- create a trend line
    if (!TrendByAngleCreate(0,InpName,0,date[dl],price[pl],InpAngle,InpColor,InpStyle,
    {
        return;
    }
//--- 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
```

© 2000-2021, MetaQuotes Ltd
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 CyclesCreate(const long chart_ID=0,        // chart's ID
                   const string name="Cycles",    // 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,       // 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
        ResetLastError();
        //--- 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);
//--- 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);
//---
```
Example

The following script creates and moves an arrow line on the chart. Special functions have been developed to create and change graphical objects' properties. You can use these functions "as is" in your own applications.

```mql5
//--- 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;         // 1st point's date, %
input int      InpPrice1=60;        // 1st point's price, %
input int      InpDate2=65;         // 2nd point's date, %
input int      InpPrice2=40;        // 2nd 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
```
```cpp
// Create an arrowed line by the given coordinates
bool ArrowedLineCreate(const long chart_ID=0, // chart's ID
                       const string name="ArrowedLine", // line 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, // 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
    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
    //--- 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 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 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);
}
//+------------------------------------------------------------------+
//| The function removes the arrowed line from the chart             |
//+------------------------------------------------------------------+
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;
}
```

```c
//+------------------------------------------------------------------+
//| 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 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 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;
//--- 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);

//---
OBJ_CHANNEL

Equidistant Channel

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 objects' 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."
#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="Channel"; // Channel name
input int InpDate1=25;       // 1st point's date, %
input int InpPrice1=60;      // 1st point's price, %
input int InpDate2=65;       // 2nd point's date, %
input int InpPrice2=80;      // 2nd point's price, %
input int InpDate3=30;       // 3rd point's date, %
```

© 2000-2021, MetaQuotes Ltd
input int InpPrice3=40; // 3rd 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,price1,price2,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 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);
//--- enable (true) or disable (false) the mode of continuation of the channel's disp.
    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);
}

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);
}
//+------------------------------------------------------------------+
//| Delete the channel                                               |
//+------------------------------------------------------------------+
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))
    {
        //--- 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,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
    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
    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]));
}
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
```c
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);
//---
```

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;           // 1st point's date, %
input int          InpDate2=40;           // 2nd point's date, %
input double       InpDeviation=1.0;       // Deviation
input color        InpColor=clrRed;        // Channel color
```
## Constants, Enumerations and Structures

```c
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's continuation to the left
input bool InpRayLeft=false;  // Channel's continuation to the right
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

```c
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 continn
const bool ray_right=false,  // channel's continn
const bool hidden=true,  // hidden in the ob
const long z_order=0)  // priority for mou
{
  //--- 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
```
Constants, Enumerations and Structures

```cpp
//--- 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 display (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;
}
//+------------------------------------------------------------------+
//| Move the channel's anchor point                                  |
//+------------------------------------------------------------------+
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);
}
//+------------------------------------------------------------------+
//| Change the channel's deviation                                   |
//+------------------------------------------------------------------+
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];
    }
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 standard deviation channel
    if (!StdDevChannelCreate(0,InpName,0,date[d1],date[d2],InpDeviation,InpColor,InpStyle,
    {
        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);
//---
}
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" 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
           const bool ray_right=false, // channel's continuation
           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, OBJPROPZORDER, z_order);
//--- successful execution
return (true);
}

bool RegressionPointChange(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
{
    //--- 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);
}

bool RegressionDelete(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))
    {
```cpp
Print("FUNCTION",
    ": failed to delete the channel! Error code = ", GetLastError());
return(false);
}
//=== successful execution
return(true);
#endif}
//=== Check the values of the channel's anchor points and set default values for empty ones
void ChangeRegressionEmptyPoints(datetime &time1, datetime &time2)
{
    if(!time2)
        time2=TimeCurrent();
    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(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
```csharp
    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.

```plaintext
//--- 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;           // 1st point’s date, %
input int       InpPrice1=40;          // 1st point’s price, %
input int       InpDate2=18;           // 2nd point’s date, %
input int       InpPrice2=50;          // 2nd point’s price, %
input int       InpDate3=18;           // 3rd point’s date, %
input int       InpPrice3=30;          // 3rd 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

//--- 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
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]);
}

//--- successul execution
return(true);

/// Set number of Andrews' Pitchfork levels and their parameters
bool PitchforkLevelsSet(int levels, double &values[], color &colors[],
                        ENUM_LINE_STYLE &styles[], int &widths[],
                        chart_ID=0, // chart's ID
                        const string name="Pitchfork") // pitchfork 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 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
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(!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);
//---
Note

For Gann Line, it is possible to specify the mode of continuation of its display to the right and/or left (OBJPROP_RATE_RIGHT and OBJPROP_RATE_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."
#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="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

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
Constants, Enumerations and Structures

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, OBJPROP🇿０ＲＥＲ, z_order);
//--- successful execution
return(true);
}

bool GannLinePointChange(const long chart_ID=0, // chart's ID
    const string name="GannLine", // 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 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);
}  //+------------------------------------------------------------------+
//| Change Gann angle                                                |
//+------------------------------------------------------------------+
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))
    {
        Print(__FUNCTION__,
             ": failed to change Gann angle! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}  //+------------------------------------------------------------------+
//| Change Gann Line's scale                                         |
//+------------------------------------------------------------------+
bool GannLineScaleChange(const long chart_ID=0,  // chart's ID
                          const string name="GannLine",  // line 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);
}  //+------------------------------------------------------------------+
//| The function removes Gann Line from the chart                    |
//+------------------------------------------------------------------+
bool GannLineDelete(const long chart_ID=0,  // chart's ID
                    const string name="GannLine")  // line name
{
    //--- reset the error value
    ResetLastError();
    //--- delete Gann line
    if(!ObjectDelete(chart_ID,name))
```c
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 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, 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[];
```
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;
d2=InpDate2*(bars-1)/100;
p1=InpPrice1*(accuracy-1)/100;

//--- create Gann Line
if (!GannLineCreate(0, InpName, 0, date[d1], price[p1], date[d2], InpAngle, InpScale, InpCol: 
    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);
//---
OBJ_GANNFAN

Gann Fan.

Note

For Gann Fan, it is possible to specify trend type from ENUM_GANN_DIRECTION 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.

```
//--- description
#property description "Script draws "Gann 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="GannFan"; // Fan name
input int InpDate1=15; // 1st point's date, %
input int InpPrice1=25; // 1st point's price, %
input int InpDate2=85; // 2nd 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=STYLE_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
    const double scale=1.0, // scale
    const bool direction=true, // trend direction
    const color clr=clrRed, // fan color
    const ENUM_LINE_STYLE style=STYLE_SOLID, // style of fan lines
    const int width=1, // width of fan 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
    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
//--- 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 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);
}

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);
    }
}

//+------------------------------------------------------------------+
//| 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 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
//--- 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,
        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.

```plaintext
//--- 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; // 1st point's date, %
input int InpPrice1=25; // 1st point's price, %
input int InpDate2=35; // 2nd 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
///--- 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_ORDER, z_order);
///--- successful execution
return (true);
}

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);
}

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))
{ 
    Print(__FUNCTION__,
            ": failed to change the scale! Error code = ", GetLastError());
    return(false);
}

//--- successful execution
return(true);

//+------------------------------------------------------------------+
//| Change Gann Grid's trend direction                               |
//+------------------------------------------------------------------+
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,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 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);
}

//+------------------------------------------------------------------+
//| Check the values of Gann Grid anchor points and set default      |
//| values for empty ones                                          |
//+------------------------------------------------------------------+
```c
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);
}
```

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
```
```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 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;
```
//--- 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);

//---
OBJ_FIBO

Fibonacci Retracement.

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
```
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
  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,  // 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 = ", 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, OBJPROPSelectable, selection);
ObjectSetInteger(chart_ID, name, OBJPROPSelected, selection);
//--- enable (true) or disable (false) the mode of continuation of the object's display
ObjectSetInteger(chart_ID, name, OBJPROPRayLeft, ray_left);
//--- enable (true) or disable (false) the mode of continuation of the object's display
ObjectSetInteger(chart_ID, name, OBJPROPRayRight, ray_right);
//--- hide (true) or display (false) graphical object name in the object list
ObjectSetInteger(chart_ID, name, OBJPROPHidden, 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);

bool FiboLevelsSet(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]));
    }
}
//--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Move Fibonacci Retracement anchor point                          |
//+------------------------------------------------------------------+
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 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 Fibonacci Retracement                                     |
//+------------------------------------------------------------------+
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);
}
//+------------------------------------------------------------------+
//| Check the values of Fibonacci Retracement anchor points and set  |
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,
    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 (!FiboLevelsPointChange(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
FiboLevelsDelete(0, InpName);
ChartRedraw();
//--- 1 second of delay
Sleep(1000);
//---
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.

```plaintext
//--- description
#property description "Script draws \"Fibonacci Time Zones\" graphical object."
#property description "Anchor point coordinates are set in percentage of the size of" the chart window."
#property script_show_inputs
//--- 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;       // 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;   // 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
                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,  // 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
    const string name="FiboTimes", // object name
    const int point_index=0,      // anchor point index
    datetime time=0,              // anchor point time coordi
    const long chart_ID=0,              // chart's ID
    const string name="FiboTimes", // object name
    const int point_index=0,      // anchor point index
    datetime time=0,              // anchor point time coordi
```csharp
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 Fibonacci Time Zones
//+------------------------------------------------------------------+
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);
}

// Check the values of Fibonacci Time Zones and
// set default values for empty ones
//+------------------------------------------------------------------+
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);
```
Constants, Enumerations and Structures

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;

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
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;
//--- 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);
//---
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" 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

// Create Fibonacci Fan by the given coordinates

bool FiboFanCreate(const long chart_ID=0,  // chart's ID
const string name="FiboFan",       // fan 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,            // 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) || 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],1));
    }
    //--- 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
                        datetime time=0,       // anchor point time coordinate
```csharp
{
    //--- 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 Fan                                            |
//+------------------------------------------------------------------+
bool FiboFanDelete(const long chart_ID = 0, // chart's ID
                    const string name = "FiboFan") // fan name
{
    //--- reset the error value
    ResetLastError();
    //--- 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
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);

//---
Constants, Enumerations and Structures

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"
#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="FiboArc"; // Object name
input int InpDate1=25; // 1 st point's date, %
input int InpPrice1=25; // 1 st point's price, %
input int InpDate2=35; // 2 nd point's date, %
input int InpPrice2=55; // 2 nd point's price, %
input double InpScale=3.0; // Scale
```
```c
input bool InpFullEllipse=true; // Shape of the arcs
input color InpColor=clrRed; // Line color
inputENUM_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

.isTrue( // Create Fibonacci Arcs by the given coordinates +┳┳┳+
FiboArcCreate(
  chart_ID=0, // chart's ID
  name="FiboArc", // object name
  sub_window=0, // subwindow index
  time1=0, // first point time
  price1=0, // first point price
  time2=0, // second point time
  price2=0, // second point price
  scale=1.0, // scale
  full_ellipse=false, // shape of the arcs
  clr=clrRed, // line color
  style=STYLE_SOLID, // line style
  width=1, // line width
  back=false, // in the background
  selection=true, // highlight to move
  hidden=true, // hidden in the object list
  z_order=0) // priority for mouse click
{
    //--- set anchor points' coordinates if they are not set
    ChangeFiboArcEmptyPoints(time1,price1,time2,price2);
    //--- reset the error value
    ResetLastError();
    //--- create Fibonacci Arcs by the given coordinates
    if(!ObjectCreate(chart_ID,name,OBJ_FIBOARC,sub_window,time1,price1,time2,price2))
    {
      Print(__FUNCTION__,
        ": failed to create "Fibonacci Arcs"! Error code = ",GetLastError();
      return(false);
    }
    //--- set the scale
    ObjectSetDouble(chart_ID,name,OBJPROP_SCALE,\scalescale);
    //--- 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);
```

---

© 2000-2021, MetaQuotes Ltd
//--- display in the foreground (false) or background (true)
ObjSetInteger(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
ObjSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
ObjSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
//--- set (true) or display (false) graphical object name in the object list
ObjSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
//--- set the priority for receiving the event of a mouse click in the chart
ObjSetInteger(chart_ID,name,OBJPROP_ORDER,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
cost 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
    ObjSetInteger(chart_ID,name,OBJPROP_LEVELS,levels);

    //--- set the properties of levels in the loop
    for(int i=0;i<levels;i++)
    {
        //--- level value
        ObjSetDouble(chart_ID,name,OBJPROP_LEVELVALUE,i,values[i]);
        //--- level color
        ObjSetInteger(chart_ID,name,OBJPROP_LEVELCOLOR,i,colors[i]);
        //--- level style
        ObjSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i,styles[i]);
        //--- level width
        ObjSetInteger(chart_ID,name,OBJPROP_LEVELWIDTH,i,widths[i]);
        //--- level description
        ObjSetString(chart_ID,name,OBJPROP_LEVELTEXT,i,DoubleToString(100*values[i]));
bool FiboArcPointChange(const long chart_ID=0, // chart's ID
const string name="FiboArc", // 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 FiboArcDelete(const long chart_ID=0, // chart's ID
const string name="FiboArc") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the object
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete \"Fibonacci Arcs\"! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
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);
}

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, InpFullEllipse, 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 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);
//---
Fibonacci Channel.

Note

For Fibonacci 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).

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;                 // 1st point's date, %
input int InpPrice1=10;                // 1st point's price, %
input int InpDate2=60;                 // 2nd point's date, %
input int InpPrice2=30;                // 2nd point's price, %
input int InpDate3=20;                 // 3rd point's date, %
```
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>input int</code></td>
<td><code>InpPrice3=25;</code> // 3rd point's price, %</td>
</tr>
<tr>
<td><code>input color</code></td>
<td><code>InpColor=clrRed;</code> // Channel color</td>
</tr>
<tr>
<td><code>input ENUM_LINE_STYLE</code></td>
<td><code>InpStyle=STYLE_DASHDOTDOT;</code> // Style of channel lines</td>
</tr>
<tr>
<td><code>input int</code></td>
<td><code>InpWidth=2;</code> // Width of channel lines</td>
</tr>
<tr>
<td><code>input bool</code></td>
<td><code>InpBack=false;</code> // Background channel</td>
</tr>
<tr>
<td><code>input bool</code></td>
<td><code>InpSelection=true;</code> // Highlight to move</td>
</tr>
<tr>
<td><code>input bool</code></td>
<td><code>InpRayLeft=false;</code> // Channel's continuation to the left</td>
</tr>
<tr>
<td><code>input bool</code></td>
<td><code>InpRayRight=false;</code> // Channel's continuation to the right</td>
</tr>
<tr>
<td><code>input bool</code></td>
<td><code>InpHidden=true;</code> // Hidden in the object list</td>
</tr>
<tr>
<td><code>input long</code></td>
<td><code>InpZOrder=0;</code> // Priority for mouse click</td>
</tr>
</tbody>
</table>

```c
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
               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 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 click

{  //--- 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_FIBOCHANNEL,sub_window,time1,price1,time2,price2,time3,price3))
    {
        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,OBJPROP_RAY_LEFT,ray_left);
//--- enable (true) or disable (false) the mode of continuation of the channel's disp.
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 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
  }
  return(true);
Constants, Enumerations and Structures

```cpp
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);
```

```cpp
//--- 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
//--- 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 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);
}
```

```cpp
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);
}
```
return(true);
}

//| Check the values of Fibonacci Channel anchor points and set  |
//| default values for empty ones                                 |
//|------------------------------------------------------------------|
void ChangeFiboChannelEmptyPoints(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
    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
    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;
}

//| 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 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],price[p3],
        {  
            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;
```csharp
//--- move the point
if(!FiboChannelPointChange(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 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[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
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[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
    FiboChannelDelete(0, InpName);
    ChartRedraw();
//--- 1 second of delay
    Sleep(1000);
//---
}
OBJ_EXPANSION

Fibonacci Expansion.

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.

```mql5
//--- 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, %
```
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

bool FiboExpansionCreate(const long chart_ID=0, // chart's ID
const string name="FiboExpansion", // channel name
const int sub_window=0, // subwindow index
const double price1=0, // first point price
const double price2=0, // second point price
const 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 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
    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
ObjectSetInteger(chart_ID,name,OBJPROP_HIGHLIGHTED,highlight);

//--- set the number of levels
ObjectSetInteger(chart_ID,name,OBJPROP_LEVELS,levels);

//--- 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
    ObjectSetDouble(chart_ID,name,OBJPROP_LEVELWIDTH,i,widths[i]);
    //--- level style
    ObjectSetInteger(chart_ID,name,OBJPROP_LEVELSTYLE,i,styles[i]);
Constants, Enumerations and Structures

```cpp
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);
}

//--- 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
                               const 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);
}

//--- Remove 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

```c
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);
//---
}

**OBJ_ELLIOTWAVE5**

Elliott Motive Wave.

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;                // 1st point's date, %
input int           InpPrice1=90;               // 1st point's price, %
input int           InpDate2=20;                // 2nd point's date, %
input int           InpPrice2=40;               // 2nd point's price, %
input int           InpDate3=30;                // 3rd point's date, %
```

© 2000-2021, MetaQuotes Ltd
input int InpPrice3=60; // 3rd point's price, %
input int InpDate4=40; // 4th point's date, %
input int InpPrice4=10; // 4th point's price, %
input int InpDate5=60; // 5th point's date, %
input int InpPrice5=40; // 5th 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

//+------------------------------------------------------------------+
//| Create "Elliott Motive Wave" by the given coordinates            |
//+------------------------------------------------------------------+
bool ElliotWave5Create(const long chart_ID, const string name = "ElliotWave5", const int sub_window, const datetime time1, double price1, const datetime time2, double price2, const datetime time3, double price3, const datetime time4, double price4, const datetime time5, double price5, const ENUM_ELLIOT_WAVE DEGREE degree = ELLIOTT_MINUETTE, const bool draw_lines = true, const color clr = clrRed, const ENUM_LINE_STYLE style = STYLE_SOLID, const int width = 1, const bool back = false, const bool selection = true, const bool hidden = true, const long z_order = 0) {
    //--- 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__",

© 2000-2021, MetaQuotes Ltd
": failed to create "Elliott Motive Wave"! Error code = ",GetLastError() 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);
}

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());
bool ElliotWave5Delete(const long chart_ID=0, const string name="ElliotWave5")
{
    //--- 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);
}

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);  
//---
**OBJ_ELLIOITWAVE3**

Elliott Correction Wave.

---

**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_ELLIOIT_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.

```cpp
//--- description
#property description "Script draws "Elliott Correction Wave" graphical object."
#property description "Anchor point coordinates are set in percentage of the chart's size."
#property description "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, %
```

© 2000-2021, MetaQuotes Ltd
input int InpPrice3; // 3rd 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

//+------------------------------------------------------------------+
//| 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:
                      const datetime time1=0, // first
                      const double price1=0, // first
                      const datetime time2=0, // second
                      const double price2=0, // second
                      const datetime time3=0, // third
                      const double price3=0, // third
                      const ENUM_ELLIOT_WAVE_DEGREE degree=ELLIOTT_MINUETTE, // degree
                      const bool draw_lines=true, // disp.
                      const color clr=clrRed, // obj:
                      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,
                      time3,price3))
    {
        Print(__FUNCTION__,
               ": failed to create "Elliot Correction Wave"! Error code = ",GetLastError());
        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);
const string name="ElliotWave3") // object name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the object
    if(!ObjectDelete(chart_ID,name))
    {
        Print("_FUNCTION_,
             ": failed to delete \"Elliott 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;
}
//+------------------------------------------------------------------+
```c
// 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
```
```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 (!ElliottWave3PointChange(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 (!ElliottWave3PointChange(0,InpName,0,date[d1],price[p1]))
        return;
    if (!ElliottWave3PointChange(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.

```mql5
//--- 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 InpSelection=true;   // Highlight to move
input long InpHidden=true;     // Hidden in the ob ject list
input long InpZOrder=0;        // Priority for mouse click

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 l:
   const int width=1,              // width of rectangle l:
   const bool fill=false,          // filling rectangle wit
   const bool back=false,          // in the background
   const bool selection=true,      // highlight to move
   const bool hidden=true,         // hidden in the ob ject
   const long z_order=0)           // priority for mouse c:
{
    //--- 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 mov:
    //--- 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

© 2000-2021, MetaQuotes Ltd
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);
    }
//--- 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
    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 = ", 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 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,
{
  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+=1;
  if (d2>1)
    d2-=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();
// 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);

}
OB
J
_TRIANGLE

Triangle.

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.

```plaintext
//--- 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
                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 datetime time3=0, // third point time
                const double price3=0, // third point price
                const color clr=clrRed, // triangle color
                const ENUM_LINE_STYLE style=STYLE_SOLID, // style of triangle line
                const int width=1, // width of triangle line
                const bool fill=false, // filling triangle with
                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,time3,price3))
  {
    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,OBJPROPSTYLE,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_SELECT,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 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);
}

//--- successful execution
    return(true);
}

//--- check correctness of the input parameters
    if((InpDate1<0 || InpDate1>100 || InpPrice1<0 || InpPrice1>100 ||
       InpDate2<0 || InpDate2>100 || InpPrice2<0 || InpPrice2>100 ||
```c
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
```
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;
   //--- 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);
   //---
   
   }
OBJ_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 objects properties. You can use these functions "as is" in your own applications.

```mql5
//--- 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; // 1 st point's date, %
input int InpPrice1=20; // 1 st point's price, %
input int InpDate2=70; // 2 nd point's date, %
input int InpPrice2=80; // 2 nd point's price, %
input int InpDate3=50; // 3 rd point's date, %
input int InpPrice3=60; // 3 rd 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 InpZOrder=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
    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 datetime time3=0, // third point time
    const double price3=0, // third point price
    const color clr=clrRed, // ellipse color
    const 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,time3))
    {
        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
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,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))
    {
        //--- unordered collection is empty
        return(false);
    }
}
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
      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 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 = ",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 ellipse
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 an ellipse
if(!EllipseCreate(0,InpName,0,date[d1],price[p1],date[d2],price[p2],date[d3],price
{
    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;
//--- 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"
#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="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
```
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

boolean ArrowThumbUpCreate(const long chart_ID=0, // chart's ID
                          const string name="ThumbUp", // sign name
                          const int sub_window=0, // subwindow index
                          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 style
                          const int width=3, // 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 "ThumbUp" 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
                     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 Thumbs Up sign anchor type                               |
//+------------------------------------------------------------------+
bool ArrowThumbUpAnchorChange(const long chart_ID=0,  // chart's ID
                              const string name="ThumbUp",  // object name
                              const enum 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.

Note

Anchor point position relative to the sign can be selected from \textit{ENUM\_ARROW\_ANCHOR} enumeration.

Large signs (more than 5) can only be created by setting the appropriate \textit{OBJPROP\_WIDTH} property value when writing a code in MetaEditor.

Example

The following script creates and moves Thumbs 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 \"Thumbs Down\" sign."
#property description "Anchor point coordinate is set in percentage of\nthe 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

bool ArrowThumbDownCreate(const long chart_ID=0, // chart's ID
const string name="ThumbDown", // sign name
const int sub_window=0, // subwindow:
datetime time=0, // anchor point time
double price=0, // anchor point price
const ENUM_ARROW_ANCHOR anchor=ANCHOR_BOTTOM, // anchor type
color clr=clrRed, // sign color
color style=STYLE_SOLID, // border line
const int width=3, // sign size
color 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 "ThumbDown" 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

© 2000-2021, MetaQuotes Ltd
Constants, Enumerations and Structures

```cpp
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 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, OBJPROP_ANCHOR, anchor))
    {
        Print(__FUNCTION__,
              ": failed to change anchor type! Error code = ", GetLastError());
        return(false);
    }
```

© 2000-2021, MetaQuotes Ltd
bool 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()
{
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(0,CHART_VISIBLE_BARS);
    //--- price array size
```c
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;
//--- check if the script's operation has been forcefully disabled
if (IsStopped())
    return;
```

```c
//--- redraw the chart and wait for 1 second
ChartRedraw();
Sleep(1000);
```

```c
//--- 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=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())
    ```
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);
//---
Constants, Enumerations and Structures

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.

```
//--- 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
```
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Type</th>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>input ENUM_LINE_STYLE</td>
<td>InpStyle=STYLE_DOT;</td>
<td>// Border line style</td>
</tr>
<tr>
<td>input int</td>
<td>InpWidth=5;</td>
<td>// Sign size</td>
</tr>
<tr>
<td>input bool</td>
<td>InpBack=false;</td>
<td>// Background sign</td>
</tr>
<tr>
<td>input bool</td>
<td>InpSelection=false;</td>
<td>// Highlight to move</td>
</tr>
<tr>
<td>input bool</td>
<td>InpHidden=true;</td>
<td>// Hidden in the object list</td>
</tr>
<tr>
<td>input long</td>
<td>InpZOrder=0;</td>
<td>// Priority for mouse click</td>
</tr>
</tbody>
</table>

```c
//+------------------------------------------------------------------+
//| 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 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 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);
```
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
c         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);
}

// 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;
```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 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;
}```
//--- 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_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 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 string 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 move
{
    //--- 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_SELECTED,selection);
```cpp
//--- hide (true) or display (false) graphical object name in the object list
void setObjectInteger(int chart_ID, string name, ENUM_OBJPROP hidden, boolean hidden);

//--- set the priority for receiving the event of a mouse click in the chart
void setObjectInteger(int chart_ID, string name, ENUM_OBJPROP_ZORDER, int z_order);

//--- successful execution
return (true);
}

//+------------------------------------------------------------------+
//| Move the anchor point                                            |
//+------------------------------------------------------------------+

bool ArrowDownMove(const long chart_ID=0,  // chart's ID
                   const string name="ArrowDown",  // object name
                   const string 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))
        return (false);
    //--- successful execution
    return (true);
}

//+------------------------------------------------------------------+
//| Change Arrow Down sign anchor type                               |
//+------------------------------------------------------------------+

bool ArrowDownAnchorChange(const long chart_ID=0,  // chart's ID
                            const string name="ArrowDown",  // object name
                            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))
        return (false);
    //--- successful execution
    return (true);
}
```
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("\nDelete Arrow Down sign \nfailed to delete "+name+" sign! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

// Check anchor point values and set default values
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("Incorrect values of input parameters!");
        return;
    }
    //--- number of visible bars in the chart window
    int bars=(int)ChartGetInteger(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 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
```
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);

//---
```

OBJ_ARROW_STOP

Stop 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 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
```
### Constants, Enumerations and Structures

```c
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
```

---

```c
// 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
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_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);
```

© 2000-2021, MetaQuotes Ltd
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 ID
    const string name="ArrowStop", // 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=TimeGetCurrent();
    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_ARROWAnchor 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);
    }
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);
}

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 = ", GetLastErrorCode());
    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;
```c
    //--- 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 %
input int InpPrice=50; // Anchor point price in %
input ENUM_ARROW_ANCHOR InpAnchor=ANCHOR_TOP; // Anchor type
input color InpColor=clrRed; // Sign color
```

© 2000-2021, MetaQuotes Ltd
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
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 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_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,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 ArrowCheckMove(const long chart_ID=0, // chart's ID
    const string name="ArrowCheck", // 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 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);
    }
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 = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//--- 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;
//--- 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.

```cpp
//--- 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_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 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
    const ENUM_LINE_STYLE style=STYLE_SOLID,  // border line style
    const int width=1,  // price label 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 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);
}
//+------------------------------------------------------------------+

//| Move the anchor point |
//+------------------------------------------------------------------+
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);
}

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);
}

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);

    //--- allocate memory for date and price arrays
    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
    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;
```csharp
//--- 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);

//---
```
OBJ_ARROW_RIGHT_PRICE

Right Price Label.

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.

```plaintext
//--- 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
```

© 2000-2021, MetaQuotes Ltd
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
color style=STYLE_SOLID, // border line style
const int width=1, // price label size
const color back=false, // in the background
const color selection=true, // highlight to move
const color 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);
}
//+------------------------------------------------------------------+
```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);
}

bool ArrowRightPriceDelete(const long chart_ID=0, // chart's ID
                           const string name="RightPrice") // label name
{

    //--- reset the error value
    ResetLastError();
    //--- delete the label
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete the right price label! 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()
{
    //--- 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);
//---
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.

```csharp
//--- 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

bool ArrowBuyCreate(const long chart_ID=0, // chart's ID
                     const string name="ArrowBuy", // sign name
                     const int sub_window=0, // subwindow index
                     const double 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
    ResetLastErr();
    //--- 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);
}

bool ArrowBuyMove(const long chart_ID=0, // chart's ID
    const string name="ArrowBuy", // 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
    ResetLastErr();
    //--- 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);  
}  
//+------------------------------------------------------------------+
//| 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);  
  
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);  
}  
//+------------------------------------------------------------------+
//| Delete Buy sign                                                  |
//+------------------------------------------------------------------+
//--- 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);
}
//---
OBJ_ARROW_SELL

Sell sign.

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.

```
//--- 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
//+------------------------------------------------------------------+
//| Create Sell sign                                                 |
//+------------------------------------------------------------------+
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
```

© 2000-2021, MetaQuotes Ltd
```
const bool hidden=true, // hidden in the object
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_FOREGROUND,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_PRIORITY_ZORDER, z_order);
    //--- successful execution
    return(true);
}

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))
```
Constants, Enumerations and Structures

```cpp
{
    Print(__FUNCTION__,
        " : failed to move the anchor point! Error code = ", GetLastError());
    return(false);
}
//--- successful execution
return(true);
}
//+------------------------------------------------------------------+
//| Delete Sell sign                                                 |
//+------------------------------------------------------------------+

bool ArrowSellDelete(const long  chart_ID=0, // chart's ID
    const string  name="ArrowSell") // sign name
{
    //--- 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 = ", 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 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);
}
```cpp
//--- 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.

```plaintext
//--- 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
```
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

// 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

//--- 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 ArrowMove(const long chart_ID=0, // chart's ID
       const string name="Arrow", // 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 the arrow code
//|-----------------------------------------------+
bool ArrowCodeChange(const long chart_ID=0, // chart's ID
       const string name="Arrow", // object name
       const uchar code=252) // arrow code
{
    //--- reset the error value
    ResetLastError();
    //--- change the arrow code
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_ARROWCODE,code))
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);
}

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 `ENUM_ANCHOR_POINT` enumeration. You can also change text slope angle using `OBJPROP_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.

```csharp
//--- 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
```
bool TextCreate(const long chart_ID=0, // chart's ID
const string name="Text", // object name
const int sub_window=0, // subwindow index
datetime time=0, // anchor point time
double price=0, // anchor point price
const string text="Text", // the text itself
const string font="Arial", // font
color clr=clrRed, // color
color clr=clrRed, // text slope
color clr=clrRed, // text slope
color clr=clrRed, // anchor type
color clr=clrRed, // anchor type
const ENUM_ANCHOR_POINT anchor=ANCHOR_LEFT_UPPER, // anchor type
color clr=clrRed, // anchor type
color clr=clrRed, // anchor type
const bool back=false, // in the background
color clr=clrRed, // in the background
color clr=clrRed, // in the background
const bool selection=false, // highlight to move
const bool selection=false, // highlight to move
const bool hidden=true, // hidden in the ob
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 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
    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 string text="Text") // text
{
   //--- 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)
  {
    //--- 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);
  }

  //--- check anchor point values and set default values
  // for empty ones
}
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], InpColor, InpAngle, InpAnchor, InpBack, InpSelection, InpHidden, Inp2Order))
    {
        return;
    }

    if (!TextCreate(0, "TextLow_" + (string)i, 0, date[i], low[i], DoubleToString(low[i], 5), InpColor, -InpAngle, InpAnchor, InpBack, InpSelection, InpHidden, Inp2Order))
    {
        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.

```plaintext
//--- 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

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 click
{
    //--- 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

    //+------------------------------------------------------------------+
    // Create a text label
    //+------------------------------------------------------------------+
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 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);

//+------------------------------------------------------------------+
//| Move the text label                                              |
//+------------------------------------------------------------------+

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);
}

//+------------------------------------------------------------------+
//| Change corner of the chart for binding the label                 |
//+------------------------------------------------------------------+

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 = ",GetLastError());
    return(false);
}
//-- successful execution
return(true);
}

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
    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 LabelDelete(const long chart_ID=0, // chart's ID
                 const string name="Label") // label name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the label
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
            ": failed to delete a text label! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
```c
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,"",");  
    //--- create a text label on the chart
    if(!LabelCreate(0,InpName,0,x,y,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;
//--- 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(!LabelTextChange(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(!LabelTextChange(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);

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(!LabelTextChange(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
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sleep(10);</td>
<td>Sleeps for 10 milliseconds.</td>
</tr>
</tbody>
</table>

//--- 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.

```mql
//--- 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 string InpFont="Arial"; // Font
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
```

© 2000-2021, MetaQuotes Ltd
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
//--- set background color
ObjectSetInteger(chart_ID, name, OBJPROP_COLOR, clr);

//--- set border color
ObjectSetInteger(chart_ID, name, OBJPROP_BGCOLOR, back_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);

//--- 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 button                                                  |
//+------------------------------------------------------------------+
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);

    //+------------------------------------------------------------------+
//| Change button size                                               |
//+------------------------------------------------------------------+
bool ButtonChangeSize(const long chart_ID=0, // chart's ID
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
ResetAddress();
//--- 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
ResetAddress();
//--- 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,Inp))
{
    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.

```plaintext
//--- 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
```
### Creating Chart object

```c
bool ObjectChartCreate(const long chart_ID=0, // chart's ID
const string name="Chart", // object name
const int sub_window=0, // subwindow
const string symbol="EURUSD", // symbol
const ENUM_TIMEFRAMES period=PERIOD_H1, // period
const int x=0, // X coordinate
const int y=0, // Y coordinate
const int width=300, // width
const int height=200, // height
const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER, // anchoring
cost int scale=2, // scale
const bool date_scale=true, // time scale
const bool price_scale=true, // price scale
const color clr=clrRed, // border color
const ENUM_LINE_STYLE style=STYLE_SOLID, // line style
const int point_width=1, // move point
const bool back=false, // in the background
const bool selection=false, // highlight
const bool hidden=true, // hidden in the background
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
```

---

© 2000-2021, MetaQuotes Ltd
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 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);
//--- successful execution
return(true);
}
//-------------------------------------------------------------------------------
// Sets the symbol and time frame of the Chart object
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 frame
{
//--- 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's one)
    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))
Print(__FUNCTION__,
"\": failed to change the height of \"Chart\" object! Error code = ", GetLastError();
}
//--- successful execution
return(true);
}
//+------------------------------------------------------------------+
//| Return Chart object's ID |
//+------------------------------------------------------------------+
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);
}
//+------------------------------------------------------------------+
//| Delete Chart object |
//+------------------------------------------------------------------+
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);
}
//+------------------------------------------------------------------+
//| Script program start function |
//+------------------------------------------------------------------+
void OnStart()
{
```c
//--- 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,InpSymbol,InpPeriod,x,y,x_size,y_size,InpCorner,:
    {
        return;
    }

//--- redraw the chart and wait for 1 second
ChartRedraw();
```
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.

```csharp
//--- 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
```
```c
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 in X axis
                  const int y_offset=0, // visibility scope shift in Y axis
                  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);
//--- successful execution
return(true);

//--- reset the error value
ResetLastError();

bool BitmapSetImage(const long chart_ID=0, // chart's ID
const string name="Bitmap", // bitmap name
const string file=""") // path to the file
{
    //--- 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);
}

bool BitmapMove(const long chart_ID=0, // chart's ID
const string name="Bitmap", // bitmap name
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,0,time,price))
{
    Print(__FUNCTION__,
        ": failed to move the anchor point! Error code = ",GetLastError());
    return(false);
}

//--- successful execution
return(true);

//+--------------------------------------------------------------------+
//| Change coordinate of the upper left corner of the visibility scope  |
//+--------------------------------------------------------------------+
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 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);
}

//+--------------------------------------------------------------------+
//| Change coordinate of the upper left corner of the visibility scope  |
//+--------------------------------------------------------------------+
{  
    //--- reset the error value
    ResetLastError();
    //--- change the bitmap'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 = ",
              GetLastError());
    }
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_YOFFSET,y_offset))
    {
        Print(__FUNCTION__,
              ": failed to change Y coordinate of the visibility scope! Error code = ",
              GetLastError());
    }
    //--- successful execution
    return(true);
}

bool BitmapDelete(const long chart_ID=0, // chart's ID
    const string name="Bitmap") // bitmap name
{
    //--- reset the error value
    ResetLastError();
    //--- delete the label
    if(!ObjectDelete(chart_ID,name))
    {
        Print(__FUNCTION__,
              ": failed to delete a bitmap! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}

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);
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,
        InpYOffset,InpColor,InpStyle,InpPointWidth,InpBack,InpSelection,InpHidden,InpSelHeight))
        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 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.

```mql5
//--- 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
```
```c
input ENUM_LINE_STYLE InpStyle=STYLE_SOLID;  // Line style when highlight
input int InpointWidth=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 ID
    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 On mode
    const string file_off=",",                                  // image in Off mode
    const int width=0,                                           // visibility scope X coordinate
    const int height=0,                                          // visibility scope
    const int x_offset=10,                                       // visibility scope shift by X axis
    const int y_offset=10,                                       // visibility scope shift by Y axis
    const bool state=false,                                     // pressed/released
    const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER,             // chart corner for anchoring
    const ENUM_ANCHOR_POINT anchor=ANCHOR_LEFT_UPPER,           // anchor type
    const color clr=clrRed,                                     // border color when highlighted
    const ENUM_LINE_STYLE style=STYLE_SOLID,                     // line style
    const int point_width=1,                                    // move point
    const bool back=false,                                      // in the background
    const bool selection=false,                                 // highlight
    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 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))
    {
```

© 2000-2021, MetaQuotes Ltd
Print(__FUNCTION__,
    ": failed to load the image for Off mode! Error code = ", GetLastError());

//--- set label coordinates
ObjectSetInteger(chart_ID,name,OBJPROP_XDISTANCE,x);
ObjectSetInteger(chart_ID,name,OBJPROP_YDISTANCE,y);
//--- 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);
//--- 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);
//--- define the label's status (pressed or released)
ObjectSetInteger(chart_ID,name,OBJPROP_STATE,state);
//--- set the chart's corner, relative to which point coordinates are defined
ObjectSetInteger(chart_ID,name,OBJPROP_CORNER,corner);
//--- set anchor type
ObjectSetInteger(chart_ID,name,OBJPROP_ANCHOR,anchor);
//--- 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);
//--- successful execution
return(true);

bool BitmapLabelSetImage(const long chart_ID=0, // chart's ID
    const string name="BmpLabel", // label name
    const int on_off=0, // modifier (On or Off)
    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, 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
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);

//+--------------------------------------------------------------------+
//| Change coordinate of the upper left corner of the visibility scope |
//+--------------------------------------------------------------------+
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
    ResetLastError();
    //--- 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 = ",GetLastError());
        return(false);
    }
    if(!ObjectSetInteger(chart_ID,name,OBJPROP_YOFFSET,y_offset))
    {
        Print(__FUNCTION__,
        ": failed to change Y coordinate of the visibility scope! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return(true);
}
//+------------------------------------------------------------------+
//| Delete "Bitmap label" object                                    |
//+------------------------------------------------------------------+
bool BitmapLabelDelete(const long chart_ID=0, // chart's ID
    const string name="BmpLabel") // label name
{
    //--- reset the error value

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,InpPointWidth,InpBack,InpSelection,InpHide:
    {
        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);  
//--- 1 second of delay
    Sleep(1000);  
//--- 1 second of delay
}
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 objects' properties. You can use these functions “as is” in your own applications.

```plaintext
//--- description
#property description "Script creates \"Edit\" 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 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 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 align=ALIGN_CENTER, // alignment type
                const bool read_only=false, // ability to edit
                const ENUM_BASE_CORNER corner=CORNER_LEFT_UPPER, // chart corner for a
                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,x,y))
    {
        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);
//--- set font size
  ObjectSetInteger(chart_ID, name, OBJPROP_FONT_SIZE, 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);
  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 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 = ", GetLastErr
    return(false);
  }
  if(!ObjectSetInteger(chart_ID, name, OBJPROP_YDISTANCE, y))
  {
    Print(__FUNCTION__,
      ": failed to move Y coordinate of the object! Error code = ", GetLastErr
    return(false);
  }
//--- successful execution
    return (true);

//+------------------------------------------------------------------+
//| Resize Edit object                                               |
//+------------------------------------------------------------------+
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);

//+------------------------------------------------------------------+
//| Change Edit object's text                                        |
//+------------------------------------------------------------------+
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_TEXT,text))
    {
        Print(__FUNCTION__,
            ": failed to change the text! Error code = ",GetLastError());
        return(false);
    }
    //--- successful execution
    return (true);

}
bool EditText(const long chart_ID=0, 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);
}

bool EditDelete(const long chart_ID=0, 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);
}

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 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,;
              inpCorner,inpColor,inpBackColor,inpBorderColor,inpBack,inpSelection,inpHidden,InpHidden));
{
    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;
    }
}
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.

```plaintext
//--- description
#property description "Script draws \"Event\" 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="Event";  // Event name
input int     InpDate=25;     // Event date, %
input string  InpText="Text";  // Event text
input color   InpColor=clrRed; // Event color
input int     InpWidth=1;     // Point size when highlighted
input bool    InpBack=false;  // Background event
input bool    InpSelection=false;  // Highlight to move
input bool    InpHidden=true;  // Hidden in the object list
```

© 2000-2021, MetaQuotes Ltd
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(!ObjCreate(chart_ID,name,OBJ_EVENT,sub_window,time,0))
    {
        Print("__FUNCTION__","; failed to create "Event" object! Error code = ",GetLastError());
        return(false);
    }
    //--- set event text
    ObjSetString(chart_ID,name,OBJPROP_TEXT,text);
    //--- set color
    ObjSetInteger(chart_ID,name,OBJPROP_COLOR,clr);
    //--- set anchor point width if the object is highlighted
    ObjSetInteger(chart_ID,name,OBJPROP_WIDTH,width);
    //--- display in the foreground (false) or background (true)
    ObjSetInteger(chart_ID,name,OBJPROP_BACK,back);
    //--- enable (true) or disable (false) the mode of moving event by mouse
    ObjSetInteger(chart_ID,name,OBJPROP_SELECTABLE,selection);
    ObjSetInteger(chart_ID,name,OBJPROP_SELECTED,selection);
    //--- hide (true) or display (false) graphical object name in the object list
    ObjSetInteger(chart_ID,name,OBJPROP_HIDDEN,hidden);
    //--- set the priority for receiving the event of a mouse click in the chart
    ObjSetInteger(chart_ID,name,OBJPROP_ZORDER,z_order);
    //--- successful execution
    return(true);
}

// Change Event object text

#pragma mark

© 2000-2021, MetaQuotes Ltd
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);
}

//+------------------------------------------------------------------+
//| Move Event object                                                |
//+------------------------------------------------------------------+
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);
}

//+------------------------------------------------------------------+
//| Delete Event object                                              |
//+------------------------------------------------------------------+
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))
    {
        ...
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 Event object 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 = ", 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++)
{
```csharp
//--- 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);
//---
```
OBJ_RECTANGLE_LABEL

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.

```mql5
//--- description
#property description "Script creates "Rectangle 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="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,x,y))
    {
        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_BGCOLOR,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, OBPROP_STYLE, style);
//--- set flat border width
ObjectSetInteger(chart_ID, name, OBPROP_WIDTH, line_width);
//--- display in the foreground (false) or background (true)
ObjectSetInteger(chart_ID, name, OBPROP_BACK, back);
//--- enable (true) or disable (false) the mode of moving the label by mouse
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_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, OBPROP_XDISTANCE, x))
    {
        Print(__FUNCTION__,
            " failed to move X coordinate of the label! Error code = ", GetLastError();
    }
    if(!ObjectSetInteger(chart_ID, name, OBPROP_YDISTANCE, y))
    {
        Print(__FUNCTION__,
            " failed to move Y coordinate of the label! Error code = ", GetLastError();
    }
    //--- 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, const string name="RectLabel", 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, 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);
}
//---------------------------------------------------------------+
//| 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 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,
  {
    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()

**ENUM_OBJECT_PROPERTY_INTEGER**

<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</td>
<td>long</td>
</tr>
<tr>
<td></td>
<td>(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></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>Constants, Enumerations and Structures</td>
<td></td>
<td></td>
</tr>
<tr>
<td>----------------------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>OBJPROP_SELECTED</strong></td>
<td>Object is selected</td>
<td>bool</td>
</tr>
<tr>
<td><strong>OBJPROP_READONLY</strong></td>
<td>Ability to edit text in the Edit object</td>
<td>bool</td>
</tr>
<tr>
<td><strong>OBJPROP_TYPE</strong></td>
<td>Object type</td>
<td>ENUM_OBJECT r/o</td>
</tr>
<tr>
<td><strong>OBJPROP_TIME</strong></td>
<td>Time coordinate</td>
<td>datetime modifier=number of anchor point</td>
</tr>
<tr>
<td><strong>OBJPROP_SELECTABLE</strong></td>
<td>Object availability</td>
<td>bool</td>
</tr>
<tr>
<td><strong>OBJPROP_CREATETIME</strong></td>
<td>Time of object creation</td>
<td>datetime r/o</td>
</tr>
<tr>
<td><strong>OBJPROP_LEVELS</strong></td>
<td>Number of levels</td>
<td>int</td>
</tr>
<tr>
<td><strong>OBJPROP_LEVELCOLOR</strong></td>
<td>Color of the line-level</td>
<td>color modifier=level number</td>
</tr>
<tr>
<td><strong>OBJPROP_LEVELSTYLE</strong></td>
<td>Style of the line-level</td>
<td>ENUM_LINE_STYLE modifier=level number</td>
</tr>
<tr>
<td><strong>OBJPROP_LEVELWIDTH</strong></td>
<td>Thickness of the line-level</td>
<td>int modifier=level number</td>
</tr>
<tr>
<td><strong>OBJPROP_ALIGN</strong></td>
<td>Horizontal text alignment in the “Edit” object (OBJ_EDIT)</td>
<td>ENUM_ALIGN_MODE</td>
</tr>
<tr>
<td><strong>OBJPROP_FONTSIZE</strong></td>
<td>Font size</td>
<td>int</td>
</tr>
<tr>
<td><strong>OBJPROPRAY_LEFT</strong></td>
<td>Ray goes to the left</td>
<td>bool</td>
</tr>
<tr>
<td><strong>OBJPROPRAY_RIGHT</strong></td>
<td>Ray goes to the right</td>
<td>bool</td>
</tr>
<tr>
<td><strong>OBJPROP(ray)</strong></td>
<td>A vertical line goes through all the windows of a chart</td>
<td>bool</td>
</tr>
<tr>
<td><strong>OBJPROP_ELLIPSE</strong></td>
<td>Showing the full ellipse of the Fibonacci Arc object (OBJ_FIBOARC)</td>
<td>bool</td>
</tr>
<tr>
<td><strong>OBJPROP_ARROWCODE</strong></td>
<td>Arrow code for the Arrow object</td>
<td>uchar</td>
</tr>
<tr>
<td><strong>OBJPROP_TIMEFRAMES</strong></td>
<td>Visibility of an object at timeframes</td>
<td>set of flags flags</td>
</tr>
<tr>
<td><strong>OBJPROP_ANCHOR</strong></td>
<td>Location of the anchor point of a graphical object</td>
<td>ENUM_ARROW_ANCHOR (for OBJ_ARROW), ENUM_ANCHOR_POINT (for OBJ_LABEL, OBJ_BITMAP_LABEL and OBJ_TEXT)</td>
</tr>
<tr>
<td><strong>OBJPROP_XDISTANCE</strong></td>
<td>The distance in pixels along the X axis from the binding corner (see note)</td>
<td>int</td>
</tr>
<tr>
<td>Variable name</td>
<td>Description</td>
<td>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 (see note)</td>
<td>int</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 (OBJ_CHART). It allows working with the properties of this object like with a normal chart using the functions described in Chart Operations, 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 OBJ_LABEL (read only), OBJ_BUTTON, OBJ_CHART, OBJ_BITMAP, OBJ_BITMAP_LABEL, OBJ_EDIT, OBJ_RECTANGLE_LABEL objects.</td>
<td>int</td>
</tr>
<tr>
<td>OBJPROP_YSIZE</td>
<td>The object's height along the Y axis in pixels. Specified for OBJ_LABEL (read only), OBJ_BUTTON, OBJ_CHART, OBJ_BITMAP, OBJ_BITMAP_LABEL, OBJ_EDIT, OBJ_RECTANGLE_LABEL 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; (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_YOFFSET</td>
<td>The Y coordinate of the upper left corner of the rectangular visible area in the graphical</td>
<td>int</td>
</tr>
<tr>
<td></td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------------</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 &quot;Rectangle label&quot; 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.

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 \texttt{ObjectSetDouble()} and \texttt{ObjectGetDouble()}

**ENUM\_OBJECT\_PROPERTY\_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 \texttt{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 \texttt{ObjectSetString()} and \texttt{ObjectGetString()}

**ENUM\_OBJECT\_PROPERTY\_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 “\n” (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 Resources</td>
<td>string modifier: 0-state ON, 1-state OFF</td>
</tr>
<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:

```cpp
#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>
</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
class 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 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**.
### Constants, Enumerations and Structures

<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;
   }
   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);

<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.

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:
Constants, Enumerations and Structures

- 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());
}
```
int width=(int)ChartGetInteger(0, CHART_WIDTH_IN_PIXELS, 0);
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/set 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>
</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:

```cpp
void OnStart()
{
    //---
    string highlevel="PreviousDayHigh";
    string lowlevel="PreviousDayLow";
    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 obj
        }
        //--- 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_DIRECTION enumeration that sets the trend direction.

<table>
<thead>
<tr>
<th>ID</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?
    }
}```
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, 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>clrGreen</th>
<th>clrYellow</th>
<th>clrChartreuse</th>
<th>clrLime</th>
<th>clrSpringGreen</th>
<th>clrAqua</th>
</tr>
</thead>
<tbody>
<tr>
<td>clrGoldenrod</td>
<td>clrMediumSpringGreen</td>
<td>clrLawnGreen</td>
<td>clrGreen</td>
<td>clrPink</td>
<td>clrdarkGray</td>
<td>clrBrown</td>
</tr>
<tr>
<td>clrDeepSkyBlue</td>
<td>clrMagenta</td>
<td>clrMediumTurquoise</td>
<td>clrLightGreen</td>
<td>clrPink</td>
<td>clrDarkGreen</td>
<td>clrTan</td>
</tr>
<tr>
<td>clrMediumPurple</td>
<td>clrburlWood</td>
<td>clrHotPink</td>
<td>clrViolet</td>
<td>clrSkyBlue</td>
<td>clrLightSalmon</td>
<td>clrOrange</td>
</tr>
<tr>
<td>clrPlum</td>
<td>clrKhaki</td>
<td>clrLightGreen</td>
<td>clrAquaMarine</td>
<td>clrSilver</td>
<td>clrLightSkyBlue</td>
<td>clrLightBlue</td>
</tr>
<tr>
<td>clrPaleGreen</td>
<td>clrThistle</td>
<td>clrPowderBlue</td>
<td>clrPaleGoldenrod</td>
<td>clrPaleTurquoise</td>
<td>clrLightGreen</td>
<td>clrWheat</td>
</tr>
<tr>
<td>clrMoccasin</td>
<td>clrlightPink</td>
<td>clrGainsboro</td>
<td>clrpachPuff</td>
<td>clrpink</td>
<td>clrbisque</td>
<td>clrLightGoldenrod</td>
</tr>
<tr>
<td>clrLemonChiffon</td>
<td>clrBeige</td>
<td>clrAntiqueWhite</td>
<td>clrpapayaWhip</td>
<td>clrcornsilk</td>
<td>clrlightYellow</td>
<td>clrLightCyan</td>
</tr>
<tr>
<td>clrLavender</td>
<td>clrmistyRose</td>
<td>clrOldLace</td>
<td>clrWhiteSmoke</td>
<td>clrSesame</td>
<td>clrIvory</td>
<td>clrHoneydew</td>
</tr>
<tr>
<td>clrLavenderBlush</td>
<td>clrmintCream</td>
<td>clrsnow</td>
<td>clrWhite</td>
<td></td>
<td></td>
<td></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:

```c
//---- 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:

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, 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, OBJPROPPRICE, 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 {Custom()} 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:

```mql5
#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);
}

int OnCalculate(const int rates_total, const int prev_calculated, const int begin, const double &price[]) {
    
}
```

```c
//--- 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:

```cpp
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 `ADWX()`.

<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 `IBands()`.

<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 `IEnvelopes()` and `IFractals()`.

<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 `IGator()`.

<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 `IAlligator()`.
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>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>
<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>SENKOUSPANA_LINE</td>
<td>2</td>
<td>Senkou Span A line</td>
</tr>
<tr>
<td>SENKOUSPANB_LINE</td>
<td>3</td>
<td>Senkou Span B line</td>
</tr>
<tr>
<td>CHIKOUSPAN_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>ENUM_DRAW_TYPE</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>
</tbody>
</table>
buffers

| DRAW_COLOR_ARROW | Drawing multicolor arrows | 1 | 1 |
| DRAW_COLOR_ZIGZAG | Multicolored ZigZag | 2 | 1 |
| DRAW_COLOR_BARS | Multicolored bars | 4 | 1 |
| DRAW_COLOR_CANDLES | Multicolored candlesticks | 4 | 1 |

To refine the display of the selected drawing type identifiers listed in ENUM_PLOT_PROPERTY are used.

For functions PlotIndexSetInteger() and PlotIndexGetInteger()

**ENUM_PLOT_PROPERTY_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_PLOT_PROPERTY_DOUBLE**

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
<th>Property type</th>
</tr>
</thead>
</table>
For the function `PlotIndexSetString()`

**ENUM_PLOT_PROPERTY_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_LINE_STYLE**

<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:

```c
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//--- indicator buffers
double MABuffer[];

// Custom indicator initialization function
void OnInit()
{
```

© 2000-2021, MetaQuotes Ltd
//--- 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.

**ENUM_INDEXBUFFER_TYPE**

<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.

**ENUM_CUSTOMIND_PROPERTY_INTEGER**

<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 (the preprocessor command <code>#property indicator_height</code>)</td>
<td>int</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</td>
</tr>
<tr>
<td>INDICATOR_LEVELSTYLE</td>
<td>Style of the level line</td>
<td><code>ENUM_LINE_STYLE</code></td>
</tr>
<tr>
<td>INDICATOR_LEVELWIDTH</td>
<td>Thickness of the level line</td>
<td>int</td>
</tr>
</tbody>
</table>

**ENUM_CUSTOMIND_PROPERTY_DOUBLE**

<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>
</tbody>
</table>
INDICATOR_LEVELVALUE | Level value | double | modifier = level number

 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</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 HighesBuffer[];
double LowesBuffer[];

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+

void OnInit()
{

    //--- indicator buffers mapping
    SetIndexBuffer(0,MainBuffer,INDICATOR_DATA);
    SetIndexBuffer(1,SignalBuffer,INDICATOR_DATA);
    SetIndexBuffer(2,HighesBuffer,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(INDICATOR_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(INDCATO_SHTNAME, "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 to 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_ADWX</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_BEAR</td>
<td>Bears Power</td>
</tr>
<tr>
<td>IND_BULLS</td>
<td>Bulls Power</td>
</tr>
<tr>
<td>IND_BWMI</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>Constant</td>
<td>Description</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_ULONG</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.

### ENUM_TERMINAL_INFO_INTEGER

<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 <code>MQL5.community</code> authorization data in the terminal</td>
<td>bool</td>
</tr>
<tr>
<td>TERMINAL_COMMUNITY_CONNECTION</td>
<td>Connection to <code>MQL5.community</code></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_ALLOWED</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_ALLOWED</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 <code>MQL5\Files</code> folder of the</td>
<td>int</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Constant Name</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<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; means that OpenCL is not supported</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 Dots in a line per Inch (DPI). Knowing the parameter value, you can set the size of graphical objects so that they look the same on monitors with different resolution characteristics.</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_SCREEN_LEFT</td>
<td>The left coordinate of the virtual screen. A virtual screen is a rectangle that covers all monitors. If the system has two monitors ordered from right to left, then the left coordinate of the virtual screen can be on the border of two monitors.</td>
<td>int</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 screen</td>
<td>int</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>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>
</tbody>
</table>

#### Key identifier

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<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 “ScrollLoc” 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>
<tr>
<td>TERMINAL_KEYSTATE_HOME</td>
<td>State of the “Home” key</td>
<td>int</td>
</tr>
<tr>
<td>TERMINAL_KEYSTATE_END</td>
<td>State of the “End” key</td>
<td>int</td>
</tr>
</tbody>
</table>
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 confirmation of packet delivery between the recipient and the sender, therefore lost packets are resent.</td>
<td>double</td>
</tr>
</tbody>
</table>
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.

<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

```
//+------------------------------------------------------------------+
//|                                          Check_TerminalPaths.mq5 |
//|                        Copyright 2009, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#property copyright "2009, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
```
Constants, Enumerations and Structures

```c
#property version "1.00"

// Script program start function

void OnStart()
{
    //---
    Print("TERMINAL_PATH = ", TerminalInfoString(TERMINAL_PATH));
    Print("TERMINAL_DATA_PATH = ", TerminalInfoString(TERMINAL_DATA_PATH));
    Print("TERMINAL_COMMONDATA_PATH = ", TerminalInfoString(TERMINAL_COMMONDATA_PATH));
}
```

As 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

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<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>
<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 gathering optimization result frames mode</td>
<td>bool</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>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");
    break;
}
case PROGRAM_INDICATOR:
{
    Print(__FILE__+" is custom indicator");
    break;
}
default:Print("MQL5 program type value is ",mql_program);
}
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><code>bool</code></td>
</tr>
<tr>
<td>SYMBOL_BACKGROUND_COLOR</td>
<td>The color of the background used for the symbol in Market Watch</td>
<td><code>color</code></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><code>bool</code></td>
</tr>
<tr>
<td>SYMBOL_SELECT</td>
<td>Symbol is selected in Market Watch</td>
<td><code>bool</code></td>
</tr>
<tr>
<td>SYMBOL_VISIBLE</td>
<td>Symbol is visible in Market Watch.</td>
<td><code>bool</code></td>
</tr>
<tr>
<td>SYMBOL_SESSION_DEALS</td>
<td>Number of deals in the current session</td>
<td><code>long</code></td>
</tr>
<tr>
<td>Symbol</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_HEDGED_USE_LEG</td>
<td>Calculating hedging margin using the larger leg (Buy or Sell)</td>
<td>bool</td>
</tr>
<tr>
<td>Identifier</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>----------</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_MODE</td>
<td>Flags of allowed order expiration modes</td>
<td>int</td>
</tr>
<tr>
<td>SYMBOL_FILLING_MODE</td>
<td>Flags of allowed order filling modes</td>
<td>int</td>
</tr>
<tr>
<td>SYMBOL_ORDER_MODE</td>
<td>Flags of allowed order types</td>
<td>int</td>
</tr>
<tr>
<td>SYMBOL_ORDER_GTC_MODE</td>
<td>Expiration of Stop Loss and Take Profit orders, if SYMBOL_EXPIRATION_MODE=SYMBOL_EXPIRATION_GTC (Good till canceled)</td>
<td>ENUM_SYMBOL_ORDER_GTC_MODE</td>
</tr>
<tr>
<td>SYMBOL_OPTION_MODE</td>
<td>Option type</td>
<td>ENUM_SYMBOL_OPTION_MODE</td>
</tr>
<tr>
<td>SYMBOL_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>SYMBOL_BID</td>
<td>Bid - best sell offer</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_BIDHIGH</td>
<td>Maximal Bid of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_BIDLOW</td>
<td>Minimal Bid of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOLASK</td>
<td>Ask - best buy offer</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOLASKHIGH</td>
<td>Maximal Ask of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOLASKLOW</td>
<td>Minimal Ask of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_LAST</td>
<td>Price of the last deal</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_LASTHIGH</td>
<td>Maximal Last of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_LASTLOW</td>
<td>Minimal Last of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_REAL</td>
<td>Volume of the last deal</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_VOLUMEHIGH_REAL</td>
<td>Maximum Volume of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_VOLUMELow_REAL</td>
<td>Minimum Volume of the day</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_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 or buy the appropriate amount of the underlying asset.</td>
<td>double</td>
</tr>
<tr>
<td>SYMBOL_POINT</td>
<td>Symbol point value</td>
<td>double</td>
</tr>
<tr>
<td>Constants, Enumerations and Structures</td>
<td></td>
<td></td>
</tr>
<tr>
<td>----------------------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE</td>
<td>Value of SYMBOL_TRADE_TICK_VALUE_PROFIT</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE_PROFIT</td>
<td>Calculated tick price for a profitable position</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE_LOSS</td>
<td>Calculated tick price for a losing position</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_SIZE</td>
<td>Minimal price change</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_TRADE_CONTRACT_SIZE</td>
<td>Trade contract size</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_TRADE_ACCRUED_INTEREST</td>
<td>Accrued interest - 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></td>
</tr>
<tr>
<td>SYMBOL_TRADE_FACE_VALUE</td>
<td>Face value - initial bond value set by the issuer</td>
<td></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></td>
</tr>
<tr>
<td>SYMBOL_VOLUME_MIN</td>
<td>Minimal volume for a deal</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_VOLUME_MAX</td>
<td>Maximal volume for a deal</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_VOLUME_STEP</td>
<td>Minimal volume change step for deal execution</td>
<td></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 total volume in one direction will exceed the limitation) or place Sell Limit with the volume more than 5 lots.</td>
<td></td>
</tr>
<tr>
<td>SYMBOL_SWAP_LONG</td>
<td>Long swap value</td>
<td></td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<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.</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.</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>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>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<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_MARGIN_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.
- The volume of all short and all long positions of a symbol is calculated.
- For each direction, a weighted average open price and a weighted average rate of conversion to the deposit currency is calculated.
Next, using the appropriate formula chosen in accordance with the symbol type (SYMBOL_TRADE_CALC_MODE) the margin is calculated for the short and the long part.

The largest one of the values is used as the margin.

<table>
<thead>
<tr>
<th>Constants</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<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>
<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</td>
<td>double</td>
</tr>
</tbody>
</table>
asset should change so that the price of the option changes by one point

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>SYMBOL_CATEGORY</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>
</tbody>
</table>
| SYMBOL FORMULA              | 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 ("","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","","",""
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.

<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>
</tbody>
</table>
The expiration time is specified in the order.

Example:

```csharp
//+------------------------------------------------------------------+
//| 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, you can specify the filling policy for the volume set in the order. Allowed order filling modes for each symbol are specified in the table. You can set several modes for one symbol by combining flags. The flags can be combined by the operation of the logical OR (|), for example, SYMBOL_FILLING_FOK|SYMBOL_FILLING_IOC. 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.

<table>
<thead>
<tr>
<th>Fill Policy</th>
<th>Identifier</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>This policy means that a deal can be executed only with the specified</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>Immediate or Cancel</th>
<th>SYMBOL_FILLING_IOC</th>
<th>2</th>
</tr>
</thead>
</table>

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 is determined at the trade server.

<table>
<thead>
<tr>
<th>Return</th>
<th>No identifier</th>
</tr>
</thead>
</table>

This policy is used only for market orders (Buy and Sell), limit and stop limit orders 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.

In the Request and Instant execution modes the Fill or Kill policy is always used for market orders, and the Return policy is always used for limit orders. In this case, when sending orders using OrderSend or OrderSendAsync, there is no need to specify a fill policy for them.

In the Market and Exchange execution modes the Return policy is always allowed for all the order types. To find out whether the other policies are allowed, use the SYMBOL_FILLING_FOK and SYMBOL_FILLING_IOC properties.
Example:

```c++
bool IsFillingTypeAllowed(string symbol, int fill_type)
{
    //--- Obtain the value of the property that describes allowed filling modes
    int filling=(int)SymbolInfoInteger(symbol, SYMBOL_FILLING_MODE);
    //--- Return true, if mode fill_type 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>
<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 (<code>ACCOUNT_MARGIN_MODE_RETAIL_HEDGING</code>)</td>
</tr>
</tbody>
</table>

Example:

```c++
//+------------------------------------------------------------------+
//| The function prints out order types allowed for a symbol         |
//+------------------------------------------------------------------+
```
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>SYMBOL_CALC_MODE_FOREX_NO_LEVERAGE</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</td>
<td>Mode Description</td>
<td>Margin Calculation</td>
</tr>
<tr>
<td>-------------------</td>
<td>----------------------------------------------------------------------------------</td>
<td>-------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_FUTURES</td>
<td>Futures mode - calculation of margin and profit for futures</td>
<td>Lots * InitialMargin * Margin_Rate</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_CFD</td>
<td>CFD mode - calculation of margin and profit for CFD</td>
<td>Lots * ContractSize * MarketPrice * Margin_Rate</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_CFDINDEX</td>
<td>CFD index mode - calculation of margin and profit for CFD by indexes</td>
<td>(Lots * ContractSize * MarketPrice) * TickPrice / TickSize * Margin_Rate</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_CFDLEVERAGE</td>
<td>CFD Leverage mode - calculation of margin and profit for CFD at leverage trading</td>
<td>(Lots * ContractSize * MarketPrice) / Leverage * Margin_Rate</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_STOCKS</td>
<td>Exchange mode - calculation of margin and profit for trading securities on a stock exchange</td>
<td>Lots * ContractSize * LastPrice * Margin_Rate</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_FUTURES</td>
<td>Futures mode - calculation of margin and profit for trading futures contracts on a stock exchange</td>
<td>Lots * InitialMargin * Margin_Rate or Lots * MaintenanceMargin * Margin_Rate</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_FUTURES_FORTS</td>
<td>Futures mode - calculation of margin and profit for trading futures contracts on FORTS</td>
<td>Lots * InitialMargin * Margin_Rate or Lots * MaintenanceMargin * Margin_Rate</td>
</tr>
</tbody>
</table>

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, Margin Discount = Lots*((PriceSettle - PriceOrder) *TickPrice/TickSize)
2. If the price of a short position (sell order) exceeds the estimated price, Margin Discount = Lots*((PriceOrder - PriceSettle) *TickPrice/TickSize)

where:
- PriceSettle - estimated (clearing) price of the previous session;
- PriceOrder - average weighted position price or open price set in the order (request);
- TickPrice - tick price (cost of the price change by one point);
- TickSize - tick size (minimum price change step)

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
<th>Margin</th>
<th>Profit</th>
</tr>
</thead>
<tbody>
<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</td>
<td>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</td>
<td>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</td>
<td>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</td>
<td>Margin: no</td>
<td>Profit: no</td>
</tr>
</tbody>
</table>
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.

Market Value: \( \text{Lots} \times \text{ContractSize} \times \text{MarketPrice} \times \text{LiquidityRate} \)

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`.

### ENUM_SYMBOL_TRADE_MODE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_TRADE_MODE_DISABLED</td>
<td>Trade is disabled for the symbol</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_LONGONLY</td>
<td>Allowed only long positions</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_SHORTONLY</td>
<td>Allowed only short positions</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_CLOSEONLY</td>
<td>Allowed only position close operations</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_FULL</td>
<td>No trade restrictions</td>
</tr>
</tbody>
</table>

Possible deal execution modes for a certain symbol are defined in enumeration `ENUM_SYMBOL_TRADE_EXECUTION`.

### 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.
### ENUM_SYMBOL_SWAP_MODE

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</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 of swap (standard bank year is 360 days)</td>
</tr>
<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>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
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>
<tr>
<td>SYMBOL_OPTION_RIGHT.PUT</td>
<td>A put option gives you the right to sell an asset at a specified price</td>
</tr>
</tbody>
</table>

**ENUM_SYMBOL_OPTION_MODE**

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_OPTION_MODE_EUROPEAN</td>
<td>European option may only be exercised on a specified date (expiration, execution date, delivery date)</td>
</tr>
<tr>
<td>SYMBOL_OPTION_MODE_AMERICAN</td>
<td>American option may be exercised on any trading day or before expiry. The period within which a buyer can exercise the option is specified for it</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>
</tr>
</thead>
<tbody>
<tr>
<td>SECTOR_UNDEFINED</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>
</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>
</tr>
</thead>
<tbody>
<tr>
<td>SECTOR_CURRENCY_CRYPTO</td>
<td>Cryptocurrencies</td>
</tr>
<tr>
<td>SECTOR_ENERGY</td>
<td>Energy</td>
</tr>
<tr>
<td>SECTOR_FINANCIAL</td>
<td>Finance</td>
</tr>
<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>

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INDUSTRY_UNDEFINED</td>
<td>Undefined</td>
</tr>
<tr>
<td>Basic materials</td>
<td></td>
</tr>
<tr>
<td>INDUSTRY_AGRICULTURAL_INPUTS</td>
<td>Agricultural inputs</td>
</tr>
<tr>
<td>INDUSTRY_ALUMINIUM</td>
<td>Aluminium</td>
</tr>
<tr>
<td>INDUSTRY_BUILDING_MATERIALS</td>
<td>Building materials</td>
</tr>
<tr>
<td>INDUSTRY_CHEMICALS</td>
<td>Chemicals</td>
</tr>
<tr>
<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_SPECIALTY_CHEMICALS</td>
<td>Specialty chemicals</td>
</tr>
<tr>
<td>INDUSTRY STEEL</td>
<td>Steel</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>Communication services</td>
<td></td>
</tr>
<tr>
<td>INDUSTRY_ADVERTISING</td>
<td>Advertising agencies</td>
</tr>
<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>
</tr>
<tr>
<td>INDUSTRY_TELECOM</td>
<td>Telecom services</td>
</tr>
<tr>
<td>Consumer cyclical</td>
<td></td>
</tr>
<tr>
<td>INDUSTRY_APPAREL_MANUFACTURING</td>
<td>Apparel manufacturing</td>
</tr>
<tr>
<td>INDUSTRY_APPAREL_RETAIL</td>
<td>Apparel retail</td>
</tr>
<tr>
<td>INDUSTRY_AUTO_MANUFACTURERS</td>
<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>
</tr>
<tr>
<td>INDUSTRY_GAMBLING</td>
<td>Gambling</td>
</tr>
<tr>
<td>INDUSTRY_HOME_IMPROV_RETAIL</td>
<td>Home improvement retail</td>
</tr>
<tr>
<td>INDUSTRY_INTERNET_RETAIL</td>
<td>Internet retail</td>
</tr>
<tr>
<td>INDUSTRY_LEISURE</td>
<td>Leisure</td>
</tr>
<tr>
<td>INDUSTRY_LODGING</td>
<td>Lodging</td>
</tr>
<tr>
<td>INDUSTRY_LUXURY_GOODS</td>
<td>Luxury goods</td>
</tr>
<tr>
<td>INDUSTRY_PACKAGING_CONTAINERS</td>
<td>Packaging and containers</td>
</tr>
<tr>
<td>INDUSTRY_PERSONAL_SERVICES</td>
<td>Personal services</td>
</tr>
<tr>
<td>INDUSTRY_RECREATIONAL_VEHICLES</td>
<td>Recreational vehicles</td>
</tr>
<tr>
<td>INDUSTRY_RESIDENT_CONSTRUCTION</td>
<td>Residential construction</td>
</tr>
<tr>
<td>INDUSTRY_RESORTS_CASINOS</td>
<td>Resorts and casinos</td>
</tr>
<tr>
<td>INDUSTRY_RESTAURANTS</td>
<td>Restaurants</td>
</tr>
<tr>
<td>INDUSTRY_SPECIALTY_RETAIL</td>
<td>Specialty retail</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>----</td>
<td>-------------</td>
</tr>
<tr>
<td>INDUSTRY_TEXTILE_MANUFACTURING</td>
<td>Textile manufacturing</td>
</tr>
<tr>
<td>INDUSTRY_TRAVEL_SERVICES</td>
<td>Travel services</td>
</tr>
<tr>
<td>Consumer defensive</td>
<td></td>
</tr>
<tr>
<td>INDUSTRY_BEVERAGES_BREWERS</td>
<td>Beverages - Brewers</td>
</tr>
<tr>
<td>INDUSTRY_BEVERAGES_NON_ALCO</td>
<td>Beverages - Non-alcoholic</td>
</tr>
<tr>
<td>INDUSTRY_BEVERAGES_WINERIES</td>
<td>Beverages - Wineries and distilleries</td>
</tr>
<tr>
<td>INDUSTRY_CONFECTIONERS</td>
<td>Confectioners</td>
</tr>
<tr>
<td>INDUSTRY_DISCOUNT_STORES</td>
<td>Discount stores</td>
</tr>
<tr>
<td>INDUSTRY_EDUCATION_TRAINING</td>
<td>Education and training services</td>
</tr>
<tr>
<td>INDUSTRY_FARM_PRODUCTS</td>
<td>Farm products</td>
</tr>
<tr>
<td>INDUSTRY_FOOD_DISTRIBUTION</td>
<td>Food distribution</td>
</tr>
<tr>
<td>INDUSTRY_GROCERYSTORES</td>
<td>Grocery stores</td>
</tr>
<tr>
<td>INDUSTRY_HOUSEHOLD_PRODUCTS</td>
<td>Household and personal products</td>
</tr>
<tr>
<td>INDUSTRY_PACKAGED_FOODS</td>
<td>Packaged foods</td>
</tr>
<tr>
<td>INDUSTRY_TOBACCO</td>
<td>Tobacco</td>
</tr>
<tr>
<td>Energy</td>
<td></td>
</tr>
<tr>
<td>INDUSTRY_OIL_GAS_DRILLING</td>
<td>Oil and gas drilling</td>
</tr>
<tr>
<td>INDUSTRY_OIL_GAS_EP</td>
<td>Oil and gas extraction and processing</td>
</tr>
<tr>
<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>
</tr>
<tr>
<td>INDUSTRY_OIL_GAS_MIDSTREAM</td>
<td>Oil and gas midstream</td>
</tr>
<tr>
<td>INDUSTRY_OIL_GAS_REFINING</td>
<td>Oil and gas refining and marketing</td>
</tr>
<tr>
<td>INDUSTRY_THERMAL_COAL</td>
<td>Thermal coal</td>
</tr>
<tr>
<td>INDUSTRY_Uranium</td>
<td>Uranium</td>
</tr>
<tr>
<td>Finance</td>
<td></td>
</tr>
<tr>
<td>INDUSTRY_EXCHANGE_TRADED_FUND</td>
<td>Exchange traded fund</td>
</tr>
<tr>
<td>INDUSTRY_ASSETS_MANAGEMENT</td>
<td>Assets management</td>
</tr>
<tr>
<td>INDUSTRY_BANKS_DIVERSIFIED</td>
<td>Banks - Diversified</td>
</tr>
<tr>
<td>INDUSTRY_BANKS_REGIONAL</td>
<td>Banks - Regional</td>
</tr>
<tr>
<td>INDUSTRY_CAPITAL_MARKETS</td>
<td>Capital markets</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>----</td>
<td>-------------</td>
</tr>
<tr>
<td>INDUSTRY_CLOSE_END_FUND_DEBT</td>
<td>Closed-End fund - Debt</td>
</tr>
<tr>
<td>INDUSTRY_CLOSE_END_FUND_EQUITY</td>
<td>Closed-end fund - Equity</td>
</tr>
<tr>
<td>INDUSTRY_CLOSE_END_FUND_FOREIGN</td>
<td>Closed-end fund - Foreign</td>
</tr>
<tr>
<td>INDUSTRY_CREDIT_SERVICES</td>
<td>Credit services</td>
</tr>
<tr>
<td>INDUSTRY_FINANCIAL_CONGLOMERATE</td>
<td>Financial conglomerates</td>
</tr>
<tr>
<td>INDUSTRY_FINANCIAL_DATA_EXCHANGE</td>
<td>Financial data and stock exchange</td>
</tr>
<tr>
<td>INDUSTRY_INSURANCE_BROKERS</td>
<td>Insurance brokers</td>
</tr>
<tr>
<td>INDUSTRY_INSURANCE_DIVERSIFIED</td>
<td>Insurance - Diversified</td>
</tr>
<tr>
<td>INDUSTRY_INSURANCE_LIFE</td>
<td>Insurance - Life</td>
</tr>
<tr>
<td>INDUSTRY_INSURANCE_PROPERTY</td>
<td>Insurance - Property and casualty</td>
</tr>
<tr>
<td>INDUSTRY_INSURANCE_REINSURANCE</td>
<td>Insurance - Reinsurance</td>
</tr>
<tr>
<td>INDUSTRY_INSURANCE_SPECIALTY</td>
<td>Insurance - Specialty</td>
</tr>
<tr>
<td>INDUSTRY_MORTGAGE_FINANCE</td>
<td>Mortgage finance</td>
</tr>
<tr>
<td>INDUSTRY_SHELL_COMPANIES</td>
<td>Shell companies</td>
</tr>
</tbody>
</table>

Healthcare

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INDUSTRY_BIOTECHNOLOGY</td>
<td>Biotechnology</td>
</tr>
<tr>
<td>INDUSTRY_DIAGNOSTICS_RESEARCH</td>
<td>Diagnostics and research</td>
</tr>
<tr>
<td>INDUSTRY_DRUGS_MANUFACTURERS</td>
<td>Drugs manufacturers - general</td>
</tr>
<tr>
<td>INDUSTRY_DRUGS_MANUFACTURERS_SPECIALITY</td>
<td>Drugs manufacturers - Specialty and generic</td>
</tr>
<tr>
<td>INDUSTRY_HEALTHCARE_PLANS</td>
<td>Healthcare plans</td>
</tr>
<tr>
<td>INDUSTRY_HEALTH_INFORMATION</td>
<td>Health information services</td>
</tr>
<tr>
<td>INDUSTRY_MEDICAL_FACILITIES</td>
<td>Medical care facilities</td>
</tr>
<tr>
<td>INDUSTRY_MEDICAL_DEVICES</td>
<td>Medical devices</td>
</tr>
<tr>
<td>INDUSTRY_MEDICAL_DISTRIBUTION</td>
<td>Medical distribution</td>
</tr>
<tr>
<td>INDUSTRY_MEDICAL_INSTRUMENTS</td>
<td>Medical instruments and supplies</td>
</tr>
<tr>
<td>INDUSTRY_PHARM RETAILERS</td>
<td>Pharmaceutical retailers</td>
</tr>
</tbody>
</table>

Industrials

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>INDUSTRY_AEROSPACE_DEFENSE</td>
<td>Aerospace and defense</td>
</tr>
<tr>
<td>INDUSTRY_AIRLINES</td>
<td>Airlines</td>
</tr>
<tr>
<td>INDUSTRY_AIRPORTS_SERVICES</td>
<td>Airports and air services</td>
</tr>
<tr>
<td>ID</td>
<td>Description</td>
</tr>
<tr>
<td>----</td>
<td>-------------</td>
</tr>
<tr>
<td>INDUSTRY_BUILDING_PRODUCTS</td>
<td>Building products and equipment</td>
</tr>
<tr>
<td>INDUSTRY_BUSINESS_EQUIPMENT</td>
<td>Business equipment and supplies</td>
</tr>
<tr>
<td>INDUSTRY_CONglomerates</td>
<td>Conglomerates</td>
</tr>
<tr>
<td>INDUSTRY_CONSULting_SERVICES</td>
<td>Consulting services</td>
</tr>
<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>INDUSTRY_FREIGHT_LOGISTICS</td>
<td>Integrated freight and logistics</td>
</tr>
<tr>
<td>INDUSTRY_MARINE_SHIPPING</td>
<td>Marine shipping</td>
</tr>
<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_SPEcIALITY_BUSINESS_SERVICES</td>
<td>Specialty business services</td>
</tr>
<tr>
<td>INDUSTRY_SPEcIALITY_MACHINERY</td>
<td>Specialty industrial machinery</td>
</tr>
<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>
<td>Trucking</td>
</tr>
<tr>
<td>INDUSTRY_WASTE_MANAGEMENT</td>
<td>Waste management</td>
</tr>
<tr>
<td>Real estate</td>
<td></td>
</tr>
<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>
</tr>
<tr>
<td>INDUSTRY_REAL_ESTATE_SERVICES</td>
<td>Real estate services</td>
</tr>
<tr>
<td>INDUSTRY_REIT_DIVersified</td>
<td>REIT - Diversified</td>
</tr>
<tr>
<td>INDUSTRY_REIT_HEALTHCARE</td>
<td>REIT - Healthcare facilities</td>
</tr>
<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>ID</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------------------</td>
<td>--------------------------------------------------</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_RESIDENTIAL</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>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>
Constants, Enumerations and Structures

<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 &quot;netting&quot; mode (only one position can exist for one symbol). The margin is calculated</td>
</tr>
</tbody>
</table>
A CCOUN T_M ARGIN_I NDEX Change used for the exchange mar kets. Margin is calculated based on the discounts specified in symbol settings. Discounts are set by the brok er, but not less than the values set by the exchange.

ACCOUNT_M ARGIN_M ODE_R ETAIL_H EDGING 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 ($SYMBOL_M ARGIN_H EDGED$).

An example of the script that outputs a brief account information.

```c
//+------------------------------------------------------------------+
//| 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_TYPE);
   //--- 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 AccountStopOutMode
    = ENUM_ACCOUNT_STOPOUT_MODE;

const AccountInfoInteger stop_out_mode = ENUM_ACCOUNT_STOPOUT_MODE;

//--- Get the value of the levels when Margin Call and Stop Out occur
const double margin_call = AccountInfoDouble(Account_MARGIN_SO_CALL);
const double stop_out = AccountInfoDouble(Account_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>Constant Name</td>
<td>Description</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_BALANCEDDD_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_DD_REL_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 (STAT_BALANCE_DD_REL_Percent).</td>
<td>double</td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</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_EQUITY_DD_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>STATEXPECTED_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.</td>
<td>double</td>
</tr>
<tr>
<td></td>
<td>If STAT_GROSS_LOSS = 0, the profit factor is equal to DBL_MAX.</td>
<td></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>
<tr>
<td>STAT_CUSTOM_ONTESTER</td>
<td>The value of the calculated custom optimization criterion returned by the OnTester() function</td>
<td>double</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------------------------------</td>
<td>------</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()`

**ENUM_ORDER_PROPERTY_INTEGER**

<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>ENUM_ORDER_TYPE</td>
</tr>
<tr>
<td>ORDER_STATE</td>
<td>Order state</td>
<td>ENUM_ORDER_STATE</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>ENUM_ORDER_TYPE_FILLING</td>
</tr>
<tr>
<td>ORDER_TYPE_TIME</td>
<td>Order lifetime</td>
<td>ENUM_ORDER_TYPE_TIME</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>ENUM_ORDER_REASON</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>
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>
<tr>
<td>ORDER_TYPE_SELL_LIMIT</td>
<td>Sell Limit pending order</td>
</tr>
</tbody>
</table>
ORDER_TYPE_BUY_STOP | Buy Stop pending order
ORDER_TYPE_SELL_STOP | Sell Stop pending order
ORDER_TYPE_BUY_STOP_LIMIT | Upon reaching the order price, a pending Buy Limit order is placed at the StopLimit price
ORDER_TYPE_SELL_STOP_LIMIT | Upon reaching the order price, a pending Sell Limit order is placed at the StopLimit price
ORDER_TYPE_CLOSE_BY | Order to close a position by an opposite one

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.

<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_REQUESTCANCEL</td>
<td>Order is being deleted (deleting from the trading system)</td>
</tr>
</tbody>
</table>

When sending a trade request using the `OrderSend()` function, the filling policy can be set for an order in the `type_filling` field of the special structure `MqlTradeRequest`. Values of the ENUM_ORDER_TYPE_FILLING enumeration are allowed. To obtain the value of this property, use the function `OrderGetInteger()` or `HistoryOrderGetInteger()` with the ORDER_TYPE_FILLING modifier.

<table>
<thead>
<tr>
<th>Identifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_FILLING_FOK</td>
<td>This filling policy means that an order can be filled only in the specified amount. If the</td>
</tr>
</tbody>
</table>
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.

ORDER_FILLING_IOC

This mode means that a trader agrees to execute a deal with the volume maximally available in the market within that indicated in the order. In case the entire volume of an order cannot be filled, the available volume of it will be filled, and the remaining volume will be canceled.

ORDER_FILLING_RETURN

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.

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.

<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>
<tr>
<td>ORDER_TIME_DAY</td>
<td>Good till current trade day order</td>
</tr>
<tr>
<td>ORDER_TIME_SPECIFIED</td>
<td>Good till expired order</td>
</tr>
<tr>
<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>
</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()

**ENUM_POSITIONPROPERTYINTEGER**

<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.</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_POSITIONTYPE</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.

<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>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>POSITION_COMMENT</th>
<th>Position comment</th>
<th>string</th>
</tr>
</thead>
<tbody>
<tr>
<td>POSITION_EXTERNAL_ID</td>
<td>Position identifier in an external trading system (on the Exchange)</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 HistoryDeal...() type are used, that return values from corresponding enumerations.

For the function HistoryDealGetInteger()

**ENUM_DEAL_PROPERTY_INTEGER**

<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()

**ENUM_DEAL_PROPERTY_DOUBLE**

<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>
</tbody>
</table>

For the function `HistoryDealGetString()`, the `ENUM_DEAL_PROPERTY_STRING` is defined as follows:

<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>DEALEXTERNAL_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>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</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
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

DEAL_TYPE_SELL_CANCELED
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

DEAL_DIVIDEND
Dividend operations

DEAL_DIVIDEND_FRANKED
Franked (non-taxable) dividend operations

DEAL_TAX
Tax charges

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></td>
<td></td>
</tr>
<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>--------------------</td>
<td>-----------------------------------------------------------------------------------------</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 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.

<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

void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={0};
    MqlTradeResult result={0};
    //--- 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.deviations=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 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:
```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={0};
    MqlTradeResult result={0};
    //--- 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
```
```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);
        ENUM_POSITION_TYPE type=(ENUM_POSITION_TYPE)PositionGetInteger(POSITION_TYPE);
        //--- output information about the position
        PrintFormat("#I64u %s %s %.2f %s [#I64d]",
            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 #I64d %s %s %.2f %s [#I64d]",
                position_ticket,
                position_symbol,EnumToString(type),
                volume,
                DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits),
                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=#I64u order=#I64u",result.retcode,result.deal,
            //---
        }
    }
}
```

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 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 %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)
    {
```

```c```
//--- calculate the current price levels
double price=PositionGetDouble(POSITION_PRICE_OPEN);
double bid=SymbolInfoDouble(position_symbol,SYMBOL_BID);
double ask=SymbolInfoDouble(position_symbol,SYMBOLASK);
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==POSITIONTYPEBUY)

{  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
Printf("Modify #I64d %s %s",position_ticket,position_symbol,EnumToString(type));

//--- send the request
if(!OrderSend(request,result))

Printf("OrderSend error %d",GetLastError()); // if unable to send th

//--- information about the operation
Printf("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:
//--- declare and initialize the trade request and result of trade request
MqlTradeRequest request={0};
MqlTradeResult result={0};
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 S
    double tp=OrderGetDouble(ORDER_TP); // current T
    ENUM_ORDER_TYPE type=(ENUM_ORDER_TYPE)OrderGetInteger(ORDER_TYPE); // type of th
    int offset = 50; // offset fro
    double price; // order tri
    double point=SymbolInfoDouble(order_symbol,SYMBOL_POINT); // value of 
    //--- output information about the order
    PrintFormat("%164 %s %s %.2f %s %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 trac
        request.order = OrderGetTicket(i); // order ticket
        request.symbol = Symbol(); // symbol
        request.deviat=5; // allowed dev.
        //--- setting the price level, Take Profit and Stop Loss of the order dependin
        if(type==ORDER_TYPE_BUY_LIMIT)
        {
            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); // normal:
        }
        else if(type==ORDER_TYPE_SELL_LIMIT)
        {
            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); // normal:
        }
        else if(type==ORDER_TYPE_BUY_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);  // normalzed opening price
}
else if(type==ORDER_TYPE_SELL_STOP)
{
  price = SymbolInfoDouble(Symbol(),SYMBOL_ASK)-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);
}
//+------------------------------------------------------------------+

--- Example of the TRADE_ACTION_REMOVE trade operation for deleting 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={0};
  MqlTradeResult   result={0};
  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,
    }
  }
  //+------------------------------------------------------------------+
Example of the `TRADE_ACTION_CLOSE_BY` trade operation for closing positions by opposite positions:
#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);
        double sl=PositionGetDouble(POSITION_SL);
        double tp=PositionGetDouble(POSITION_TP);
        ENUM_POSITION_TYPE type=(ENUM_POSITION_TYPE)PositionInteger(POSITION_TYPE);
        //--- output information about the position
        PrintFormat("%I64d %s %s %.2f %s %s [%I64d]",
                          position_ticket, // symbol of the position
                          position_symbol, // symbol of the position
                          EnumToString(type), // symbol of the position
                          volume, // symbol of the position
                          DoubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits), // symbol of the position
                          DoubleToString(sl,digits), // symbol of the position
                          DoubleToString(tp,digits), // symbol of the position
                          magic); // symbol of the position
        //--- if the MagicNumber matches
        if(magic!=EXPERT_MAGIC)
        {
            for(int j=0; j<i; j++)
            {
                string symbol=PositionGetString(j); // symbol of the opposite position
                //--- if the symbols of the opposite and initial positions match
                if(symbol==position_symbol && PositionInteger(POSITION_MAGIC)==EXPERT_MAGIC)
                {
                    //--- set the type of the opposite position
                    ENUM_POSITION_TYPE type_by=(ENUM_POSITION_TYPE)PositionInteger(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; // Magic:
                    request.magic=EXPERT_MAGIC;
                    //--- output information about the closure by opposite position
                    PrintFormat("Close %I64d %s %s by %I64d",position_ticket,position_symbol,
                                 request.action,position_by);
                    //--- send the request
                    if(!OrderSend(request,result))
                        PrintFormat("OrderSend error %d",GetLastError()); // if unable to se
//--- information about the operation
PrintFormat("retcode=%u  deal=%I64u  order=%I64u", 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 ORDER_STATE_STARTED to ORDER_STATE_PlACED or from ORDER_STATE_PlACED to ORDER_STATE_PARTIAL, 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>
<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>----------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------</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:

**ENUM_SIGNAL_BASE_DOUBLE**

<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:

**ENUM_SIGNAL_BASE_INTEGER**

<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 became 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:

**ENUM_SIGNAL_BASE_STRING**

<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>
</tbody>
</table>
Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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 (%)</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</td>
</tr>
<tr>
<td><strong>MQLBUILD</strong>, <strong>MQL5BUILD</strong></td>
<td>Compiler build number</td>
</tr>
</tbody>
</table>

Example:

```plaintext
#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)
  {
    //--- information output inside the function
    Print(" __FUNCTION__ = "_,FUNCTION_," __LINE__ = "_,LINE_," par = ",par);
  }
  
  //+------------------------------------------------------------------+
  //| test2                                                            |
  //+------------------------------------------------------------------+

  void test2()
  {
    //--- information output inside the function
    Print(" __FUNCTION__ = "_,FUNCTION_," __LINE__ = "_,LINE_);  
  }
  
  //+------------------------------------------------------------------+
  //| OnTimer event handler                                           |
  //+------------------------------------------------------------------+

  void OnTimer()
  {
    //---
    Print(" __FUNCTION__ = "_,FUNCTION_," __LINE__ = "_,LINE_); 
    test1(_.FUNCTION_);  
  }
}
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>0.693147180559095395125</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>0.318309886183790671538</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>1.12837916709551257390</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:

```cpp
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>
</tbody>
</table>
## Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<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 <code>ExpertRemove()</code> 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 <code>OnInit()</code> 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
//+------------------------------------------------------------------|
//| get text description                                             |
//+------------------------------------------------------------------|
string getUninitReasonText(int reasonCode)
{
    string text="";
    //---
    switch(reasonCode)
    {
        case REASON_ACCOUNT:
            text="Account was changed";break;
    
```
```c
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;
}

//--- The first way to get the uninitialization reason code
Print(__FUNCTION__,"_Uninitalization 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 mq5 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 new())</td>
</tr>
</tbody>
</table>

See also

- Runtime errors, Object Delete Operator delete, CheckPointer
Other Constants

The CLR_NONE 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.");
}
```

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:

```csharp
//+------------------------------------------------------------------+
//|                                             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 ENUM_DATATYPE
    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.

```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
};
```

Example:

```c
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.

```c
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 ORDER_TIME_SPECIFIED type)
    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><strong>price</strong></td>
<td>Price, reaching which the order must be executed. Market orders of symbols, whose execution type is “Market Execution” ([<code>SYMBOL_TRADE_EXECUTION_MARKET</code>]), of [<code>TRADE_ACTION_DEAL</code>] type, do not require specification of price.</td>
</tr>
<tr>
<td><strong>stoplimit</strong></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><strong>sl</strong></td>
<td>Stop Loss price in case of the unfavorable price movement</td>
</tr>
<tr>
<td><strong>tp</strong></td>
<td>Take Profit price in the case of the favorable price movement</td>
</tr>
<tr>
<td><strong>deviation</strong></td>
<td>The maximal price deviation, specified in [<code>points</code>].</td>
</tr>
<tr>
<td><strong>type</strong></td>
<td>Order type. Can be one of the [<code>ENUM_ORDER_TYPE</code>] enumeration values.</td>
</tr>
<tr>
<td><strong>type_filling</strong></td>
<td>Order execution type. Can be one of the enumeration [<code>ENUM_ORDER_TYPE_FILLING</code>] values.</td>
</tr>
<tr>
<td><strong>type_time</strong></td>
<td>Order expiration type. Can be one of the enumeration [<code>ENUM_ORDER_TYPE_TIME</code>] values.</td>
</tr>
<tr>
<td><strong>expiration</strong></td>
<td>Order expiration time (for orders of [<code>ORDER_TIME_SPECIFIED</code>] type)</td>
</tr>
<tr>
<td><strong>comment</strong></td>
<td>Order comment</td>
</tr>
<tr>
<td><strong>position</strong></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><strong>position_by</strong></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_filing

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:

- action
- symbol
- volume
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:

```c
#define EXPERT_MAGIC 123456  // MagicNumber of the expert

void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={0};
    MqlTradeResult result={0};

    //--- 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
    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.order);
}
```

Example of the `TRADE_ACTION_DEAL` trade operation for opening a Sell position:

```c
#define EXPERT_MAGIC 123456  // MagicNumber of the expert

void OnStart()
{
    //--- declare and initialize the trade request and result of trade request
    MqlTradeRequest request={0};
    MqlTradeResult result={0};

    //--- 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.order);
}```
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);
        ENUMPOSITIONTYPE type=(ENUMPOSITIONTYPE)PositionGetInteger(POSITION_TYPE);
        //--- output information about the position
        PrintFormat("#%164u %s %s %.2f %s [%164d]",
                    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 #%164d %s %s %s [%164d]",position_ticket,position_symbol,EnumToString(type),volume,doubleToString(PositionGetDouble(POSITION_PRICE_OPEN),digits),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=%164u order=%164u",result.retcode,result.deal,
        }
    }
    //--- closing all positions
}
```
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 decimals
        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 %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, 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 +

//--- 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 the request

//--- information about the operation
PrintFormat("retcode=%u  deal=%I64u  order=%I64u",result.retcode,result.deal,result.order);
}

//+------------------------------------------------------------------+

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
Constants, Enumerations and Structures

- type_filling
- type_time
- expiration

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
Example of the `TRADE_ACTION_MODIFY` trade operation for modifying the price levels of pending orders:
```cpp
#define EXPERT_MAGIC 123456 // MagicNumber of the expert

//--- declare and initialize the trade request and result of trade request
MqlTradeRequest request={0};
MqlTradeResult  result={0};
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=SymbolInfo(order_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 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
    int offset = 50; // offset from the current price to place the order
    double price; // order triggering price
    double point=SymbolInfoDouble(order_symbol,SYMBOL_POINT); // value of a single unit
    //--- output information about the order
    PrintFormat("%I64u %s %s %.2f %s %s %s %s %s %s %s",
        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.order = OrderGetTicket(i); // order ticket
        request.symbol = SymbolInfo(); // symbol
        request.deviatioin=5; // allowed deviation from the price
        //--- setting the price level, Take Profit and Stop Loss of the order depend on
        if(type==ORDER_TYPE_BUY_LIMIT)
        {
            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); // nominally
        }
        else if(type==ORDER_TYPE_SELL_LIMIT)
        {
            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); // nominally
        }
        else if(type==ORDER_TYPE_BUY_STOP)
        {
            price = SymbolInfoDouble(Symbol(),SYMBOL_ASK)+offset*point;
            request.tp = NormalizeDouble(price+offset*point,digits);
            request.sl = NormalizeDouble(price-offset*point,digits);
            request.price = NormalizeDouble(price,digits); // nominally
        }
    }
}
```

request.sl = NormalizeDouble(price-offset*point,digits);
request.price = NormalizeDouble(price,digits); // normali
}
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);
    // normali
}
//--- 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,
//--- 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={0};
    MqlTradeResult result={0};
    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,
                        order_ticket);
        }
    }
    //+------------------------------------------------------------------+

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_external; // 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>

© 2000-2021, MetaQuotes Ltd
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:**

```cpp
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_REQUEST");
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.

```c
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
### Constants, Enumerations and Structures

<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>type_time</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;
Constants, Enumerations and Structures

- 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:

```cpp
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,SYMBOL_ASK);
        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\r\n",RequestDescription(request));
        //--- display request result description
        Print("--------------ResultDescription\r\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\r\n",TransactionDescription(trans));
    }
    //---
string TransactionDescription(const MqlTradeTransaction &trans)
{
    string desc=""
    desc+=EnumToString(trans.type)+"\n"
    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 type: "+EnumToString(trans.order_type)+"\n"
    desc+="Order state: "+EnumToString(trans.order_state)+"\n"
    desc+="Order time type: "+EnumToString(trans.time_type)+"\n"
    desc+="Order expiration: "+TimeString(trans.time_expiration)+"\n"
    desc+="Price: "+StringFormat("%G",trans.price)+"\n"
    desc+="Price trigger: "+StringFormat("%G",trans.price_trigger)+"\n"
    desc+="Stop Loss: "+StringFormat("%G",trans.price_sl)+"\n"
    desc+="Take Profit: "+StringFormat("%G",trans.price_tp)+"\n"
    desc+="Price: "+StringFormat("%G",trans.volume)+"\n"
    desc+="Order expiration: "+TimeString(trans.time_expiration)+"\n"
    desc+="Price trigger: "+StringFormat("%G",trans.price_trigger)+"\n"
    desc+="Stop Loss: "+StringFormat("%G",trans.price_sl)+"\n"
    desc+="Take Profit: "+StringFormat("%G",trans.price_tp)+"\n"
    desc+="Volume: "+StringFormat("%G",trans.volume)+"\n"
    desc+="Position: "+(string)trans.position+"\n"
    desc+="Position by: "+(string)trans.position_by+"\n"
    return desc;
}

string RequestDescription(const MqlTradeRequest &request)
{
    string desc=""
    desc+=EnumToString(request.action)+"\n"
    desc+="Symbol: "+request.symbol+"\n"
    desc+="Magic Number: "+StringFormat("%G",request.magic)+"\n"
    desc+="Order ticket: "+(string)request.order+"\n"
    desc+="Order type: "+EnumToString(request.type)+"\n"
    desc+="Order filling: "+EnumToString(request.type_filling)+"\n"
    desc+="Order time type: "+EnumToString(request.type_time)+"\n"
    desc+="Order expiration: "+TimeString(request.expiration)+"\n"
    desc+="Price: "+StringFormat("%G",request.price)+"\n"
    desc+="Deviation points: "+StringFormat("%G",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 desc;
}
//+------------------------------------------------------------------+
//| Returns the textual description of the request handling result       |
//+------------------------------------------------------------------+
string TradeResultDescription(const MqlTradeResult &result)
{
    //---
    string desc="Retcode "+(string)result.retcode+"\n";
    desc="Request ID: "+StringFormat("%d",result.request_id)+"\n";
    desc="Order ticket: "+(string)result.order+"\n";
    desc="Deal ticket: "+(string)result.deal+"\n";
    desc="Volume: "+StringFormat("%G",result.volume)+"\n";
    desc="Price: "+StringFormat("%G",result.price)+"\n";
    desc="Ask: "+StringFormat("%G",result.ask)+"\n";
    desc="Bid: "+StringFormat("%G",result.bid)+"\n";
    desc="Comment: "+result.comment+"\n";
    //--- return the obtained string
    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 (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 ENUM CALENDAR EVENT SECTOR
ENUM CALENDAR EVENT SECTOR sector; // sector an event is related to
ENUM CALENDAR EVENT FREQUENCY frequency; // event frequency
ENUM CALENDAR EVENT TIME MODE 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's multiplier
uint digits; // number of decimal places in the event value
string source_url; // URL of a source where an event is published
string event_code; // event code
string name; // event text name in the terminal language
};
```
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 time and date
    datetime period; // event report period
    int revision;    // released indicator's
    long actual_value; // indicator's actual value
    long prev_value; // indicator's previous
    long revised_prev_value; // indicator's revised
    long forecast_value; // indicator's forecast
    ENUM CALENDAR_EVENT_IMPACT impact_type; // potential impact on:
};
```

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
### Constants, Enumerations and Structures

<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>
<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>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Enumeration</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CALENDAR_UNIT_RIG</td>
<td>Drilling rigs</td>
</tr>
<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_CALENDAR_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_MULTIPLIER_BILLIONS</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_CALENDAR_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_CALENDAR_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>Constant Name</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>TRADE RETCODE_REQUOTE</td>
<td>Requote</td>
</tr>
<tr>
<td>10006</td>
<td>TRADE RETCODE_REJECT</td>
<td>Request rejected</td>
</tr>
<tr>
<td>10007</td>
<td>TRADE RETCODE_CANCEL</td>
<td>Request canceled by trader</td>
</tr>
<tr>
<td>10008</td>
<td>TRADE RETCODE_PLACED</td>
<td>Order placed</td>
</tr>
<tr>
<td>10009</td>
<td>TRADE RETCODE_DONE</td>
<td>Request completed</td>
</tr>
<tr>
<td>10010</td>
<td>TRADE RETCODE_DONE_PARTIAL</td>
<td>Only part of the request was</td>
</tr>
<tr>
<td></td>
<td></td>
<td>completed</td>
</tr>
<tr>
<td>10011</td>
<td>TRADE RETCODE_ERROR</td>
<td>Request processing error</td>
</tr>
<tr>
<td>10012</td>
<td>TRADE RETCODE_TIMEOUT</td>
<td>Request canceled by timeout</td>
</tr>
<tr>
<td>10013</td>
<td>TRADE RETCODE_INVALID</td>
<td>Invalid request</td>
</tr>
<tr>
<td>10014</td>
<td>TRADE RETCODE_INVALID_VOLUME</td>
<td>Invalid volume in the request</td>
</tr>
<tr>
<td>10015</td>
<td>TRADE RETCODE_INVALID_PRICE</td>
<td>Invalid price in the request</td>
</tr>
<tr>
<td>10016</td>
<td>TRADE RETCODE_INVALID_STOPS</td>
<td>Invalid stops in the request</td>
</tr>
<tr>
<td>10017</td>
<td>TRADE RETCODE_TRADE_DISABLED</td>
<td>Trade is disabled</td>
</tr>
<tr>
<td>10018</td>
<td>TRADE RETCODE_MARKET_CLOSED</td>
<td>Market is closed</td>
</tr>
<tr>
<td>10019</td>
<td>TRADE RETCODE_NO_MONEY</td>
<td>There is not enough money to complete the request</td>
</tr>
<tr>
<td>10020</td>
<td>TRADE RETCODE_PRICE_CHANGED</td>
<td>Prices changed</td>
</tr>
<tr>
<td>10021</td>
<td>TRADE RETCODE_PRICE_OFF</td>
<td>There are no quotes to process the request</td>
</tr>
<tr>
<td>10022</td>
<td>TRADE RETCODE_INVALID_EXPIRATION</td>
<td>Invalid order expiration date in the request</td>
</tr>
<tr>
<td>10023</td>
<td>TRADE RETCODE_ORDER_CHANGED</td>
<td>Order state changed</td>
</tr>
<tr>
<td>10024</td>
<td>TRADE RETCODE_TOO_MANY_REQUESTS</td>
<td>Too frequent requests</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
<td>Message</td>
</tr>
<tr>
<td>-------</td>
<td>--------------------------------------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>10025</td>
<td>TRADE_RETCODE_NO_CHANGE</td>
<td>No changes in request</td>
</tr>
<tr>
<td>10026</td>
<td>TRADE_RETCODE_SERVER_DISABLE_AT</td>
<td>Autotrading disabled by server</td>
</tr>
<tr>
<td>10027</td>
<td>TRADE_RETCODE_CLIENT_DISABLE_AT</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 |
| 10040 | TRADE_RETCODE_LIMIT_POSITIONS        | The number of open positions simultaneously present on an               |
A trade 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.

<table>
<thead>
<tr>
<th>Code</th>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>10041</td>
<td><code>TRADE_RETCODE REJECT_CANCEL</code></td>
<td>The pending order activation request is rejected, the order is canceled</td>
</tr>
<tr>
<td>10042</td>
<td><code>TRADE_RETCODE_LONG_ONLY</code></td>
<td>The request is rejected, because the &quot;Only long positions are allowed&quot; rule is set for the symbol <code>POSITION_TYPE_BUY</code></td>
</tr>
<tr>
<td>10043</td>
<td><code>TRADE_RETCODE SHORT_ONLY</code></td>
<td>The request is rejected, because the &quot;Only short positions are allowed&quot; rule is</td>
</tr>
<tr>
<td>Code</td>
<td>RetCode</td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>----------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>10044</td>
<td>TRADE_RETCODE_CLOSE_ONLY</td>
<td>The request is rejected, because the &quot;Only position closing is allowed&quot; rule is set for the symbol (POSITION_TYPE_SELL).</td>
</tr>
<tr>
<td>10045</td>
<td>TRADE_RETCODE_FIFO_CLOSE</td>
<td>The request is rejected, because &quot;Position closing is allowed only by FIFO rule&quot; 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 &quot;Opposite positions on a single symbol are disabled&quot; 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 |
<p>| 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 &quot; ' \X \x |
| 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;= UI64_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>Number</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>63</td>
<td>Cannot be used for static allocated array</td>
</tr>
<tr>
<td>64</td>
<td>This variable declaration hides predefined variable</td>
</tr>
<tr>
<td>65</td>
<td>The value of the expression is always true/false</td>
</tr>
<tr>
<td>66</td>
<td>Using a variable or bool type expression in mathematical operations is unsafe</td>
</tr>
<tr>
<td>67</td>
<td>The result of applying the unary minus operator to an unsigned ulong type is undefined</td>
</tr>
<tr>
<td>68</td>
<td>The version specified in the #property version property is unacceptable for the Market section; the correct format of #property version id &quot;XXX.YYY&quot;</td>
</tr>
<tr>
<td>69</td>
<td>Empty controlled statement found</td>
</tr>
<tr>
<td>70</td>
<td>Invalid function return type or incorrect parameters during declaration of the event handler function</td>
</tr>
<tr>
<td>71</td>
<td>An implicit cast of structures to one type is required</td>
</tr>
<tr>
<td>72</td>
<td>This declaration makes direct access to the member of a class declared in the specified string impossible. Access will be possible only with the scope resolution operation ::</td>
</tr>
<tr>
<td>73</td>
<td>Binary constant is too big, high-order digits will be truncated</td>
</tr>
<tr>
<td>74</td>
<td>Parameter in the method of the inherited class has a different const modifier, the derived function has overloaded the parent function</td>
</tr>
<tr>
<td>75</td>
<td>Negative or too large shift value in shift bitwise operation, execution result is undefined</td>
</tr>
<tr>
<td>76</td>
<td>Function must return a value</td>
</tr>
<tr>
<td>77</td>
<td>void function returns a value</td>
</tr>
<tr>
<td>78</td>
<td>Not all control paths return a value</td>
</tr>
<tr>
<td>79</td>
<td>Expressions are not allowed on a global scope</td>
</tr>
<tr>
<td>80</td>
<td>Check operator precedence for possible error; use parentheses to clarify precedence</td>
</tr>
<tr>
<td>81</td>
<td>Two OnCalculate() are defined. OHLC version will be used</td>
</tr>
<tr>
<td>82</td>
<td>Struct has no members, size assigned to 1 byte</td>
</tr>
<tr>
<td>83</td>
<td>Return value of the function should be checked</td>
</tr>
<tr>
<td></td>
<td>Description</td>
</tr>
<tr>
<td>---</td>
<td>-------------</td>
</tr>
<tr>
<td>84</td>
<td>Resource indicator is compiled for debugging. That slows down the performance. Please recompile the indicator to increase performance.</td>
</tr>
<tr>
<td>85</td>
<td>Too great character code in the string, must be in the range 0 to 65535.</td>
</tr>
<tr>
<td>86</td>
<td>Unrecognized character in the string.</td>
</tr>
<tr>
<td>87</td>
<td>No indicator window property (setting the display in the main window or a subwindow) is defined. Property <code>#property indicator_chart_window</code> 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.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>File reading error</td>
</tr>
<tr>
<td>101</td>
<td>Error of opening an *.EX5 for writing</td>
</tr>
<tr>
<td>103</td>
<td>Not enough free memory to complete compilation</td>
</tr>
<tr>
<td>104</td>
<td>Empty syntactic unit unrecognized by compiler</td>
</tr>
<tr>
<td>105</td>
<td>Incorrect file name in #include</td>
</tr>
<tr>
<td>106</td>
<td>Error accessing a file in #include (probably the file does not exist)</td>
</tr>
<tr>
<td>108</td>
<td>Inappropriate name for #define</td>
</tr>
<tr>
<td>109</td>
<td>Unknown command of preprocessor (valid #include, #define, #property, #import)</td>
</tr>
<tr>
<td>110</td>
<td>Symbol unknown to compiler</td>
</tr>
<tr>
<td>111</td>
<td>Function not implemented (description is present, but no body)</td>
</tr>
<tr>
<td>112</td>
<td>Double quote (') omitted</td>
</tr>
<tr>
<td>113</td>
<td>Opening angle bracket (&lt;) or double quote (') omitted</td>
</tr>
<tr>
<td>114</td>
<td>Single quote (') omitted</td>
</tr>
<tr>
<td>115</td>
<td>Closing angle bracket (&gt;) omitted</td>
</tr>
<tr>
<td>116</td>
<td>Type not specified in declaration</td>
</tr>
<tr>
<td>117</td>
<td>No return operator or return is found not in all branches of the implementation</td>
</tr>
<tr>
<td>118</td>
<td>Opening bracket of call parameters was expected</td>
</tr>
<tr>
<td>119</td>
<td>Error writing EX5</td>
</tr>
<tr>
<td>120</td>
<td>Invalid access to an array</td>
</tr>
<tr>
<td>121</td>
<td>The function is not of void type and the return operator must return a value</td>
</tr>
<tr>
<td>122</td>
<td>Incorrect declaration of the destructor</td>
</tr>
<tr>
<td>Code</td>
<td>Message</td>
</tr>
<tr>
<td>-------</td>
<td>-------------------------------------------------------------------------</td>
</tr>
<tr>
<td>123</td>
<td>Colon &quot;:&quot; is missing</td>
</tr>
<tr>
<td>124</td>
<td>Variable is already declared</td>
</tr>
<tr>
<td>125</td>
<td>Variable with such identifier already declared</td>
</tr>
<tr>
<td>126</td>
<td>Variable name is too long (&gt; 250 characters)</td>
</tr>
<tr>
<td>127</td>
<td>Structure with such identifier already defined</td>
</tr>
<tr>
<td>128</td>
<td>Structure is not defined</td>
</tr>
<tr>
<td>129</td>
<td>Structure member with the same name already defined</td>
</tr>
<tr>
<td>130</td>
<td>No such structure member</td>
</tr>
<tr>
<td>131</td>
<td>Breached pairing of brackets</td>
</tr>
<tr>
<td>132</td>
<td>Opening parenthesis &quot;(&quot; expected</td>
</tr>
<tr>
<td>133</td>
<td>Unbalanced braces (no &quot;)&quot;)</td>
</tr>
<tr>
<td>134</td>
<td>Difficult to compile (too much branching, internal stack levels are overfilled)</td>
</tr>
<tr>
<td>135</td>
<td>Error of file opening for reading</td>
</tr>
<tr>
<td>136</td>
<td>Not enough memory to download the source file into memory</td>
</tr>
<tr>
<td>137</td>
<td>Variable is expected</td>
</tr>
<tr>
<td>138</td>
<td>Reference cannot be initialized</td>
</tr>
<tr>
<td>140</td>
<td>Assignment expected (appears at declaration)</td>
</tr>
<tr>
<td>141</td>
<td>Opening brace &quot;{&quot; expected</td>
</tr>
<tr>
<td>142</td>
<td>Parameter can be a <strong>dynamic array</strong> only</td>
</tr>
<tr>
<td>143</td>
<td>Use of &quot;void&quot; type is unacceptable</td>
</tr>
<tr>
<td>144</td>
<td>No pair for &quot;)&quot; or &quot;]&quot;, i.e. &quot;(or [&quot; is absent</td>
</tr>
<tr>
<td>145</td>
<td>No pair for &quot;(or [&quot; , i.e. &quot;)&quot; or&quot;]&quot; is absent</td>
</tr>
<tr>
<td>146</td>
<td>Incorrect array size</td>
</tr>
<tr>
<td>147</td>
<td>Too many parameters (&gt; 64)</td>
</tr>
<tr>
<td>149</td>
<td>This token is not expected here</td>
</tr>
<tr>
<td>150</td>
<td>Invalid use of operation (invalid operands)</td>
</tr>
<tr>
<td>151</td>
<td>Expression of void type not allowed</td>
</tr>
<tr>
<td>152</td>
<td>Operator is expected</td>
</tr>
<tr>
<td>153</td>
<td>Misuse of break</td>
</tr>
<tr>
<td>154</td>
<td>Semicolon &quot;;&quot; expected</td>
</tr>
<tr>
<td>Number</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
</tr>
<tr>
<td>155</td>
<td>Comma &quot;,&quot; expected</td>
</tr>
<tr>
<td>156</td>
<td>Must be a class type, not struct</td>
</tr>
<tr>
<td>157</td>
<td>Expression is expected</td>
</tr>
<tr>
<td>158</td>
<td>&quot;non HEX character&quot; found in HEX or too long number (number of digits &gt; 511)</td>
</tr>
<tr>
<td>159</td>
<td>String-constant has more than 65534 characters</td>
</tr>
<tr>
<td>160</td>
<td>Function definition is unacceptable here</td>
</tr>
<tr>
<td>161</td>
<td>Unexpected end of program</td>
</tr>
<tr>
<td>162</td>
<td>Forward declaration is prohibited for structures</td>
</tr>
<tr>
<td>163</td>
<td>Function with this name is already defined and has another return type</td>
</tr>
<tr>
<td>164</td>
<td>Function with this name is already defined and has a different set of parameters</td>
</tr>
<tr>
<td>165</td>
<td>Function with this name is already defined and implemented</td>
</tr>
<tr>
<td>166</td>
<td>Function overload for this call was not found</td>
</tr>
<tr>
<td>167</td>
<td>Function with a return value of void type cannot return a value</td>
</tr>
<tr>
<td>168</td>
<td>Function is not defined</td>
</tr>
<tr>
<td>170</td>
<td>Value is expected</td>
</tr>
<tr>
<td>171</td>
<td>In case expression only integer constants are valid</td>
</tr>
<tr>
<td>172</td>
<td>The value of case in this switch is already used</td>
</tr>
<tr>
<td>173</td>
<td>Integer is expected</td>
</tr>
<tr>
<td>174</td>
<td>In #import expression file name is expected</td>
</tr>
<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>
</tr>
<tr>
<td>177</td>
<td>To the left of equality sign a variable is expected</td>
</tr>
<tr>
<td>178</td>
<td>The result of expression is not used</td>
</tr>
<tr>
<td>179</td>
<td>Declaring of variables is not allowed in case</td>
</tr>
<tr>
<td>180</td>
<td>Implicit conversion from a string to a number</td>
</tr>
<tr>
<td>181</td>
<td>Implicit conversion of a number to a string</td>
</tr>
<tr>
<td>Code</td>
<td>Error Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------------</td>
</tr>
<tr>
<td>182</td>
<td>Ambiguous call of an overloaded function (several overloads fit)</td>
</tr>
<tr>
<td>183</td>
<td>Illegal else without proper if</td>
</tr>
<tr>
<td>184</td>
<td>Invalid case or default without a switch</td>
</tr>
<tr>
<td>185</td>
<td>Inappropriate use of ellipsis</td>
</tr>
<tr>
<td>186</td>
<td>The initializing sequence has more elements than the initialized variable</td>
</tr>
<tr>
<td>187</td>
<td>A constant for case expected</td>
</tr>
<tr>
<td>188</td>
<td>A constant expression required</td>
</tr>
<tr>
<td>189</td>
<td>A constant variable cannot be changed</td>
</tr>
<tr>
<td>190</td>
<td>Closing bracket or a comma is expected (declaring array member)</td>
</tr>
<tr>
<td>191</td>
<td>Enumerator identifier already defined</td>
</tr>
<tr>
<td>192</td>
<td>Enumeration cannot have access modifiers (const, extern, static)</td>
</tr>
<tr>
<td>193</td>
<td>Enumeration member already declared with a different value</td>
</tr>
<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>
</tr>
<tr>
<td>197</td>
<td>Integer expression expected</td>
</tr>
<tr>
<td>198</td>
<td>Division by zero in constant expression</td>
</tr>
<tr>
<td>199</td>
<td>Wrong number of parameters in the function</td>
</tr>
<tr>
<td>200</td>
<td>Parameter by reference must be a variable</td>
</tr>
<tr>
<td>201</td>
<td>Variable of the same type to pass by reference expected</td>
</tr>
<tr>
<td>202</td>
<td>A constant variable cannot be passed by a non-constant reference</td>
</tr>
<tr>
<td>203</td>
<td>Requires a positive integer constant</td>
</tr>
<tr>
<td>204</td>
<td>Failed to access protected class member</td>
</tr>
<tr>
<td>205</td>
<td>Import already defined in another way</td>
</tr>
<tr>
<td>208</td>
<td>Executable file not created</td>
</tr>
<tr>
<td>209</td>
<td>'OnCalculate' entry point not found for the indicator</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>210</td>
<td>The continue operation can be used only inside a loop</td>
</tr>
<tr>
<td>211</td>
<td>Error accessing private (closed) class member</td>
</tr>
<tr>
<td>213</td>
<td>Method of structure or class is not declared</td>
</tr>
<tr>
<td>214</td>
<td>Error accessing private (closed) class method</td>
</tr>
<tr>
<td>216</td>
<td>Copying of structures with objects is not allowed</td>
</tr>
<tr>
<td>218</td>
<td>Index out of array range</td>
</tr>
<tr>
<td>219</td>
<td>Array initialization in structure or class declaration not allowed</td>
</tr>
<tr>
<td>220</td>
<td>Class constructor cannot have parameters</td>
</tr>
<tr>
<td>221</td>
<td>Class destructor cannot have parameters</td>
</tr>
<tr>
<td>222</td>
<td>Class method or structure with the same name and parameters have already been declared</td>
</tr>
<tr>
<td>223</td>
<td>Operand expected</td>
</tr>
<tr>
<td>224</td>
<td>Class method or structure with the same name exists, but with different parameters (declaration!=implementation)</td>
</tr>
<tr>
<td>225</td>
<td>Imported function is not described</td>
</tr>
<tr>
<td>226</td>
<td><code>ZeroMemory()</code> is not allowed for objects with protected members or inheritance</td>
</tr>
<tr>
<td>227</td>
<td>Ambiguous call of the overloaded function (exact match of parameters for several overloads)</td>
</tr>
<tr>
<td>228</td>
<td>Variable name expected</td>
</tr>
<tr>
<td>229</td>
<td>A reference cannot be declared in this place</td>
</tr>
<tr>
<td>230</td>
<td>Already used as the enumeration name</td>
</tr>
<tr>
<td>232</td>
<td>Class or structure expected</td>
</tr>
<tr>
<td>235</td>
<td>Cannot call ‘delete’ operator to delete the array</td>
</tr>
<tr>
<td>236</td>
<td>Operator ‘while’ expected</td>
</tr>
<tr>
<td>237</td>
<td>Operator ‘delete’ must have a pointer</td>
</tr>
<tr>
<td>238</td>
<td>There is ‘default’ for this ‘switch’ already</td>
</tr>
<tr>
<td>239</td>
<td>Syntax error</td>
</tr>
<tr>
<td>240</td>
<td>Escape-sequence can occur only in strings (starts with ‘\’)</td>
</tr>
<tr>
<td>Code</td>
<td>Message</td>
</tr>
<tr>
<td>-------</td>
<td>--------------------------------------------------------------------------</td>
</tr>
<tr>
<td>241</td>
<td>Array required - square bracket '[' does not apply to an array, or non arrays are passed as array parameters</td>
</tr>
<tr>
<td>242</td>
<td>Can not be initialized through the initialization sequence</td>
</tr>
<tr>
<td>243</td>
<td>Import is not defined</td>
</tr>
<tr>
<td>244</td>
<td>Optimizer error on the syntactic tree</td>
</tr>
<tr>
<td>245</td>
<td>Declared too many structures (try to simplify the program)</td>
</tr>
<tr>
<td>246</td>
<td>Conversion of the parameter is not allowed</td>
</tr>
<tr>
<td>247</td>
<td>Incorrect use of the 'delete' operator</td>
</tr>
<tr>
<td>248</td>
<td>It's not allowed to declare a pointer to a reference</td>
</tr>
<tr>
<td>249</td>
<td>It's not allowed to declare a reference to a reference</td>
</tr>
<tr>
<td>250</td>
<td>It's not allowed to declare a pointer to a pointer</td>
</tr>
<tr>
<td>251</td>
<td>Structure declaration in the list of parameter is not allowed</td>
</tr>
<tr>
<td>252</td>
<td>Invalid operation of typecasting</td>
</tr>
<tr>
<td>253</td>
<td>A pointer can be declared only for a class or structure</td>
</tr>
<tr>
<td>256</td>
<td>Undeclared identifier</td>
</tr>
<tr>
<td>257</td>
<td>Executable code optimizer error</td>
</tr>
<tr>
<td>258</td>
<td>Executable code generation error</td>
</tr>
<tr>
<td>260</td>
<td>Invalid expression for the 'switch' operator</td>
</tr>
<tr>
<td>261</td>
<td>Pool of string constants overfilled, simplify program</td>
</tr>
<tr>
<td>262</td>
<td>Cannot convert to enumeration</td>
</tr>
<tr>
<td>263</td>
<td>Do not use 'virtual' for data (members of a class or structure)</td>
</tr>
<tr>
<td>264</td>
<td>Cannot call protected method of class</td>
</tr>
<tr>
<td>265</td>
<td>Overridden virtual functions return a different type</td>
</tr>
<tr>
<td>266</td>
<td>Class cannot be inherited from a structure</td>
</tr>
<tr>
<td>267</td>
<td>Structure cannot be inherited from a class</td>
</tr>
<tr>
<td>No.</td>
<td>Description</td>
</tr>
<tr>
<td>-----</td>
<td>-------------</td>
</tr>
<tr>
<td>268</td>
<td>Constructor cannot be virtual (virtual specifier is not allowed)</td>
</tr>
<tr>
<td>269</td>
<td>Method of structure cannot be virtual</td>
</tr>
<tr>
<td>270</td>
<td>Function must have a body</td>
</tr>
<tr>
<td>271</td>
<td>Overloading of system functions (terminal functions) is prohibited</td>
</tr>
<tr>
<td>272</td>
<td>Const specifier is invalid for functions that are not members of a class or structure</td>
</tr>
<tr>
<td>274</td>
<td>Not allowed to change class members in constant method</td>
</tr>
<tr>
<td>276</td>
<td>Inappropriate initialization sequence</td>
</tr>
<tr>
<td>277</td>
<td>Missed default value for the parameter (specific declaration of default parameters)</td>
</tr>
<tr>
<td>278</td>
<td>Overriding the default parameter (different values in declaration and implementation)</td>
</tr>
<tr>
<td>279</td>
<td>Not allowed to call non-constant method for a constant object</td>
</tr>
<tr>
<td>280</td>
<td>An object is necessary for accessing members (a dot for a non class/structure is specified)</td>
</tr>
<tr>
<td>281</td>
<td>The name of an already declared structure cannot be used in declaration</td>
</tr>
<tr>
<td>284</td>
<td>Unauthorized conversion (at closed inheritance)</td>
</tr>
<tr>
<td>285</td>
<td>Structures and arrays cannot be used as input variables</td>
</tr>
<tr>
<td>286</td>
<td>Const specifier is not valid for constructor/destructor</td>
</tr>
<tr>
<td>287</td>
<td>Incorrect string expression for a datetime</td>
</tr>
<tr>
<td>288</td>
<td>Unknown property (#property)</td>
</tr>
<tr>
<td>289</td>
<td>Incorrect value of a property</td>
</tr>
<tr>
<td>290</td>
<td>Invalid index for a property in #property</td>
</tr>
<tr>
<td>291</td>
<td>Call parameter omitted - &lt;func (x,)&gt;</td>
</tr>
<tr>
<td>293</td>
<td>Object must be passed by reference</td>
</tr>
<tr>
<td>294</td>
<td>Array must be passed by reference</td>
</tr>
<tr>
<td>295</td>
<td>Function was declared as exportable</td>
</tr>
<tr>
<td>296</td>
<td>Function was not declared as exportable</td>
</tr>
<tr>
<td>297</td>
<td>It is prohibited to export imported function</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>298</td>
<td>Imported function cannot have this parameter (prohibited to pass a pointer, class or structure containing a dynamic array, pointer, class, etc.)</td>
</tr>
<tr>
<td>299</td>
<td>Must be a class</td>
</tr>
<tr>
<td>300</td>
<td>#import was not closed</td>
</tr>
<tr>
<td>302</td>
<td>Type mismatch</td>
</tr>
<tr>
<td>303</td>
<td>Extern variable is already initialized</td>
</tr>
<tr>
<td>304</td>
<td>No exported function or entry point found</td>
</tr>
<tr>
<td>305</td>
<td>Explicit constructor call is not allowed</td>
</tr>
<tr>
<td>306</td>
<td>Method was declared as constant</td>
</tr>
<tr>
<td>307</td>
<td>Method was not declared as constant</td>
</tr>
<tr>
<td>308</td>
<td>Incorrect size of the resource file</td>
</tr>
<tr>
<td>309</td>
<td>Incorrect resource name</td>
</tr>
<tr>
<td>310</td>
<td>Resource file opening error</td>
</tr>
<tr>
<td>311</td>
<td>Resource file reading error</td>
</tr>
<tr>
<td>312</td>
<td>Unknown resource type</td>
</tr>
<tr>
<td>313</td>
<td>Incorrect path to the resource file</td>
</tr>
<tr>
<td>314</td>
<td>The specified resource name is already used</td>
</tr>
<tr>
<td>315</td>
<td>Argument expected for the function-like macro</td>
</tr>
<tr>
<td>316</td>
<td>Unexpected symbol in macro definition</td>
</tr>
<tr>
<td>317</td>
<td>Error in formal parameters of the macro</td>
</tr>
<tr>
<td>318</td>
<td>Invalid number of parameters for a macro</td>
</tr>
<tr>
<td>319</td>
<td>Too many parameters for a macro</td>
</tr>
<tr>
<td>320</td>
<td>Too complex, simplify the macro</td>
</tr>
<tr>
<td>321</td>
<td>Parameter for EnumToString() can be only an enumeration</td>
</tr>
<tr>
<td>322</td>
<td>The resource name is too long</td>
</tr>
<tr>
<td>323</td>
<td>Unsupported image format (only BMP with 24 or 32 bit color depth is supported)</td>
</tr>
<tr>
<td>324</td>
<td>An array cannot be declared in operator</td>
</tr>
<tr>
<td>325</td>
<td>The function can be declared only in the global scope</td>
</tr>
<tr>
<td>326</td>
<td>The declaration is not allowed for the current scope</td>
</tr>
<tr>
<td>Page</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>327</td>
<td>Initialization of static variables with the values of local variables is not allowed</td>
</tr>
<tr>
<td>328</td>
<td>Illegal declaration of an array of objects that do not have a default constructor</td>
</tr>
<tr>
<td>329</td>
<td>Initialization list allowed only for constructors</td>
</tr>
<tr>
<td>330</td>
<td>No function definition after initialization list</td>
</tr>
<tr>
<td>331</td>
<td>Initialization list is empty</td>
</tr>
<tr>
<td>332</td>
<td>Array initialization in a constructor is not allowed</td>
</tr>
<tr>
<td>333</td>
<td>Initializing members of a parent class in the initialization list is not allowed</td>
</tr>
<tr>
<td>334</td>
<td>Expression of the integer type expected</td>
</tr>
<tr>
<td>335</td>
<td>Memory required for the array exceeds the maximum value</td>
</tr>
<tr>
<td>336</td>
<td>Memory required for the structure exceeds the maximum value</td>
</tr>
<tr>
<td>337</td>
<td>Memory required for the variables declared on the global level exceeds the maximum value</td>
</tr>
<tr>
<td>338</td>
<td>Memory required for local variables exceeds the maximum value</td>
</tr>
<tr>
<td>339</td>
<td>Constructor not defined</td>
</tr>
<tr>
<td>340</td>
<td>Invalid name of the icon file</td>
</tr>
<tr>
<td>341</td>
<td>Could not open the icon file at the specified path</td>
</tr>
<tr>
<td>342</td>
<td>The icon file is incorrect and is not of the ICO format</td>
</tr>
<tr>
<td>343</td>
<td>Reinitialization of a member in a class/structure constructor using the initialization list</td>
</tr>
<tr>
<td>344</td>
<td>Initialization of static members in the constructor initialization list is not allowed</td>
</tr>
<tr>
<td>345</td>
<td>Initialization of a non-static member of a class/structure on a global level is not allowed</td>
</tr>
<tr>
<td>346</td>
<td>The name of the class/structure method matches the name of an earlier declared member</td>
</tr>
<tr>
<td>347</td>
<td>The name of the class/structure member matches the name of an earlier declared member</td>
</tr>
<tr>
<td>Page</td>
<td>Text</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
</tr>
<tr>
<td>348</td>
<td>Virtual function cannot be declared as <code>static</code></td>
</tr>
<tr>
<td>349</td>
<td>The <code>const</code> modifier is not allowed for <code>static</code> functions</td>
</tr>
<tr>
<td>350</td>
<td><code>Constructor</code> or <code>destructor</code> cannot be static</td>
</tr>
<tr>
<td>351</td>
<td>Non-static member/method of a class or a structure cannot be accessed from a <code>static</code> function</td>
</tr>
<tr>
<td>352</td>
<td>An overload operation (+,-,[],++,-- etc.) is expected after the <code>operator</code> keyword</td>
</tr>
<tr>
<td>353</td>
<td>Not all operations can be <code>overloaded</code> in MQL5</td>
</tr>
<tr>
<td>354</td>
<td>Definition does not match declaration</td>
</tr>
<tr>
<td>355</td>
<td>An invalid number of parameters is specified for the <code>operator</code></td>
</tr>
<tr>
<td>356</td>
<td><code>Event handling function</code> not found</td>
</tr>
<tr>
<td>357</td>
<td>Method cannot be <code>exported</code></td>
</tr>
<tr>
<td>358</td>
<td>A pointer to the <code>constant</code> object cannot be normalized by a non-constant object</td>
</tr>
<tr>
<td>359</td>
<td>Class templates are not supported yet</td>
</tr>
<tr>
<td>360</td>
<td>Function template <code>overload</code> is not supported yet</td>
</tr>
<tr>
<td>361</td>
<td>Function template cannot be applied</td>
</tr>
<tr>
<td>362</td>
<td>Ambiguous parameter in function template (several parameter types can be applied)</td>
</tr>
<tr>
<td>363</td>
<td>Unable to determine the parameter type, by which the function template argument should be normalized</td>
</tr>
<tr>
<td>364</td>
<td>Incorrect number of parameters in the function template</td>
</tr>
<tr>
<td>365</td>
<td>Function template cannot be <code>virtual</code></td>
</tr>
<tr>
<td>366</td>
<td>Function templates cannot be exported</td>
</tr>
<tr>
<td>367</td>
<td>Function templates cannot be imported</td>
</tr>
<tr>
<td>368</td>
<td>Structures containing the objects are not allowed</td>
</tr>
<tr>
<td>369</td>
<td>String arrays and structures containing the objects are not allowed</td>
</tr>
<tr>
<td>370</td>
<td><strong>A static class/structure member</strong> must be explicitly initialized</td>
</tr>
<tr>
<td>371</td>
<td>Compiler limitation: the string cannot contain more than 65 535 characters</td>
</tr>
<tr>
<td>372</td>
<td>Inconsistent <code>#ifdef/#endif</code></td>
</tr>
<tr>
<td>373</td>
<td>Object of class cannot be returned, copy constructor not found</td>
</tr>
<tr>
<td>374</td>
<td>Non-static members and methods cannot be used</td>
</tr>
<tr>
<td>375</td>
<td>OnTesterInit() impossible to use without OnTesterDeinit()</td>
</tr>
<tr>
<td>376</td>
<td>Redefinition of formal parameter <code>%s</code></td>
</tr>
<tr>
<td>377</td>
<td>Macro <code>__FUNCTION__</code> and <code>__FUNCTION_NAME__</code> cannot appear outside of a function body</td>
</tr>
<tr>
<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>
</tr>
<tr>
<td>379</td>
<td>Template usage error</td>
</tr>
<tr>
<td>380</td>
<td>Not used</td>
</tr>
<tr>
<td>381</td>
<td>Illegal syntax when declaring pure virtual function, only <code>&quot;=NULL&quot;</code> or <code>&quot;=0&quot;</code> are allowed</td>
</tr>
<tr>
<td>382</td>
<td>Only virtual functions can be declared with the pure-specifier (<code>&quot;=NULL&quot;</code> or <code>&quot;=0&quot;</code>)</td>
</tr>
<tr>
<td>383</td>
<td>Abstract class cannot be instantiated</td>
</tr>
<tr>
<td>384</td>
<td>A pointer to a user-defined type should be applied as a target type for dynamic casting using the <code>dynamic_cast</code> operator</td>
</tr>
<tr>
<td>385</td>
<td>“Pointer to function” type is expected</td>
</tr>
<tr>
<td>386</td>
<td>Pointers to methods are not supported</td>
</tr>
<tr>
<td>387</td>
<td>Error - cannot define the type of a pointer to function</td>
</tr>
<tr>
<td>388</td>
<td>Type cast is not available due to <code>private</code> inheritance</td>
</tr>
<tr>
<td>389</td>
<td>A variable with <code>const</code> modifier should be initialized during declaration</td>
</tr>
<tr>
<td>393</td>
<td>Only methods with <code>public access</code> can be declared in an <code>interface</code></td>
</tr>
<tr>
<td>Page</td>
<td>Description</td>
</tr>
<tr>
<td>------</td>
<td>-------------</td>
</tr>
<tr>
<td>394</td>
<td>Invalid nesting of an <code>interface</code> inside of another interface</td>
</tr>
<tr>
<td>395</td>
<td>An interface can only be derived from another interface</td>
</tr>
<tr>
<td>396</td>
<td>An <code>interface</code> is expected</td>
</tr>
<tr>
<td>397</td>
<td>Interfaces only support public inheritance</td>
</tr>
<tr>
<td>398</td>
<td>An <code>interface</code> cannot contain members</td>
</tr>
<tr>
<td>399</td>
<td><code>Interface</code> objects cannot be created directly, only use inheritance</td>
</tr>
<tr>
<td>400</td>
<td>A specifier cannot be used in a forward declaration</td>
</tr>
<tr>
<td>401</td>
<td>Inheritance from the class is impossible, since it is declared with the <code>final</code> specifier</td>
</tr>
<tr>
<td>402</td>
<td>Cannot redefine a method declared with the <code>final</code> specifier</td>
</tr>
<tr>
<td>403</td>
<td>The <code>final</code> specifier can be applied only to virtual functions</td>
</tr>
<tr>
<td>404</td>
<td>The method marked by the <code>override</code> specifier actually does not override any base class function</td>
</tr>
<tr>
<td>405</td>
<td>A specifier is not allowed in defining a function, but only in declaring</td>
</tr>
<tr>
<td>406</td>
<td>Cannot cast the type to the specified one</td>
</tr>
<tr>
<td>407</td>
<td>The type cannot be used for a <code>resource</code> variable</td>
</tr>
<tr>
<td>408</td>
<td>Error in the project file</td>
</tr>
<tr>
<td>409</td>
<td>Cannot be used as a <code>union</code> member</td>
</tr>
<tr>
<td>410</td>
<td>Ambiguous choice for the name, the usage context should be explicitly defined</td>
</tr>
<tr>
<td>411</td>
<td>The structure cannot be used from DLL</td>
</tr>
<tr>
<td>412</td>
<td>Cannot call a function marked by the <code>delete</code> specifier</td>
</tr>
<tr>
<td>413</td>
<td>MQL4 is not supported. To compile this program, use MetaEditor from your MetaTrader 4 installation folder</td>
</tr>
</tbody>
</table>
## 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.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SUCCESS</td>
<td>0</td>
<td>The operation completed successfully</td>
</tr>
<tr>
<td>ERR_INTERNAL_ERROR</td>
<td>4001</td>
<td>Unexpected internal error</td>
</tr>
<tr>
<td>ERR_WRONG_INTERNAL_PARAMETER</td>
<td>4002</td>
<td>Wrong parameter in the inner call of the client terminal function</td>
</tr>
<tr>
<td>ERR_INVALID_PARAMETER</td>
<td>4003</td>
<td>Wrong parameter when calling the system function</td>
</tr>
<tr>
<td>ERR_NOT_ENOUGH_MEMORY</td>
<td>4004</td>
<td>Not enough memory to perform the system function</td>
</tr>
<tr>
<td>ERR_STRUCT_WITHOBJECTS_ORCLASS</td>
<td>4005</td>
<td>The structure contains objects of strings and/or dynamic arrays and/or structure of such objects and/or classes</td>
</tr>
<tr>
<td>ERR_INVALID_ARRAY</td>
<td>4006</td>
<td>Array of a wrong type, wrong size, or a damaged object of a dynamic array</td>
</tr>
<tr>
<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>
</tr>
<tr>
<td>ERR_STRING_RESIZE_ERROR</td>
<td>4008</td>
<td>Not enough memory for the relocation of string</td>
</tr>
<tr>
<td>ERR_NOTINITIALIZED_STRING</td>
<td>4009</td>
<td>Not initialized string</td>
</tr>
<tr>
<td>ERR_INVALID_DATETIME</td>
<td>4010</td>
<td>Invalid date and/or time</td>
</tr>
<tr>
<td>ERR_ARRAY_BAD_SIZE</td>
<td>4011</td>
<td>Total amount of elements in the array cannot exceed 2147483647</td>
</tr>
<tr>
<td>ERR_INVALID_POINTER</td>
<td>4012</td>
<td>Wrong pointer</td>
</tr>
<tr>
<td>ERR_INVALID_POINTER_TYPE</td>
<td>4013</td>
<td>Wrong type of pointer</td>
</tr>
<tr>
<td>ERR_FUNCTION_NOT_ALLOWED</td>
<td>4014</td>
<td>Function is not allowed for call</td>
</tr>
<tr>
<td>ERR_RESOURCE_NAME_DUPLICATED</td>
<td>4015</td>
<td>The names of the dynamic and the static resource match</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

#### Resource Errors

<table>
<thead>
<tr>
<th>Constant</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_RESOURCE_NOT_FOUND</td>
<td>4016</td>
<td>Resource with this name has not been found in EX5</td>
</tr>
<tr>
<td>ERR_RESOURCE_UNSUPPOTED_TYPE</td>
<td>4017</td>
<td>Unsupported resource type or its size exceeds 16 Mb</td>
</tr>
<tr>
<td>ERR_RESOURCE_NAME_IS_TOO_LONG</td>
<td>4018</td>
<td>The resource name exceeds 63 characters</td>
</tr>
<tr>
<td>ERR_MATH_OVERFLOW</td>
<td>4019</td>
<td>Overflow occurred when calculating math function</td>
</tr>
<tr>
<td>ERR_SLEEP_ERROR</td>
<td>4020</td>
<td>Out of test end date after calling Sleep()</td>
</tr>
<tr>
<td>ERR_PROGRAM_STOPPED</td>
<td>4022</td>
<td>Test forcibly stopped from the outside. For example, optimization interrupted, visual testing window closed or testing agent stopped</td>
</tr>
</tbody>
</table>

#### Charts

<table>
<thead>
<tr>
<th>Constant</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CHART_WRONG_ID</td>
<td>4101</td>
<td>Wrong chart ID</td>
</tr>
<tr>
<td>ERR_CHART_NO_REPLY</td>
<td>4102</td>
<td>Chart does not respond</td>
</tr>
<tr>
<td>ERR_CHART_NOT_FOUND</td>
<td>4103</td>
<td>Chart not found</td>
</tr>
<tr>
<td>ERR_CHART_NO_EXPERT</td>
<td>4104</td>
<td>No Expert Advisor in the chart that could handle the event</td>
</tr>
<tr>
<td>ERR_CHART_CANNOT_OPEN</td>
<td>4105</td>
<td>Chart opening error</td>
</tr>
<tr>
<td>ERR_CHART_CANNOT_CHANGE</td>
<td>4106</td>
<td>Failed to change chart symbol and period</td>
</tr>
<tr>
<td>ERR_CHART_WRONG_PARAMETER</td>
<td>4107</td>
<td>Error value of the parameter for the function of working with charts</td>
</tr>
<tr>
<td>ERR_CHART_CANNOT_CREATE_TIMER</td>
<td>4108</td>
<td>Failed to create timer</td>
</tr>
<tr>
<td>ERR_CHART_WRONG_PROPERTY</td>
<td>4109</td>
<td>Wrong chart property ID</td>
</tr>
<tr>
<td>ERR_CHART_SCREENSHOT_FAILED</td>
<td>4110</td>
<td>Error creating screenshots</td>
</tr>
<tr>
<td>ERR_CHART_NAVIGATE_FAILED</td>
<td>4111</td>
<td>Error navigating through chart</td>
</tr>
<tr>
<td>ERR_CHART_TEMPLATE_FAILED</td>
<td>4112</td>
<td>Error applying template</td>
</tr>
<tr>
<td>ERR_CHART_WINDOW_NOT_FOUND</td>
<td>4113</td>
<td>Subwindow containing the indicator was not found</td>
</tr>
<tr>
<td>Constant</td>
<td>Value</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td>ERR_CHART_INDICATOR_ADD</td>
<td>4114</td>
<td>Error adding an indicator to chart</td>
</tr>
<tr>
<td>ERR_CHART_INDICATOR_DEL</td>
<td>4115</td>
<td>Error deleting an indicator from the chart</td>
</tr>
<tr>
<td>ERR_CHART_INDICATOR_NOT_FOUND</td>
<td>4116</td>
<td>Indicator not found on the specified chart</td>
</tr>
</tbody>
</table>

**Graphical Objects**

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_OBJECT_ERROR</td>
<td>4201</td>
<td>Error working with a graphical object</td>
</tr>
<tr>
<td>ERR_OBJECT_NOT_FOUND</td>
<td>4202</td>
<td>Graphical object was not found</td>
</tr>
<tr>
<td>ERR_OBJECT_WRONG_PROPERTY</td>
<td>4203</td>
<td>Wrong ID of a graphical object property</td>
</tr>
<tr>
<td>ERR_OBJECT_GETDATE_FAILED</td>
<td>4204</td>
<td>Unable to get date corresponding to the value</td>
</tr>
<tr>
<td>ERR_OBJECT_GETVALUE_FAILED</td>
<td>4205</td>
<td>Unable to get value corresponding to the date</td>
</tr>
</tbody>
</table>

**MarketInfo**

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_MARKET_UNKNOWN_SYMBOL</td>
<td>4301</td>
<td>Unknown symbol</td>
</tr>
<tr>
<td>ERR_MARKET_NOT_Selected</td>
<td>4302</td>
<td>Symbol is not selected in MarketWatch</td>
</tr>
<tr>
<td>ERR_MARKET_WRONG_PROPERTY</td>
<td>4303</td>
<td>Wrong identifier of a symbol property</td>
</tr>
<tr>
<td>ERR_MARKET_LASTTIME_UNKNOWN</td>
<td>4304</td>
<td>Time of the last tick is not known (no ticks)</td>
</tr>
<tr>
<td>ERR_MARKET_SELECT_ERROR</td>
<td>4305</td>
<td>Error adding or deleting a symbol in MarketWatch</td>
</tr>
</tbody>
</table>

**History Access**

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_HISTORY_NOT_FOUND</td>
<td>4401</td>
<td>Requested history not found</td>
</tr>
<tr>
<td>ERR_HISTORY_WRONG_PROPERTY</td>
<td>4402</td>
<td>Wrong ID of the history property</td>
</tr>
<tr>
<td>ERR_HISTORY_TIMEOUT</td>
<td>4403</td>
<td>Exceeded history request timeout</td>
</tr>
<tr>
<td>ERR_HISTORY_BARS_LIMIT</td>
<td>4404</td>
<td>Number of requested bars limited by terminal settings</td>
</tr>
<tr>
<td>ERR_HISTORY_LOAD_ERRORS</td>
<td>4405</td>
<td>Multiple errors when loading history</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_HISTORY_SMALL_BUFFER</td>
<td>Receiving array is too small to store all requested data</td>
</tr>
<tr>
<td>ERR_GLOBALVARIABLE_NOT_FOUND</td>
<td>Global variable of the client terminal is not found</td>
</tr>
<tr>
<td>ERR_GLOBALVARIABLE_EXISTS</td>
<td>Global variable of the client terminal with the same name already exists</td>
</tr>
<tr>
<td>ERR_GLOBALVARIABLE_NOT_MODIFIED</td>
<td>Global variables were not modified</td>
</tr>
<tr>
<td>ERR_GLOBALVARIABLE_CANNOT_READ</td>
<td>Cannot read file with global variable values</td>
</tr>
<tr>
<td>ERR_GLOBALVARIABLE_CANNOT_WRITE</td>
<td>Cannot write file with global variable values</td>
</tr>
<tr>
<td>ERR_MAIL_SEND_FAILED</td>
<td>Email sending failed</td>
</tr>
<tr>
<td>ERR_PLAY_SOUND_FAILED</td>
<td>Sound playing failed</td>
</tr>
<tr>
<td>ERR_MQL5_WRONG_PROPERTY</td>
<td>Wrong identifier of the program property</td>
</tr>
<tr>
<td>ERR_TERMINAL_WRONG_PROPERTY</td>
<td>Wrong identifier of the terminal property</td>
</tr>
<tr>
<td>ERR_FTP_SEND_FAILED</td>
<td>File sending via ftp failed</td>
</tr>
<tr>
<td>ERR_NOTIFICATION_SEND_FAILED</td>
<td>Failed to send a notification</td>
</tr>
<tr>
<td>ERR_NOTIFICATION_WRONG_PARAMETER</td>
<td>Invalid parameter for sending a notification - an empty string or NULL has been passed to the SendNotification() function</td>
</tr>
<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>
</tr>
<tr>
<td>ERR_NOTIFICATION_TOO_FREQUENT</td>
<td>Too frequent sending of notifications</td>
</tr>
<tr>
<td>ERR_FTP_NOSERVER</td>
<td>FTP server is not specified</td>
</tr>
<tr>
<td>ERR_FTP_NOLOGIN</td>
<td>FTP login is not specified</td>
</tr>
<tr>
<td>ERR_FTP_FILE_ERROR</td>
<td>File not found in the MQL5\Files directory to send on FTP server</td>
</tr>
<tr>
<td>ERR_FTP_CONNECT_FAILED</td>
<td>4522</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-------</td>
</tr>
<tr>
<td>ERR_FTP_CHANGEDIR</td>
<td>4523</td>
</tr>
<tr>
<td>ERR_FTP_CLOSED</td>
<td>4524</td>
</tr>
<tr>
<td><strong>Custom Indicator Buffers</strong></td>
<td></td>
</tr>
<tr>
<td>ERR_BUFFERS_NO_MEMORY</td>
<td>4601</td>
</tr>
<tr>
<td>ERR_BUFFERS_WRONG_INDEX</td>
<td>4602</td>
</tr>
<tr>
<td><strong>Custom Indicator Properties</strong></td>
<td></td>
</tr>
<tr>
<td>ERR_CUSTOM_WRONG_PROPERTY</td>
<td>4603</td>
</tr>
<tr>
<td><strong>Account</strong></td>
<td></td>
</tr>
<tr>
<td>ERR_ACCOUNT_WRONG_PROPERTY</td>
<td>4701</td>
</tr>
<tr>
<td>ERR_TRADE_WRONG_PROPERTY</td>
<td>4751</td>
</tr>
<tr>
<td>ERR_TRADE_DISABLED</td>
<td>4752</td>
</tr>
<tr>
<td>ERR_TRADE_POSITION_NOT_FOUND</td>
<td>4753</td>
</tr>
<tr>
<td>ERR_TRADE_ORDER_NOT_FOUND</td>
<td>4754</td>
</tr>
<tr>
<td>ERR_TRADE DEAL_NOT_FOUND</td>
<td>4755</td>
</tr>
<tr>
<td>ERR_TRADE_SEND_FAILED</td>
<td>4756</td>
</tr>
<tr>
<td>ERR_TRADE_CALC_FAILED</td>
<td>4758</td>
</tr>
<tr>
<td><strong>Indicators</strong></td>
<td></td>
</tr>
<tr>
<td>ERR_INDICATOR_UNKNOWN_SYMBOL</td>
<td>4801</td>
</tr>
<tr>
<td>ERR_INDICATOR_CANNOT_CREATE</td>
<td>4802</td>
</tr>
<tr>
<td>ERR_INDICATOR_NO_MEMORY</td>
<td>4803</td>
</tr>
<tr>
<td>ERR_INDICATOR_CANNOT_APPLY</td>
<td>4804</td>
</tr>
</tbody>
</table>
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_INDICATOR_CANT_ADD</td>
<td>4805</td>
</tr>
<tr>
<td>ERR_INDICATOR_DATA_NOT_FOUND</td>
<td>4806</td>
</tr>
<tr>
<td>ERR_INDICATOR_WRONG_HANDLE</td>
<td>4807</td>
</tr>
<tr>
<td>ERR_INDICATOR_WRONG_PARAMETERS</td>
<td>4808</td>
</tr>
<tr>
<td>ERR_INDICATOR_PARAMETERS_MISSING</td>
<td>4809</td>
</tr>
<tr>
<td>ERR_INDICATOR_CUSTOM_NAME</td>
<td>4810</td>
</tr>
<tr>
<td>ERR_INDICATOR_PARAMETER_TYPE</td>
<td>4811</td>
</tr>
<tr>
<td>ERR_INDICATOR_WRONG_INDEX</td>
<td>4812</td>
</tr>
</tbody>
</table>

#### Depth of Market

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_BOOKS_CANT_ADD</td>
<td>4901</td>
</tr>
<tr>
<td>ERR_BOOKS_CANT_DELETE</td>
<td>4902</td>
</tr>
<tr>
<td>ERR_BOOKS_CANT_GET</td>
<td>4903</td>
</tr>
<tr>
<td>ERR_BOOKS_CANT_SUBSCRIBE</td>
<td>4904</td>
</tr>
</tbody>
</table>

#### File Operations

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_TOO_MANY_FILES</td>
<td>5001</td>
</tr>
<tr>
<td>ERR_WRONG_FILENAME</td>
<td>5002</td>
</tr>
<tr>
<td>ERR_TOO_LONG_FILENAME</td>
<td>5003</td>
</tr>
<tr>
<td>ERR_CANNOT_OPEN_FILE</td>
<td>5004</td>
</tr>
<tr>
<td>ERR_FILE_CACHEBUFFER_ERROR</td>
<td>5005</td>
</tr>
<tr>
<td>ERR_CANNOT_DELETE_FILE</td>
<td>5006</td>
</tr>
<tr>
<td>Error Code</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ERR_INVALID_FILEHANDLE</td>
<td>5007  A file with this handle was closed, or was not opening at all</td>
</tr>
<tr>
<td>ERR_WRONG_FILEHANDLE</td>
<td>5008  Wrong file handle</td>
</tr>
<tr>
<td>ERR_FILE_NOTTOWRITE</td>
<td>5009  The file must be opened for writing</td>
</tr>
<tr>
<td>ERR_FILE_NOTTOREAD</td>
<td>5010  The file must be opened for reading</td>
</tr>
<tr>
<td>ERR_FILE_NOTBIN</td>
<td>5011  The file must be opened as a binary one</td>
</tr>
<tr>
<td>ERR_FILE_NOTTXT</td>
<td>5012  The file must be opened as a text</td>
</tr>
<tr>
<td>ERR_FILE_NOTTXTORCSV</td>
<td>5013  The file must be opened as a text or CSV</td>
</tr>
<tr>
<td>ERR_FILE_NOTCSV</td>
<td>5014  The file must be opened as CSV</td>
</tr>
<tr>
<td>ERR_FILE_READERROR</td>
<td>5015  File reading error</td>
</tr>
<tr>
<td>ERR_FILE_BINSTRINGSIZE</td>
<td>5016  String size must be specified, because the file is opened as binary</td>
</tr>
<tr>
<td>ERR_INCOMPATIBLE_FILE</td>
<td>5017  A text file must be for string arrays, for other arrays - binary</td>
</tr>
<tr>
<td>ERR_FILE_IS_DIRECTORY</td>
<td>5018  This is not a file, this is a directory</td>
</tr>
<tr>
<td>ERR_FILE_NOT_EXIST</td>
<td>5019  File does not exist</td>
</tr>
<tr>
<td>ERR_FILE_CANNOT_REWRITE</td>
<td>5020  File can not be rewritten</td>
</tr>
<tr>
<td>ERR_WRONG_DIRECTORYNAME</td>
<td>5021  Wrong directory name</td>
</tr>
<tr>
<td>ERR_DIRECTORY_NOT_EXIST</td>
<td>5022  Directory does not exist</td>
</tr>
<tr>
<td>ERR_FILE_ISNOT_DIRECTORY</td>
<td>5023  This is a file, not a directory</td>
</tr>
<tr>
<td>ERR_CANNOT_DELETE_DIRECTORY</td>
<td>5024  The directory cannot be removed</td>
</tr>
<tr>
<td>ERR_CANNOT_CLEAN_DIRECTORY</td>
<td>5025  Failed to clear the directory (probably one or more files are blocked and removal operation failed)</td>
</tr>
<tr>
<td>ERR_FILE_WRITEERROR</td>
<td>5026  Failed to write a resource to a file</td>
</tr>
<tr>
<td>ERR_FILE_ENDOFFILE</td>
<td>5027</td>
</tr>
<tr>
<td>-------------------------</td>
<td>------</td>
</tr>
<tr>
<td><strong>String Casting</strong></td>
<td></td>
</tr>
<tr>
<td>ERR_NO_STRING_DATE</td>
<td>5030</td>
</tr>
<tr>
<td>ERR_WRONG_STRING_DATE</td>
<td>5031</td>
</tr>
<tr>
<td>ERR_WRONG_STRING_TIME</td>
<td>5032</td>
</tr>
<tr>
<td>ERR_STRING_TIME_ERROR</td>
<td>5033</td>
</tr>
<tr>
<td>ERR_STRING_OUT_OF_MEMORY</td>
<td>5034</td>
</tr>
<tr>
<td>ERR_STRING_SMALL_LEN</td>
<td>5035</td>
</tr>
<tr>
<td>ERR_STRING_TOO_BIGNUMBER</td>
<td>5036</td>
</tr>
<tr>
<td>ERR_WRONG_FORMATSTRING</td>
<td>5037</td>
</tr>
<tr>
<td>ERR_TOO_MANY_FORMATTERS</td>
<td>5038</td>
</tr>
<tr>
<td>ERR_TOO_MANY_PARAMETERS</td>
<td>5039</td>
</tr>
<tr>
<td>ERR_WRONG_STRING_PARAMETER</td>
<td>5040</td>
</tr>
<tr>
<td>ERR_STRINGPOS_OUTOFRANGE</td>
<td>5041</td>
</tr>
<tr>
<td>ERR_STRING_ZEROADDED</td>
<td>5042</td>
</tr>
<tr>
<td>ERR_STRING_UNKNOWNTYPE</td>
<td>5043</td>
</tr>
<tr>
<td>ERR_WRONG_STRING_OBJECT</td>
<td>5044</td>
</tr>
<tr>
<td><strong>Operations with Arrays</strong></td>
<td></td>
</tr>
<tr>
<td>ERR_INCOMPATIBLE ARRAYS</td>
<td>5050</td>
</tr>
</tbody>
</table>
## Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Constant Name</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_SMALL_ASSERIES_ARRAY</td>
<td>5051</td>
<td>The receiving array is declared as AS_SERIES, and it is of insufficient size</td>
</tr>
<tr>
<td>ERR_SMALL_ARRAY</td>
<td>5052</td>
<td>Too small array, the starting position is outside the array</td>
</tr>
<tr>
<td>ERR_ZEROSIZE_ARRAY</td>
<td>5053</td>
<td>An array of zero length</td>
</tr>
<tr>
<td>ERR_NUMBER ARRAYS ONLY</td>
<td>5054</td>
<td>Must be a numeric array</td>
</tr>
<tr>
<td>ERR_ONEDIM ARRAYS ONLY</td>
<td>5055</td>
<td>Must be a one-dimensional array</td>
</tr>
<tr>
<td>ERR_SERIES_ARRAY</td>
<td>5056</td>
<td>Timeseries cannot be used</td>
</tr>
<tr>
<td>ERR_DOUBLE ARRAY ONLY</td>
<td>5057</td>
<td>Must be an array of type double</td>
</tr>
<tr>
<td>ERR_FLOAT ARRAY ONLY</td>
<td>5058</td>
<td>Must be an array of type float</td>
</tr>
<tr>
<td>ERR_LONG ARRAY ONLY</td>
<td>5059</td>
<td>Must be an array of type long</td>
</tr>
<tr>
<td>ERR_INT ARRAY ONLY</td>
<td>5060</td>
<td>Must be an array of type int</td>
</tr>
<tr>
<td>ERR_SHORT ARRAY ONLY</td>
<td>5061</td>
<td>Must be an array of type short</td>
</tr>
<tr>
<td>ERR_CHAR ARRAY ONLY</td>
<td>5062</td>
<td>Must be an array of type char</td>
</tr>
<tr>
<td>ERR_STRING ARRAY ONLY</td>
<td>5063</td>
<td>String array only</td>
</tr>
</tbody>
</table>

### Operations with OpenCL

<table>
<thead>
<tr>
<th>Constant Name</th>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_OPENCL NOT_SUPPORTED</td>
<td>5100</td>
<td>OpenCL functions are not supported on this computer</td>
</tr>
<tr>
<td>ERR_OPENCL INTERNAL</td>
<td>5101</td>
<td>Internal error occurred when running OpenCL</td>
</tr>
<tr>
<td>ERR_OPENCL INVALID HANDLE</td>
<td>5102</td>
<td>Invalid OpenCL handle</td>
</tr>
<tr>
<td>ERR_OPENCL CONTEXT CREATE</td>
<td>5103</td>
<td>Error creating the OpenCL context</td>
</tr>
<tr>
<td>ERR_OPENCL QUEUE CREATE</td>
<td>5104</td>
<td>Failed to create a run queue in OpenCL</td>
</tr>
<tr>
<td>ERR_OPENCL PROGRAM CREATE</td>
<td>5105</td>
<td>Error occurred when compiling an OpenCL program</td>
</tr>
<tr>
<td>ERR_OPENCL TOO LONG KERNEL_NAME</td>
<td>5106</td>
<td>Too long kernel name (OpenCL kernel)</td>
</tr>
<tr>
<td>ERR_OPENCL KERNEL CREATE</td>
<td>5107</td>
<td>Error creating an OpenCL kernel</td>
</tr>
<tr>
<td>ERR_OPENCL SET KERNEL PARAMETER</td>
<td>5108</td>
<td>Error occurred when setting parameters for the OpenCL</td>
</tr>
<tr>
<td>Error Code</td>
<td>Description</td>
<td></td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_EXECUTE</td>
<td>OpenCL program runtime error</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_WRONG_BUFFER_SIZE</td>
<td>Invalid size of the OpenCL buffer</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_WRONG_BUFFER_OFFSET</td>
<td>Invalid offset in the OpenCL buffer</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_BUFFER_CREATE</td>
<td>Failed to create an OpenCL buffer</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_TOO_MANY_OBJECTS</td>
<td>Too many OpenCL objects</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_SELECTDEVICE</td>
<td>OpenCL device selection error</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_INTERNAL</td>
<td>Internal database error</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_INVALID_HANDLE</td>
<td>Invalid database handle</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_TOO_MANY_OBJECTS</td>
<td>Exceeded the maximum acceptable number of Database objects</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_CONNECT</td>
<td>Database connection error</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_EXECUTE</td>
<td>Request execution error</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_PREPARE</td>
<td>Request generation error</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_NO_MORE_DATA</td>
<td>No more data to read</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_STEP</td>
<td>Failed to move to the next request entry</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_NOT_READY</td>
<td>Data for reading request results are not ready yet</td>
<td></td>
</tr>
<tr>
<td>ERR_DATABASE_BIND_PARAMETERS</td>
<td>Failed to auto substitute parameters to an SQL request</td>
<td></td>
</tr>
<tr>
<td>ERR_WEBREQUEST_INVALID_ADDRESS</td>
<td>Invalid URL</td>
<td></td>
</tr>
<tr>
<td>ERR_WEBREQUEST_CONNECT_FAILED</td>
<td>Failed to connect to specified URL</td>
<td></td>
</tr>
<tr>
<td>ERR_WEBREQUEST_TIMEOUT</td>
<td>Timeout exceeded</td>
<td></td>
</tr>
<tr>
<td>ERR_WEBREQUEST_REQUEST_FAILED</td>
<td>HTTP request failed</td>
<td></td>
</tr>
<tr>
<td>Operations with network (sockets)</td>
<td>5270</td>
<td>Invalid socket handle passed to function</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>------</td>
<td>----------------------------------------</td>
</tr>
<tr>
<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>
</tbody>
</table>

**Custom Symbols**

<table>
<thead>
<tr>
<th>ERR_NOT_CUSTOM_SYMBOL</th>
<th>5300</th>
<th>A custom symbol must be specified</th>
</tr>
</thead>
</table>
| ERR_CUSTOM_SYMBOL_WRONG_NAME     | 5301 | 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 ".", ",", "&" and ">#"). It is not recommended to use characters <, >, :, ", /, \, |, ?, *.
| ERR_CUSTOM_SYMBOL_NAME_LONG      | 5302 | 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 |
| ERR_CUSTOM_SYMBOL_PATH_LONG      | 5303 | The path of the custom symbol is too long. The path length should not exceed 128 characters including "Custom\", the symbol name, group separators and the ending 0 |
| ERR_CUSTOM_SYMBOL_EXIST          | 5304 | A custom symbol with the same name already exists |
| ERR_CUSTOM_SYMBOL_ERROR          | 5305 | Error occurred while creating, deleting or changing the |
### Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Error Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_CUSTOM_SYMBOL_SELECTED</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>An invalid custom symbol property</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_PARAMETER_ERROR</td>
<td>A wrong parameter while setting the property of a custom symbol</td>
</tr>
<tr>
<td>ERR_CUSTOM_SYMBOL_PARAMETER_LONG</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>Ticks in the array are <strong>not arranged</strong> in the order of time</td>
</tr>
</tbody>
</table>

#### Economic Calendar

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Error Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERRCALENDAR_MORE_DATA</td>
<td>Array size is insufficient for receiving descriptions of all values</td>
</tr>
<tr>
<td>ERRCALENDAR_TIMEOUT</td>
<td>Request time limit exceeded</td>
</tr>
<tr>
<td>ERRCALENDAR_NO_DATA</td>
<td>Country is not found</td>
</tr>
</tbody>
</table>

#### Working with databases

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Error Message</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERRDATABASE_ERROR</td>
<td>Generic error</td>
</tr>
<tr>
<td>ERRDATABASE_INTERNAL</td>
<td>SQLite internal logic error</td>
</tr>
<tr>
<td>ERRDATABASE_PERM</td>
<td>Access denied</td>
</tr>
<tr>
<td>ERRDATABASE_ABORT</td>
<td>Callback routine requested abort</td>
</tr>
<tr>
<td>ERRDATABASE_BUSY</td>
<td>Database file locked</td>
</tr>
<tr>
<td>ERRDATABASE_LOCKED</td>
<td>Database table locked</td>
</tr>
<tr>
<td>ERRDATABASE_NOMEM</td>
<td>Insufficient memory for completing operation</td>
</tr>
<tr>
<td>ERRDATABASE_READONLY</td>
<td>Attempt to write to readonly database</td>
</tr>
<tr>
<td>ERRDATABASE_INTERRUPT</td>
<td>Operation terminated by sqlite3_interrupt()</td>
</tr>
<tr>
<td>ERRDATABASE_IOERR</td>
<td>Disk I/O error</td>
</tr>
<tr>
<td>ERRDATABASE_CORRUPT</td>
<td>Database disk image corrupted</td>
</tr>
</tbody>
</table>
## Constants, Enumerations and Structures

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_DATABASE_NOTFOUND</td>
<td>5612 Unknown operation code in sqlite3_file_control()</td>
</tr>
<tr>
<td>ERR_DATABASE_FULL</td>
<td>5613 Insertion failed because database is full</td>
</tr>
<tr>
<td>ERR_DATABASE_CANTOPEN</td>
<td>5614 Unable to open the database file</td>
</tr>
<tr>
<td>ERR_DATABASE_PROTOCOL</td>
<td>5615 Database lock protocol error</td>
</tr>
<tr>
<td>ERR_DATABASE_EMPTY</td>
<td>5616 Internal use only</td>
</tr>
<tr>
<td>ERR_DATABASE_SCHEMA</td>
<td>5617 Database schema changed</td>
</tr>
<tr>
<td>ERR_DATABASE_TOOBIG</td>
<td>5618 String or BLOB exceeds size limit</td>
</tr>
<tr>
<td>ERR_DATABASE_CONSTRAINT</td>
<td>5619 Abort due to constraint violation</td>
</tr>
<tr>
<td>ERR_DATABASE_MISMATCH</td>
<td>5620 Data type mismatch</td>
</tr>
<tr>
<td>ERR_DATABASE_MISUSE</td>
<td>5621 Library used incorrectly</td>
</tr>
<tr>
<td>ERR_DATABASE_NOLFS</td>
<td>5622 Uses OS features not supported on host</td>
</tr>
<tr>
<td>ERR_DATABASE_AUTH</td>
<td>5623 Authorization denied</td>
</tr>
<tr>
<td>ERR_DATABASE_FORMAT</td>
<td>5624 Not used</td>
</tr>
<tr>
<td>ERR_DATABASE_RANGE</td>
<td>5625 Bind parameter error, incorrect index</td>
</tr>
<tr>
<td>ERR_DATABASE_NOTADB</td>
<td>5626 File opened that is not database file</td>
</tr>
</tbody>
</table>

### User-Defined Errors

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_USER_ERROR_FIRST</td>
<td>65536 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>
<tr>
<td>FILE_SHARE_WRITE</td>
<td>256</td>
<td>Shared access for writing 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>
replace the necessity to indicate FILE_WRITE and/or the FILE_READ flag when opening a file.

<table>
<thead>
<tr>
<th>Constant</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FILE_REWRITE</td>
<td>512</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>
</tr>
<tr>
<td>FILE_COMMON</td>
<td>4096</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>
</tr>
</tbody>
</table>

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() function 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.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Note: This value is mostly used in earlier created program codes and is of no</td>
</tr>
<tr>
<td></td>
<td></td>
<td>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>
Message window contains two buttons: Retry and Cancel

Message window contains three buttons: Cancel, Try Again, Continue

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 mq5-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>Function</td>
<td>Description</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>OnDeinit</code></td>
<td>Event handler.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>OnStart</code></td>
<td>Event handler.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>OnCalculate</code></td>
<td>Event handler for all prices.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><code>OnTick</code></td>
<td>Event handler.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Function Signatures**

- `void OnDeinit(const int reason)`
- `void OnStart(// none)`
- `int OnCalculate(const int rates_total, const int prev_calculated, const int begin, const int &price[])`
- `void OnTick(// none)`

**Event Handlers**

- **`OnDeinit`**
  - Used when the Expert Advisor is being deleted.
  - Takes a single parameter, `reason`, which is an integer indicating the reason for deletion.

- **`OnStart`**
  - Used when the Expert Advisor starts.
  - None parameter.
  - Referred to scripts and services.

- **`OnCalculate`**
  - Used for calculating indicators.
  - Takes multiple parameters including:
    - `int rates_total`
    - `int prev_calculated`
    - `int begin`
    - `double &price[]`
  - Used in calculating all prices.

- **`OnTick`**
  - Used when a new tick receipt is processed.
  - None parameter.
  - Referred to Expert Advisors.

**Event Handler Usage**

- Events can have only one handler at a time.
- In cases where two or more handlers are set, only one handler will work on the data array.
  - Indicator cannot have two event handlers simultaneously.
  - When a new tick receipt is being processed, no other events of this type are received.
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();`
- `OrderCheck();`

---

**MQL5 programs**

<table>
<thead>
<tr>
<th>void</th>
<th>OnTimer</th>
<th>none</th>
<th>Expert Advisors and indicators</th>
<th>Timer event handler.</th>
</tr>
</thead>
<tbody>
<tr>
<td>void</td>
<td>OnTrade</td>
<td>none</td>
<td>Expert Advisors</td>
<td>Trade event handler.</td>
</tr>
<tr>
<td>double</td>
<td>OnTester</td>
<td>none</td>
<td>Expert Advisors</td>
<td>Tester event handler.</td>
</tr>
<tr>
<td>void</td>
<td>OnChartEvent</td>
<td>const int id, const long &amp;param, const double &amp;dparam, const string &amp;sparam</td>
<td>Expert Advisors and indicators</td>
<td>ChartEvent event handler.</td>
</tr>
<tr>
<td>void</td>
<td>OnBookEvent</td>
<td>const string &amp;symbol_name</td>
<td>Expert Advisors and indicators</td>
<td>BookEvent event handler.</td>
</tr>
</tbody>
</table>
MQL5 programs

- 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 \textit{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 \textit{input parameters} of the indicator.

\textbf{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);
- 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);
MQL5 programs

- 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:

```mql5
//+------------------------------------------------------------------+
//|                                                   TestExpert.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"
```

© 2000-2021, MetaQuotes Ltd
class CTestClass
{
public:
    CTestClass() { Print("CTestClass constructor"); }
    ~CTestClass() { Print("CTestClass destructor"); }
};
CTestClass global;

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
//---
    Print("Initialization");
//---
    return INIT_SUCCEEDED;
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
//---
    Print("Deinitialization with reason",reason);
}

//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
//---
}

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 programmatically 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:

- **Automated trading enabled**: trading functions in launched applications are allowed for use.
- **Automated trading disabled**: running applications are unable to execute trading functions.

**Sample check:**

```mql5
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:

```csharp
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:

```csharp
if(!AccountInfoInteger(ACCOUNT_TRADE_EXPERT))
    Alert("Automated trading is forbidden for the account ", AccountInfoInteger(ACCOUNT," 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:

```csharp
if(!AccountInfoInteger(ACCOUNT_TRADE_ALLOWED))
    Comment("Trading is forbidden for the account ", AccountInfoInteger(ACCOUNT,""
    
    /* Perhaps an investor password has been used to connect to the trading
    
    "".
    
    "Check the terminal journal for the following entry:".
```
AccountInfoInteger(ACCOUNT_TRADE_ALLOWED) may return 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.

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 EventKillTimer 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:

```cpp
//+------------------------------------------------------------------+
//| Calls standard OrderSend() and plays a sound                    |
//+------------------------------------------------------------------+
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:

```cpp
//--- 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:

```cpp
//--- 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:

```cpp
//--- play Demo.wav from the folder terminal_directory_data\MQL5\Files
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 \texttt{PlaySound()} function with NULL parameter to stop playback:

\begin{verbatim}
//--- call of PlaySound() with NULL parameter stops playback
    PlaySound(NULL);
\end{verbatim}

\textbf{ObjectCreate()}

Example of an Expert Advisor, which creates a graphical label (OBJ_BITMAP_LABEL) using the \texttt{ObjectCreate()} function.

\begin{verbatim}
string label_name="currency_label"; \hspace{1cm} // name of the OBJ_BITMAP_LABEL object
string euro  ="\Images\euro.bmp"; \hspace{1cm} // path to the file terminal_data_directory\Images\euro.bmp
string dollar ="\Images\dollar.bmp"; \hspace{1cm} // path to the file terminal_data_directory\Images\dollar.bmp

//--- 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)
    }
}
\end{verbatim}
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:

```c
string euro = "\Images\euro.bmp"; // path to the file terminal_data_directory\MQL5\Images\euro.bmp
string dollar = "\Images\dollar.bmp"; // path to the file terminal_data_directory\MQL5\Images\dollar.bmp
```

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:

```
#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>"

The compiler searches for a resource at the specified path in the following order:

- if a 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:

```
//--- 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 source file
#resource "Resource\map.bmp" // the resource is located in source_file_directory\Resource
```

```
//--- 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:

```
//--- 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
MQL5 programs

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.

#resource "\Images\euro.bmp"; // euro.bmp is located in terminal_data_directory\n#resource "\Images\dollar.bmp"; // dollar.bmp is located in terminal_data_directory

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:

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.mql5 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.
In order to use the same resource from another program, e.g. from an Expert Advisor, we need to add the resource name to the path to the EX5 file relative to terminal_data_directory\MQL5\ and the name of the script's EX5 file - Draw_Triangles_Script.ex5. Suppose the script is located in the standard folder terminal_data_directory\MQL5\Scripts, then the call should be written the following way:

```c
//--- using a resource from a script in an EA
ObjectSetString(0, my_bitmap_name, OBJPROP_BMPFILE, 0, ”::Files\triangle.bmp”);
```

If the path to the executable file is not specified when calling the resource from another EX5, the executable file is searched for in the same folder that contains the program that calls the resource. This means that if an Expert Advisor calls a resource from Draw_Triangles_Script.ex5 without specification of the path, like this:

```c
//--- call script resource in an EA without specifying the path
ObjectSetString(0, my_bitmap_name, OBJPROP_BMPFILE, 0, ”Draw_Triangles_Script.ex5::Files\triangle.bmp”);
```

then the file will be searched for in the folder terminal_data_directory\MQL5\Experts, if the Expert Advisor is located in terminal_data_directory\MQL5\Experts.

### 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
//+------------------------------------------------------------------+
//|                                                     SampleEA.mq5 |
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#resource ”\Indicators\SampleIndicator.ex5"
int handle_ind;

int OnInit()
{
    //---
    handle_ind=iCustom(_Symbol, _Period, ”::Indicators\SampleIndicator.ex5”);
    if(handle_ind==INVALID_HANDLE)
    {
        Print(”Expert: iCustom call: Error code=”, GetLastError());
        return(INIT_FAILED);
    }
    return(INIT_OK);
}
```

© 2000-2021, MetaQuotes Ltd
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
//--- ... 
    return(INIT_SUCCEEDED);

//+------------------------------------------------------------------+
//|                                              SampleIndicator.mq5 |
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

#pragma property indicator_separate_window
#pragma 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);
}

//....

//+------------------------------------------------------------------+
//| GetRelativeProgramPath                                           |
//+------------------------------------------------------------------+
```
string GetRelativeProgramPath()
{
    int pos2;
    //--- get the absolute path to the application
    string path=MQLInfoString(MQL_PROGRAM_PATH);
    //--- find the position of "\MQL5" substring
    int pos =StringFind(path,"\MQL5\") ;
    //--- substring not found - error
    if(pos<0)
        return(NULL);
    //--- skip "\MQL5" directory
    pos+=5;
    //--- skip extra '\ ' symbols
    while(StringGetCharacter(path,pos+1)=='\')
        pos++;
    //--- if this is a resource, return the path relative to MQL5 directory
    if(StringFind(path,"::",pos)>=0)
        return(StringSubstr(path,pos));
    //--- find a separator for the first MQL5 subdirectory (for example, MQL5\Indicators)
    if((pos2=StringFind(path,\\",pos+1))<0)
        return(StringSubstr(path,pos2+1));
    //--- return the path relative to the subdirectory (for example, MQL5\Indicators)
    return(StringSubstr(path,pos2+1));
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
    const int prev_calculated,
    const int begin,
    const double& price[])
{
    //--- return value of prev_calculated for next call
    return(prev_calculated);
}

Resource variables

Resources can be declared using the resource variables and treated as if they are variables of the appropriate type. Declaration format:

```
#resource path_to_the_resource_file as resource_variable_type resource_variable_name
```

Sample declarations:

```
#resource "data.bin" as int ExtData[]  // declare the numeric array contain
```
In case of such declaration, the resource data can be addressed only via the variable, **auto addressing via "::<resource name>" does not work.**

```mql
#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),0,0,",
    //--- create the Euro graphical label object, to which the image from the euro_icon resource
    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 a
    Image("EZ","::Images\\euro.bmp",20+ArrayRange(euro,1)*2,40); // execution time err
}
```

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 `[image_height] [image_width]`. If an array of one dimension is specified, the number of elements is equal to `image_height*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.
#resource "seascape.cl" as string cl_program
...
int context;
if(cl_program=CLProgramCreate(context,cl_program)!=INVALID_HANDLE)
{
    //--- perform further actions with an OpenCL program
}

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 mq5-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 (TERMI\N\AL\_\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\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 mq5-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 mq5-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 mq5-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 trading 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 - **Grz-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>Strategy Tester</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Variable</strong></td>
</tr>
<tr>
<td>start</td>
</tr>
<tr>
<td>end</td>
</tr>
<tr>
<td>filenameEveryTick</td>
</tr>
<tr>
<td>filenameOHLC</td>
</tr>
<tr>
<td>filenameOpenPrice</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(TERMinals_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
{
```

Every tick
1 minute OHLC
Open prices only
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:

```csharp
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
MQL5 programs

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 `OnTick()` 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:

```plaintext
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:

```plaintext
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:

\[
sink(x, y) = \sin(x^2 + y^2)
\]

The code of the EA for finding the extremum of this function is placed into the OnTester():

```cpp
//+------------------------------------------------------------------+
//|                                                         Sink.mq5 |
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#if property copyright
"Copyright 2011, MetaQuotes Software Corp."
#endif
#if property link
"https://www.mql5.com"
#endif
#if property version
"1.00"
#endif

//--- 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 \(\text{sink}(\cdot)\) formula, its values forms concentric circles with a center at \((0,0)\). One can see in the 3D-graph, that the \(\text{sink}(\cdot)\) 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;
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.

We’ll 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:

```c
//+------------------------------------------------------------------+
//|                                   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)
    {
```
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(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==(other_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:

```csharp
Print("The bars 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 1</th>
<th>2010.12.01 20:00:05</th>
<th>The bars are synchronized at 2010.12.01 20:00:05</th>
</tr>
</thead>
<tbody>
<tr>
<td>Core 1</td>
<td>2010.12.01 20:00:05</td>
<td>Open bar time of the chart symbol USD/JPY: 2010.12.01 20:00</td>
</tr>
<tr>
<td>Core 1</td>
<td>2010.12.01 20:00:05</td>
<td>A new bar has appeared on symbol EUR/USD: 2010.12.01 20:00</td>
</tr>
<tr>
<td>Core 1</td>
<td>2010.12.01 20:00:00</td>
<td>Waiting 5 seconds...</td>
</tr>
<tr>
<td>Core 1</td>
<td>2010.12.01 20:00:05</td>
<td>A new bar has appeared on symbol EUR/USD: 2010.12.01 20:00</td>
</tr>
<tr>
<td>Core 1</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 `profiles/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 deinitialization function                                 |
//+------------------------------------------------------------------+
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.
MQL5 programs

- 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 handled 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 &quot;indicator_name.ex5&quot;. 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 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 single 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 can not 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.

Ticks 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(TERMIAL_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".

**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 [Custom() function using the indicator handle. The _AppliedTo value contains the indicator handle</td>
</tr>
</tbody>
</table>

**Example:**

```cpp
//+------------------------------------------------------------------+
//| Custom indicator initialization function                          |
//+------------------------------------------------------------------+
int OnInit() {
    SetIndexBuffer(0, Label1Buffer, INDICATOR_DATA);
    // Getting the type of data used for indicator calculation
    Print("_AppliedTo=", _AppliedTo);
    Print(getIndicatorDataDescription(_AppliedTo));
}```
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;
}
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.
double _Point

The _Point variable contains the point size of the current symbol in the quote currency.

You may also use the Point() function.
**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.
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
Predefined Variables

(RandomSeed

Variable for storing the current state when generating pseudo-random integers. RandomSeed changes its value when calling MathRand(). Use MathSrand() to set the required initial condition.

Random number received by MathRand() function is calculated in the following way at each call:

\[
x = \text{RandomSeed} \cdot 214013 + 2531011;
\]

\[
\text{RandomSeed} = x;
\]

\[
x = (x >> 16) \& 0x7FFF;
\]

See also

MathRand(), MathSrand(), Integer types
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.
Predefined Variables

**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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Alert</td>
<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 system was started</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>
</tbody>
</table>
### Common Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ResourceSave</strong></td>
<td>Saves a resource into the specified file</td>
</tr>
<tr>
<td><strong>SetUserError</strong></td>
<td>Sets the predefined variable <code>_LastError</code> into the value equal to <code>ERR_USER_ERROR_FIRST + user_error</code></td>
</tr>
<tr>
<td><strong>SetReturnError</strong></td>
<td>Sets the code that returns the terminal process when completing the operation.</td>
</tr>
<tr>
<td><strong>Sleep</strong></td>
<td>Suspends execution of the current Expert Advisor or script within a specified interval</td>
</tr>
<tr>
<td><strong>TerminalClose</strong></td>
<td>Commands the terminal to complete operation</td>
</tr>
<tr>
<td><strong>TesterHideIndicators</strong></td>
<td>Sets the mode of displaying/hiding indicators used in an EA</td>
</tr>
<tr>
<td><strong>TesterStatistics</strong></td>
<td>It returns the value of a specified statistic calculated based on testing results</td>
</tr>
<tr>
<td><strong>TesterStop</strong></td>
<td>Gives program operation completion command when <strong>testing</strong></td>
</tr>
<tr>
<td><strong>TesterDeposit</strong></td>
<td>Emulates depositing funds during a test. It can be used in some money management systems</td>
</tr>
<tr>
<td><strong>TesterWithdrawal</strong></td>
<td>Emulates the operation of money withdrawal in the process of testing</td>
</tr>
<tr>
<td><strong>TranslateKey</strong></td>
<td>Returns a Unicode character by a virtual key code</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 classes and structures that have constructors.</td>
</tr>
</tbody>
</table>
**Alert**

Displays a message in a separate window.

```cpp
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.
CheckPointer

The function returns the type of the object pointer.

```cpp
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:

```cpp
//+------------------------------------------------------------------+
//| 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");
    }
    //---
}
```
See also

Object Pointers, Checking the Object Pointer, Object Delete Operator delete
Comment

This function outputs a comment defined by a user in the top left corner of a chart.

```csharp
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:

```csharp
void OnTick()
{
    //---
    double Ask,Bid;
    int Spread;
    Ask=SymbolInfoDouble(Symbol(),SYMBOLASK);
    Bid=SymbolInfoDouble(Symbol(),SYMBOLBID);
    Spread=SymbolInfoInteger(Symbol(),SYMBOLSPREAD);
    //--- 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
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);
}
```
{
    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
    PrintFormat("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
        PrintFormat("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
            PrintFormat("Decoded data: size=%d, string='%s'", ArraySize(src), CharArrayToString(src));
        }
        else
        {
            Print("Error in CryptDecode. Error code=", GetLastError());
        }
    }
    else
    {
        Print("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 CryptDecode(
    ENUMCRYPT_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 `ENUMCRYPT_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.

**See also**

Array Functions, `CryptEncode()`
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 `OnDeinit()` 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:**

```c
//+------------------------------------------------------------------+
//|                                            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

void OnDeinit(const int reason)
{
    //---
    Print(TimeCurrent(),": ",__FUNCTION__," reason code = ",reason);
    //--- "clear" comment
    Comment("");
    //---
}

void OnTick()
{
    static int tick_counter=0;
    //---
```
Common Functions

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 \texttt{pointer}.

\begin{verbatim}
void* GetPointer(
    any_class anyobject   // object of any class
);
\end{verbatim}

\textbf{Parameters}

\begin{itemize}
\item \texttt{anyobject}

\begin{itemize}
\item [in] Object of any class.
\end{itemize}
\end{itemize}

\textbf{Return Value}

The function returns the object pointer.

\textbf{Note}

Only class objects have pointers. Instances of \texttt{structures} and simple-type variables can't have pointers. The class object not created using the \texttt{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 \texttt{POINTER\_AUTOMATIC}, therefore the \texttt{delete()} operator can't be applied to it. Aside from that, the type pointer doesn't differ from dynamic pointers of the \texttt{POINTER\_AUTOMATIC} type.

Since variables of structure types and simple types do not have pointers, it's prohibited to apply the \texttt{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 \texttt{CheckPointer()} function should be called prior to using a pointer. A pointer can be incorrect in the following cases:

\begin{itemize}
\item the pointer is equal to \texttt{NULL};
\item the object has been deleted using the \texttt{delete} operator.
\end{itemize}

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.

\textbf{Example:}

\begin{verbatim}
//+------------------------------------------------------------------+
//|                                             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                              |
//+------------------------------------------------------------------+
\end{verbatim}
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)
{  
  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");
}
  
void OnStart()
{
  CMyList list;
  CItem items[10];
  CItem* item;
  //--- create and add into the list a dynamyc 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 dynamyc 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
Common Functions

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;
}

//+------------------------------------------------------------------+
//| Function for getting Fibonacci number by its serial number       |
//+------------------------------------------------------------------+

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](#)
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 MQL5-program.

```cpp
ulong GetMicrosecondCount();
```

**Return Value**

Value of `ulong` type.

**Example:**

```cpp
//+------------------------------------------------------------------+
//| 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
Common Functions

**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.

```cpp
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.

```c
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`
Common Functions

PlaySound

It plays a sound file.

```csharp
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
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 ------");
    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");
    Print("a="a," b="b);
    Print("Print(DoubleToString(b,16))="DoubleToString(b,16));
    //--- Divide a by b (7/200)
```
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*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 e
//--- 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)=199.9999999999  (now the value of b after subtracting epsilon cannot be rounded to 200)
// Print(DoubleToString(b,16))=199.99999999998578
//   (now the value of b after subtracting epsilon cannot be rounded to 200)
{

See also

DoubleToString, StringFormat
**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:

```text
%[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**

<table>
<thead>
<tr>
<th>Flag</th>
<th>Description</th>
</tr>
</thead>
</table>

© 2000-2021, MetaQuotes Ltd
### Common Functions

<table>
<thead>
<tr>
<th></th>
<th>Left justification within the set width</th>
<th>Right justification</th>
</tr>
</thead>
<tbody>
<tr>
<td>- (minus)</td>
<td></td>
<td></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>Zeroes 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>
<tr>
<td>space</td>
<td>A space is shown before an output value, if it is a sign and positive value</td>
<td>Spaces aren’t inserted</td>
</tr>
<tr>
<td>#</td>
<td>If used together with the format o, x or X, then before the output value 0, 0x or 0X is added respectively.</td>
<td>Nothing is added</td>
</tr>
<tr>
<td></td>
<td>If used together with the format e, E, a or A, value is always shown with a decimal point.</td>
<td>Decimal point is shown only if there is a non-zero fractional part.</td>
</tr>
<tr>
<td></td>
<td>If used together with the format g or G, flag defines presence of a decimal point in the output value and prevents the cutting off of leading zeroes. Flag # is ignored when used together with formats c, d, i, u, s.</td>
<td>Decimal point is shown only if there is a non-zero fractional part. Leading zeroes are cut off.</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. 6 meaningful numbers are output.</td>
<td></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 | l32 | l64**

Specification of data sizes, passed as a parameter.

<table>
<thead>
<tr>
<th>Parameter Type</th>
<th>Used Prefix</th>
<th>JointSpecifier 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>
<tr>
<td>ushort</td>
<td>h</td>
<td>o, u, x, or X</td>
</tr>
</tbody>
</table>
## Common Functions

<table>
<thead>
<tr>
<th>Type</th>
<th>Size</th>
<th>Output Format</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>int</code></td>
<td>32</td>
<td><code>d, i, o, x, or X</code></td>
</tr>
<tr>
<td><code>uint</code></td>
<td>32</td>
<td><code>o, u, x, or X</code></td>
</tr>
<tr>
<td><code>long</code></td>
<td>64</td>
<td><code>d, i, o, x, or X</code></td>
</tr>
<tr>
<td><code>ulong</code></td>
<td>64</td>
<td><code>o, u, x, or X</code></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><code>c</code></td>
<td>int</td>
<td>Symbol of short type (Unicode)</td>
</tr>
<tr>
<td><code>C</code></td>
<td>int</td>
<td>Symbol of char type (ANSI)</td>
</tr>
<tr>
<td><code>d</code></td>
<td>int</td>
<td>Signed decimal integer</td>
</tr>
<tr>
<td><code>i</code></td>
<td>int</td>
<td>Signed decimal integer</td>
</tr>
<tr>
<td><code>o</code></td>
<td>int</td>
<td>Unsigned octal integer</td>
</tr>
<tr>
<td><code>u</code></td>
<td>int</td>
<td>Unsigned decimal integer</td>
</tr>
<tr>
<td><code>x</code></td>
<td>int</td>
<td>Unsigned hexadecimal integer, using “abcdef”</td>
</tr>
<tr>
<td><code>X</code></td>
<td>int</td>
<td>Unsigned hexadecimal integer, using “ABCDEF”</td>
</tr>
<tr>
<td><code>e</code></td>
<td>double</td>
<td>A real value in the format [-] d.ddd[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><code>E</code></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><code>f</code></td>
<td>double</td>
<td>A real value in the format [-] dddd.dddd, where dddd - one or more decimal digits. Number of displayed digits before the decimal point depends on the size of number value. Number of digits after the decimal point</td>
</tr>
<tr>
<td>Function</td>
<td>Data Type</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-----------</td>
<td>-------------</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>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 [-] 0xhhhh P±dd, where hhh - mantissa in the form of hexadecimal digits, using &quot;abcdef&quot;, dd - One or more digits of exponent. Number of decimal places is determined by the <strong>accuracy specification</strong>.</td>
</tr>
<tr>
<td>A</td>
<td>double</td>
<td>A real number in format [-] 0xhhhh P±dd, where hhh - mantissa in the form of hexadecimal digits, using &quot;ABCDEF&quot;, dd - One or more digits of exponent. Number of decimal places is determined by the <strong>accuracy specification</strong>.</td>
</tr>
<tr>
<td>s</td>
<td>string</td>
<td>String output</td>
</tr>
</tbody>
</table>

Instead of **PrintFormat()** you can use **printf()**.

**Example:**

---

© 2000-2021, MetaQuotes Ltd
```c
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_EQUIITY);
    PrintFormat("%s %d: account equity = %.2f %s",
        server,login,equlity,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
    PrintFormat("DBL_MAX = %.17e",DBL_MAX);
    //--- double value output in the scientific (floating point) format with 17 meaningful
    PrintFormat("EMPTY_VALUE = %.17e",EMPTY_VALUE);
    //--- output using PrintFormat() with default accuracy
    PrintFormat("PrintFormat(EMPTY_VALUE) = %e",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
MetaQuotes-Demo 1889998: current result for open positions = +174.00 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](#), [DoubleToString](#), [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

```cpp
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

```cpp
bool ResourceCreate(
    const string resource_name, // Resource name
    const string[] data[], // 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 - ERRRESOURCE_NOT_FOUND (the resource is not found)
- 4017 - ERRRESOURCE_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
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
**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
Common Functions

SetReturnError

Sets the code that returns the terminal process when completing the operation.

```c
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](#)
**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  
    */  
}  
```
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.

```cpp
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:**

```cpp
//--- input parameters
input int tiks_before=500;  // number of ticks till termination
input int pips_to_go=15;    // distance in pips
input 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;
```
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\x25CF elapsed seconds: "+
    IntegerToString(tick.time-launch_time)+";"+
    "\r\n\x25CF ticks received: "+(string)tick_counter+";"+
        "\r\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)       // go up by the number of pips equal to pips_to_go
    TerminalClose(1);
if(distance<-pips_to_go)      // go down by the number of pips equal to pips_to_go
    TerminalClose(-1);
if(tick.time-launch_time>seconds_st)
    TerminalClose(100);   // termination by timeout

//---

See also
Program running, Execution errors, Reasons for deinitialization
**TesterHideIndicators**

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.

```c
void TesterHideIndicators(
    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 TesterHideIndicators() 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 TesterHideIndicators() 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 TesterHideIndicators() 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 TesterHideIndicators() 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 TesterHidelndicators() 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 TesterHideIndicators() function.

**Example:**

```c
bool CSampleExpert::InitIndicators(void)
{
    TesterHideIndicators(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,MODEEMA,PRICECLOSE))==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.

```c
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*
**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==CHARTEVENT_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**

- Client terminal events, OnChartEvent
**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 `dimension_size-1`. In a particular case of a one-dimensional array of 50 elements, calling of the first element will appear as `array[0]`, of the last one - as `array[49]`.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ArrayBSearch</code></td>
<td>Returns index of the first found element in the first array dimension</td>
</tr>
<tr>
<td><code>ArrayCopy</code></td>
<td>Copies one array into another</td>
</tr>
<tr>
<td><code>ArrayCompare</code></td>
<td>Returns the result of comparing two arrays of simple types or custom structures without complex objects</td>
</tr>
<tr>
<td><code>ArrayFree</code></td>
<td>Frees up buffer of any dynamic array and sets the size of the zero dimension in 0.</td>
</tr>
<tr>
<td><code>ArrayGetAsSeries</code></td>
<td>Checks direction of array indexing</td>
</tr>
<tr>
<td><code>ArrayInitialize</code></td>
<td>Sets all elements of a numeric array into a single value</td>
</tr>
<tr>
<td><code>ArrayFill</code></td>
<td>Fills an array with the specified value</td>
</tr>
<tr>
<td><code>ArrayIsSeries</code></td>
<td>Checks whether an array is a timeseries</td>
</tr>
<tr>
<td><code>ArrayIsDynamic</code></td>
<td>Checks whether an array is dynamic</td>
</tr>
<tr>
<td><code>ArrayMaximum</code></td>
<td>Search for an element with the maximal value</td>
</tr>
<tr>
<td><code>ArrayMinimum</code></td>
<td>Search for an element with the minimal value</td>
</tr>
<tr>
<td><code>ArrayPrint</code></td>
<td>Prints an array of a simple type or a simple structure into journal</td>
</tr>
<tr>
<td><code>ArrayRange</code></td>
<td>Returns the number of elements in the specified dimension of the array</td>
</tr>
<tr>
<td><code>ArrayResize</code></td>
<td>Sets the new size in the first dimension of the array</td>
</tr>
<tr>
<td><code>ArrayInsert</code></td>
<td>Inserts the specified number of elements from a source array to a receiving one starting from a specified index</td>
</tr>
<tr>
<td><code>ArrayRemove</code></td>
<td>Removes the specified number of elements from the array starting with a specified index</td>
</tr>
<tr>
<td><code>ArrayReverse</code></td>
<td>Reverses the specified number of elements in the array starting with a specified index</td>
</tr>
<tr>
<td><code>ArraySetAsSeries</code></td>
<td>Sets the direction of array indexing</td>
</tr>
<tr>
<td><code>ArraySize</code></td>
<td>Returns the number of elements in the array</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>------------------------------------------------------------------</td>
</tr>
<tr>
<td>ArraySort</td>
<td>Sorting of numeric arrays by the first dimension</td>
</tr>
<tr>
<td>ArraySwap</td>
<td>Swaps the contents of two dynamic arrays of the same type</td>
</tr>
</tbody>
</table>
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

- `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:

```mql5
#include "RSI.H"

//--- property description "Script based on RSI indicator data displays"
//--- property description "how often the market was in"
//--- property description "overbought and oversold areas in the specified time interval."
//--- display the window of input parameters when launching the script
//--- property script_show_inputs

//--- input parameters
input int InpMAPeriod=14; // Moving average period
input ENUM_APPLIED_PRICE InpAppliedPrice=PRICE_CLOSE;  // Price type
input double InpOversoldValue=30.0;  // Oversold level
input double InpOverboughtValue=70.0; // Overbought level
input datetime InpDateStart=D'2012.01.01 00:00';  // Analysis start date
input datetime InpDateFinish=D'2013.01.01 00:00'; // Analysis finish date

void OnStart()
{
    double rsi_buff[]; // array of the indicator values
    int size=0;       // array size

    //--- receive RSI indicator handle
    ResetLastError();
    int rsi_handle=iRSI(Symbol(), Period(), InpMAPeriod, InpAppliedPrice);

    if(rsi_handle==INVALID_HANDLE)
    {
        //--- failed to receive the indicator handle
        PrintFormat("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 forcedly 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", GetLastErr
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;

--- 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);

--- create the label
ObjectCreate(0, name, OBJ_LABEL, 0, 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
```c
ObjectSetInteger(0,name,OBJPROP_FONTSIZE,12);
```

Array Copy

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 INDIICATOR_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, INDIICATOR_COLOR_INDEX);

    //--- specify the value, which is not displayed
    PlotIndexSetDouble(0, PLOT_EMPTY_VALUE, INDIICATOR_EMPTY_VALUE);

    //--- specify the names of indicator buffers for displaying in the data window

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[])
{

    //--- 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))
```cpp
{ //--- 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);
}
```

```cpp
//--- 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);
}
```

```cpp
// Check if the current array element is a local low
bool IsMin(const double *price[], const int ind)
{
    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);
}
```
ArrayFunctions

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[]
- [in] First array.

array2[]
- [in] Second array.

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.
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

// Dialog class for working with memory

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[];
```
Array Functions

--- 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_add_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(TERM_INFO_MEMORY_PHYSICAL)/TerminalInfoInteger(TERM_INFO_MEMORY_USAGE)<2)
        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);
}

//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+
CMemoryControl::CMemoryControl(void)
{
}

//+------------------------------------------------------------------+
Array Functions

// | 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);
    try {
    // | prepare strings for labels
        string str_physical="Memory physical = "+(string)TerminalInfoInteger(TERMINFO_MEM); // Memory used = "+(string)TerminalInfoInteger(TERMINFO_MEM_USED);
        string str_total="Memory total = "+(string)TerminalInfoInteger(TERMINFO_MEM_TOT);
        string str_available="Memory available = "+(string)TerminalInfoInteger(TERMINFO_MEM_AVA);
        string str_used="Memory used = "+(string)TerminalInfoInteger(TERMINFO_MEM_USED);

    // | 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,clrBlack))
            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 array",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,clrBlue))
            return (false);
        if (!CreateComboBoxType())
            return (false);
        if (!CreateComboBoxStep())
            return (false);

    // | initialize the variable
    m_arr_size=0;
}
Array Functions

```cpp
//--- 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+100))
        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(1000000))
        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+
        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
    return(true);
}
Array Functions

```cpp
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);
```

```cpp
//+------------------------------------------------------------------+
//| 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_INFO_MEMORYAVAILABLE)) + " Mb");
        m_lbl_memory_used.Text("Memory used = "+(string)TerminalInfoInteger(TERM_INFO_MEMORYUSED)) + " Mb");
        m_lbl_array_size.Text("Array size = "+IntegerToString(m_arr_size)) + "") + "");
        m_lbl_error.Text("");
    }
    else
    {
        //--- failed to allocate memory, display the error message
        m_lbl_error.Text("Array is too large, error!");
        //--- 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_INFO_MEMORYAVAILABLE)) + " Mb");
    m_lbl_memory_used.Text("Memory used = "+(string)TerminalInfoInteger(TERM_INFO_MEMORYUSED)) + " Mb");
    m_lbl_array_size.Text("Array size = 0") + "");
    m_lbl_error.Text("");
}
```
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");
    }
}

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);
}

void OnChartEvent(const int id,
                   const long &lparam,
                   const double &dparam,
                   const string &sparam)
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}

//+------------------------------------------------------------------+
Array Functions

Array GetAsSeries

It checks direction of an array index.

```cpp
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 ArrayIsSeries() 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 ArraySetAsSeries() function.

Example:

```cpp
//--- indicator settings
//--- input parameters
input bool InpAsSeries=true; // Indexing direction in the indicator buffer
input bool InpPrices=true; // Calculation prices (true - Open,Close; false - High,Low)
int start=prev_calculated;
```
//--- work at the last bar if the indicator values have already been calculated at the
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]);

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
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);
}
//+------------------------------------------------------------------+
//| 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[])
{
    //--- 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
# 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)` doesn't mean the initialization with the same value of reserve elements allocated for this array. At further expanding of the `array` using the `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=DBL_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.

```c
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:

```c
//--- 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);
}
```

```c
// 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

`array[]`

[in] Checked array.

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_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- indicator buffers
double Label1Buffer[];

void OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,Label1Buffer,INDICATOR_DATA);
}

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[])
{
    //---
    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,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 ExtEmptyBodySi\_ze=0.2*Symbol\_Info\_Double(Symbol(),SYMBOL\_POINT);

void FillCandleMain(const double &open[],const double &close[],
\hspace{1em} const double &high[],const double &low[],
\hspace{1em} const int start,const int last,const int fill\_index,
\hspace{1em} int &index\_max, int &index\_min)
{
    //--- find the index of the maximum and minimum elements in the arrays
    index\_max=Array\_Maximum(high,Ext\_Start\_Pos,last-start+1); // maximum in High
    index\_min=Array\_Minimum(low,Ext\_Start\_Pos,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(Ext\_Direction\_Flag!=-1)
            ClearCandle(Ext\_Bull\_Body\_First,Ext\_Bull\_Body\_Second,Ext\_Bull\_Shadow\_First,Ext\_Bull\_Shadow\_Second,start,count);
        //--- bearish candlestick
        Ext\_Direction\_Flag=-1;
        //--- generate the candlestick
        FormCandleMain(Ext\_Bear\_Body\_First,Ext\_Bear\_Body\_Second,Ext\_Bear\_Shadow\_First,Ext\_Bear\_Shadow\_Second,
        \hspace{1em} close[last],high[index\_max],low[index\_min],start,count,Ext\_Bear\_Flag);
        //--- 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(Ext\_Direction\_Flag!=1)
            ClearCandle(Ext\_Bear\_Body\_First,Ext\_Bear\_Body\_Second,Ext\_Bear\_Shadow\_First,Ext\_Bear\_Shadow\_Second,start,count);
        //--- bullish candlestick
        Ext\_Direction\_Flag=1;
        //--- generate the candlestick
        FormCandleMain(Ext\_Bull\_Body\_First,Ext\_Bull\_Body\_Second,Ext\_Bull\_Shadow\_First,Ext\_Bull\_Shadow\_Second,
        \hspace{1em} open[start],high[index\_max],low[index\_min],start,count,Ext\_Bull\_Flag);
        //--- 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(Ext\_Direction\_Flag!=-1)
        ClearCandle(Ext\_Bull\_Body\_First,Ext\_Bull\_Body\_Second,Ext\_Bull\_Shadow\_First,Ext\_Bull\_Shadow\_Second,start,count,Ext\_Bull\_Flag);
    //--- bearish candlestick
    Ext\_Direction\_Flag=-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);
}
//-----------------------------------------------------------------------------
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 canal
    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 equ
    //--- 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]-ExtEr
// 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[])
```cpp
{
//--- 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++;
//--- 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[ExtCount])
{
//--- 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 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);
}
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);
}

//+--------------------------------------------------------------------------+
//| 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;
}
}
//+---------------------------------------------------------------------------------+
//| Clear the end of the candlestick (the area between the last and the penultimate | |
//| bar)                                                                              |
//+---------------------------------------------------------------------------------+
void ClearEndOfBodyMain(const int ind)
{
    ClearCandle(ExtBearBodyFirst, ExtBearBodySecond, ExtBearShadowFirst, ExtBearShadowSecond, ind, 1);
    ClearCandle(ExtBullBodyFirst, ExtBullBodySecond, ExtBullShadowFirst, ExtBullShadowSecond, ind, 1);
}
//+--------------------------------------------------------------------------+
//| Clear the candlestick                                                    |
//+--------------------------------------------------------------------------+
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);
    }
}
//+--------------------------------------------------------------------------+
//| Generate the main part of the candlestick                                |
//+--------------------------------------------------------------------------+
void FormMain(double &fst[], double &snd[], const double fst_value,
        const double snd_value, const int start, const int count)
```c
{
    //--- 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 &[double],[double &,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;
        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;
    }
```
**ArrayMinimum**

Searches for the lowest element in the first dimension of a multidimensional numeric array.

```c
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=WHL0E_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:**

```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,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
```
Array Functions

//---- 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
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 ExtEmptyBodySi[z] = 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);
        }
        // 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 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);
        }
        // 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,
                    open[start], high[index_max], low[index_min], start, count, ExtBullFlag);
    }
    // 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,
    else
        FormCandleEnd(ExtBearBodyEndFirst, ExtBearBodyEndSecond, ExtBearShadowEndFirst, ExtBearShadowEndSecond, open[start] - ExtEmptyBodySize, high[index_max], high[index_max] - ExtEmptyBodySize,
    //+------------------------------------------------------------------+

© 2000-2021, MetaQuotes Ltd
// 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[])

© 2000-2021, MetaQuotes Ltd
{  
//--- 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)
  
  ExtStartPos=i;

//--- define the first date from the larger time frame exceeding time[i]
while(time[i]>=ExtTimeBuff[ExtCount])
  
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[ExtCount])
{
  
//--- draw the main part of the candlestick (without filling out the area between the last and the 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);

//--- 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 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);

bool GetTimeData(void)
{
    //--- reset the error value
    ResetLastError();
    //--- copy all data for the current time
    if(CopyTime(Symbol(),InpPeriod,InpDataStart,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);
```c
//--- 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);
```

```c
// 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);
    }
}
```

```c
// 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;
    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;
}
Array Functions

ArrayPrint

Prints an array of a simple type or a simple structure into journal.

```cpp
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
);
```

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 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
Array Functions

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%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());

//--- example of printing

/*

  [time]   [open]   [high]   [low]   [close]  [tick_volume]  [spread]  [real
  [0] 2016.11.09 04:00:00 1.11242 1.12314 1.11187 1.12295      16110   10  
  [1] 2016.11.09 05:00:00 1.12296 1.12825 1.11930 1.12747      17829   9  
  [2] 2016.11.09 06:00:00 1.12747 1.12991 1.12586 1.12744     13458   10 
  [3] 2016.11.09 07:00:00 1.12743 1.12763 1.11988 1.12194     15362   9  
  [4] 2016.11.09 08:00:00 1.12194 1.12262 1.11058 1.11172     16833   9  
  [5] 2016.11.09 09:00:00 1.11173 1.11348 1.10803 1.11052     15933   8  
  [6] 2016.11.09 10:00:00 1.11052 1.11065 1.10289 1.10528     11888   9  
  [7] 2016.11.09 11:00:00 1.10512 1.11041 1.10472 1.10915     7284   10 
  [8] 2016.11.09 12:00:00 1.10915 1.11079 1.10892 1.10904     8710   9  
  [9] 2016.11.09 13:00:00 1.10904 1.10913 1.10223 1.10263     8956   7  

Check
  [time]   [open]   [high]   [low]   [close]  [tick_volume]  [spread]  [real
  [0] 2016.11.09 04:00:00 1.11242 1.12314 1.11187 1.12295      18110   10 
  [1] 2016.11.09 05:00:00 1.12296 1.12825 1.11930 1.12747      17829   9 
  [2] 2016.11.09 06:00:00 1.12747 1.12991 1.12586 1.12744     13458   10 
  [3] 2016.11.09 07:00:00 1.12743 1.12763 1.11988 1.12194     15362   9 
  [4] 2016.11.09 08:00:00 1.12194 1.12262 1.11058 1.11172     16833   9 
  [5] 2016.11.09 09:00:00 1.11173 1.11348 1.10803 1.11052     15933   8 
  [6] 2016.11.09 10:00:00 1.11052 1.11065 1.10289 1.10528     11888   9 
  [7] 2016.11.09 11:00:00 1.10512 1.11041 1.10472 1.10915     7284   10 
  [8] 2016.11.09 12:00:00 1.10915 1.11079 1.10892 1.10904     8710   9 
  [9] 2016.11.09 13:00:00 1.10904 1.10913 1.10223 1.10263     8956   7 */

See also
Array Functions

FileSave, FileLoad
Array Functions

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:

```c
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
//+------------------------------------------------------------------+
```
// Script program start function
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
/*
 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.

```c
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:

```c
//+------------------------------------------------------------------+
//| 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 Remove

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**

- `array[]`
  - `[in][out]` Array.
- `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 `GetLast` 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 8 9
     */

See also

ArrayInsert, ArrayCopy, ArrayResize, ArrayFree
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

`array[]`

[in][out] Array.

`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 inverted 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()");
}
```
ArrayFunctions

```
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 Functions**

### ArraySetAsSeries

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
#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//---- plot Numeration
```
```c
#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);
}

// 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.

```c
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);
}```
Print("Check:");
Print("Zero dimension = Array size / (First dimension * Second dimension * Third dimension)\nPrintFormat("%d = %d / (%d * %d * %d)",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");
//--- 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,size);
Array Functions

ArraySort

Sorts the values in the first dimension of a multidimensional numeric array in the ascending order.

```cpp
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:**

```cpp
#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[];
```
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 initialzation 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.

```c
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:

```c
//+------------------------------------------------------------------+
//| 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++)
      {
```
```c
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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>CharToString</td>
<td>Converting a symbol code into a one-character string</td>
</tr>
<tr>
<td>DoubleToString</td>
<td>Converting a numeric value to a text line with a specified accuracy</td>
</tr>
<tr>
<td>EnumToString</td>
<td>Converting an enumeration value of any type to string</td>
</tr>
<tr>
<td>NormalizeDouble</td>
<td>Rounding of a floating point number to a specified accuracy</td>
</tr>
<tr>
<td>StringToDouble</td>
<td>Converting a string containing a symbol representation of number into number of double type</td>
</tr>
<tr>
<td>StringToInteger</td>
<td>Converting a string containing a symbol representation of number into number of long type</td>
</tr>
<tr>
<td>StringToTime</td>
<td>Converting a string containing time or date in &quot;yyyy.mm.dd [hh:mi]&quot; format into datetime type</td>
</tr>
<tr>
<td>TimeToString</td>
<td>Converting a value containing time in seconds elapsed since 01.01.1970 into a string of &quot;yyyy.mm.dd hh:mi&quot; format</td>
</tr>
<tr>
<td>IntegerToString</td>
<td>Converting int into a string of preset length</td>
</tr>
<tr>
<td>ShortToString</td>
<td>Converting symbol code (unicode) into one-symbol string</td>
</tr>
<tr>
<td>ShortArrayToString</td>
<td>Copying array part into a string</td>
</tr>
<tr>
<td>StringToShortArray</td>
<td>Symbol-wise copying a string to a selected part of array of ushort type</td>
</tr>
<tr>
<td>CharArrayToString</td>
<td>Converting symbol code (ansi) into one-symbol array</td>
</tr>
<tr>
<td>StringToCharArray</td>
<td>Symbol-wise copying a string converted from Unicode to ANSI, to a selected place of array of uchar type</td>
</tr>
<tr>
<td>CharArrayToStruct</td>
<td>Copy uchar type array to POD structure</td>
</tr>
</tbody>
</table>
**Conversion Functions**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>StructToCharArray</strong></td>
<td>Copy <strong>POD structure</strong> to uchar type array</td>
</tr>
<tr>
<td><strong>ColorToRGB</strong></td>
<td>Converting color type to uint type to receive ARGB representation of the color.</td>
</tr>
<tr>
<td><strong>ColorToString</strong></td>
<td>Converting color value into string as &quot;R,G,B&quot;</td>
</tr>
<tr>
<td><strong>StringToColor</strong></td>
<td>Converting &quot;R,G,B&quot; string or string with color name into color type value</td>
</tr>
<tr>
<td><strong>StringFormat</strong></td>
<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.

```c
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**

StringToArray, 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.

```c
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 0xFFFF, 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.

<p>| | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>8</td>
<td>8</td>
<td>8</td>
</tr>
<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>
</tr>
<tr>
<td>27</td>
<td>26</td>
<td>25</td>
<td>24</td>
</tr>
<tr>
<td>23</td>
<td>22</td>
<td>21</td>
<td>20</td>
</tr>
<tr>
<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
</tr>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
</tr>
<tr>
<td>11</td>
<td>10</td>
<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, 80FFFF00 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
ColorToString

It converts color value into string of "R,G,B" form.

```csharp
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:

```csharp
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.

```c
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:**

```c
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
    }

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

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**
  - [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.

```c
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

- `StringToArray`, `CharToString`, `StringGetCharacter`
Conversion Functions

**ShortArrayToString**

It copies part of array into a returned string.

```csharp
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:mi" 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:mi",
TIME_SECONDS gets results as "hh:mm:ss".

**Return Value**

String.

**See also**

[StringToTime](#), [TimeToStruct](#)
NormalizeDouble

Rounding floating point number to a specified accuracy.

```cpp
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:

```cpp
double a=76.671;   // A normalized number with three decimal places
Print("Print(76.671)=",a);  // Output as is
Print("DoubleToString(a,8)=" ,DoubleToString(a,8));  // Output with a preset accuracy
```

you will have the following in the terminal:

```plaintext
DoubleToString(a,8)=76.67100000
Print(76.671)=76.67100000000001
```

**Example:**

```cpp
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:
```

© 2000-2021, MetaQuotes Ltd
Conversion Functions

pi = 3.1415926535897931
NormalizeDouble(pi, 3) = 3.1419999999999999
NormalizeDouble(pi, 8) = 3.1415926499999998
NormalizeDouble(pi, 0) = 3.0000000000000000

*/

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
StringToArray

The function symbol-wise copies a string into a specified place of an array of ushort type. It returns the number of copied elements.

```c
int StringToArray(
    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`, `StringToArray`, `Use of a Codepage`
Conversion Functions

StringToTime

Transforms the string containing time and/or date in the "yyyy.mm.dd [hh:mi]" format into the datetime type number.

```c
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]"
    - "yyymmmdd [hh:mi:ss]"
    - "yyymmddd [hh:msss]"
    - "yyyy/mm/dd [hh:mi:ss]"
    - "yyyy-mm-dd [hh:mi: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:
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);" , 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 = %.%df (point value)\n", point_value);
    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 indentation in points);" , 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);
    //--- determine 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 swaps);
    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_SYMBOL";
    case SYMBOL_SWAP_MODE_CURRENCY_MARGIN: str_swap_mode = "SYMBOL_SWAP_MODE_CURRENCY_MARGIN";
    case SYMBOL_SWAP_MODE_CURRENCY_DEPOSIT: str_swap_mode = "SYMBOL_SWAP_MODE_CURRENCY_DEPOSIT";
    case SYMBOL_SWAP_MODE_INTEREST_CURRENT: str_swap_mode = "SYMBOL_SWAP_MODE_INTEREST_CURRENT";
    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 reopening positions by the current Bid price +/- specified number of points)";
    }
    //--- 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) ;
}
temp_string=StringFormat("  SYMBOL_SWAP_LONG = %f (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 = %f (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 (trade prohibited)";
  case SYMBOL_TRADE_MODE_LONGONLY: str_trade_mode="SYMBOL_TRADE_MODE_LONGONLY (on long only)";
  case SYMBOL_TRADE_MODE_SHORTONLY: str_trade_mode="SYMBOL_TRADE_MODE_SHORTONLY (on short only)";
  case SYMBOL_TRADE_MODE_CLOSEONLY: str_trade_mode="SYMBOL_TRADE_MODE_CLOSEONLY (on closing only)";
  case SYMBOL_TRADE_MODE_FULL: str_trade_mode="SYMBOL_TRADE_MODE_FULL (no trade restrictions)";
}
//--- 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)"; break;
  case SYMBOL_CALC_MODE_FUTURES: str_calc_mode="SYMBOL_CALC_MODE_FUTURES (futures)"; break;
  case SYMBOL_CALC_MODE_CFD: str_calc_mode="SYMBOL_CALC_MODE_CFD (CFD)"; break;
  case SYMBOL_CALC_MODE_CFDINDEX: str_calc_mode="SYMBOL_CALC_MODE_CFDINDEX (CFD index)"; break;
  case SYMBOL_CALC_MODE_CFDLEVERAGE: str_calc_mode="SYMBOL_CALC_MODE_CFDLEVERAGE"; break;
  case SYMBOL_CALC_MODE_EXCH_STOCKS: str_calc_mode="SYMBOL_CALC_MODE_EXCH_STOCKS"; break;
  case SYMBOL_CALC_MODE_EXCH_FUTURES: str_calc_mode="SYMBOL_CALC_MODE_EXCH_FUTURES"; break;
  case SYMBOL_CALC_MODE_EXCH_FUTURES_FORWARDS: str_calc_mode="SYMBOL_CALC_MODE_EXCH_FUTURES_FORWARDS";
}
//--- 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_MARGINITIAL);
temp_string=StringFormat("  SYMBOL_MARGINITIAL = %.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_MARGINTANNEE);
temp_string=StringFormat("  SYMBOL_MARGINTANNEE = %.2f (maintenance margin)\n", margin_maintenance);
StringAdd(output_string,temp_string);
Conversion Functions

margin_maintenance);
StringAdd(output_string,temp_string);

//--- int value output
int freeze_level=(int)SymbolInfoInteger(_Symbol,SYMBOLO_TRADE_FREEZE_LEVEL);
temp_string=StringFormat(" SYMBOL TRADE_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 EURUSD:
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 indention in points for Stop orders)
SYMBOL_TRADE_CONTRACT_SIZE = 100000 (contract size)
SYMBOL_TRADE_TICK_SIZE = 0.000010 (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_INITIAL = 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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathAbs</td>
<td>Returns absolute value (modulus) of the specified numeric value</td>
</tr>
<tr>
<td>MathArccos</td>
<td>Returns the arc cosine of x in radians</td>
</tr>
<tr>
<td>MathArcsin</td>
<td>Returns the arc sine of x in radians</td>
</tr>
<tr>
<td>MathArctan</td>
<td>Returns the arc tangent of x in radians</td>
</tr>
<tr>
<td>MathArctan2</td>
<td>Return the angle (in radians) whose tangent is the quotient of two specified numbers</td>
</tr>
<tr>
<td>MathClassify</td>
<td>Returns the type of a real number</td>
</tr>
<tr>
<td>MathCeil</td>
<td>Returns integer numeric value closest from above</td>
</tr>
<tr>
<td>MathCos</td>
<td>Returns the cosine of a number</td>
</tr>
<tr>
<td>MathExp</td>
<td>Returns exponent of a number</td>
</tr>
<tr>
<td>MathFloor</td>
<td>Returns integer numeric value closest from below</td>
</tr>
<tr>
<td>MathLog</td>
<td>Returns natural logarithm</td>
</tr>
<tr>
<td>MathLog10</td>
<td>Returns the logarithm of a number by base 10</td>
</tr>
<tr>
<td>MathMax</td>
<td>Returns the maximal value of the two numeric values</td>
</tr>
<tr>
<td>MathMin</td>
<td>Returns the minimal value of the two numeric values</td>
</tr>
<tr>
<td>MathMod</td>
<td>Returns the real remainder after the division of two numbers</td>
</tr>
<tr>
<td>MathPow</td>
<td>Raises the base to the specified power</td>
</tr>
<tr>
<td>MathRand</td>
<td>Returns a pseudorandom value within the range of 0 to 32767</td>
</tr>
<tr>
<td>MathRound</td>
<td>Rounds of a value to the nearest integer</td>
</tr>
<tr>
<td>MathSin</td>
<td>Returns the sine of a number</td>
</tr>
<tr>
<td>MathSqrt</td>
<td>Returns a square root</td>
</tr>
<tr>
<td>MathSrand</td>
<td>Sets the starting point for generating a series of pseudorandom integers</td>
</tr>
<tr>
<td>MathTan</td>
<td>Returns the tangent of a number</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>MathIsValidNumber</td>
<td>Checks the correctness of a real number</td>
</tr>
<tr>
<td>MathExpm1</td>
<td>Returns the value of the expression ( \text{MathExp}(x) - 1 )</td>
</tr>
<tr>
<td>MathLog1p</td>
<td>Returns the value of the expression ( \text{MathLog}(1+x) )</td>
</tr>
<tr>
<td>MathArccosh</td>
<td>Returns the hyperbolic arccosine</td>
</tr>
<tr>
<td>MathArccosh</td>
<td>Returns the hyperbolic arcsine</td>
</tr>
<tr>
<td>MathArctanh</td>
<td>Returns the hyperbolic arctangent</td>
</tr>
<tr>
<td>MathCosh</td>
<td>Returns the hyperbolic cosine</td>
</tr>
<tr>
<td>MathSinh</td>
<td>Returns the hyperbolic sine</td>
</tr>
<tr>
<td>MathTanh</td>
<td>Returns the hyperbolic tangent</td>
</tr>
<tr>
<td>MathSwap</td>
<td>Change the order of bytes in the \text{ushort}/\text{uint}/\text{ushort} types value</td>
</tr>
</tbody>
</table>
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)](https://www.metaquotes.net/mql5 FUNCTIONS)
Math Functions

MathArcsin

The function returns the arc sine of x within the range of −π/2 to π/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 −π/2 to π/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().
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, θ, within the range from -π to π radians, so that MathTan(θ)=y/x.

Please note as follows:

- For (x, y) in quadrant 1, 0 < θ < π/2
- For (x, y) in quadrant 2, π/2 < θ ≤ π
- For (x, y) in quadrant 3, -π < θ < -π/2
- For (x, y) in quadrant 4, -π/2 < θ < 0

For points on the boundaries of the quadrants, the return value is the following:

- If y is 0 and x is not negative, θ = 0.
- If y is 0 and x is negative, θ = π.
- If y is positive and x is 0, θ = π/2.
- If y is negative and x is 0, θ = -π/2.
- If y is 0 and x is 0, θ = 0.

Note

Instead of the MathArctan2() function, you can use the atan2() function.
MathFunctions

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.

**ENUM_FP_CLASS**

<table>
<thead>
<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 DBL_MIN (2.2250738585072014e-308)</td>
</tr>
<tr>
<td>FP_NORMAL</td>
<td>A normal number in the range between 2.2250738585072014e-308 and 1.7976931348623158e+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));

//-- test normal value
double normal=1.2345e6;
PrintFormat("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;
PrintFormat("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);
PrintFormat("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.

```c
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)
Math Floor

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.

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 \( \text{val} / \text{y} \) so that \( \text{val} = i \times \text{y} + f \), 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 \( \text{y} \).

Note

Instead of `MathMod()` you can use `fmod()`.
MathPow

The function raises a base to a specified power.

```cpp
double MathPow(
    double base,    // base
    double 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.

```
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 `MathSrand` to set the generator of pseudorandom numbers to the initial state.

Note

Instead of `MathRand()` you can use `rand()`.
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().
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 produce 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 variables, having approximately equal magnitude (none of the summands dominates), makes a determining contribution to the sum), has a distribut
#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
```
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 again:
        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++)
        {
//--- 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);
}
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)
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)]
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)
**MathArccosh**

Returns the hyperbolic arccosine.

```c
double MathArccosh(
    double value  // 1 <= value < ∞
);
```

**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 NaN (undefined value).

**Note**

Instead of the MathArccosh() function you can use the `acosh()` function.

**See also**

[Real types (double, float)]
**MathArcsinh**

Returns the hyperbolic arcsine.

```cpp
double MathArcsinh(
    double value  // -∞ < value < +∞
);
```

**Parameters**

- `value` [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.
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.
Math Functions

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.
Math Functions

MathTanh

Returns the hyperbolic tangent of the number.

```c
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.

```csharp
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.

```csharp
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.

```csharp
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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>StringAdd</td>
<td>Adds a string to the end of another string</td>
</tr>
<tr>
<td>StringBufferLen</td>
<td>Returns the size of buffer allocated for the string</td>
</tr>
<tr>
<td>StringCompare</td>
<td>Compares two strings and returns 1 if the first string is greater than the second; 0 - if the strings are equal; -1 (minus 1) - if the first string is less than the second one</td>
</tr>
<tr>
<td>StringConcatenate</td>
<td>Forms a string of parameters passed</td>
</tr>
<tr>
<td>StringFill</td>
<td>Fills out a specified string by selected symbols</td>
</tr>
<tr>
<td>StringFind</td>
<td>Search for a substring in a string</td>
</tr>
<tr>
<td>StringGetCharacter</td>
<td>Returns the value of a number located in the specified string position</td>
</tr>
<tr>
<td>StringInit</td>
<td>Initializes string by specified symbols and provides the specified string length</td>
</tr>
<tr>
<td>StringLen</td>
<td>Returns the number of symbols in a string</td>
</tr>
<tr>
<td>StringSetLength</td>
<td>Sets a specified length (in characters) for a string</td>
</tr>
<tr>
<td>StringReplace</td>
<td>Replaces all the found substrings of a string by a set sequence of symbols</td>
</tr>
<tr>
<td>StringReserve</td>
<td>Reserves the buffer of a specified size for a string in memory.</td>
</tr>
<tr>
<td>StringSetCharacter</td>
<td>Returns a copy of a string with a changed value of a symbol in a specified position</td>
</tr>
<tr>
<td>StringSplit</td>
<td>Gets substrings by a specified separator from the specified string, returns the number of substrings obtained</td>
</tr>
<tr>
<td>StringSubstr</td>
<td>Extracts a substring from a text string starting from a specified position</td>
</tr>
<tr>
<td>StringToLower</td>
<td>Transforms all symbols of a selected string to lowercase</td>
</tr>
<tr>
<td>StringToUpper</td>
<td>Transforms all symbols of a selected string into capitals</td>
</tr>
<tr>
<td>StringTrimLeft</td>
<td>Cuts line feed characters, spaces and tabs in the left part of the string</td>
</tr>
<tr>
<td><strong>StringTrimRight</strong></td>
<td>Cuts line feed characters, spaces and tabs in the right part of the string</td>
</tr>
</tbody>
</table>
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

```c
{
    StringConcatenate(c, a, b);
}
stop = GetTickCount();
Print("time for 'StringConcatenate(c,a,b)' = ", (stop-start), " milliseconds, i = ",
```
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]
StringCompare

The function compares two strings and returns the comparison result in form of an integer.

```cpp
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:

```cpp
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) PrintFormat("Case sensitive comparison: %s > %s",s1,s2);
    else
    {
        if(result1<0)PrintFormat("Case sensitive comparison: %s < %s",s1,s2);
        else PrintFormat("Case sensitive comparison: %s = %s",s1,s2);
    }

    //--- compare case-insensitive
    int result2=StringCompare(s1,s2,false);
    if(result2>0) PrintFormat("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(), StringToArray(), 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`
String Fill

It fills out a selected string by specified symbols.

```c
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:

```c
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`, `StringLength`, `StringInit`
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=0`  
  [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](#), [StringLength](#), [StringLength](#)
String GetCharacter

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.

```c
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:**

```c
void OnStart()
{
    //---
    string str;
    StringInit(str, 200, 0);
    Print("str = ", str,
        StringBufferLen(str), ", StringLen(str) = ", StringLen(str));
}
/* Result
str = : StringBufferLen(str) = 200 StringLen(str) = 0 */
```

**See also**

`StringBufferLen`, `StringLength`
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.

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

© 2000-2021, MetaQuotes Ltd
# 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**

In case of successful execution, 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:
    */
}```
Test with StringReserve passed for 50 msc
Test without StringReserve passed for 121 msc
*/
}

See also

StringBufferLen, StringSetLength, StringInit, StringSetCharacter
**String Set Character**

Returns copy of a string with a changed character in a specified position.

```c
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 `StringLen(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:**

```c
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=StringLen(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

... */
```
String Functions

```plaintext
after: str = 012345 , StringBufferLen(str) = 16  StringLen(str) = 6
addition: str = 012345+ , StringBufferLen(str) = 16  StringLen(str) = 7
*/
```

See also

`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
    & 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 `GetLastError()` 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]);
    }
}
```
String Functions

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 StringLen(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
String Functions

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.

```cpp
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 `GetLastError()`.

**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.

```c
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 <code>MqlDateTime</code> structure type</td>
</tr>
<tr>
<td><code>StructToTime</code></td>
<td>Converts a variable of <code>MqlDateTime</code> 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**

```plaintext
datetime TimeCurrent();
```

**Call with MqlDateTime type parameter**

```plaintext
datetime TimeCurrent(
    MqlDateTime& dt_struct // structure type variable
);
```

**Parameters**

`dt_struct`
- `[out] MqlDateTime` structure type variable.

**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.
Date and Time

**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**

```c
datetime TimeTradeServer();
```

**Call with MqlDateTime type parameter**

```c
MqlDateTime dt_struct; // Variable of structure type
datetime TimeTradeServer(MqlDateTime& dt_struct);
```

**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()`.
**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**

```plaintext
datetime TimeGMT();
```

**Call with MqlDateTime type parameter**

```plaintext
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() = TimeGMTOffset() - TimeLocal()
```
**TimeToStruct**

Converts a value of datetime type (number of seconds since 01.01.1970) into a structure variable MqlDateTime.

```c
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.

```plaintext
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>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>AccountInfoDouble</td>
<td>Returns a value of double type of the corresponding account property</td>
</tr>
<tr>
<td>AccountInfoInteger</td>
<td>Returns a value of integer type (bool, int or long) of the corresponding account property</td>
</tr>
<tr>
<td>AccountInfoString</td>
<td>Returns a value string type corresponding account property</td>
</tr>
</tbody>
</table>
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 = %", AccountInfoDouble(ACCOUNT_BALANCE));
    printf("ACCOUNT_CREDIT = %", AccountInfoDouble(ACCOUNT_CREDIT));
    printf("ACCOUNT_PROFIT = %", AccountInfoDouble(ACCOUNT_PROFIT));
    printf("ACCOUNT_EQUITY = %", AccountInfoDouble(ACCOUNT_EQUITY));
    printf("ACCOUNT_MARGIN = %", AccountInfoDouble(ACCOUNT_MARGIN));
    printf("ACCOUNT_MARGIN_FREE = %", AccountInfoDouble(ACCOUNT_MARGIN_FREE));
    printf("ACCOUNT_MARGIN_LEVEL = %", AccountInfoDouble(ACCOUNT_MARGIN_LEVEL));
    printf("ACCOUNT_MARGIN_SO_CALL = %", AccountInfoDouble(ACCOUNT_MARGIN_SO_CALL));
    printf("ACCOUNT_MARGIN_SO_SO = %", AccountInfoDouble(ACCOUNT_MARGIN_SO_SO));
}
```

See also

- `SymbolInfoDouble`, `SymbolInfoString`, `SymbolInfoInteger`, `PrintFormat`
Account Information

AccountInfoInteger

Returns the value of the appropriate account property.

```cpp
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:

```cpp
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);
    ENUM_ACCOUNT_STOPOUT_MODE stopOutMode = ENUM_ACCOUNT_STOPOUT_MODE
    AccountInfoInteger(ACCOUNT_STOPOUT_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.

```c
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:

```c
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>
</tr>
</thead>
<tbody>
<tr>
<td>GetLastError</td>
<td>Returns the last error</td>
</tr>
<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.

```cpp
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.

```c
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.

```
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.

```cpp
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.

```
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.

```c
enum 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.

```c
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><strong>OnStart</strong></td>
<td>The function is called when the <strong>Start</strong> event occurs to perform actions set in the script</td>
</tr>
<tr>
<td><strong>OnInit</strong></td>
<td>The function is called in indicators and EAs when the <strong>Init</strong> event occurs to initialize a launched MQL5 program</td>
</tr>
<tr>
<td><strong>OnDeinit</strong></td>
<td>The function is called in indicators and EAs when the <strong>Deinit</strong> event occurs to de-initialize a launched MQL5 program</td>
</tr>
<tr>
<td><strong>OnTick</strong></td>
<td>The function is called in EAs when the <strong>NewTick</strong> event occurs to handle a new quote</td>
</tr>
<tr>
<td><strong>OnCalculate</strong></td>
<td>The function is called in indicators when the <strong>Calculate</strong> event occurs to handle price data changes</td>
</tr>
<tr>
<td><strong>OnTimer</strong></td>
<td>The function is called in indicators and EAs during the <strong>Timer</strong> periodic event generated by the terminal at fixed time intervals</td>
</tr>
<tr>
<td><strong>OnTrade</strong></td>
<td>The function is called in EAs during the <strong>Trade</strong> event generated at the end of a trading operation on a trade server</td>
</tr>
<tr>
<td><strong>OnTradeTransaction</strong></td>
<td>The function is called in EAs when the <strong>TradeTransaction</strong> event occurs to process a trade request execution results</td>
</tr>
<tr>
<td><strong>OnBookEvent</strong></td>
<td>The function is called in EAs when the <strong>BookEvent</strong> event occurs to process changes in the market depth</td>
</tr>
<tr>
<td><strong>OnChartEvent</strong></td>
<td>The function is called in indicators and EAs when the <strong>ChartEvent</strong> event occurs to process chart changes made by a user or an MQL5 program</td>
</tr>
<tr>
<td><strong>OnTester</strong></td>
<td>The function is called in EAs when the <strong>Tester</strong> event occurs to perform necessary actions after testing an EA on history data</td>
</tr>
</tbody>
</table>
OnTesterInit

The function is called in EAs when the TesterInit event occurs to perform necessary actions before optimization in the strategy tester.

OnTesterDeinit

The function is called in EAs when the TesterDeinit event occurs after EA optimization in the strategy tester.

OnTesterPass

The function is called in EAs when the TesterPass event occurs to handle an arrival of a new data frame during EA optimization in the strategy tester.

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_COLORBACKGROUND,GetRandomColor());
ChartRedraw();
Sleep(1000);

//--- set color of Ask line
Comment("Set color of Ask line");
ChartSetInteger(0,CHART_COLORASK,GetRandomColor());
ChartRedraw();
Sleep(1000);

//--- set color of a downward bar and a downward candle frame
Comment("Set color of a downward bar and a downward candle frame");
ChartSetInteger(0,CHART_COLORCHART_DOWN,GetRandomColor());
ChartRedraw();
Sleep(1000);

//--- set color of a chart line and Doji candlesticks
Comment("Set color of a chart line and Doji candlesticks");
ChartSetInteger(0,CHART_COLORCHART_LINE,GetRandomColor());
ChartRedraw();
Sleep(1000);

//--- set color of an upward bar and an upward candle frame
Comment("Set color of an upward bar and an upward candle frame");
ChartSetInteger(0,CHART_COLORCHART_UP,GetRandomColor());
ChartRedraw();
Sleep(1000);

//--- set color of axes, scale and OHLC line
Comment("Set color of axes, scale and OHLC line");
ChartSetInteger(0,CHART_COLOR_FOREGROUND,GetRandomColor());
ChartRedraw();
Sleep(1000);

//--- set a grid color
Comment("Set a grid color");
ChartSetInteger(0,CHART_COLOR_GRID,GetRandomColor());
ChartRedraw();
Sleep(1000);

//--- set Last price color
Comment("Set Last price color");
ChartSetInteger(0,CHART_COLOR_LAST,GetRandomColor());
ChartRedraw();
Sleep(1000);

//--- set color of Stop Loss and Take Profit order levels
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
Event Handling

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_INITFAILED` 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. 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.

| INIT_AGENT_NOT_SUITEABLE | 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. |

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))
```
```c
{
    //--- check available RAM for the agent
    int available_memory_mb=TerminalInfoInteger(TERMAL_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==INVALIDHANDLE)
    {
        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.

```c
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 <strong>ExpertRemove()</strong> 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 <strong>OnInit()</strong> handler returned a non-zero value</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 re: 
//--- 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() = ",getUninitReasonText( UninitializeReas:
//---
    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() = ",getUninitReasonText( UninitializeReas:
}

//+------------------------------------------------------------------+
//| Return a textual description of the deinitialization reason code |
//+------------------------------------------------------------------+
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;
```
Event Handling

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
Event Handling

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__, GetLastErr());
        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();
    }
}
//--- 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 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
        }
    }
    return res;
}
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 trading mode is enabled
    res=revers?res:-res;  // reverse the signal if necessary (return -1 instead of 1 and vice versa)
    //--- return a trading signal value
    return (res);

    // Return 'true' when a new bar appears
    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);
        }
        //--- buy at a market price
        return (true);
    }
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, 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
            PrintfFormat("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_BUY, volume, deviation, magicnumber, position_ticket);
        }
    }
}

// Prepare and send a trade request
bool MarketOrder(ENUM_ORDER_TYPE type, double volume, ulong slip, ulong magicnumber, ulong

/--- declaring and initializing structures
MqlTradeRequest request={0};
MqlTradeResult result={0};
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 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
cost 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

//+------------------------------------------------------------------+
//|                                           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;

//---- indicator initialization function
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"+"\"+toString(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);
}

//+------------------------------------------------------------------+
```c
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
    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.

The minimum interval of 1000 milliseconds is used in the strategy tester. 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 |
//+------------------------------------------------------------------+
#
#property copyright "Copyright 2018, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
#property description "Example of using the timer for calculating the trading server time"
#property description "It is recommended to run the EA at the end of a trading week before the weekend"

//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create a timer with a 1 second period
    EventSetTimer(1);
}
```
Event Handling

```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
    {
```

© 2000-2021, MetaQuotes Ltd
//--- increase time of the OnTimer() first call
if(start_tradeserver_time!=0)
    calculated_server_time=calculated_server_time+1;;

//--- display values of all counters on the chart
    Comment(com);
}
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

// start date for trade history in cache
datetime start;

// end date for trade history in cache
datetime end;

//--- 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                                          |
//+------------------------------------------------------------------+
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();
    ResetLastError();
    //--- 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;
    }
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();

//+------------------------------------------------------------------+
//|  changing the start date for requesting the trade history          |
//+------------------------------------------------------------------+
void CheckStartDateInTradeHistory()
{
    //--- initial interval, if we were to start working right now
    datetime curr_start=TimeCurrent()-days*PeriodSeconds(PERIOD_D1);
    //--- make sure that the start limit of the trade history has not gone
    //--- more than 1 day over the intended date
    if(curr_start-start>PeriodSeconds(PERIOD_D1))
    {
        //--- correct the start date of history to be loaded in the cache
        start=curr_start;
        PrintFormat("New start limit of the trade history to be loaded: start => %s", TimeToString(start));
        //--- now reload the trade history for the updated interval
        HistorySelect(start,end);
        //--- correct the deal and order counters in history for further comparison
        history_orders=HistoryOrdersTotal();
        deals=HistoryDealsTotal();
    }
}

//+------------------------------------------------------------------+
/* 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.

```c
void OnTradeTransaction()
    const MqlTradeTransaction& trans,  // trade transaction structure
    const MqlTradeRequest& request,   // request structure
    const MqlTradeResult& result       // response structure
){
```

Parameters

- **trans**
  - [in] MqlTradeTransaction type variable describing a transaction made on a trading account.

- **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**

```mql5
//+------------------------------------------------------------------+
//| Sample listener of TradeTransaction events                        |
//+------------------------------------------------------------------+

int OnInit()
{
//---
    PrintFormat("LAST PING=%f ms",",
```

© 2000-2021, MetaQuotes Ltd
TerminalInfoInteger(TERMINAL_PING_LAST)/1000;

//---
return(INIT_SUCCEEDED);
}

// Expert tick function

//+------------------------------------------------------------------+
//| 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=%5f TP=%5f", 
                pos_ID,trans_symbol,trans.price_sl,trans.price_tp);
Event Handling

```c
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 %2f lot %s", EnumToString(trans_type),
                    lastDealID, EnumToString(lastDealTypeID), trans_symbol, lastDealVolume);
    }
    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 %f %s", EnumToString(trans_type),
                    lastOrderID, EnumToString(lastOrderTypeID), trans_symbol, lastOrderState, lastOrderVolume, 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 %s", EnumToString(trans_type),
                    lastOrderID, EnumToString(lastOrderTypeID), trans_symbol, lastOrderState, lastOrderVolume, Exchange_ticket);
    }
```

© 2000-2021, MetaQuotes Ltd
Event Handling

```cpp
}  
break;
}

//--- order ticket
ulong orderID_result=result.order;
string retcode_result=GetRetcodeID(result.retcode);
if(orderID_result!=0)
    PrintFormat("MqlTradeResult: order %d retcode=%s ",orderID_result,retcode_result);
//---

// 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_DISABLES_AT"); break;
    case 10027: return("TRADE RETCODE_CLIENT_DISABLES_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;
//---

See also

OrderSend, OrderSendAsync, OnTradeTransaction, Trade request structure, Trade transaction structure, Trade transaction types, Trade operation types, Client terminal events
**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
//+------------------------------------------------------------------+
```
//--- 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[];

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", __FUNCTION__, _Symbol, GetLastError());
    //--- successful initialization
    return(INIT_SUCCEEDED);
}

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", __FUNCTION__, _Symbol, GetLastError());
    }
    else
Event Handling

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)
    {
        PrintFormat("%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 CHAR_EVENT_MOUSE_MOVE=true for a chart);
- CHARTEVENT_OBJECT_CREATE — create a graphical object (if CHAR_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 CHAR_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;
• 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></td>
<td></td>
<td></td>
<td></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 Handling</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>----------------</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Removing a graphical object</strong> (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><strong>Mouse click on a chart</strong></td>
<td>CHARTEVENT_OBJECT_CLICK</td>
<td>X coordinate</td>
<td>Y coordinate</td>
<td>—</td>
</tr>
<tr>
<td><strong>Mouse click on a graphical object</strong></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><strong>Moving a graphical object with mouse</strong></td>
<td>CHARTEVENT_OBJECT_DRAG</td>
<td>—</td>
<td>—</td>
<td>Name of a moved graphical object</td>
</tr>
<tr>
<td><strong>Finishing a text editing in the &quot;Input field&quot; graphical object input box</strong></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><strong>Resizing the chart or modifying the chart properties via the properties dialog window</strong></td>
<td>CHARTEVENT_CHART_CHANGE</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td><strong>Custom event with N number</strong></td>
<td>CHARTEVENT_CUSTOM+N</td>
<td>Value defined by the EventChartCustomN() function</td>
<td>Value defined by the EventChartCustomN() function</td>
<td>Value defined by the EventChartCustomN() function</td>
</tr>
</tbody>
</table>

**Sample chart event listener:**

```c
//+------------------------------------------------------------------+
//|                                          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 CHAREVENT_CUSTOM constant value
    Print("CHAREVENT_CUSTOM=",CHAREVENT_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
        EventChartCustom(ChartID(),custom_event_id,tick_counter,SymbolInfoDouble(Symbol
        //--- add to a log for analyzing the example results
        Print(__FUNCTION__,": Sent a custom event ID=" ,custom_event_id);
Event Handling

```c
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 KEYNUMPAD_5: Print("Pressed KEYNUMPAD_5"); break;
            case KEYNUMLOCK_5: Print("Pressed KEYNUMLOCK_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);
    //--- changed a text in the input field of the Edit graphical object
    if(id==CHARTEVENT_OBJECT_ENDEDIT)
```
Print("Changed text in Edit object ",sparam," id="id);

//--- mouse movement events
if(id==CHARTEVENT_MOUSE_MOVE)
    Comment("POINT: ",lparam," ",dparam,"\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; // X coordinate where the mouse whee.
    int y_cursor = (int)(short)(lparam>>16); // Y coordinate where the mouse whee.
    int delta = (int)dparam; // Total value of mouse scroll, trig
    //--- 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&0x0010)!=0)
        str_keys="CTRL ";
    if((flg_keys&0x0020)!=0)
        str_keys="MMOUSE ";
    if((flg_keys&0x0040)!=0)
        str_keys="X1MOUSE ";
    if((flg_keys&0x0080)!=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 properti:
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,dpa

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
### Event Handling

```c
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);
```

**See also**

- EventChartCustom
- Types of chart events
- Event handling functions
- Program running
- Client terminal events
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
//--- 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
//---
```
```c
#define EA_MAGIC 18052018

//+------------------------------------------------------------------+
//| Check for position opening conditions                           |
//+------------------------------------------------------------------+
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
        {
            if(rt[0].open<ma[0] && rt[0].close>ma[0])
                signal=ORDER_TYPE_SELL; // sell signal
        }
    //--- additional checks
    if(signal!=WRONG_VALUE)
    {
        if(TerminalInfoInteger(TERM_BASE_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);
        }
    }
    //---
}

//+------------------------------------------------------------------+
//| Check for position closing conditions                            |
//+------------------------------------------------------------------+
void CheckForClose(void)
{
```
MqlRates rt[2];

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);

if(type==(long)POSITION_TYPE_SELL && rt[0].open>ma[0] && rt[0].close<ma[0])
    signal=true;

if(type==(long)POSITION_TYPE_BUY && rt[0].open<ma[0] && rt[0].close>ma[0])
    signal=true;

//--- additional checks

if(signal)
{
    if(TerminalInfoInteger(TERMINAL_TRADE_ALLOWED) && Bars(_Symbol, _Period)>100)
        trade.PositionClose(_Symbol, Slippage);
}

bool SelectPosition()
{
    bool res=false;

    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;
            }
        }
    }

    return res;
}
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);

//--- set a trading type: Netting or Hedging
IsHedging=((ENUM_ACCOUNT_MARGIN_MODE)AccountInfoInteger(ACCOUNT_MARGIN_MODE)==ACCOUNT_MARGIN_NETTING ||
ACCOUNT_MARGIN_HEEDING);

//--- 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();
    //---
```cpp
//+------------------------------------------------------------------+
//| 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 history
    ArrayResize(pl_results, total_deals);
    //--- counter of deals that fix the trading result - profit or loss
```
```c
textcounter=0;
textulong 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_ENTRYdeal_entry=(ENUM DEAL_ENTRY)HistoryDealGetInteger(ticket_h:
        long deal_type=HistoryDealGetInteger(ticket_history_deal,DEAL T IPE_BUY)
        double deal_profit=HistoryDealGetDouble(ticket_history_deal,DEAL_PRO:
        double deal_volume=HistoryDealGetDouble(ticket_history_deal,DEAL_VO:
        //--- 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 de:
            pl_results[counter]=deal_profit;
            volume+=deal_volume;
            counter++;    
        }
    }
}
//--- set the final size of the array
ArrayResize(pl_results,counter);
return (true);
}
//------------------------------------------------------------------
//| Calculate the linear regression y=a*x+b                  |
//------------------------------------------------------------------
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;
```
```cpp
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);
```

```cpp
//+------------------------------------------------------------------+
//|  Calculate mean-square deviation error for specified a and b     |
//+------------------------------------------------------------------+
bool CalculateStdError(double &data[], double a_coef, double b_coef, double &std_err)
{
    //--- 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 |
//+------------------------------------------------------------------+
```
Event Handling

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
{
    //--- 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);
    //---
}

//TesterDeinit function
void OnTesterDeinit()
{
   //--- optimization duration
   string log_message=StringFormat("%s: optimization took %d seconds", __FUNCTION__, TimeLocal()-optimization_start);
   PrintFormat(log_message);
   report=report+"\r\n"+log_message;
   Comment(report);
}

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);
}

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();
   }
   //--- if a netting position is opened, skip the signal - wait till it closes
   if(signal!=0 && PositionsTotal()>0 &amp; ENUM_ACCOUNT_MARGIN_MODE)AccountInfoInteger
   {
```c
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

int CheckSignal()
{
    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)
        {
            last_body=bar[0].close-bar[0].open;
            //--- if the body of the last bar (with index 1) exceeds the previous ATR value
            if(MathAbs(last_body)>ATR*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
    
```
Event Handling

```cpp
PrintFormat("%s: Failed to receive ATR indicator value! Error",__FUNCTION__,GetError());

//--- if reverse trading mode is enabled
res=reverse?-res:res; // reverse the signal if necessary (return -1 instead of 1 or vice versa)

//--- return a trading signal value
return (res);
```

```cpp
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 currbars_time=iTime(_Symbol,_Period,0);

    //--- if open time changes, a new bar has arrived
    if(bartime!=currbars_time)
    {
        bartime=currbars_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);
}
```

```cpp
bool Buy(double volume,ulong deviation=10,ulong magicnumber=0)
{
    //--- buy at a market price
    return (MarketOrder(ORDER_TYPE_BUY,volume,deviation,magicnumber));
}
```
```cpp
// 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, PERIOD_CURRENT, position_open)+1;

        //--- if a position's lifetime is already large, while MagicNumber and a symbol match
        if(bars>holdtimebars && magic==magicnumber && position_symbol==_Symbol)
        {
            int digits=(int)SymbolInfoInteger(position_symbol, SYMBOL_DIGITS);
            double volume=PositionGetDouble(POSITION_VOLUME);
            ENUMPOSITIONTYPE type=(ENUMPOSITIONTYPE)PositionGetInteger(POSITION_TYPE);
            string str_type=StringSubstr(EnumToString(type),14); // lower the text case for correct message formatting
            PrintFormat("Close position #d %s %s %.2f",
                        position_ticket, position_symbol, str_type, volume);
            //--- set an order type and sending a trade request
            if(type==POSITIONTYPEBUY)
                MarketOrder(ORDERTYPESELL, volume, deviation, magicnumber, position_ticket);
            else
                MarketOrder(ORDERTYPEBUY, volume, deviation, magicnumber, position_ticket);
        }
    }
}
```

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=%ld order=%ld",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

- Testing trading strategies
- Working with optimization results
- TesterStatistics
- OnTesterInit
- OnTesterPass
- ParameterGetRange
- ParameterSetRange
Event Handling

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>SymbolsTotal</code></td>
<td>Returns the number of available (selected in Market Watch or all) symbols</td>
</tr>
<tr>
<td><code>SymbolExist</code></td>
<td>Checks if a symbol with a specified name exists</td>
</tr>
<tr>
<td><code>SymbolName</code></td>
<td>Returns the name of a specified symbol</td>
</tr>
<tr>
<td><code>SymbolSelect</code></td>
<td>Selects a symbol in the Market Watch window or removes a symbol from the window</td>
</tr>
<tr>
<td><code>SymbolsSynchronized</code></td>
<td>Checks whether data of a selected symbol in the terminal are synchronized with data on the trade server</td>
</tr>
<tr>
<td><code>SymbolInfoDouble</code></td>
<td>Returns the double value of the symbol for the corresponding property</td>
</tr>
<tr>
<td><code>SymbolInfoInteger</code></td>
<td>Returns a value of an integer type (long, datetime, int or bool) of a specified symbol for the corresponding property</td>
</tr>
<tr>
<td><code>SymbolInfoString</code></td>
<td>Returns a value of the string type of a specified symbol for the corresponding property</td>
</tr>
<tr>
<td><code>SymbolInfoMarginRate</code></td>
<td>Returns the margin rates depending on the order type and direction</td>
</tr>
<tr>
<td><code>SymbolInfoTick</code></td>
<td>Returns the current prices for the specified symbol in a variable of the <code>MqTick</code> type</td>
</tr>
<tr>
<td><code>SymbolInfoSessionQuote</code></td>
<td>Allows receiving time of beginning and end of the specified quoting sessions for a specified symbol and day of week.</td>
</tr>
<tr>
<td><code>SymbolInfoSessionTrade</code></td>
<td>Allows receiving time of beginning and end of the specified trading sessions for a specified symbol and day of week.</td>
</tr>
<tr>
<td><code>MarketBookAdd</code></td>
<td>Provides opening of Depth of Market for a selected symbol, and subscribes for receiving notifications of the DOM changes</td>
</tr>
<tr>
<td><code>MarketBookRelease</code></td>
<td>Provides closing of Depth of Market for a selected symbol, and cancels the subscription for receiving notifications of the DOM changes</td>
</tr>
<tr>
<td><code>MarketBookGet</code></td>
<td>Returns a structure array <code>MqlBookInfo</code> 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.

```c
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.

```cpp
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.

```cpp
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(),SYMBOL_ASK);
    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.

```c
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.

```c
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=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.

```cpp
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.

```cpp
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.

```csharp
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.

```c
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`
MarketBookAdd

Provides opening of Depth of Market for a selected symbol, and subscribes for receiving notifications of the DOM changes.

```c++
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.

```csharp
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 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><code>CalendarCountryById</code></td>
<td>Get a country description by its ID</td>
</tr>
<tr>
<td><code>CalendarEventById</code></td>
<td>Get an event description by its ID</td>
</tr>
<tr>
<td><code>CalendarValueById</code></td>
<td>Get an event value description by its ID</td>
</tr>
<tr>
<td><code>CalendarCountries</code></td>
<td>Get the array of country names available in the calendar</td>
</tr>
<tr>
<td><code>CalendarEventByCountry</code></td>
<td>Get the array of descriptions of all events available in the calendar by a specified country code</td>
</tr>
<tr>
<td><code>CalendarEventByCurrency</code></td>
<td>Get the array of descriptions of all events available in the calendar by a specified currency</td>
</tr>
<tr>
<td><code>CalendarValueHistoryByEvent</code></td>
<td>Get the array of values for all events in a specified time range by an event ID</td>
</tr>
<tr>
<td><code>CalendarValueHistory</code></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><code>CalendarValueLastByEvent</code></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><code>CalendarValueLast</code></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");
        }
    }
}
```

© 2000-2021, MetaQuotes Ltd
Economic Calendar

descr+="url_name = " + country.url_name;

//--- display a country description
Print(descr);
}
else
    Print("CalendarCountryById() failed. Error ",GetLastErr()());

//---
/

Result:
    id = 999
    name = European Union
    code = EU
    currency = EUR
    currency_symbol = €
    url_name = european-union

*/

See also

CalendarCountries, CalendarEventByCountry
### Economic Calendar

#### 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 `GetLastError()` function. Possible errors:

- 4001 - ERR_INTERNAL_ERROR (general runtime error),
- 5402 - ERRCALENDAR NO_DATA (country is not found),
- 5401 - ERRCALENDAR_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
    ```
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,country.country_id);
    PrintFormat("Event name: %s",event.name);
    PrintFormat("Event code: %s",event.event_code);
    PrintFormat("Event measurement unit: %s",EnumToString((ENUM CALENDAR_EVENT_MEASUREMENT_UNIT)event.unit));
    PrintFormat("Event frequency: %s",EnumToString((ENUM CALENDAR_EVENT_FREQUENCY)event.time_mode));
    PrintFormat("Event release mode: %s",EnumToString((ENUM CALENDAR_EVENT_TIMEMODE)event.time_mode));
    PrintFormat("Event type: %s",EnumToString((ENUM CALENDAR_EVENT_TYPE)event.type));
    PrintFormat("Event sector: %s",EnumToString((ENUM CALENDAR_EVENT_SECTOR)event.sector));
    PrintFormat("Event importance: %s",EnumToString((ENUM CALENDAR_EVENT_IMPORTANCE)event.importance));
    PrintFormat("Country: %s (country code = %d)",country.name,country.country_id);
    PrintFormat("Source URL: %s",event.source_url);
}
else
    PrintFormat("Failed to get event description for event_id=%d, error %d",event_id,GetLastErr());
*/

Result:
Germany events: 50

<table>
<thead>
<tr>
<th>id</th>
<th>type</th>
<th>sector</th>
<th>frequency</th>
<th>time_mode</th>
<th>country_id</th>
<th>unit</th>
<th>import:</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>6</td>
<td>2</td>
<td>0</td>
<td>276</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>6</td>
<td>2</td>
<td>0</td>
<td>276</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>1</td>
<td>4</td>
<td>2</td>
<td>0</td>
<td>276</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>1</td>
<td>4</td>
<td>2</td>
<td>0</td>
<td>276</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>47</td>
<td>1</td>
<td>8</td>
<td>2</td>
<td>0</td>
<td>276</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>48</td>
<td>1</td>
<td>8</td>
<td>2</td>
<td>0</td>
<td>276</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>49</td>
<td>1</td>
<td>8</td>
<td>2</td>
<td>0</td>
<td>276</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

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_DATE
Event measurement unit: CALENDAR_UNIT_NONE
Number of decimal places: 1
Value multiplier: CALENDAR_MULTIPLIER_NONE
Source URL: https://www.markiteconomics.com

© 2000-2021, MetaQuotes Ltd
Economic Calendar

See also

CalendarEventByCountry, CalendarEventByCurrency, CalendarValueByld
## CalendarValueById

Get an event value description by its ID.

```c
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.

### 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 - ERRCALENDAR_NO_DATA (country is not found),
- 5401 - ERRCALENDAR_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 `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 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==-922372036854775808)
    }
}
```
for(int i=values_count-1;i>=0;i--)
{
    if(values[i].actual_value==-9223372036854775808)
        ArrayRemove(values,i,1);
}
Printf("Number of values after deleting empty ones: %d",ArraySize(values));
else
{
    Printf("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)
{
    Printf("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);
    Printf("%d: value_id=%d value=%d impact=%s",
            i,values[i].id,value.actual_value,EnumToString(ENUM_CALENDAR_EVENT_)
            impact_type);
}
//---
/*
Result:
Number of values for Japan events: 1734
Number of values after deleting empty ones: 1017
Reduce the list of values to 10 and display them

<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>56500</td>
<td>392030004</td>
<td>2019.03.28 23:30:00</td>
<td>2019.03.01 00:00:00</td>
<td>0 900000</td>
</tr>
<tr>
<td>1</td>
<td>56501</td>
<td>392030005</td>
<td>2019.03.28 23:30:00</td>
<td>2019.03.01 00:00:00</td>
<td>0 700000</td>
</tr>
<tr>
<td>2</td>
<td>56502</td>
<td>392030006</td>
<td>2019.03.28 23:30:00</td>
<td>2019.03.01 00:00:00</td>
<td>0 1100000</td>
</tr>
<tr>
<td>3</td>
<td>56544</td>
<td>392030007</td>
<td>2019.03.28 23:30:00</td>
<td>2019.02.01 00:00:00</td>
<td>0 2300000</td>
</tr>
<tr>
<td>4</td>
<td>56556</td>
<td>392050002</td>
<td>2019.03.28 23:30:00</td>
<td>2019.02.01 00:00:00</td>
<td>0 1630000</td>
</tr>
<tr>
<td>5</td>
<td>55887</td>
<td>392020003</td>
<td>2019.03.28 23:50:00</td>
<td>2019.02.01 00:00:00</td>
<td>0 400000</td>
</tr>
<tr>
<td>6</td>
<td>55888</td>
<td>392020004</td>
<td>2019.03.28 23:50:00</td>
<td>2019.02.01 00:00:00</td>
<td>0 -1800000</td>
</tr>
<tr>
<td>7</td>
<td>55889</td>
<td>392020005</td>
<td>2019.03.28 23:50:00</td>
<td>2019.02.01 00:00:00</td>
<td>0 200000</td>
</tr>
<tr>
<td>8</td>
<td>55948</td>
<td>392020006</td>
<td>2019.03.28 23:50:00</td>
<td>2019.02.01 00:00:00</td>
<td>1 140000</td>
</tr>
<tr>
<td>9</td>
<td>55949</td>
<td>392020007</td>
<td>2019.03.28 23:50:00</td>
<td>2019.02.01 00:00:00</td>
<td>1 -100000</td>
</tr>
</tbody>
</table>
Display brief data on event values based on value_id
### Economic Calendar

<table>
<thead>
<tr>
<th>Event</th>
<th>Value</th>
<th>Impact</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>900000</td>
<td>CALENDAR_IMPACT_POSITIVE</td>
</tr>
<tr>
<td>1</td>
<td>700000</td>
<td>CALENDAR_IMPACT_NA</td>
</tr>
<tr>
<td>2</td>
<td>1100000</td>
<td>CALENDAR_IMPACT_POSITIVE</td>
</tr>
<tr>
<td>3</td>
<td>2300000</td>
<td>CALENDAR_IMPACT_NEGATIVE</td>
</tr>
<tr>
<td>4</td>
<td>1630000</td>
<td>CALENDAR_IMPACT_POSITIVE</td>
</tr>
<tr>
<td>5</td>
<td>400000</td>
<td>CALENDAR_IMPACT_NEGATIVE</td>
</tr>
<tr>
<td>6</td>
<td>-1800000</td>
<td>CALENDAR_IMPACT_POSITIVE</td>
</tr>
<tr>
<td>7</td>
<td>200000</td>
<td>CALENDAR_IMPACT_NEGATIVE</td>
</tr>
<tr>
<td>8</td>
<td>1400000</td>
<td>CALENDAR_IMPACT_POSITIVE</td>
</tr>
<tr>
<td>9</td>
<td>-1000000</td>
<td>CALENDAR_IMPACT_NEGATIVE</td>
</tr>
</tbody>
</table>

See also [CalendarValueHistoryByEvent](#), [CalendarValueHistory](#), [CalendarValueLastByEvent](#), [CalendarValueLast](#)
CalendarCountries

Get the array of country names available in the Calendar.

```csharp
int CalendarCountries(
    MqlCalendarCountry& countries[])
    // array for receiving a list of Calendar countries
){
    //--- 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());
}
```

**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 - ERR_CALENDAR_TIMEOUT (request time limit exceeded),
- 5400 - ERR_CALENDAR_MORE_DATA (array size is insufficient for receiving descriptions of all countries, only the ones that managed to fit in were received).

**Example:**

```
//+------------------------------------------------------------------+
//| 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:
    | id | name       | code | currency | currency_symbol | url_name       | reserved |
    |----|------------|------|----------|----------------|----------------|----------|
    | 0  | "Worldwide"| "WKN"| "ALL"    | ""             | "worldwide"    | 0        |
    | 1  | "European Union"| "EU"| "EUR"    | "€"            | "european-union"| 0        |
    | 2  | "United States"| "US"| "USD"    | "$"            | "united-states"| 0        |
    | 3  | "Canada"     | "CA" | "CAD"    | "$"            | canada"        | 0        |
    | 4  | "Australia"  | "AU" | "AUD"    | "$"            | australia"     | 0        |
    | 5  | "New Zealand"| "NZ" | "NZD"    | "$"            | "new-zealand"  | 0        |
    | 6  | "Japan"      | "JP" | "JPY"    | "¥"            | japan"         | 0        |
    | 7  | "China"      | "CN" | "CNY"    | "¥"            | china"         | 0        |
    | 8  | "United Kingdom"| "GB"| "GBP"    | "£"            | "united-kingdom"| 0        |
    | 9  | "Switzerland"| "CH" | "CHF"    | "F"            | "switzerland"  | 0        |
    */
```
### Economic Calendar

<table>
<thead>
<tr>
<th>Event ID</th>
<th>Country</th>
<th>Code</th>
<th>Currency</th>
<th>Symbol</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>276</td>
<td>Germany</td>
<td>&quot;DE&quot;</td>
<td>&quot;EUR&quot;</td>
<td>&quot;€&quot;</td>
<td>germany</td>
</tr>
<tr>
<td>250</td>
<td>France</td>
<td>&quot;FR&quot;</td>
<td>&quot;EUR&quot;</td>
<td>&quot;€&quot;</td>
<td>france</td>
</tr>
<tr>
<td>380</td>
<td>Italy</td>
<td>&quot;IT&quot;</td>
<td>&quot;EUR&quot;</td>
<td>&quot;€&quot;</td>
<td>italy</td>
</tr>
<tr>
<td>724</td>
<td>Spain</td>
<td>&quot;ES&quot;</td>
<td>&quot;EUR&quot;</td>
<td>&quot;€&quot;</td>
<td>spain</td>
</tr>
<tr>
<td>76</td>
<td>Brazil</td>
<td>&quot;BR&quot;</td>
<td>&quot;BRL&quot;</td>
<td>&quot;R$&quot;</td>
<td>brazil</td>
</tr>
<tr>
<td>410</td>
<td>South Korea</td>
<td>&quot;KR&quot;</td>
<td>&quot;KRW&quot;</td>
<td>&quot;₩&quot;</td>
<td>south-korea</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.

```c
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:**

```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);
        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

<p>| | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>999</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>999</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>3</td>
<td>999</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>999</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>999</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>6</td>
<td>999</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>7</td>
<td>999</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>999</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>3</td>
</tr>
<tr>
<td>9</td>
<td>999</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>10</td>
<td>999</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

...  

See also

[CalendarCountries](#), [CalendarCountryById](#)
**CalendarEventByCurrency**

Get the array of descriptions of all events available in the Calendar by a specified currency.

```cpp
int CalendarEventByCurrency(
    const string currency,       // country currency code name
    MqlCalendarEvent& events[]   // variable for receiving the description array
);
```

**Parameters**

- **currency**
  - [in] Country currency code name.

- **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 - ERRCALENDAR_TIMEOUT (request time limit exceeded),
- errors of failed execution of `ArrayResize()`

**Example:**

```cpp
// 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:**

```plaintext
<table>
<thead>
<tr>
<th>id</th>
<th>type</th>
<th>country_id</th>
<th>unit</th>
<th>importance</th>
<th>source_url</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>9999010001</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>2 &quot;<a href="https://www.ecb.europa.eu/hq/">https://www.ecb.europa.eu/hq/</a></td>
</tr>
<tr>
<td>1</td>
<td>9999010002</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>2 &quot;<a href="https://www.ecb.europa.eu/hq/">https://www.ecb.europa.eu/hq/</a></td>
</tr>
<tr>
<td>2</td>
<td>9999010003</td>
<td>0</td>
<td>999</td>
<td>0</td>
<td>3 &quot;<a href="https://www.ecb.europa.eu/hq/">https://www.ecb.europa.eu/hq/</a></td>
</tr>
</tbody>
</table>
```

© 2000-2021, MetaQuotes Ltd
Economic Calendar

<table>
<thead>
<tr>
<th></th>
<th>Event ID</th>
<th>Type</th>
<th>Category</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>999010004</td>
<td>0</td>
<td>999</td>
<td>0</td>
</tr>
<tr>
<td>4</td>
<td>999010005</td>
<td>0</td>
<td>999</td>
<td>0</td>
</tr>
<tr>
<td>5</td>
<td>999010006</td>
<td>1</td>
<td>999</td>
<td>1</td>
</tr>
<tr>
<td>6</td>
<td>999010007</td>
<td>1</td>
<td>999</td>
<td>1</td>
</tr>
<tr>
<td>7</td>
<td>999010008</td>
<td>0</td>
<td>999</td>
<td>0</td>
</tr>
<tr>
<td>8</td>
<td>999010009</td>
<td>1</td>
<td>999</td>
<td>2</td>
</tr>
<tr>
<td>9</td>
<td>999010010</td>
<td>0</td>
<td>999</td>
<td>0</td>
</tr>
</tbody>
</table>

See also

CalendarEventById, CalendarEventByCountry
CalendarValueHistoryByEvent

Get the array of values for all events in a specified time range by an event ID.

```cpp
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.
- **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 - 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()**

If an event value does not have any of the fields specified below

```cpp
struct MqlCalendarValue
{
    ...
    long actual_value;  // event's actual value
    long prev_value;   // event's previous value
    long revised_prev_value;  // event's revised previous value
    long forecast_value;  // event's forecast value
    ...
};
```
then the value of the missing field is returned as INT64_MIN (-9223372036854775808). See the revised_prev_value field value in the example below.

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.

Example:

```csharp
//+------------------------------------------------------------------+
//| 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 be sure to verify
    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);
    }
}```
Economic Calendar

```
#define PrintFormat(x) printf(x)

calendar_next_time = calendar_next_time + 1;

for (int i = 0; i < CA_COUNTRIES; i++) {
    if (calendar_countries[i].name == event_name) {
        PrintFormat("CalendarCountries, %s
", calendar_countries[i].name);
        break;
    }
}
```

See also

- CalendarCountries
- CalendarEventByCountry
- CalendarValueHistory
- CalendarByEventId
- CalendarValueByMonth

© 2000-2021, MetaQuotes Ltd
CalendarValueHistory

Get the array of values for all events in a specified time range with the ability to sort by country and/or currency.

```cpp
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.

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)

currency=NULL


**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()`

**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 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.

If an event value does not have any of the fields specified below

```c
struct MqlCalendarValue {
...
long actual_value;       // event's actual value
long prev_value;         // event's previous value
long revised_prev_value; // event's revised previous value
long forecast_value;     // event's forecast value
...
};
```

then the value of the missing field is returned as INT64_MIN (-922372036854775808). See the `revised_prev_value` field value in the example below.

**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=D'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
    }
```
```mql5
ArrayResize(values,10);
//--- display event values in the Journal
ArrayPrint(values);
}
else
{
    PrintFormat("Error! Failed to receive events for country_code=%s",EU_code);
    PrintFormat("Error code: %d",GetLastError());
}
//--
/*
Result:
Received event values for country_code=EU: 1384

<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>54215</td>
<td>999500001 2018.01.02 09:00:00 2017.12.01 00:00:00</td>
<td>3</td>
<td>60600000</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>54221</td>
<td>999500002 2018.01.04 09:00:00 2017.12.01 00:00:00</td>
<td>3</td>
<td>56600000</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>54222</td>
<td>999500003 2018.01.04 09:00:00 2017.12.01 00:00:00</td>
<td>3</td>
<td>58100000</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>45123</td>
<td>999030005 2018.01.05 10:00:00 2017.11.01 00:00:00</td>
<td>0</td>
<td>60</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>45124</td>
<td>999030006 2018.01.05 10:00:00 2017.11.01 00:00:00</td>
<td>0</td>
<td>280</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>45125</td>
<td>999030012 2018.01.05 10:00:00 2017.12.01 00:00:00</td>
<td>1</td>
<td>90</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>45126</td>
<td>999030013 2018.01.05 10:00:00 2017.12.01 00:00:00</td>
<td>1</td>
<td>140</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>54953</td>
<td>999520001 2018.01.05 20:30:00 2018.01.02 00:00:00</td>
<td>0</td>
<td>12790</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>22230</td>
<td>999040003 2018.01.08 10:00:00 2017.12.01 00:00:00</td>
<td>0</td>
<td>910</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>22231</td>
<td>999040004 2018.01.08 10:00:00 2017.12.01 00:00:00</td>
<td>0</td>
<td>1840</td>
<td></td>
</tr>
</tbody>
</table>
*/

See also
CalendarCountries, CalendarEventByCountry, CalendarValueHistoryByEvent, CalendarEventById, CalendarValueById
```
### 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.

#### 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`.

If an event value does not have any of the fields specified below

```c
struct MqlCalendarValue  {
    ...
```
then the value of the missing field is returned as \texttt{INT64\_MIN} (-9223372036854775808).

The sample EA listening for the Nonfarm payrolls report release:

```cpp
//+------------------------------------------------------------------+
//| Expert initialization function                                   |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- create timer
    EventSetTimer(60);
    //---
    return(INIT\_SUCCEEDED);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                                 |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    //--- destroy timer
    EventKillTimer();
}

//+------------------------------------------------------------------+
//| Expert tick function                                             |
//+------------------------------------------------------------------+
void OnTick()
{
    //---
}

//+------------------------------------------------------------------+
//| Timer function                                                   |
//+------------------------------------------------------------------+
void OnTimer()
{
    //--- Calendar database change ID
    static ulong calendar_change_id=0;
    //--- first launch attribute
```
```csharp
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 (!StringToLowerCase(event_name_low))
            {
                PrintFormat("StringToLowerCase() 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=%s\"");
                //--- view all the events by commenting out the 'break' operator to better
                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: CalendarEventByCountry(%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)
Economic Calendar

```mql5
{  
  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  
    * [id] [type] [sector] [frequency] [time_mode] [country_id] [unit] [importance] [multiplier] [digits] [source_url] [event_code] [name] [reserved]  
    * [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.

```c
int CalendarValueLast(
    ulong& change_id,     // change ID
    MqlCalendarValue& 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] `MqlCalendarValue` type array for receiving event values.

- `country_code=NULL`  
  [in] Country code name (ISO 3166-1 alpha-2)

- `currency=NULL`  

**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 - ERR_CALENDAR_TIMEOUT (request time limit exceeded),
- 5400 - ERR_CALENDAR_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 `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`.

If an event value does not have any of the fields specified below:

```c
struct MqlCalendarValue
{
    ...
    long actual_value; // event's actual value
    long prev_value; // event's previous value
    long revised_prev_value; // event's revised previous value
    long forecast_value; // event's forecast value
    ...
};
```

then the value of the missing field is returned as `INT64_MIN` (-9223372036854775808).

The sample EA listening for the economic calendar events:

```c
#include <MqlLib.h>

#property description "Example of using the CalendarValueLast function"
#property description " to develop the economic calendar events listener."
#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()
{
    //---
}

//--- 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 error
        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);
            //--- set the flag and exit before the timer's next event
            first=false;
            return;
        }
    }
}
//--- Timer function
void OnTimer()
{
    //--- Calendar database change ID
    if(CalendarValueLast(calendar_change_id,values)>0)
    {
        //--- data are not received {this is normal for the first launch}, check for error
        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;
            return;
        }
        else
        {
            //--- and this is really an error
            PrintFormat("%s: Failed to get events in CalendarValueLast. Error code: %d", __FUNCTION__, error_code);
            //--- set the flag and exit before the timer's next event
            first=false;
            return;
        }
    }
//--- 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)
    {
        PrintFormat("%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
        PrintFormat("%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] [prev_value] [revised_prev_value] [forecast_value] [impact_type] [reserved]
        [0] 91040   76020013 2019.03.20 15:30:00 1970.01.01 00:00:00          0       -5077000     -1913000 -9223372036854775808         -4077000             2          0
    OnTimer: Previous change_id=33281792, new change_id=33282048
    OnTimer: Received new events for the Calendar: 1
        [id] [event_id] [time] [period] [revision] [actual_value] [prev_value] [revised_prev_value] [forecast_value] [impact_type] [reserved]
        [0] 91040   76020013 2019.03.20 15:30:00 1970.01.01 00:00:00          0       -5077000     -1913000 -9223372036854775808         -4077000             2          0
    OnTimer: Previous change_id=33282048, new change_id=33282560
    OnTimer: Received new events for the Calendar: 1
        [id] [event_id] [time] [period] [revision] [actual_value] [prev_value] [revised_prev_value] [forecast_value] [impact_type] [reserved]
        [0] 91041   76020013 2019.03.27 15:30:00 1970.01.01 00:00:00          0 -9223372036854775808     -5077000 -9223372036854775808         -7292000             0          0
    OnTimer: Previous change_id=33282048, new change_id=33282560
    */

**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.
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>
</thead>
<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>Description</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>
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:

```csharp
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
TimeAsSeries[2] = 2009.06.11 12:00:00
```

© 2000-2021, MetaQuotes Ltd
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

- `ArraysDynamic`
- `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 mql5 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 initialization function                                         |
//+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
int OnInit()
{
    //---
    ma_handle=iMA(_Symbol,0,per,0,MODE_EMA,PRICE_CLOSE);
    //---
    return(INIT_SUCCESSED);
}
//+++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
//| 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):

```c
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:

```c
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.

```c
if (!SymbolInfoInteger(symbol, SYMBOL_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.

```c
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.

```c
if (MQL5InfoInteger(MQL5_PROGRAM_TYPE)==PROGRAM_INDICATOR && Period()==period && Symbol()==symbol)
    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 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:

```c
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.

```c
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.

```c
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);
```

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:

```c
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
```
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_SCHRONIZED) && !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);
  }
  //--- bars are more than can be drawn in the chart, ready

  // 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 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:

```c
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:

```c
//+------------------------------------------------------------------+
//|                                              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="NZUSD"; // Symbol to be loaded
input ENUM_TIMEFRAMES InpLoadedPeriod=PERIOD_H1; // Period to be loaded
input datetime InpStartDate=D'2006.01.01'; // Start date

void OnStart()
```
{  
  Print("Start load", InpLoadedSymbol+",",#GetPeriodName(InpLoadedPeriod),"from", InpStartDate);  
  //---  
  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");  
  //---  
  //---  
  int CheckLoadHistory(string symbol, ENUM_TIMEFRAMES period, datetime start_date)  
  {  
    datetime first_date=0;  
    datetime times[100];  
    //--- check symbol & period  
    if(symbol==NULL || symbol==") symbol=Symbol();  
    if(period==PERIOD_CURRENT) period=Period();  
    //--- check if symbol is selected in the Market Watch  
    if(!SymbolInfoInteger(symbol, SYMBOL_SELECT))  
    {  
      if(GetLastError()==ERR_MARKET_UNKNOWN_SYMBOL) return(-1);  
      SymbolSelect(symbol, true);  
    }  
    //--- check if data is present  
    SeriesInfoInteger(symbol, period, SERIES_FIRSTDATE, first_date);  
    if(first_date>0 & first_date<=start_date) return(1);  
    //--- don’t ask for load of its own data if it is an indicator  
    if(MQL5InfoInteger(MQL5_PROGRAM_TYPE)==PROGRAM_INDICATOR && Period()==period && SymbolInfoInteger(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);
    }
}

//--- max bars in chart from terminal options
int max_bars = TerminalInfoInteger(TERMIAL_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, "," , 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.**

```csharp
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.**

```csharp
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:**

```csharp
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

```cpp
int Bars(
    string symbol_name,  // symbol name
    ENUM_TIMEFRAMES timeframe  // period
);
```

Request the history bars for the selected time interval

```cpp
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:
```csharp
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 moment = ", bars);
        Print("The first date in the terminal history for the symbol-period at the moment = ",
             (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:

```csharp
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 `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**

**symbol**

[in] Name of a symbol, on data of which the indicator is calculated. `NULL` means the current symbol.

**period**

[in] The value of the timeframe can be one of values of the `ENUM_TIMEFRAMES` enumeration, 0 means the current timeframe.

**indicator_type**

[in] Indicator type, can be one of values of the `ENUM_INDICATOR` enumeration.

**parameters_cnt**

[in] The number of parameters passed in the `parameters_array[]` array. The array elements have a special structure type `MqlParam`. By default, zero - parameters are not passed. If you specify a non-zero number of parameters, the parameter `parameters_array` is obligatory. You can pass no more than 64 parameters.

**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 `INVALID_HANDLE`.

**Note**

If the indicator handle of `IND_CUSTOM` type is created, the `type` field of the first element of the array of input parameters `parameters_array` must have the `TYPE_STRING` value of the `ENUM_DATATYPE` enumeration, and the `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 `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 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_M15,8,0,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=%d, 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);
}
```

© 2000-2021, MetaQuotes Ltd
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,0,2,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());
            }
            else
                Print("CopyBuffer 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.mql5 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:

```mql5
//+------------------------------------------------------------------+
//|                                              TestCopyBuffer3.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                         |
//+------------------------------------------------------------------+

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(INDIicator_SHORTNAME,"MA("+period+" ")"+AsSeries);
    //--- set AsSeries (depends on input parameter)
    ArraySetAsSeries(MABuffer,True);
    Print("Indicator buffer after ArraySetAsSeries(MABuffer,true) is a timeseries = ",
          ArrayGetAsSeries(MABuffer));
    //---
    ma_handle=iMA(Symbol(),0,period,shift,smootMode,price);
    return(INIT_SUCCEEDED);
}
```

© 2000-2021, MetaQuotes Ltd
//+------------------------------------------------------------------+
//| 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 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(rates_total);
}
//+------------------------------------------------------------------+

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 \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:

```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 \textit{Methods of Object Binding}. The script available in that section shows how to get the values of indicator \texttt{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 \texttt{styles}:

- \texttt{DRAW\_SECTION},
- \texttt{DRAW\_ARROW},
- \texttt{DRAW\_ZIGZAG},
- \texttt{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
);
```
### 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

```cpp
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

```cpp
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

```cpp
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
);```
Timeseries and Indicators Access

```cpp
string symbol_name, // symbol name
ENUM_TIMEFRAMES timeframe, // period
datetime start_time, // start date and time
datetime stop_time, // stop date and time
double open_array[] // target array for bar open 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] 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 \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 requesting history data in section \texttt{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 styles:

- \texttt{DRAW\_SECTION},
- \texttt{DRAW\_ARROW},
- \texttt{DRAW\_ZIGZAG},
- \texttt{DRAW\_COLOR\_SECTION},
- \texttt{DRAW\_COLOR\_ARROW},
- \texttt{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
    datetime end_time, // end date and time
    int count, // data count to copy
    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=CopyLow(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=CopyHigh(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] = %G  Low[%d] = %G",
   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 \texttt{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:

- \texttt{DRAW\_SECTION},
- \texttt{DRAW\_ARROW},
- \texttt{DRAW\_ZIGZAG},
- \texttt{DRAW\_COLOR\_SECTION},
- \texttt{DRAW\_COLOR\_ARROW},
- \texttt{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 end_time,        // end date and time
    int count,                // data count to copy
    double low_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 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
);```
Timeseries and Indicators Access

```c
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 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 history data requesting 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**.
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(
```
### 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 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 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[];

void OnInit()
{
  //--- indicator buffers mapping
  SetIndexBuffer(0,TickVolumeBuffer,INDICATOR_DATA);
  IndicatorSetInteger(INDEX_DIGITS,0);
}

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[],
```

© 2000-2021, MetaQuotes Ltd
```c
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];
    }
    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

```c
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

```c
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

```c
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
);

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 the case of 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 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 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.
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.

Array with Spread values

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 \textit{start\_time}=Last\_Tuesday and \textit{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 \textit{start\_pos}=0 and \textit{count}=1.

Example:

```mql5
#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()
{
    //| Custom indicator buffers mapping
    SetIndexBuffer(0,SpreadBuffer,INDICATOR_DATA);
    IndicatorSetInteger(INTEGER_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[])
```

© 2000-2021, MetaQuotes Ltd
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_ask);
        Bid=SymbolInfoDouble(Symbol(),SYMBOL_bid);
        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.

```c
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 requested ticks
    ulong from=0,             // The date from which you want to request ticks
    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:

```mql```
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. Error=%d", _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, _Symbol);
        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
```c
datetime lastticktime=tick_array[0].time;
PrintFormat("First tick time = %s.%03I64u", 
            TimeToString(lastticktime,TIME_DATE|TIME_MINUTES|TIME_SECONDS),tick_ar;

//---
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
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].f.
        { 
            counter++;
            PrintFormat("%d. %s",counter,GetTickDescription(tick_array[i]));
        }
        }
```
//+------------------------------------------------------------------+
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=%d Volume=%d ",tick.last,tick.volume)
            :
            "")
            +
            (sell_tick
            ? StringFormat("Sell Tick: Last=%d Volume=%d ",tick.last,tick.volume)
            :
            "")
            +
            (ask_tick
            ? StringFormat("Ask=%d ",tick.ask)
            :
            "")
            +
            (bid_tick
            ? StringFormat("Bid=%d ",tick.ask)
            :
            "")
            +
            "(Trade tick)"
            ;
    }
    else
    {
        //--- Form a different output for an info tick
        desc=desc+(ask_tick
            ? StringFormat("Ask=%d ",tick.ask)
            :
            "")
            +
            (bid_tick
            ? StringFormat("Bid=%d ",tick.ask)
            :
            "")
            +
            (last_tick
            ? StringFormat("Last=%d ",tick.last)
            :
            "")
            +
            (volume_tick
            ? StringFormat("Volume=%d ",tick.volume)
            :
            "")
            +
            "(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)
*/
Timeseries and Indicators Access

11. 2016.09.26 10:00.000 Sell Tick: Last=65335 Volume=45 (Trade tick)
12. 2016.09.26 10:00.000 Sell Tick: Last=65334 Volume=95 (Trade tick)
13. 2016.09.26 10:00.191 Sell Tick: Last=65319 Volume=1 (Trade tick)
14. 2016.09.26 10:00.191 Sell Tick: Last=65317 Volume=1 (Trade tick)
15. 2016.09.26 10:00.191 Sell Tick: Last=65316 Volume=1 (Trade tick)
16. 2016.09.26 10:00.191 Sell Tick: Last=65316 Volume=10 (Trade tick)
17. 2016.09.26 10:00.191 Sell Tick: Last=65315 Volume=5 (Trade tick)
18. 2016.09.26 10:00.191 Sell Tick: Last=65313 Volume=3 (Trade tick)
19. 2016.09.26 10:00.191 Sell Tick: Last=65307 Volume=25 (Trade tick)
20. 2016.09.26 10:00.191 Sell Tick: Last=65304 Volume=1 (Trade tick)
21. 2016.09.26 10:00.191 Sell Tick: Last=65301 Volume=1 (Trade tick)
22. 2016.09.26 10:00.191 Sell Tick: Last=65301 Volume=10 (Trade tick)
23. 2016.09.26 10:00.191 Sell Tick: Last=65300 Volume=5 (Trade tick)
24. 2016.09.26 10:00.191 Sell Tick: Last=65300 Volume=1 (Trade tick)
25. 2016.09.26 10:00.191 Sell Tick: Last=65300 Volume=6 (Trade tick)
26. 2016.09.26 10:00.191 Sell Tick: Last=65299 Volume=1 (Trade tick)
27. 2016.09.26 10:00.191 Bid=65370 (Info tick)
28. 2016.09.26 10:00.232 Ask=65297 (Info tick)
29. 2016.09.26 10:00.276 Sell Tick: Last=65291 Volume=31 (Trade tick)
30. 2016.09.26 10:00.276 Sell Tick: Last=65290 Volume=1 (Trade tick)
*

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

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

© 2000-2021, MetaQuotes Ltd
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.

```cpp
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:**

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
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();
```

© 2000-2021, MetaQuotes Ltd
if(error!=0)
{
    PrintFormat("iBarShift(): GetLastErrors=%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(%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 be returned
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(%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;
    case 6: day=EnumTostring(SATURDAY);
        break;
    default:day=EnumToString(SUNDAY);
        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  = 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

CopyClose, CopyRates
**iHigh**

Returns the High price of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```cpp
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:**

```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()),";
```
"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, CopyRates
**iHighest**

Returns the index of the highest value found on the corresponding chart (shift relative to the current bar).

```c
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:**

```c
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
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
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

CopyLow, CopyRates
iLowest

Returns the index of the smallest value found on the corresponding chart (shift relative to the current bar).

```cpp
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:**

```cpp
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());
```

© 2000-2021, MetaQuotes Ltd
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"};

See also
CopyOpen, CopyRates
iTime

Returns the opening time of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```csharp
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:**

```csharp
//+------------------------------------------------------------------+
//| 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
    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,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, st
}
//+------------------------------------------------------------------+
//| 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;
}
/* 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.

```cpp
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 **GetLastErrorCode()** 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

CopyTickVolume, CopyRates
iRealVolume

Returns the real volume of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```c
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:**

```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",
```
```c
"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.

```c
long iVolume(
    const string symbol,    // Symbol
    ENUM_TIMEFRA MES 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:**

```c
input 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",
```
```cpp
"Time: \n" , TimeToString(time, TIME_DATE|TIME_SECONDS), "\n",
"Open: \n" , DoubleToString(open, Digits()), "\n",
"High: \n" , DoubleToString(high, Digits()), "\n",
"Low: \n" , DoubleToString(low, Digits()), "\n",
"Close: \n" , DoubleToString(close, Digits()), "\n",
"Volume: \n" , IntegerToString(volume), "\n",
"Bars: \n" , IntegerToString(bars), "\n"
```

See also

[CopyTickVolume](#), [CopyRates](#)
### iSpread

Returns the spread value of the bar (indicated by the 'shift' parameter) on the corresponding chart.

```cpp
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:

```cpp
input int shift=0;

// Function-event handler "tick"
void OnTick()
{
    datetime time  = iTim(e(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

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>CustomSymbolCreate</td>
<td>Create a custom symbol with the specified name in the specified group</td>
</tr>
<tr>
<td>CustomSymbolDelete</td>
<td>Delete a custom symbol with the specified name</td>
</tr>
<tr>
<td>CustomSymbolSetInteger</td>
<td>Set the integer type property value for a custom symbol</td>
</tr>
<tr>
<td>CustomSymbolSetDouble</td>
<td>Set the real type property value for a custom symbol</td>
</tr>
<tr>
<td>CustomSymbolSetString</td>
<td>Set the string type property value for a custom symbol</td>
</tr>
<tr>
<td>CustomSymbolSetMarginRate</td>
<td>Set the margin rates depending on the order type and direction for a custom symbol</td>
</tr>
<tr>
<td>CustomSymbolSetSessionQuote</td>
<td>Set the start and end time of the specified quotation session for the specified symbol and week day</td>
</tr>
<tr>
<td>CustomSymbolSetSessionTrade</td>
<td>Set the start and end time of the specified trading session for the specified symbol and week day</td>
</tr>
<tr>
<td>CustomRatesDelete</td>
<td>Delete all bars from the price history of the custom symbol in the specified time interval</td>
</tr>
<tr>
<td>CustomRatesReplace</td>
<td>Fully replace the price history of the custom symbol within the specified time interval with the data from the MqlRates type array</td>
</tr>
<tr>
<td>CustomRatesUpdate</td>
<td>Add missing bars to the custom symbol history and replace existing data with the ones from the MqlRates type array</td>
</tr>
<tr>
<td>CustomTicksAdd</td>
<td>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</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CustomTicksDelete</td>
<td>Delete all ticks from the price history of the custom symbol in the specified time interval</td>
</tr>
<tr>
<td>CustomTicksReplace</td>
<td>Fully replace the price history of the custom symbol within the specified time interval with the data from the MqlTick type array</td>
</tr>
<tr>
<td>CustomBookAdd</td>
<td>Passes the status of the Depth of Market for a custom symbol</td>
</tr>
</tbody>
</table>
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
    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 `GetLastErrorMessage()` 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 `GetLastErrorMessage()` 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`
Custom Symbols

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`
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 property ID. The value can be one of the values of the `ENUM_SYMBOL_INFO_INTEGER` enumeration.
- Symbol property ID. The value can be one of the values of the `ENUM_SYMBOL_INFO_INTEGER` enumeration.

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`
# CustomSymbolSetDouble

Sets the real type property value for a custom symbol.

```cpp
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_TICKVALUE` - 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`
**CustomSymbolSetString**

Sets the string type property value for a custom symbol.

```c++
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`
Custom Symbols

CustomSymbolSetMarginRate

Sets the margin rates depending on the order type and direction for a custom symbol.

```cpp
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
Custom Symbol Set Session Quote

Sets the start and end time of the specified quotation session for the specified symbol and week day.

```c++
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.
- `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**

- `SymbolInfoSessionQuote`, `Symbol info`, `TimeToStruct`, `Date structure`
Custom Symbol Set Session Trade

Sets the start and end time of the specified trading session for the specified symbol and week day.

```csharp
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, Symbol info, 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
Custom Rates Replace

Fully replaces the price history of the custom symbol within the specified time interval with the data from the `MqlRates` type array.

```c
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.

```cpp
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 applied
);
```

**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.

```cpp
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
);
```

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
Custom Symbols

CustomTicksDelete

Deletes all ticks from the price history of the custom symbol in the specified time interval.

```cpp
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.

```cpp
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
    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
Custom Symbols

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  
    uint count=WHOLE_ARRAY     // number of elements to be used  
);```

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:
### Depth of Market status

<table>
<thead>
<tr>
<th>Volume</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<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>

### Filling books[]

books[0].type=BOOK_TYPE_SELL;  
books[0].price=1.14337;  
books[0].volume=100;  
books[1].type=BOOK_TYPE_SELL;  
books[1].price=1.14330;  
books[1].volume=50;  
books[2].type=BOOK_TYPE_SELL;  
books[2].price=1.14335;  
books[2].volume=40;  
books[3].type=BOOK_TYPE_SELL;  
books[3].price=1.14333;  
books[3].volume=10;  
books[4].type=BOOK_TYPE_BUY;  
books[4].price=1.14322;  
books[4].volume=10;  
books[5].type=BOOK_TYPE_BUY;  
books[5].price=1.14320;  
books[5].volume=90;  
books[6].type=BOOK_TYPE_BUY;  
books[6].price=1.14319;  
books[6].volume=100;  
books[7].type=BOOK_TYPE_BUY;  
books[7].price=1.14318;  
books[7].volume=10;

---

**Example:**

```c
//+------------------------------------------------------------------+
//| 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);
}```
Custom Symbols

//--- 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);
}

//--- 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>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ChartGetInteger</strong></td>
<td>Returns the integer value property of the specified chart.</td>
</tr>
<tr>
<td><strong>ChartGetString</strong></td>
<td>Returns the string value property of the specified chart.</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>
</tr>
<tr>
<td><strong>ChartID</strong></td>
<td>Returns the ID of the current chart.</td>
</tr>
<tr>
<td><strong>ChartIndicatorAdd</strong></td>
<td>Adds an indicator with the specified handle into a specified chart window.</td>
</tr>
<tr>
<td><strong>ChartIndicatorDelete</strong></td>
<td>Removes an indicator with a specified name from the specified chart window.</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>
</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>
</tr>
<tr>
<td><strong>ChartIndicatorsTotal</strong></td>
<td>Returns the number of all indicators applied to the specified chart window.</td>
</tr>
<tr>
<td><strong>ChartWindowOnDropped</strong></td>
<td>Returns the number (index) of the chart subwindow the Expert Advisor or script has been dropped to.</td>
</tr>
<tr>
<td><strong>ChartPriceOnDropped</strong></td>
<td>Returns the price coordinate of the chart point the Expert Advisor or script has been dropped to.</td>
</tr>
<tr>
<td><strong>ChartTimeOnDropped</strong></td>
<td>Returns the time coordinate of the chart point the Expert Advisor or script has been dropped to.</td>
</tr>
<tr>
<td><strong>ChartXOnDropped</strong></td>
<td>Returns the X coordinate of the chart point the Expert Advisor or script has been dropped to.</td>
</tr>
<tr>
<td><strong>ChartYOnDropped</strong></td>
<td>Returns the Y coordinate of the chart point the Expert Advisor or script has been dropped to.</td>
</tr>
<tr>
<td><strong>ChartSetSymbolPeriod</strong></td>
<td>Changes the symbol value and a period of the specified chart.</td>
</tr>
<tr>
<td><strong>ChartScreenShot</strong></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>
Chart Apply Template

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.

```cpp
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 mql5 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.

```mql5
string terminal_path=TerminalInfoString(TERMINAL_PATH);
Print("Terminal directory:", terminal_path);

string terminal_data_path=TerminalInfoString(TERMINAL_DATA_PATH);
Print("Terminal data directory:", terminal_data_path);
```

For example:

```mql5
//--- search for a template in _terminal_data_directory\MQL5\first_template.tpl"
ChartApplyTemplate(0,"\first_template.tpl")

//--- search for a template in directory_of_EX5_file\, then in folder _terminal_data_directory\second_template.tpl"
ChartApplyTemplate(0,"second_template.tpl")

//--- search for a template in directory_of_EX5_file\My_templates\, then in folder terminal_directory\My_templates\third_template.tpl"
ChartApplyTemplate(0,"My_templates\third_template.tpl")
```

Templates are not resources, they cannot be included into an executable EX5 file.

Example:

```mql5
+++-----------------------------------------------++
//| Script program start function               |
+++-----------------------------------------------++
```

© 2000-2021, MetaQuotes Ltd
void OnStart()
{
    //--- example of applying template, located in \MQL5\Files
    if(FileIsExist("my_template.tpl"))
    {
        Print("The file my_template.tpl found in Files'");
        //--- apply template
        if(ChartApplyTemplate(0, "\Files\my_template.tpl")
        {
            Print("The template 'my_template.tpl' applied successfully");
            //--- 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.

```cpp
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:

```cpp
//+------------------------------------------------------------------+
//|                                       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. En
    _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(!ObjectTypeCreate(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
    ObjectTypeSetInteger(0,channel,OBJ_PROP_TIME,1,two_times[0]);
    //--- Set a tooltip text for the channel
    ObjectTypeSetString(0,channel,OBJPROP_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);

//+------------------------------------------------------------------+
//| Creates a zigzag handle and ensures readiness of its data          |
//+------------------------------------------------------------------+
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)
    {
        PRINT_FORMAT("%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 is not yet ready
    while(BarsCalculated(h)<=0)
    {
        k++;
        //--- Show the number of attempts
        PRINT_FORMAT("%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
            PRINT_FORMAT("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;
}

//+------------------------------------------------------------------+
//| Searches for the last 2 zigzag fractures and places to arrays      |
//+------------------------------------------------------------------+
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();
//--- 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)
{
   PRINTF("%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];
        PRINTF("%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)
{
    PRINTF("%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
PRINTF("%s: first=%s, second=%s", __FUNCTION__,TimeToString(get_times[1]), Time
//--- Successful
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
#define 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);
}
```

See also

ObjectCreate(), ObjectFind()
Chart Time Price To XY

Converts the coordinates of a chart from the time/price representation to the X and Y coordinates.

```cpp
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**

[Chart XY To Time Price()](#)
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="/", spa
//--- 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("ChartXyToTimePrice return error code: ", GetLastError());
    }
    else
        Print("ChartXyToTimePrice return error code: ", GetLastError());
    Print("+--------------------------------------------------------------+");
}

See also
ChartTimePriceToXy()
ChartOpen

Opens a new chart with the specified symbol and period.

```cpp
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.

```c
long ChartFirst();
```

Return Value

Chart ID.
ChartNext

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 chart
        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
    }
```
Chart Close

Closes the specified chart.

```c
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.

```c
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`
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.
Chart Operations

**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.

```c
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.

```c
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_CHART_PROPERTY_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:

```c
//+------------------------------------------------------------------+
//| 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));
}
ChartSetString

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.

```c
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**

ChartSetString 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:**

```c
void OnTick()
{
    //---
    double Ask,Bid;
```
int Spread;
Ask=SymbolInfoDouble(Symbol(),SYMBOL_ASK);
Bid=SymbolInfoDouble(Symbol(),SYMBOL_BID);
Spread=SymbolInfoInteger(Symbol(),SYMBOL_SPREAD);
string comment=StringFormat("Printing prices:\nAsk = %G\nBid = %G\nSpread = %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);  
}
```
**ChartOperations**

**ChartGetInteger**

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_CHARTPROPERTY_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()
```

© 2000-2021, MetaQuotes Ltd
```csharp
{
    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");
}
```
Chart Operations

**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.

   ```c
   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.

   ```c
   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:**

```c
void OnStart()
{
    ChartSetString(0,CHART_COMMENT,"Test comment.\nSecond line.\nThird!");
    ChartRedraw();
}
```
See also

- Comment
- ChartSetString
ChartOperations

ChartNavigate

Performs shift of the specified chart by the specified number of bars relative to the specified position in the chart.

```c
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:

```c
//+------------------------------------------------------------------+
//| 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 time series)
long first_bar = ChartGetInteger(0, CHART_FIRST_VISIBLE_BAR, 0);
//--- add line feed character
comm = comm + "\r\n";
//--- add to comment
comm = comm + "The first bar on the chart is number " + IntegerToString(first_bar) + "\r\n";
//--- show comment
Comment (comm);
//--- wait 5 seconds to see how the chart moves
Sleep (5000);

//--- add to the comment text
comm = comm + "\r\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 time series)
first_bar = ChartGetInteger(0, CHART_FIRST_VISIBLE_BAR, 0);
comm = comm + "\r\n";
comm = comm + "The first bar on the chart is number " + IntegerToString(first_bar) + "\r\n";
Comment (comm);
//--- wait 5 seconds to see how the chart moves
Sleep (5000);

//--- new block of chart scrolling
comm = comm + "\r\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 + "\r\n";
comm = comm + "The first bar on the chart is number " + IntegerToString(first_bar) + "\r\n";
Comment (comm);
//--- wait 5 seconds to see how the chart moves
Sleep (5000);

//--- new block of chart scrolling
comm = comm + "\r\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 + "\r\n";
comm = comm + "The first bar on the chart is number " + IntegerToString(first_bar) + "\r\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.

```cpp
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 `MACD` 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:

```cpp
#property description "Expert Advisor demonstrating the work with ChartIndicatorAdd()."
#property description "After launching on the chart (and receiving the error in Journal)"
#property description "the Expert Advisor's properties and specify correct <symbol> ar
#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;

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.
                         Receiving error 4114",
                        __FUNCTION__, symbol, EnumToString(period), _Symbol, EnumToString(_Period
                         // receive the number of a new subwindow, to which we will try to add the indicator
                         int subwindow=(int)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);
}

void OnTick()
{
    // Expert Advisor performs nothing
}

bool AddIndicator()
{  //--- displayed message
    return false;
}
```cpp
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."
    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."
    message = message + "\n"
    message = message + "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 = iMACD(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 = 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()
ChartOperations

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);
}

//+------------------------------------------------------------------+
//| A handler of the Deinit event                                    |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    Printf("%s: Deinitialization reason code=%d", __FUNCTION__, reason);
    if(reason==REASON_INITFAILED)
    {
        Printf("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)
        {
            Printf("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
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 longer needed
        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.

```plaintext
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 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()`
Chart Indicators Total

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.

```c
int ChartWindowOnDropped();
```

Return Value

Value of `int` type.

Example:

```c
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.

```plaintext
datetime ChartTimeOnDropped();
```

**Return Value**

Value of `datetime` type.

**Example:**

```plaintext
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.

```c
int ChartXOnDropped();
```

Return Value

The X coordinate value.

Note

X axis direction from left to right.

Example:

```c
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.

```c
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`
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.

- **height**
  - [in] Screenshot height 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()
```
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
            }
        }
    }
}
string name="ChartScreenShot"+"CHART_BEGIN"+string(pos)+".gif";
    //--- Show the name on the chart as a comment
    Comment(name);
    //--- Save the chart screenshot in a file in the terminal_directory\MQL5\Files
    if(ChartScreenShot(0,name,WIDHT,HEIGHT,ALIGN_LEFT))
        Print("We've saved the screenshot ",name);
    //---
    pos+=bars_shift;
    //--- Give the user time to look at the new part of the chart
    Sleep(3000);
    //--- Scroll the chart from the current position bars_shift bars to the right
    ChartNavigate(0,CHART_CURRENT_POS,bars_shift);
    }
    //--- Change the mode to the opposite
    mode*=-1;
else // Operation with the right chart edge
{
    //--- Scroll the chart to the right edge
    ChartNavigate(0,CHART_END,pos);
    for(int i=0;i<pictures;i++)
    {
        //--- Prepare a text to show on the chart and a file name
        string name="ChartScreenShot"+"CHART_END"+string(pos)+".gif";
        //--- Show the name on the chart as a comment
        Comment(name);
        //--- Save the chart screenshot in a file in the terminal_directory\MQL5\Files
        if(ChartScreenShot(0,name,WIDHT,HEIGHT,ALIGN_RIGHT))
            Print("We've saved the screenshot ",name);
        //---
        pos+=bars_shift;
        //--- Give the user time to look at the new part of the chart
        Sleep(3000);
        //--- Scroll the chart from the current position bars_shift bars to the right
        ChartNavigate(0,CHART_CURRENT_POS,-bars_shift);
    }
    //--- Change the mode to the opposite
    mode*=-1;
}
} // End of CHARTEVENT_CLICK event handling
//--- End of the OnChartEvent() handler

See also

ChartNavigate(), Resources
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>
<td>Chooses an open position for further working with it</td>
</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>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<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>
<td>HistoryOrdersTotal</td>
<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>
<tr>
<td>HistoryDealGetDouble</td>
<td>Returns the requested property of a deal in the history (double)</td>
</tr>
</tbody>
</table>
### Trade Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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>
Trade Functions

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**
  - [in] Open 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 GetLastErr() 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**
  - [in] Open price.

- **price_close**
  - [in] Close price.

- **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 GetLastErr().

**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.

```cpp
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:

```cpp
//--- 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);
    }
}
```

© 2000-2021, MetaQuotes Ltd
//| 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==OrderGetInteger(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==OrderGetInteger(ORDER_MAGIC))
            {
                MqlTradeResult result={0};
                MqlTradeRequest request={0};
                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={0};
    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
request.price=GetRandomPrice(request.type); // open price

send a trade request
MqlTradeResult result={0};
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 result.retcode;

---

Returns type of a pending order in a random way

ENUM_ORDER_TYPE GetRandomType()
{
    int t=MathRand()%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);
    }
    return(WRONG_VALUE);
}

Returns price in a random way

double GetRandomPrice(ENUM_ORDER_TYPE type)
{
    int t=(int) type;
    int distance=(int)SymbolInfoInteger(_Symbol,SYMBOL_TRADE_STOPS_LEVEL);
    MqlTick last_tick={0};
    SymbolInfoTick(_Symbol,last_tick);
    double price;
    if(t==2 || t==5) // ORDER_TYPE_BUY_LIMIT or ORDER_TYPE_SELL_STOP
    {
        price=last_tick.bid; // depart from price Bid
    }
    else // ORDER_TYPE_SELL_LIMIT or ORDER_TYPE_BUY_STOP
    {
Trade Functions

```plaintext
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.

```cpp
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:

```plaintext
#property description "Expert Advisor for sending trade requests "
   " using OrderSendAsync() function."

#property description "Handling trading events using"
" OnTrade() and OnTradeTransaction() handler functions is display

#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;

//+------------------------------------------------------------------+
//| Expert 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 impos
    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);
}

//+------------------------------------------------------------------+
//| Expert deinitialization function                               |
//+------------------------------------------------------------------+
```

© 2000-2021, MetaQuotes Ltd
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\n\n",
              RequestDescription(request,DescriptionModeFull));
        //--- and show description of the request result
        Print("------------ ResultDescription\n\n",
              TradeResultDescription(result,DescriptionModeFull));
    }
    else // display full description of the transaction for transactions of another type
    {
        Print("------------ TransactionDescription\n\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

```c
Print("=> ", __FUNCTION__, ", ", 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);
        //--- 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 \%s 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();

//---
}
//| Returns the text description of a transaction                   |
//|------------------------------------------------------------------|
string TransactionDescription(const MqlTradeTransaction &trans,
    const bool detailed=true)
{
    //--- prepare a string for returning from the function
    string desc=EnumToString(trans.type)+"\r\n";
    //--- all possible data is added in detailed mode
    if(detailed)
    {
        desc+="Symbol: "+trans.symbol+"\r\n";
        desc+="Deal ticket: "+(string)trans.deal+"\r\n";
        desc+="Deal type: "+EnumToString(trans.deal_type)+"\r\n";
        desc+="Order ticket: "+(string)trans.order+"\r\n";
        desc+="Order type: "+EnumToString(trans.order_type)+"\r\n";
        desc+="Order state: "+EnumToString(trans.order_state)+"\r\n";
        desc+="Order time type: "+EnumToString(trans.time_type)+"\r\n";
        desc+="Order expiration: "+TimeToString(trans.time_expiration)+"\r\n";
        desc+="Price: "+StringFormat("%G",trans.price)+"\r\n";
        desc+="Price trigger: "+StringFormat("%G",trans.price_trigger)+"\r\n";
        desc+="Stop Loss: "+StringFormat("%G",trans.price_sl)+"\r\n";
        desc+="Take Profit: "+StringFormat("%G",trans.price_tp)+"\r\n";
        desc+="Volume: "+StringFormat("%G",trans.volume)+"\r\n";
    }
    //--- return a received string
    return desc;
}
//| Returns the text description of the trade request                |
//|------------------------------------------------------------------|
string RequestDescription(const MqlTradeRequest &request,
    const bool detailed=true)
{
    //--- prepare a string for returning from the function
    string desc=EnumToString(request.action)+"\r\n";
    //--- add all available data in detailed mode
    if(detailed)
    {
        desc+="Symbol: "+request.symbol+"\r\n";
desc="Magic Number: "+StringFormat("%d", request.magic)+"\n";
desc="Order ticket: "+(string)request.order+"\n";
desc="Order type: "+EnumToString(request.type)+"\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("%G", request.price)+"\n";
desc="Deviation points: "+StringFormat("%G", 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";
}

//-- returns the text description of request handling result

string TradeResultDescription(const MqlTradeResult &result, const bool detailed=true) {

//-- prepare the string for returning from the function

string desc="Retcode "+(string)result.retcode+"\n";
//-- add all available data in detailed mode

if(detailed) {

desc="Request ID: "+StringFormat("%d", result.request_id)+"\n";
desc="Order ticket: "+(string)result.order+"\n";
desc="Deal ticket: "+(string)result.deal+"\n";
desc="Volume: "+StringFormat("%G", result.volume)+"\n";
desc="Price: "+StringFormat("%G", result.price)+"\n";
desc="Ask: "+StringFormat("%G", result.ask)+"\n";
desc="Bid: "+StringFormat("%G", result.bid)+"\n";
desc="Comment: "+result.comment+"\n";
}

//-- returns the received string

return desc;
}

//-- creates two buttons for buying and selling

void CreateBuySellButtons() {

//-- check the object named "Buy"

if(ObjectFind(0,"Buy")>=0) {

//-- if the found object is not a button, delete it

}
if(ObjectGetInteger(0,"Buy",OBJPROP_TYPE)!=OBJ_BUTTON)
    ObjectDelete(0,"Buy");
else
    ObjectCreate(0,"Buy",OBJ_BUTTON,0,0,0); // create "Buy" button

//--- configure "Buy" button
ObjectSetInteger(0,"Buy",OBJPROP_CORNER,CORNER_RIGHT_UPPER);
ObjectSetInteger(0,"Buy",OBJPROP_XDISTANCE,100);
ObjectSetInteger(0,"Buy",OBJPROP_YDISTANCE,50);
ObjectSetInteger(0,"Buy",OBJPROP_XSIZE,70);
ObjectSetInteger(0,"Buy",OBJPROP_YSIZE,30);
ObjectSetString(0,"Buy",OBJPROP_TEXT,"Buy");
ObjectSetInteger(0,"Buy",OBJPROP_COLOR,cirRed);

//--- check presence of the object named "Sell"
if(ObjectFind(0,"Sell")>0)
{
    //--- if the found object is not a button, delete it
    if(ObjectGetInteger(0,"Sell",OBJPROP_TYPE)!=OBJ_BUTTON)
        ObjectDelete(0,"Sell");
    else
        ObjectCreate(0,"Sell",OBJ_BUTTON,0,0,0); // create "Sell" button

//--- configure "Sell" button
ObjectSetInteger(0,"Sell",OBJPROP_CORNER,CORNER_RIGHT_UPPER);
ObjectSetInteger(0,"Sell",OBJPROP_XDISTANCE,100);
ObjectSetInteger(0,"Sell",OBJPROP_YDISTANCE,100);
ObjectSetInteger(0,"Sell",OBJPROP_XSIZE,70);
ObjectSetInteger(0,"Sell",OBJPROP_YSIZE,30);
ObjectSetString(0,"Sell",OBJPROP_TEXT,"Sell");
ObjectSetInteger(0,"Sell",OBJPROP_COLOR,cirBlue);

//--- perform forced update of the chart to see the buttons immediately
ChartRedraw();

//---
}

// Buy using OrderSendAsync() asynchronous function
void BuyAsync(double volume)
{
    //--- prepare the request
    MqlTradeRequest req={0};
    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,SYMBOLASK);
    req.deviaton =10;
    req.comment ="Buy using OrderSendAsync()";
```c
MqlTradeResult res={0};
if(!OrderSendAsync(req,res))
{
    Print(__FUNCTION__,": error ",GetLastError(),", retcode = ",res.retcode);
}

//---
//+------------------------------------------------------------------+
//| Sell using OrderSendAsync() asynchronous function                |
//+------------------------------------------------------------------+
void SellAsync(double volume)
{
    //--- prepare the request
    MqlTradeRequest req={0};
    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={0};
    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
```

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Time</th>
<th>Function</th>
<th>Parameters</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>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Volume: 0.1</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Comment: Sell using OrderSendAsync()</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>------------ ResultDescription</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Retcode 10009</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Request ID: 2</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order ticket: 16361998</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Deal ticket: 15048668</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Volume: 0.1</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Price: 1.29313</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Ask: 1.29319</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Bid: 1.29313</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Comment:</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>HistorySelect( 09:34 , 09:52) = true</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>=&gt; OnTrade at 09:52:53</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>PositionsTotal() = 1 (+1)</td>
<td></td>
</tr>
<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>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<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>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>------------ TransactionDescription</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>TRADE TRANSACTION_ORDER_ADD</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Symbol: EURUSD</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Deal ticket: 0</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Deal type: DEAL_TYPE_BUY</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order ticket: 16361998</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order type: ORDER_TYPE_SELL</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order state: ORDER_STATE_STARTED</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order time type: ORDER_TIME_GTC</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order expiration: 1970.01.01 00:00</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Price: 1.29313</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Price trigger: 0</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Stop Loss: 0</td>
<td></td>
</tr>
<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>Volume: 0.1</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>=&gt; OnTradeTransaction at 09:52:53</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>------------ TransactionDescription</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>TRADE TRANSACTION_ORDER_DELETE</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Symbol: EURUSD</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Deal ticket: 0</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Deal type: DEAL_TYPE_BUY</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order ticket: 16361998</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order type: ORDER_TYPE_SELL</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Order state: ORDER_STATE_STARTED</td>
<td></td>
</tr>
</tbody>
</table>
### Trade Functions

<table>
<thead>
<tr>
<th>Time</th>
<th>Function</th>
<th>Parameters</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>12:52:52</td>
<td><code>ExpertAdvisor</code> (EURUSD,H1)</td>
<td>Order time type: ORDER_TIME_GTC</td>
<td>Price: 1.29313, Price trigger: 0, Stop Loss: 0, Take Profit: 0, Volume: 0.1</td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>HistorySelect</code> (09:34, 09:52) = true</td>
<td>OnTrade at 09:52:53</td>
<td>PositionsTotal() = 1 (+0), OrdersTotal() = 0 (+0), HistoryOrdersTotal() = 2 (+0), HistoryDealsTotal() = 2 (+0)</td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Symbol</code> EURUSD</td>
<td>OnTradeTransaction at 09:52:53</td>
<td>TRADE_TRANSACTION_HISTROY_ADD</td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Deal ticket: 0</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order type: DEAL_TYPE_BUY</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order ticket: 16361998</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order type: ORDER_TYPE_SELL</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order state: ORDER_STATE_FILLED</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order time type: ORDER_TIME_GTC</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order expiration: 1970.01.01 00:00</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Price: 1.29313</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Price trigger: 0</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Stop Loss: 0</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Take Profit: 0</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Volume: 0</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>HistorySelect</code> (09:34, 09:52) = true</td>
<td>OnTrade at 09:52:53</td>
<td>PositionsTotal() = 1 (+0), OrdersTotal() = 0 (+0), HistoryOrdersTotal() = 2 (+0), HistoryDealsTotal() = 2 (+0)</td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Symbol</code> EURUSD</td>
<td>OnTradeTransaction at 09:52:53</td>
<td>TRADE_TRANSACTION_DEAL_ADD</td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Deal ticket: 15048668</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order type: DEAL_TYPE_SELL</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order ticket: 16361998</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order type: ORDER_TYPE_BUY</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order state: ORDER_STATE_STARTED</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td><code>Order time type: ORDER_TIME_GTC</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Time</td>
<td>ExpertAdvisor (EURUSD,H1)</td>
<td>Action</td>
<td></td>
</tr>
<tr>
<td>--------</td>
<td>---------------------------</td>
<td>---------------------------------------------</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>Order expiration: 1970.01.01 00:00</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>Price: 1.29313</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>Price trigger: 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>Stop Loss: 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>Take Profit: 0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>Volume: 0.1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>HistorySelect (09:34, 09:52) = true</td>
<td>OnTrade at 09:52:53</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>HistoryOrdersTotal() = 2 (+0)</td>
<td>OrdersTotal() = 0 (+0)</td>
<td></td>
</tr>
<tr>
<td>12:52:52</td>
<td>HistoryDealsTotal() = 2 (+0)</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 `GetLastError()`.

```cpp
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(
    ENUMPOSITIONPROPERTYDOUBLE 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(
    ENUMPOSITIONPROPERTYDOUBLE 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 `ENUMPOSITIONPROPERTYDOUBLE` 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.

```cpp
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.

```cpp
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:**

```cpp
//+------------------------------------------------------------------+
//| 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_msec = PositionGetInteger(POSITION_TIME_MSEC);
    PrintFormat("Position #\%d  POSITION_TIME_MSEC = %i64 milliseconds => %s", position_ID, create_time_msec, TimeToString(create_time_msec/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 #\%d  POSITION_TIME_UPDATE = %i64 seconds => %s", 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_msec = PositionGetInteger(POSITION_TIME_UPDATE_MSEC);
    PrintFormat("Position #\%d  POSITION_TIME_UPDATE_MSEC = %i64 milliseconds => %s", position_ID, update_time_msec, TimeToString(update_time_msec/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.

```cpp
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 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
OrdersTotal

Returns the number of current orders.

```cpp
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.

```cpp
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:**

```cpp
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();
```
//--- 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(EnumType(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`
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_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
**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.

1. Immediately returns the property value.

```cpp
string OrderGetString(
    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.

```cpp
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_MODERetail_NETTING and ACCOUNT_MARGIN_MODEExchange), 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_MODERetail_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`
Trade Functions

HistorySelect

Retrieves the history of deals and orders for the specified period of server time.

```csharp
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:

```csharp
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  = (datetime) 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.

```cpp
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().

```c
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.

```c
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:**

```c
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 %s %s at %s was set up at %s, done 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
);
}

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.

```c
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.

```c
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.

```csharp
long HistoryOrderGetInteger(
    ulong ticket_number, // Ticket
    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.

```csharp
bool HistoryOrderGetInteger(
    ulong ticket_number, // Ticket
    ENUM_ORDER_PROPERTY_INTEGER property_id, // Property identifier
    long& long_var // Here we accept the property val
);
```

Parameters

ticket_number

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.

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
//+------------------------------------------------------------------+
//| Trade function                                                   |
//+------------------------------------------------------------------+
void OnTrade()
{
    //--- receive the last order's ticket from week's trading history
    ulong last_order=GetLastOrderTicket();
    if(HistoryOrderSelect(last_order))
```
```cpp
{ //--- 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  |
```
//+--------------------------------------------------------------------------+
//--- set a week period to request trade history
//--- 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

  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.

```cpp
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.

```cpp
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**
  - [in] Order ticket.

- **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().

```c
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);
    }
}
Trade Functions

```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);
```

```c
// Returns the string description of the operation
string GetDealDescription(long deal_type, double volume, string symbol, long ticket, long pos_ID)
{
    string descr;

    //---
    switch (deal_type)
    {
        case DEAL_TYPE_BALANCE: return ("balance");
        case DEAL_TYPE_CREDIT: return ("credit");
        case DEAL_TYPE_CHARGE: return ("charge");
        case DEAL_TYPE_CORRECTION: return ("correction");
        case DEAL_TYPE_BUY: descr="buy"; break;
        case DEAL_TYPE_SELL: descr="sell"; break;
        case DEAL_TYPE_BONUS: return ("bonus");
        case DEAL_TYPE_COMMISSION: return ("additional commission");
        case DEAL_TYPE_COMMISSION_DAILY: return ("daily commission");
        case DEAL_TYPE_COMMISSION_MONTHLY: return ("monthly commission");
        case DEAL_TYPE_COMMISSION_AGENT_DAILY: return ("daily agent commission");
        case DEAL_TYPE_COMMISSION_AGENT_MONTHLY: return ("monthly agent commission");
        case DEAL_TYPE_INTEREST: return ("interest rate");
        case DEAL_TYPE_BUY_CANCELED: descr="cancelled buy deal"; break;
        case DEAL_TYPE_SELL_CANCELED: descr="cancelled sell deal"; break;
    }
    descr = StringFormat("%s %G %s (order #%d, position ID %d)",
        descr, // current description
        volume, // deal volume
        symbol, // deal symbol
        ticket, // ticket of the order that caused the deal
        pos_ID, // ID of a position, in which the deal is included
    );
    return(descr);
    //---

    See also
    HistorySelect(), HistoryDealsTotal(), HistoryDealSelect(), Deal Properties
```
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.

```cpp
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.

```cpp
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**

- `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
void OnTrade() {
    //--- receive the last deal's ticket from week's trading history
    ulong last_deal=GetLastDealTicket();
    if(HistoryDealSelect(last_deal)) {
```
Trade Functions

```mql5
//--- 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());

//---

//+------------------------------------------------------------------+
//| Returns the last deal ticket in history or -1                    |
//+------------------------------------------------------------------+
ulong GetLastDealTicket()
{
    //--- 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_deal,last_deal,deals=HistoryOrdersTotal();
    //--- work with orders if there are any
    if(deals>0)
    {
        Print("Deals = ",deals);
        first_deal=HistoryDealGetTicket(0);
        PrintFormat("first_deal = %d",first_deal);
        if(deals>1)
        {
            last_deal=HistoryDealGetTicket((int)deals-1);
            PrintFormat("last_deal = %d",last_deal);
            return last_deal;
        }
        return first_deal;
    }
    //--- no deal 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);
```
Trade Functions

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>SignalBaseGetDouble</td>
<td>Returns the value of double type property for selected signal</td>
</tr>
<tr>
<td>SignalBaseGetInteger</td>
<td>Returns the value of integer type property for selected signal</td>
</tr>
<tr>
<td>SignalBaseGetString</td>
<td>Returns the value of string type property for selected signal</td>
</tr>
<tr>
<td>SignalBaseSelect</td>
<td>Selects a signal from signals, available in terminal for further working with it</td>
</tr>
<tr>
<td>SignalBaseTotal</td>
<td>Returns the total amount of signals, available in terminal</td>
</tr>
<tr>
<td>SignalInfoGetDouble</td>
<td>Returns the value of double type property of signal copy settings</td>
</tr>
<tr>
<td>SignalInfoGetInteger</td>
<td>Returns the value of integer type property of signal copy settings</td>
</tr>
<tr>
<td>SignalInfoGetString</td>
<td>Returns the value of string type property of signal copy settings</td>
</tr>
<tr>
<td>SignalInfoSetDouble</td>
<td>Sets the value of double type property of signal copy settings</td>
</tr>
<tr>
<td>SignalInfoSetInteger</td>
<td>Sets the value of integer type property of signal copy settings</td>
</tr>
<tr>
<td>SignalSubscribe</td>
<td>Subscribes to the trading signal</td>
</tr>
<tr>
<td>SignalUnsubscribe</td>
<td>Cancels subscription</td>
</tr>
</tbody>
</table>
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.

```cpp
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:**

```cpp
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 subscribers
            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.
Trade Signals

**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_INFODOUBLE` 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.

```cpp
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.
**SignalInfoSetDouble**

Sets the value of double type property of signal copy settings.

```c
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.


**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.

```csharp
bool SignalSubscribe(
    long signal_id // signal id
);
```

**Parameters**

- `signal_id`
  - [in] Signal identifier.

**Return Value**

Returns true if subscription was successful, otherwise returns false. To read more about the error call `GetLastError()`.
**SignalUnsubscribe**

Cancels subscription.

```c
bool SignalUnsubscribe();
```

**Return Value**

Returns true if subscription has been canceled successfully, otherwise returns false. To read more about the error call `GetLastError()`.
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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>SocketCreate</td>
<td>Create a socket with specified flags and return its handle</td>
</tr>
<tr>
<td>SocketClose</td>
<td>Close a socket</td>
</tr>
<tr>
<td>SocketConnect</td>
<td>Connect to the server with timeout control</td>
</tr>
<tr>
<td>SocketIsConnected</td>
<td>Checks if the socket is currently connected</td>
</tr>
</tbody>
</table>
### Network Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SocketIsReadable</strong></td>
<td>Get a number of bytes that can be read from a socket</td>
</tr>
<tr>
<td><strong>SocketIsWritable</strong></td>
<td>Check whether data can be written to a socket at the current time</td>
</tr>
<tr>
<td><strong>SocketTimeouts</strong></td>
<td>Set timeouts for receiving and sending data for a socket system object</td>
</tr>
<tr>
<td><strong>SocketRead</strong></td>
<td>Read data from a socket</td>
</tr>
<tr>
<td><strong>SocketSend</strong></td>
<td>Write data to a socket</td>
</tr>
<tr>
<td><strong>SocketTlsHandshake</strong></td>
<td>Initiate secure TLS (SSL) connection to a specified host via TLS Handshake protocol</td>
</tr>
<tr>
<td><strong>SocketTlsCertificate</strong></td>
<td>Get data on the certificate used to secure network connection</td>
</tr>
<tr>
<td><strong>SocketTlsRead</strong></td>
<td>Read data from secure TLS connection</td>
</tr>
<tr>
<td><strong>SocketTlsReadAvailable</strong></td>
<td>Read all available data from secure TLS connection</td>
</tr>
<tr>
<td><strong>SocketTlsSend</strong></td>
<td>Send data via secure TLS connection</td>
</tr>
<tr>
<td><strong>WebRequest</strong></td>
<td>Send an HTTP request to a specified server</td>
</tr>
<tr>
<td><strong>SendFTP</strong></td>
<td>Send a file to an address specified on the FTP tab</td>
</tr>
<tr>
<td><strong>SendMail</strong></td>
<td>Send an email to an address specified in the Email tab of the options window</td>
</tr>
<tr>
<td><strong>SendNotification</strong></td>
<td>Send push notifications to mobile terminals whose MetaQuotes IDs are specified in the Notifications tab</td>
</tr>
</tbody>
</table>
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
bool HTTPSend(int socket, string request)
{
    char req[];
    int len=StringToArray(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);

//-- ------------------------------------------------------------------
//-- | 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\nHost: www.mql5.com\n\n\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());
            }
        }
        else
        {
            Print("Failed to create a socket, error ",GetLastError());
        }
    }
    //+------------------------------------------------------------------+
```
**SocketClose**

Close a socket.

```cpp
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:**

```cpp
//+------------------------------------------------------------------+
//|                                                SocketExample.mq5 |
//|                        Copyright 2018, MetaQuotes Software Corp. | |
//|                                             https://www.mql5.com | |
//+------------------------------------------------------------------+
#endif

#include < MQLIBRARY.H >

//+------------------------------------------------------------------+
//| 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()
{
}
```cpp
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 (!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 |
//+-------------------------------------------------------------------+

#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"
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 (timeout_check > 0 && SocketIsReadable(socket));
}
Network Functions

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(HTTPSend(socket,"GET / HTTP/1.1\r\nHost: www.mql5.com\r\n\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
//+------------------------------------------------------------------+
//|                                                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;

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 HTTRecv(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                                     |
//+------------------------------------------------------------------+
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".
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 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;

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);
}

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
//+------------------------------------------------------------------+
//| 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(!HTTPRecv(socket,1000))
                {
                    Print("Failed to get a response, error ",GetLastError());
                }
                else
                {
                    Print("Failed to send GET request, error ",GetLastError());
                }
            }
        }
    }
}

© 2000-2021, MetaQuotes Ltd
}  
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
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 | |
//+------------------------------------------------------------------+

#include "mql5.h"

int main()  
{
    string Address = "www.mql5.com";
    int Port = 80;
    SocketCreate(1001, Address.c_str(), Port);
    SocketSend(1001, (uchar*)"Hello",
                strlen("Hello"), 1001);
    _LastError();
    return 0;
}
```

© 2000-2021, MetaQuotes Ltd
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));
                    return (true);
                }
            }
        }
    }
while (GetTickCount() < timeout_check && !IsStopped());
return(false);

//--- 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 (!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, StringToArray
**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".

© 2000-2021, MetaQuotes Ltd
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**
  - [in] Certificate owner name. Corresponds to the Subject field.

- **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
//+------------------------------------------------------------------+
```
```c
//| SocketExample.mq5 |
//| Copyright 2018, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//+--------------------------------------------------------------------------------------------------------+

//| Copyright 2018, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//| 1.00 |
//| Add Address to the list of allowed ones in the terminal setting |
//+--------------------------------------------------------------------------------------------------------+

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
        }
    }
    while(timeout_check>=GetTickCount());
}
```
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,"":",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(HTTPSSend(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);
}
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)
    {
      intrsp_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())
{
    //--- 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 (!HTTPRecv(socket, 1000))
        {
            Print("Failed to get a response, error ", GetLastError());
        }
        else
        {
            //--- 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;
            }
        }
    }
    //--- 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;
            //--- 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 (!HTTPRecv(socket, 1000))
                {
                    Print("Failed to get a response, error ", GetLastError());
                }
                else
                {
                    Print("Failed to send GET request, error ", GetLastError());
                }
            }
            else
            {
                Print("Failed to send GET request, error ", GetLastError());
            }
        }
    }
}
{ 
    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 "

- **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 its 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:

```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"
    }
```
```c
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.

```cpp
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, GetLastErr() 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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>GlobalVariableCheck</td>
<td>Checks the existence of a global variable with the specified name</td>
</tr>
<tr>
<td>GlobalVariableTime</td>
<td>Returns time of the last accessing the global variable</td>
</tr>
<tr>
<td>GlobalVariableDel</td>
<td>Deletes a global variable</td>
</tr>
<tr>
<td>GlobalVariableGet</td>
<td>Returns the value of a global variable</td>
</tr>
<tr>
<td>GlobalVariableName</td>
<td>Returns the name of a global variable by its ordinal number in the list of global variables</td>
</tr>
<tr>
<td>GlobalVariableSet</td>
<td>Sets the new value to a global variable</td>
</tr>
<tr>
<td>GlobalVariablesFlush</td>
<td>Forcibly saves contents of all global variables to a disk</td>
</tr>
<tr>
<td>GlobalVariableTemp</td>
<td>Sets the new value to a global variable, that exists only in the current session of the terminal</td>
</tr>
<tr>
<td>GlobalVariableSetOnCondition</td>
<td>Sets the new value of the existing global variable by condition</td>
</tr>
<tr>
<td>GlobalVariablesDeleteAll</td>
<td>Deletes global variables with the specified prefix in their names</td>
</tr>
<tr>
<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()](#)
GlobalVariableTime
Returns the time when the global variable was last accessed.

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 GetLastErr() 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()
Global Variable Del

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 `GetLastError()`.

**Note**

Global variables exist in the client terminal during 4 weeks since their last use, then they are automatically deleted.
GlobalVariableName

Returns the name of a global variable by its ordinal number.

```cpp
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.

```cpp
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 Flush

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.

```cpp
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.

```cpp
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(TerminalInfoString(TerminalInfoString(TerminalInfoString(TERMIMAL_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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>FileSelectDialog</td>
<td>Create a file or folder opening/creation dialog</td>
</tr>
<tr>
<td>FileFindFirst</td>
<td>Starts the search of files in a directory in accordance with the specified filter</td>
</tr>
<tr>
<td>FileFindNext</td>
<td>Continues the search started by the FileFindFirst() function</td>
</tr>
<tr>
<td>FileFindClose</td>
<td>Closes search handle</td>
</tr>
<tr>
<td>FileOpen</td>
<td>Opens a file with a specified name and flag</td>
</tr>
<tr>
<td>FileDelete</td>
<td>Deletes a specified file</td>
</tr>
<tr>
<td>FileFlush</td>
<td>Writes to a disk all data remaining in the input/output file buffer</td>
</tr>
<tr>
<td>FileGetInteger</td>
<td>Gets an integer property of a file</td>
</tr>
<tr>
<td>FileIsEnding</td>
<td>Defines the end of a file in the process of reading</td>
</tr>
<tr>
<td>FileIsLineEnding</td>
<td>Defines the end of a line in a text file in the process of reading</td>
</tr>
<tr>
<td>FileClose</td>
<td>Closes a previously opened file</td>
</tr>
</tbody>
</table>
### File Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FileIsExist</td>
<td>Checks the existence of a file</td>
</tr>
<tr>
<td>FileCopy</td>
<td>Copies the original file from a local or shared folder to another file</td>
</tr>
<tr>
<td>FileMove</td>
<td>Moves or renames a file</td>
</tr>
<tr>
<td>FileReadArray</td>
<td>Reads arrays of any type except for string from the file of the BIN type</td>
</tr>
<tr>
<td>FileReadBool</td>
<td>Reads from the file of the CSV type a string from the current position till a delimiter (or till the end of a text line) and converts the read string to a value of bool type</td>
</tr>
<tr>
<td>FileReadDateTime</td>
<td>Reads from the file of the CSV type a string of one of the formats: &quot;YYYY.MM.DD HH:MM:SS&quot;, &quot;YYYY.MM.DD&quot; or &quot;HH:MM:SS&quot; - and converts it into a datetime value</td>
</tr>
<tr>
<td>FileReadDouble</td>
<td>Reads a double value from the current position of the file pointer</td>
</tr>
<tr>
<td>FileReadFloat</td>
<td>Reads a float value from the current position of the file pointer</td>
</tr>
<tr>
<td>FileReadInteger</td>
<td>Reads int, short or char value from the current position of the file pointer</td>
</tr>
<tr>
<td>FileReadLong</td>
<td>Reads a long type value from the current position of the file pointer</td>
</tr>
<tr>
<td>FileReadNumber</td>
<td>Reads from the file of the CSV type a string from the current position till a delimiter (or till the end of a text line) and converts the read string into double value</td>
</tr>
<tr>
<td>FileReadString</td>
<td>Reads a string from the current position of a file pointer from a file</td>
</tr>
<tr>
<td>FileReadStruct</td>
<td>Reads the contents from a binary file into a structure passed as a parameter, from the current position of the file pointer</td>
</tr>
<tr>
<td>FileSeek</td>
<td>Moves the position of the file pointer by a specified number of bytes relative to the specified position</td>
</tr>
<tr>
<td>FileSize</td>
<td>Returns the size of a corresponding open file</td>
</tr>
<tr>
<td>FileTell</td>
<td>Returns the current position of the file pointer of a corresponding open file</td>
</tr>
<tr>
<td>FileWriter</td>
<td>Writes data to a file of CSV or TXT type</td>
</tr>
<tr>
<td>FileWriterArray</td>
<td>Writes arrays of any type except for string into a file of BIN type</td>
</tr>
</tbody>
</table>
### File Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FileWriteDouble</strong></td>
<td>Writes value of the double type from the current position of a file pointer into a binary file</td>
</tr>
<tr>
<td><strong>FileWriteFloat</strong></td>
<td>Writes value of the float type from the current position of a file pointer into a binary file</td>
</tr>
<tr>
<td><strong>FileWriteInteger</strong></td>
<td>Writes value of the int type from the current position of a file pointer into a binary file</td>
</tr>
<tr>
<td><strong>FileWriteLong</strong></td>
<td>Writes value of the long type from the current position of a file pointer into a binary file</td>
</tr>
<tr>
<td><strong>FileWriteString</strong></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>
</tr>
<tr>
<td><strong>FileWriteStruct</strong></td>
<td>Writes the contents of a structure passed as a parameter into a binary file, starting from the current position of the file pointer</td>
</tr>
<tr>
<td><strong>FileLoad</strong></td>
<td>Reads all data of a specified binary file into a passed array of numeric types or simple structures</td>
</tr>
<tr>
<td><strong>FileSave</strong></td>
<td>Writes to a binary file all elements of an array passed as a parameter</td>
</tr>
<tr>
<td><strong>FolderCreate</strong></td>
<td>Creates a folder in the Files directory</td>
</tr>
<tr>
<td><strong>FolderDelete</strong></td>
<td>Removes a selected directory. If the folder is not empty, then it can't be removed</td>
</tr>
<tr>
<td><strong>FolderClean</strong></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.

```c
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:

```c++
//+------------------------------------------------------------------+
//| 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, FileExist, 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.

```c
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
#property script_show_inputs
//--- filter
input string InpFilter="Dir1\*";
//--- search for the last backslash
while(!IsStopped())
{
    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=FindFirst(InpFilter, file_name);
    //--- check if the FindFirst() is executed successfully
    if(search_handle!=INVALID_HANDLE)
    {
        //--- in a loop, check if the passed strings are the names of files or directories
        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 ? "Directory" : "File", file_name);
            i++;
        }
        while(FindNext(search_handle, file_name));
        //--- close the search handle
        FindClose(search_handle);
        }
        else
            Print("Files not found!");
}
**FileFindNext**

The function continues the search started by `FileFindFirst()`.

```cpp
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:**

```cpp
//--- 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,
            FileExist(file_name);
            if(GetLastError()==ERR_FILE_IS_DIRECTORY ? "D":
                i++;
            }
            while(FileFindNext(search_handle,file_name));
```

© 2000-2021, MetaQuotes Ltd
//--- close search handle
    FileFindClose(search_handle);
} else
    Print("Files not found!");
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, the function will generate error 5018
            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
FileIsExist

Checks the existence of a file.

```cpp
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:**

```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
        {
            file_name;
            //--- increase the array size
            size++;
            if(size==def_size)
            {
                def_size+=siz;
                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)
            {
                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
void OnStart()
{
    //--- incorrect file opening method
    string terminal_data_path=TerminalInfoString(TERMNAL_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\
File Functions

```cpp
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 Close**

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_TEXT|InpEncType);
    if(file_handle!=INVALID_HANDLE)
    {
        //--- print the file contents
        while(!FileIsEnding(file_handle))
            Print(FileReadString(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.

```c
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:

```c  
//--- 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()  
```

© 2000-2021, MetaQuotes Ltd
{ //--- 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 copying)
        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 copying)
        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_TEXT|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
    }
```c
    FileClose(file_handle);
    return(true);
}

//-- failed to open the file
    PrintFormat("%s is not opened, error = %d",file_name,GetLastError());
    return(false);
```
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)
        {
            PointFomat("%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
PointFomat("Results:");
for(int i=0;i<size;i++)
{
    if(FileIsExist(files[i]))
        PointFomat("%s file exists!",files[i]);
    else
        PointFomat("%s file deleted!",files[i]);
}
FileMove

Moves a file from a local or shared folder to another folder.

```c
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:**

```c
//--- 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);
        //--- file exists, moving should be performed with FILE_REWRITE flag
        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);
        //--- the file does not exist, moving should be performed without FILE_REWRITE flag
        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
FileFlush

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
//--- 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)
```
File Functions

```c
{
    //--- 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);
}
```

```c
//--- 0.01 second pause
Sleep(10);
```

```c
//--- close the file
FileClose(file_handle);
```

```c
else
    PrintFormat("Error, code = %d", GetLastError());
}
```

See also

FileClose
File Functions

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.

```csharp
long FileGetInteger(
    int file_handle, // File handle
    ENUM_FILE_PROPERTY_INTEGER property_id // Property ID
);
```

2. Get a property by the file name.

```csharp
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 terminals
);
```

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:

```csharp
//--- display the window of input parameters when launching the script
```
#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
    ResetLastError();
    if(!-1=FileGetInteger(handle,id))
    {
        //--- 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
**FileIsEnding**

Defines the end of a file in the process of reading.

```cpp
bool FileIsEnding(
    int file_handle  // File handle
);
```

**Parameters**

`file_handle`


**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:**

```cpp
//--- 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));
         //--- close the file
         FileClose(file_handle);
      }
      else
         PrintFormat("Error, code = %d",GetLastError());
}
```
File Functions

}
File Functions

FileIsLineEnding

Defines the line end in a text file in the process of reading.

```c
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)

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

//--- 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);
//---- 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);
//--- 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)
    {
        //--- 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)
    {
        //--- 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);
//+------------------------------------------------------------------+
//| ChartEvent event handler                                         |
//+------------------------------------------------------------------+
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
File Functions

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);
        //--- close the file
        FileClose(file_handle);
    }
    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.

```c
bool FileReadBool(
    int file_handle  // File handle
);
```

Parameters

`file_handle`


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)

```c
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

//--- 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(InfDirectoryName+"//"+InfFileName,FILE_READ|FILE_CSV);
    if(file_handle!=INVALID_HANDLE)
    {
        PrintFormat("%s file is open for reading",InfFileName);
        //--- 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",InfFileName,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
```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);
    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
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#endif

//---- plot Label1
#if _MQL5_STD_FUNCTIONS
#endif
#if _MQL5_OOP
#endif
#if _MQL5_INLINE_FUNCTIONS
#endif
#if _MQL5_META_FUNCTIONS
#endif
#if _MQL5_FILE_FUNCTIONS
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
#endif
```
```c
#include <windows.h>

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_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);
    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 datetime**, **StringToTime**, **TimeToString**, **FileWrite**
FileReadDouble

Reads a double-precision floating point number (double) from the current position of the binary file.

```cpp
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)

```cpp
    //+------------------------------------------------------------------+
    //|                        Copyright 2013, MetaQuotes Software Corp. |
    //|                                              https://www.mql5.com |
    //+------------------------------------------------------------------+
    #property copyright "Copyright 2013, MetaQuotes Software Corp."
    #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[];
    //+------------------------------------------------------------------+
```
```c
// 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(TERMINAL_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);
}
```
```c
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
File Functions

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
//+------------------------------------------------------------------+
//|                      Demo_FileReadFloat.mq5 |                        |
//| Copyright 2013, MetaQuotes Software Corp. |                        |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+

//--- global variables
int    ind=0;
int    size=0;
double close_buff[];
datetime time_buff[];
//--- indicator buffers
double buff[];
double color_buff[];
```
```c
// Custom indicator initialization function
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(TERMINAL_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 overflown
            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(rates_total);
}
```

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**


- `size` [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
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//+------------------------------------------------------------------+
#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
```
```c
//--- 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(TERMNAL_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);
}

//+------------------------------------------------------------------+
//| 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(close, 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 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])
                {
                    //--- receive the price
                    buff[i]=close[i];
                    //--- increase the counter
                    ind=j+1;
                    break;
                }
            }
        }
    }
}
File Functions

```cpp

return (rates_total);

See also

IntegerToString, StringToInteger, Integer types, FileWriteInteger

```
**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);
}

//+------------------------------------------------------------------+
//| 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 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])
            {
                buff[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.

```cpp
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)

```cpp
//+------------------------------------------------------------------+
//|                        Copyright 2013, MetaQuotes Software Corp. |
//|                                              https://www.mq5.com |
//+------------------------------------------------------------------+

#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mq5.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
    ResultLastError();
    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;

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;
    }
}

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[])
//--- 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[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);
}
//+------------------------------------------------------------------+
//| ChartEvent event handler                                         |
//+------------------------------------------------------------------+
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
File ReadString

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 \"\r\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(TERMINAL_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 Functions

FileReadStruct

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
//---- plot Label1
#property indicator_label1 "Candles"
#property indicator_type1 DRAW_CANDLES
#property indicator_color1 clrOrange
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//--- 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
    ResetLastError();
    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\"",TerminalInfoString(TERMNAME_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);

//--
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 candlesticks that have not been handled yet
for(int i=prev_calculated; i<rates_total; i++)
{
  //-- 0 by default
  open_buff[i]=0;
  close_buff[i]=0;
  high_buff[i]=0;
  low_buff[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]==cand_buff[j].date)
      {
      }
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);
    }
File Seek

The function moves the position of the file pointer by a specified number of bytes relative to the specified position.

```cpp
bool FileSeek(
    int file_handle, // File handle
    long offset,     // In bytes
    ENUM_FILE_POSITION origin // Position for reference
);
```

Parameters

- **file_handle**
  - [in] File descriptor returned by `FileOpen()`.

- **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:

```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"
//--- 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_TXT|InpEncodingType);
    if(file_handle!=INVALID_HANDLE)
    {
        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
        if(FileSeek(file_handle,pos[ind],SEEK_SET)==true)
        {
            //--- 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());
}
// 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
```c
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 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);
```
FileSize

The function returns the file size in bytes.

```
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_COMMONDATA));
    //--- 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)
```
```c
{
    //--- receive the file size
    file_size=FileSize(file_handle);
    //--- close the file
    FileClose(file_handle);
} else {
    //--- print the file size
    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
//+------------------------------------------------------------------+
//|                        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
//+------------------------------------------------------------------+
//| 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|InpEncodeType);#if(file_handle!=INVALID_HANDLE)
```
```c
{ 
    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());
}
```

//+-------------------------------------------------------------------------------+
//| The function defines starting points for each of the strings in the file and  |
//| places them in arr array                                                      |
//+-------------------------------------------------------------------------------+

```c
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);
File Write

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()`.

  ...  
  - [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 |
//+------------------------------------------------------------------+

#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 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='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
date_finish=TimeCurrent();

void OnStart()
{
    //--- 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_APPEND);
if(file_handle!=INVALID_HANDLE)
{
    PrintFormat("%s file is available for writing",InpFileName);
    PrintFormat("File path: %s\"Files\"",TerminalInfoString(TERMAL_DATA_PATH));
    //--- first, write the number of signals
    FileWriter(file_handle,sign_size);
    //--- write the time and values of signals to the file
    for(int i=0;i<sign_size;i++)
        FileWriter(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`  

- `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 |
//+------------------------------------------------------------------+
#property copyright "Copyright 2013, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
//--- input parameters
input string InpFileName="data.bin";
input string InpDirectoryName="SomeFolder";
//+------------------------------------------------------------------+
```
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[];

//--- allocation 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;
    }
}
```c
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**
FileWriteDouble

The function writes the value of a double parameter to a bin-file, starting from the current position of the file pointer.

```c
uint FileWriteDouble(
    int file_handle, // File handle
    double value     // Value to write
);
```

Parameters


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
//+------------------------------------------------------------------+
//|                        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="EURJPY";        // currency pair
input ENUM_TIMEFRAMES = InpSymbolPeriod=PERIOD_M15; // time frame
input int = InpMAPeriod=10; // smoothing period
input int = InpMAShift=0; // indicator shift
input ENUM_MA_METHOD = InpMAMethod=MODE_SMA; // smoothing type
input ENUM_APPLIED_PRICE = InpAppliedPrice=PRICE_CLOSE; // price type
input datetime InpDateStart=D'2013.01.01 00:00'; // data copying start date
//--- parameters for writing data to the file
input string = InpFileName="MA.csv";        // file name
input string = InpDirectoryName="Data"; // directory name
//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
void OnStart()
{
```
```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, InpAppliedPrice);
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_BACKSPACE);
    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
//+------------------------------------------------------------------+
//|                        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_M15; // 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="Close.bin";       // file name
input string InpDirectoryName="Data";        // directory name
//+------------------------------------------------------------------+
//| Script program start function                                  |
//+------------------------------------------------------------------+
void OnStart()  
{
    datetime date_finish=TimeCurrent();
    double close_buff[];
    datetime time_buff[];
    int size;
}  
```

© 2000-2021, MetaQuotes Ltd
//--- 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(TERMINAL_DATA_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
File Write Integer

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
//+------------------------------------------------------------------+
//|                        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"

//--- 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='2013.01.01 00:00'; // data copying start date

//--- parameters for writing data to the file
input string InpFileName="Trend.bin"; // file name
input string InpDirectoryName="Data"; // directory name

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

void OnStart()
```

© 2000-2021, MetaQuotes Ltd
```c
{  
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_BINARY);  
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  
         }  
      }
   }
}  
```

© 2000-2021, MetaQuotes Ltd
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
//+------------------------------------------------------------------+
//| Demo_FileWriteLong.mq5 | 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_TRUNCATE);
if(file_handle!=INVALID_HANDLE)
{
    PrintFormat("%s file is available for writing", InpFileName);
    PrintFormat("File path: %s\Files\", TerminalInfoString(TERMAL_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
**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.

```cpp
uint  FileWriteString(
    int   file_handle,  // File handle
    const string  text_string,  // string to write
    int    length=-1    // number of symbols
);
```

### Parameters

- **file_handle**
  - [in] File descriptor returned by `FileOpen()`.

- **text_string**
  - [in] 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:

```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"
//--- 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
Printf("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)
{
  Printf("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)
{
  Printf("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_APPEND);
if(file_handle!=INVALID_HANDLE)
{
  PrintFormat("%s file is available for writing",InpFileName);
  PrintFormat("File path: %s\Files\",TerminalInfoString(TERMAL_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+"\n");
      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
//+------------------------------------------------------------------+
//| Demo_FileWriteStruct.mq5 |                                      |
//|                        Copyright 2013, MetaQuotes Software Corp. | |
//|                                              https://www.mql5.com | |
//+------------------------------------------------------------------+
#endif

//+------------------------------------------------------------------+
//| Structure for storing candlestick data                           |
//+------------------------------------------------------------------+
struct candlesticks
```
```c
{  
double open;  // open price  
double close;  // close price  
double high;  // high price  
double low;  // low price  
datetime date;  // date
};

// Script program start function
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;
  }
}
```
PrintFormat("Failed to copy values of close prices. Error code = %d", GetLastError());

//--- 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_DELETE);
if (file_handle!=INVALID_HANDLE)
{
    PrintFormat("%s file is open for writing", InpFileName);
    PrintFormat("File path: %s\Files\", TerminalInfoString(TERMINALCOMMONDATA_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, size*5*8==counter?
    "Correct": "Error");
    //--- 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
**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
//+------------------------------------------------------------------+
//| Demo_FileLoad.mq5 |
//| Copyright 2016, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//------------------------------------------------------------------------------

//--- 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 Voulme\tSpread\tReal Volume\n");
            for(int i=0;i<count;i++)
                {
                    PrintFormat("%s\t%G\t%G\t%G\t%I64u\t%d\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.

```csharp
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 \MQL5\Files (or to <testing_agent_directory>\MQL5\Files in case of testing).
);
```

**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:**

```csharp
//+------------------------------------------------------------------+
//#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
//+------------------------------------------------------------------+
void OnStart()
{
    string filename=_Symbol+"_ticks.bin";
    MqlTick ticks[];
    //---
    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%G\tI64u\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
File Functions

FolderCreate

Creates a directory in the Files folder (depending on the common_flag value)

```c++
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:

```c++
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"
//--- description
#property description "The script shows FolderCreate() application sample."
#property description "The external parameter defines the directory for creating folders."
#property description "The folder structure is created after executing the script"

//--- 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
//+------------------------------------------------------------------+
//| 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
```
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);
}

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(TERMINAL_COMMONDATA_PATH)+"\\MQL5\\Files";
    else
        working_folder=TerminalInfoString(TERMINAL_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.

```cpp
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:**

```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"
//--- 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 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 secondFolder
```
void OnStart()
{
    //--- Write the file handle here
    int handle;
    //--- Find out in what folder we are working
    string working_folder=TerminalInfoString(TERMAL_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());
    }
    //--- Now create a non-empty folder using the FileOpen() function
    string filepath=secondFolder+"\"+filename; // Form path to file that we want to open
    handle=FileOpen(filepath,FILE_WRITE|FILE_TEXT); // Flag FILE_WRITE in this case is obligatory, see Help for FileOpen
    if(handle!=INVALID_HANDLE)
    {
        PrintFormat("File %s has been opened for reading",working_folder+"\"+filepath);
    }
    else
    {
        PrintFormat("Failed to create file %s in folder %s. Error code=",filename,secondFolder);
    }
    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"
    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.

```cpp
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:**

```mql
//+------------------------------------------------------------------+
//|                        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() function."
#property description "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
```
// Script program start function
//+------------------------------------------------------------------+
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 created 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+(foldername+"\*."",0)),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,
    }
    else
        PrintFormat("Deletion canceled");
//---
//| Returns the number of files in the specified folder |
//|------------------------------------------------------|

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 double type</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

```c
int OnCalculate (const int rates_total, const int prev_calculated, const int begin, ...)
```

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 \( \text{begin} = 37 \). For example, let's consider a simple indicator:

```mql5
#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[];

void OnInit()
{
  // indicator buffers mapping
  SetIndexBuffer(0, Label1Buffer, INDICATOR_DATA);
}

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 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>Custom Indicators</td>
<td>(usually has a lot of empty values)</td>
<td>DRAW_HISTOGRAM</td>
<td>Is drawn as a histogram from the zero line to the values of the corresponding buffer (may have empty values)</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------</td>
<td>-----------------</td>
<td>---------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DRAW_HISTOGRAM2</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>DRAW_ARROW</td>
<td>Is drawn as symbols (may have empty values)</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>DRAW_ZIGZAG</td>
<td>Similar to the style DRAW_SECTION, but unlike it, can plot vertical segments on one bar</td>
<td>2</td>
<td>-</td>
</tr>
<tr>
<td>DRAW_FILLING</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>DRAW_BARS</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>DRAW_CANDLES</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>DRAW_COLOR_LINE</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>DRAW_COLOR_SECTION</td>
<td>Similar to the style DRAW_SECTION, but the color of each section can be set</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Indicator Style</td>
<td>Description</td>
<td>Parameters</td>
<td>Dependencies</td>
</tr>
<tr>
<td>---------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------</td>
<td>--------------</td>
</tr>
<tr>
<td><code>DRAW_COLOR_HISTOGRAM</code></td>
<td>Similar to the style <code>DRAW_HISTOGRAM</code>, but each strip may have a different color, you can set the color dynamically</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td><code>DRAW_COLOR_HISTOGRAM2</code></td>
<td>Similar to the style <code>DRAW_HISTOGRAM2</code>, but each strip may have a different color, you can set the color dynamically</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td><code>DRAW_COLOR_ARROW</code></td>
<td>Similar to the style <code>DRAW_ARROW</code>, but each symbol can have its color. Color can be changed dynamically</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td><code>DRAW_COLOR_ZIGZAG</code></td>
<td>The <code>DRAW_ZIGZAG</code> style with the options of individual coloring of sections and dynamic color changing</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td><code>DRAW_COLOR_BARS</code></td>
<td>The <code>DRAW_BARS</code> style with the options of individual coloring of bars and dynamic color changing</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td><code>DRAW_COLOR_CANDLES</code></td>
<td>The <code>DRAW_CANDLES</code> 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.
Custom Indicators

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:
```

© 2000-2021, MetaQuotes Ltd
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.

```mql4
//--- 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_CANLDES
//--- 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.

```mql4
SetIndexBuffer(0,LineBuffer,INDICATOR_DATA); // The first buffer corresponds to index 0
//--- Binding arrays with indicator buffers for the candlesticks
SetIndexBuffer(1,OBuffer,INDICATOR_DATA);  // The second buffer corresponds to index 1
SetIndexBuffer(2,HBuffer,INDICATOR_DATA);  // The third buffer corresponds to index 2
SetIndexBuffer(3,LBuffer,INDICATOR_DATA);  // The fourth buffer corresponds to index 3
SetIndexBuffer(4,CBuffer,INDICATOR_DATA);  // The fifth buffer corresponds to index 4
```

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:
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:

```csharp
//--- Define 8 colors for coloring candlesticks (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrYellow,clrMagenta,clrCyan,clrLime,clrOrange
```

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.

```csharp
//--- set the candlestick color clrRed
col_buffer[buffer_index]=0;
```

The set of colors is not given once and for all, it can be changed dynamically using PlotIndexSetInteger(). Example:
//--- 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
        color_array[i]); // 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:

//--- 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(INTEGER_DIGITS,num_chars)` in the `OnInit()` function:

```c
int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,invisibleBuffer,INTEGER_DATA);
    //--- Set the accuracy of values to be displayed in the Data Window
    IndicatorSetInteger(INTEGER_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.

![Data Window example](image)

Note that despite the fact that, for red color is set plotting #1, the indicator does not draw anything on the chart.

```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_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 initialisation 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.

```
STYLE_DASH: zGreen, 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).

```
//+------------------------------------------------------------------+
//|                        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

```c
//--- 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_plot1 STYLE_SOLID // Line style
#property indicator_width1 1 // Line Width

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);

//--- Initializing the generator of pseudo-random numbers
MathSrand(GetTickCount());

//--- return(INIT_SUCCEEDED);

//--- Calculate ticks to change the style, color and width of the line
static int ticks=0;

ticks++;

//--- If a critical number of ticks has been accumulated
if(ticks>=N)
{
}
```

© 2000-2021, MetaQuotes Ltd
//--- 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;
```cpp
//--- 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};

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)  
    {  
        PrintFormat("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);
}
DRAFT_HISTOGRAM

The DRAFT_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 DRAFT_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, DRAFT_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 DRAFT_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 DRAFT_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 |
//+------------------------------------------------------------------+

#property copyright "Copyright 2011, MetaQuotes Software Corp."
Custom Indicators

#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 sinusoid"

#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_DASHDOT_DASH};

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
//+------------------------------------------------------------------+
int OnInit()
{
    //--- 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);
}

//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
```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);
}

//| Changes the appearance of lines 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
    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:

```plaintext
//--- 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).
//+------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "1.00"

#property description "An indicator to demonstrate DRAW_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 2
#property indicator_plots 1
//-- plot Histogram_2
#property indicator_label1 "Histogram_2"
#property indicator_type1 DRAW_HISTOGRAM2
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1
//-- input parameters
input int N=5;    // The number of ticks to change the histogram
//-- indicator buffers
double Histogram_2Buffer1[];
double Histogram_2Buffer2[];
//-- The day of the week for which the indicator is not plotted
int invisible_day;
//-- 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};
//-- 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);
}
//-- indicator buffers mapping

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;
    //--- 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 calculation
    //--- 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);
}

.handleChange();
void ChangeLineAppearance()
{
    //--- A string for the formation of information about the line properties
    string comm="\r\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=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 line width
    PlotIndexSetInteger(0,PLOT_LINE_WIDTH,width);
    //--- Write the line width
    comm=comm+(string)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=comm+(string)EnumToString(styles[style_index])+"\r\n"+comm;
    //--- Add information about the day that is omitted in calculations
    comm=comm+(string)EnumToString((ENUM_DAY_OF_WEEK)invisible_day)+"\r\n";
    //--- Show the information on the chart using a comment
    Comment(comm);
}

DRAW_ARROW

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.

```c
//--- 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:

```c
//--- 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.

```c
//--- 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).

```plaintext
//+------------------------------------------------------------------+
//|                        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 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 + "\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 0 to 19)
    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 = 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);
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:

```c
//--- 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 Indicators

//+------------------------------------------------------------------+
//| DRA W 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 ZIGZAG"
#property description "It draws a \"saw\" as straight segments, skipping the bars of one day"
#property description "The day to skip is selected randomly during indicator start"
#property description "every N ticks"

#property indicator_separate_window
#property indicator_buffers 2
#property indicator_plots 1

//--- plot ZigZag
#property indicator_label1 "ZigZag"
#property indicator_type1 DRAW_ZIGZAG
#property indicator_color1 clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters
input int N=5; // Number of ticks to change

//--- indicator buffers
double ZigZagBuffer1[];
double ZigZagBuffer2[];

//--- The day of the week for which the indicator is not plotted
int invisible_day;

//--- 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_DASHDOTD}

//+------------------------------------------------------------------+
//| 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");
}
```cpp
//---
    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
```

else
{
    //--- If the bar number if 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);

}//+------------------------------------------------------------------+
//| 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%siz
    //--- 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 color as the PLOT_LINE_WIDTH property
    PlotIndexSetInteger(0,PLOT_LINE_WIDTH,\n    //--- Write the line width
    comm=comm+\"\n\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 color as the PLOT_LINE_COLOR property
PlotIndexSetInteger(0, PLOT_LINE_STYLE, styles[style_index]);

//--- Write the line style
   comm="\n\n"+EnumToString(styles[style_index])+""+comm;

//--- Add information about the day that is omitted in calculations
   comm="\n\nNot plotted day - "+EnumToString((ENUM_DAY_OF_WEEK)invisible_day)+comm;

//--- Show the information on the chart using a comment
   Comment(comm);
**DRAW_FILLING**

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:

```c
#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.

```
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                              https://www.mql5.com |
//+------------------------------------------------------------------+
#define property copyright "Copyright 2011, MetaQuotes Software Corp."
```

© 2000-2021, MetaQuotes Ltd
# Custom Indicators

```mql5

#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,clrDimgrey,clrDimgray,clrDodgerBlue,clrDodgerBlue2,clrDodgerBlue4,clrFireBrick,clrForestGreen,clrGainsboro,clrGarlic,clrGhostWhite,clrGold,clrGoldenrod,clrGray,clrGreen,clrGreenYellow,clrGrey,clrGainsboro,clrGumDrop,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsboro,clrGainsoro
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
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 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_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).

```
EURUSD/1: 1.49067/1.4900 1.4760
USD/CAD dollar,
```

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.
//+------------------------------------------------------------------+
//|
DR
A
W
_BARS.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_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};

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+"
    IndicatorSetString(INDEX_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"+(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+"\nWidth="+IntegerToString(width);
//--- Write the symbol name
   comm="\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:

```plaintext
//--- 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.

```plaintext
//--- 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.

```plaintext
//--- 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.

```plaintext
//--- 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 candle
@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).

![Candlestick Chart]

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.
#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 Candle1Buffer1[];
double Candle1Buffer2[];
double Candle1Buffer3[];
double Candle1Buffer4[];

//--- 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_INIncorrect);
    }
    //--- indicator buffers mapping
    SetIndexBuffer(0,Candle1Buffer1,INDICATOR_DATA);
    SetIndexBuffer(1,Candle1Buffer2,INDICATOR_DATA);
    SetIndexBuffer(2,Candle1Buffer3,INDICATOR_DATA);
    SetIndexBuffer(3,Candle1Buffer4,INDICATOR_DATA);
    //--- An empty value
    PlotIndexSetDouble(0,PLOT_EMPTY_VALUE,0);
    //--- The name of the symbol, for which the bars are drawn
    symbol=_Symbol;
```c
//--- Set the display of the symbol
PlotIndexSetString(0, PLOT_LABEL, symbol + " Open;" + symbol + " High;" + symbol + " Low;" + symbol + " Close;" + symbol + " Close;" + symbol + " Close;" + symbol + " Close;" + symbol + " Close;" + symbol + " Close;"
IndicatorSetString(INDEX_SHORTNAME, "DRAW_CANDLES(" + symbol + "")");

//---
return(INIT_SUCCEEDED);
}
//---
return(prev_calculated);
```

```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
        //--- 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);
}
```
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++)
{ //--- 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);
}

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);
}

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 color
    comm=comm"
    //--- Write the symbol name
    comm=comm"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.

```
//--- 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)
```

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().

```
//+------------------------------------------------------------------+
//| Changes the color of line segments                                   |
//+------------------------------------------------------------------+
void ChangeColors(color &cols[],int plot_colors)
```
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).

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_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_LINESTYLE styles[]={STYLE_SOLID,STYLE_DASH,STYLE_DOT,STYLE_DASHDOT,STYLE_DASHDOTDOT};

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);
}

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[],
                ...}
```cpp
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);
}
//+------------------------------------------------------------------+
//| 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\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, PLOT_LINE_COLOR, plot_color_ind, cols[1]);

//--- Write the colors
comm=comm+StringFormat("LineColorIndex[%d]=%s \n", plot_color_ind, ColorToString(cols[0]));
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 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=comm+EnumToString(styles[style_index])+", "+comm;
    //--- Show the information on the chart using a comment
    Comment(comm);
}
**DRAW_COLORSECTION**

The DRAW_COLORSECTION style is a color version of DRAW_SECTION, but unlike the latter, it allows drawing sections of different colors. The DRAW_COLORSECTION 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_COLORSECTION, 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_COLORSECTION 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).

```mql```
```
//--- 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,
```
#indicator_width 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);
}

//---

int OnCalculate(const int rates_total,
    const int prev_calculated,
    const datetime &time[],
    const double &open[],
    const double &high[],
Custom Indicators

```c
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 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 section_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);
}
```

© 2000-2021, MetaQuotes Ltd
```c
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
                         cols[i]); // A new color
      //--- Write the colors
      comm=comm+StringFormat("SectionColorIndex[%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
   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).

```c
//+------------------------------------------------------------------+
//| Copyright 2001, MetaQuotes Software Corp. |
//| https://www.mql5.com |
//+------------------------------------------------------------------+

//+------------------------------------------------------------------+
//| Custom indicator initialization function                         |
```
//+------------------------------------------------------------------+
int OnInit()
{
    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;
    //+------------------------------------------------------------------+
//--- 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);

//+------------------------------------------------------------------+
//| 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, PLOT_LINE_COLOR, plot_color_ind, ColorToString(cols[i]),
                            // The number of a graphical style
                            // Property identifier
                            // The index of the color, where we will
                            // A new color
                            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 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_HISTOGRAM2

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

```c
//+------------------------------------------------------------------+
//| DR_AW_CORL_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_AW_CORL_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:
#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};
//+------------------------------------------------------------------+

int OnInit()
{
    //--- indicator buffers mapping
    SetIndexBuffer(0,ColorHistogram_2Buffer1,INDICATOR_DATA);
    SetIndexBuffer(1,ColorHistogram_2Buffer2,INDICATOR_DATA);

    //--- indicator buffers mapping
    SetIndexBuffer(2,ColorHistogram_2Colors,INDICATOR_DATA);
    return 0;
}
```

© 2000-2021, MetaQuotes Ltd
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 calculation

    //--- 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)+"
    //--- 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
```cpp
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.

```cpp
//--- 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:

```cpp
//--- 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.

```cpp
//--- 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.

```mql```
//+------------------------------------------------------------------+
//| 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 chart"
#property description "The color, size, shift and symbol code of the arrow are changed 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)

#define indicator_color1 clrRed, clrBlue, clrSeaGreen, clrGold, clrDarkOrange, clrMagenta
#define indicator_style1 STYLE_SOLID
#define 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[]),
                const double *color[]
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);
}

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++)
    {
```c
//--- 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
    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 (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="\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);
}
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
define 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.
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).

```cpp
//+------------------------------------------------------------------+
//| 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, width and style of segments are changed randomly every N ticks"
#property description "The color, width and style of segments are changed randomly 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,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_DASHDOTDOTTED,STYLE_DOTTED};

```

© 2000-2021, MetaQuotes Ltd
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++)


//--- 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 prev_calculated;

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
    }

    //--- Changes the color of the zigzag segments
    //---+------------------------------------------------------------------+
    //| Changes the color of the zigzag segments                         |
    //---+------------------------------------------------------------------+
    //--- The number of colors
    //---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
    }

    //--- Changes the color of the zigzag segments
    //---+------------------------------------------------------------------+
    //| Changes the color of the zigzag segments                         |
    //---+------------------------------------------------------------------+
comm=comm+StringFormat("ZigzagColorIndex[%d]=%s \r\n",plot_color_ind,ColorToString(cols[i]));

ChartSetString(0,CHART_COMMENT,comm);

//---
//| Changes the appearance of the zigzag segments
//+------------------------------------------------------------------+

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%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;
//--- 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:

```c
//--- 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.

```c
//--- Define 8 colors for coloring bars (they are stored in the special array)
#property indicator_color1 clrRed,clrBlue,clrGreen,clrYellow,clrMagenta,clrCyan,clrLime,clrOrange
```

```c
//--- plot ColorBars
#property indicator_label1 "ColorBars"
#property indicator_type1 DRAW_COLOR_BARS
```

```c
//--- 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 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
};

//--- Number of colors for coloring bars
bars_colors=8;  // see a comment to the #property indicator_color1 property

int OnInit()
{
    //--- 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);

    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;

    //--- 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) && 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,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<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
                                  symbols.
                                  ",name,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(INDUCTOR_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);

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, /* 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("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:

```c
//--- The 0 (empty) value will not 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_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 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 has been terminated");
        return(INIT_PARAMETERS_INcorrect);      
    }

    //--- 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(INdicator 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 Indicators

// Custom indicator iteration function
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total,
                const int prev_calculated,
                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);
}

// CopyFromSymbolToBuffers
// boolean CopyFromSymbolToBuffers(const string name,
// int total,
// int plot_index,
// double &buff1[],
```csharp
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(INDUCTOR_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++)
    {
        //--- Copy rates to buffers
        buff1[i]=rates[i][_INDEX_];
        buff2[i]=rates[i][_INDEX_];
        buff3[i]=rates[i][_INDEX_];
        buff4[i]=rates[i][_INDEX_];
        //--- For each bar draw a candle
        double& candle=buffer Kỳ;
        double& candle2=buffer Kỳ;
        double& col_buffer=buffer Kỳ;
        if(candle<low) candle+=((high-low)/2.0);
        if(candle>high) candle-=((high-low)/2.0);
        //--- If the bars have a high variability, we will try to draw a thicker or wider candle
        if(abs(candle-low)>((high-low))/5)
        { 
            candle2=buffer Kỳ;
            col_buffer=buffer Kỳ;
        }
    }
```
//--- 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);

//+------------------------------------------------------------------+
//| 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 candlestick 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, PLOT_LINE_COLOR, plot_color_ind, cols[i]);
        //--- Write the colors
        comm=comm+StringFormat("CandleColorIndex[%d]=%s \r\n",plot_color_ind,ColorToString(cols[i]));
    }
}
```cpp
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(INJECTOR_INDICATOR_HEIGHT, nHeight)</td>
<td>The fixed value of the subwindow height</td>
</tr>
<tr>
<td>indicator_minimum</td>
<td>IndicatorSetDouble(INJECTOR_MINIMUM, dMaxValue)</td>
<td>Minimal value of the vertical axis</td>
</tr>
<tr>
<td>indicator_maximum</td>
<td>IndicatorSetDouble(INJECTOR_MAXIMUM, dMinValue)</td>
<td>Maximal value of the vertical axis</td>
</tr>
<tr>
<td>indicator_levelN</td>
<td>IndicatorSetDouble(INJECTOR_LEVELVALUE, N-1, nLevelValue)</td>
<td>Vertical axis value for N level</td>
</tr>
<tr>
<td>no preprocessor directive</td>
<td>IndicatorSetString(INJECTOR_LEVELTEXT, N-1, sLevelName)</td>
<td>Name of a displayed level</td>
</tr>
<tr>
<td>indicator_levelcolor</td>
<td>IndicatorSetInteger(INJECTOR_LEVELCOLOR, N-1, nLevelColor)</td>
<td>Color of N level</td>
</tr>
<tr>
<td>indicator_levelwidth</td>
<td>IndicatorSetInteger(INJECTOR_LEVELWIDTH, N-1, nLevelWidth)</td>
<td>Line width for N level</td>
</tr>
<tr>
<td>indicator_levelstyle</td>
<td>IndicatorSetInteger(INJECTOR_LEVELSTYLE, N-1, nLevelStyle)</td>
<td>Line style for N level</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Directives for plotting properties</th>
<th>Functions of PlotIndexSet...() type</th>
<th>Description of the adjusted property of a plot</th>
</tr>
</thead>
<tbody>
<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>
</tbody>
</table>
### Custom Indicators

<table>
<thead>
<tr>
<th>Property</th>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>indicator_colorN</td>
<td><code>PlotIndexSetInteger(N-1, PLOT_LINE_COLOR, nColor)</code></td>
<td>Line color for N plot</td>
</tr>
<tr>
<td>indicator_styleN</td>
<td><code>PlotIndexSetInteger(N-1, PLOT_LINE_STYLE, nType)</code></td>
<td>Line style for N plot</td>
</tr>
<tr>
<td>indicator_typeN</td>
<td><code>PlotIndexSetInteger(N-1, PLOT_DRAW_TYPE, nType)</code></td>
<td>Line type for N plot</td>
</tr>
<tr>
<td>indicator_widthN</td>
<td><code>PlotIndexSetInteger(N-1, PLOT_LINE_WIDTH, nWidth)</code></td>
<td>Line width for N plot</td>
</tr>
</tbody>
</table>

#### Common indicator properties

<table>
<thead>
<tr>
<th>Description</th>
<th>Functions of IndicatorSet...() type</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>no preprocessor directive</td>
<td><code>IndicatorSetString</code></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+)</td>
</tr>
<tr>
<td>no preprocessor directive</td>
<td><code>IndicatorSetInteger (INDICATOR_DIGITS, nDigits)</code></td>
<td>Sets required accuracy of display of indicator values - number of decimal places</td>
</tr>
<tr>
<td>no preprocessor directive</td>
<td><code>IndicatorSetInteger (INDICATOR_LEVELS, nLevels)</code></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>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>
<tr>
<td>-----------------</td>
<td>----------------------------------</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
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 array, 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
//+--------------------------------------------------------------------------------------------------+
//|                                                                                              |
//|                                                                                              |
//|                                                                                              |
//|                                                                                              |
//|                                                                                              |
//|                                                                                              |
//+--------------------------------------------------------------------------------------------------+

#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
    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(INDIicator_SHORTNAME,"MA(\+period\+"+AsSeries);

    //---
    ma_handle=IMA(Symbol(),0,period,shift,smootMode,price);
    return(INIT SUCCESSED);
}

//+------------------------------------------------------------------+
//| 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_CUSTOMMIND_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).

`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(INDIicator_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(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,"IndicatorSetDouble() Demo");
    //--- set color for each level
    IndicatorSetInteger(INJECTOR_LEVELCOLOR,0,clrBlue);
    IndicatorSetInteger(INJECTOR_LEVELCOLOR,1,clrGreen);
    IndicatorSetInteger(INJECTOR_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(INJECTORIZATION_LEVEL,0,level1);
        IndicatorSetDouble(INJECTORIZATION_LEVEL,1,level2);
        IndicatorSetDouble(INJECTORIZATION_LEVEL,2,level3);
        //--- set new values of maximum and minimum in the indicator window
        Print("Set up max = ",max,"", min = ",min);
        IndicatorSetDouble(INJECTORIZATION_MAXIMUM,max);
        IndicatorSetDouble(INJECTORIZATION_MINIMUM,min);
    }

    //--- return value of prev_calculated for next call
    return(rates_total);
}

See also
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.**

```cpp
bool IndicatorSetInteger(
    int prop_id,          // identifier
    int prop_value        // value to be set
);
```

**Call with specifying the property identifier and modifier.**

```cpp
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_PROPERTY_INTEGER` enumeration.

- **prop_modifier**
  - [in] Modifier of the specified property. Only level properties require a 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_CUSTOMIND_LEVELWIDTH, 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

//+------------------------------------------------------------------+
//| 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, "IndicatorSetInteger() 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[])
{
    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;1++)
        IndicatorSetInteger(INDICATOR_LEVELWIDTH,l,width+1);
    //--- return value of prev_calculated for next call
    return(rates_total);
}
//+------------------------------------------------------------------+

// Set color of horizontal line in the separate indicator window
//+------------------------------------------------------------------+

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(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,level,colors[index]);
//---
// Set style of horizontal line in the separate indicator window
//-----------------------------------------------------------------------------------+
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_CUSTOMIND_PROPERTY_STRING` 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(INDIicator_LEVEL_TEXT, 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(INDEX_LEVELTEXT, 0, "First Level (index 0)");
    IndicatorSetString(INDEX_LEVELTEXT, 1, "Second Level (index 1)");
    IndicatorSetString(INDEX_LEVELTEXT, 2, "Third Level (index 2)");

    //--- set the short name for indicator
    IndicatorSetString(INDEX_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.

```cpp
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`  

**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_PLOTPROPERTY_INTEGER` enumeration.

- **prop_modifier**
  - [in] Modifier of the specified property. Only color index properties require a modifier.

- **prop_value**
  - [in] The value of the property.

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;

//-- 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
}

// 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,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) {
```
case 0: // first color scheme
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, 0, clrRed);
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, 1, clrBlue);
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, 2, clrGreen);
    Print("Color scheme "+modified);
    break;

case 1: // second color scheme
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, 0, clrYellow);
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, 1, clrPink);
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, 2, clrLightSlateGray);
    Print("Color scheme "+modified);
    break;

default: // third color scheme
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, 0, clrLightGoldenrod);
    PlotIndexSetInteger(0, PLOT_LINE_COLOR, 1, clrOrchid);
    PlotIndexSetInteger(0, PLOT_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 value of prev_calculated for next call
    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
  - [in] The value of the property.

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.

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.
```cpp
#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(INCATOR_DIGITS, Digits);
printf("We have %u colors of days", PlotIndexGetInteger(0, PLOT_COLOR_INDEXES));

//---

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>ObjectCreate</td>
<td>Creates an object of the specified type in a specified chart</td>
</tr>
<tr>
<td>ObjectName</td>
<td>Returns the name of an object of the corresponding type in the specified chart (specified chart subwindow)</td>
</tr>
<tr>
<td>ObjectDelete</td>
<td>Removes the object with the specified name from the specified chart (from the specified chart subwindow)</td>
</tr>
<tr>
<td>ObjectsDeleteAll</td>
<td>Removes all objects of the specified type from the specified chart (from the specified chart subwindow)</td>
</tr>
<tr>
<td>ObjectFind</td>
<td>Searches for an object with the specified ID by the name</td>
</tr>
<tr>
<td>ObjectGetTimeByValue</td>
<td>Returns the time value for the specified object price value</td>
</tr>
<tr>
<td>ObjectGetValueByTime</td>
<td>Returns the price value of an object for the specified time</td>
</tr>
<tr>
<td>ObjectMove</td>
<td>Changes the coordinates of the specified object anchor point</td>
</tr>
<tr>
<td>ObjectsTotal</td>
<td>Returns the number of objects of the specified type in the specified chart (specified chart subwindow)</td>
</tr>
<tr>
<td>ObjectGetDouble</td>
<td>Returns the double value of the corresponding object property</td>
</tr>
<tr>
<td>ObjectGetInteger</td>
<td>Returns the integer value of the corresponding object property</td>
</tr>
</tbody>
</table>
**Object Functions**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ObjectGetString</code></td>
<td>Returns the string value of the corresponding object property</td>
</tr>
<tr>
<td><code>ObjectSetDouble</code></td>
<td>Sets the value of the corresponding object property</td>
</tr>
<tr>
<td><code>ObjectSetInteger</code></td>
<td>Sets the value of the corresponding object property</td>
</tr>
<tr>
<td><code>ObjectSetString</code></td>
<td>Sets the value of the corresponding object property</td>
</tr>
<tr>
<td><code>TextSetFont</code></td>
<td>Sets the font for displaying the text using drawing methods (Arial 20 used by default)</td>
</tr>
<tr>
<td><code>TextOut</code></td>
<td>Transfers the text to the custom array (buffer) designed for creation of a graphical resource</td>
</tr>
<tr>
<td><code>TextGetSize</code></td>
<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).
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.

```cpp
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.
Object Functions

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&gt;PITCHFORK</td>
<td>Andrews' Pitchfork</td>
<td>Three anchor points.</td>
</tr>
<tr>
<td>Function</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</td>
</tr>
<tr>
<td>OBJ_GANNFAN</td>
<td>Gann Fan</td>
<td>Two</td>
</tr>
<tr>
<td>OBJ_GANNGRID</td>
<td>Gann Grid</td>
<td>Two</td>
</tr>
<tr>
<td>OBJ_FIBO</td>
<td>Fibonacci Retracement</td>
<td>Two</td>
</tr>
<tr>
<td>OBJ_FIBOTIMES</td>
<td>Fibonacci Time Zones</td>
<td>Two</td>
</tr>
<tr>
<td>OBJ_FIBOFAN</td>
<td>Fibonacci Fan</td>
<td>Two</td>
</tr>
<tr>
<td>OBJ_Fibo</td>
<td>Fibonacci Arcs</td>
<td>Two</td>
</tr>
<tr>
<td>OBJ_FIBochannel</td>
<td>Fibonacci Channel</td>
<td>Three</td>
</tr>
<tr>
<td>OBJ_EXPANSION</td>
<td>Fibonacci Expansion</td>
<td>Three</td>
</tr>
<tr>
<td>OBJ_ElliottWave5</td>
<td>Elliott Motive Wave</td>
<td>Five</td>
</tr>
<tr>
<td>OBJ_ElliottWave3</td>
<td>Elliott Correction Wave</td>
<td>Three</td>
</tr>
<tr>
<td>OBJ_RECTANGLE</td>
<td>Rectangle</td>
<td>Two</td>
</tr>
<tr>
<td>OBJ_TRIANGLE</td>
<td>Triangle</td>
<td>Three</td>
</tr>
<tr>
<td>OBJ_ELLIPSE</td>
<td>Ellipse</td>
<td>Three</td>
</tr>
<tr>
<td>OBJ_ARROW_THUMB_UP</td>
<td>Thumbs Up</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_THUMB_DOWN</td>
<td>Thumbs Down</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_UP</td>
<td>Arrow Up</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_DOWN</td>
<td>Arrow Down</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_STOP</td>
<td>Stop Sign</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_CHECK</td>
<td>Check Sign</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_LEFT_PRICE</td>
<td>Left Price Label</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_RIGHT_PRICE</td>
<td>Right Price Label</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_BUY</td>
<td>Buy Sign</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW_SELL</td>
<td>Sell Sign</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_ARROW</td>
<td>Arrow</td>
<td>One</td>
</tr>
<tr>
<td>OBJ_TEXT</td>
<td>Text</td>
<td>One</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 OBJPROP_YDISTANCE properties.</td>
</tr>
<tr>
<td><strong>OBJ CHART</strong></td>
<td>Chart</td>
<td>Position is set using the <code>OBJPROP_XDISTANCE</code> and <code>OBJPROP_YDISTANCE</code> properties.</td>
</tr>
<tr>
<td>---------------</td>
<td>-------</td>
<td>--------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>OBJ_BITMAP</strong></td>
<td>Bitmap</td>
<td>One anchor point.</td>
</tr>
<tr>
<td><strong>OBJ_BITMAP_LABEL</strong></td>
<td>Bitmap Label</td>
<td>Position is set using the <code>OBJPROP_XDISTANCE</code> and <code>OBJPROP_YDISTANCE</code> properties.</td>
</tr>
<tr>
<td><strong>OBJ_EDIT</strong></td>
<td>Edit</td>
<td>Position is set using the <code>OBJPROP_XDISTANCE</code> and <code>OBJPROP_YDISTANCE</code> properties.</td>
</tr>
<tr>
<td><strong>OBJ_EVENT</strong></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><strong>OBJ_RECTANGLE_LABEL</strong></td>
<td>The “Rectangle label” object for creating and designing the custom graphical interface.</td>
<td>Position is set using the <code>OBJPROP_XDISTANCE</code> and <code>OBJPROP_YDISTANCE</code> 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.
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_GANNLINe)
- Equidistant channel (OBJ_CHANNEL) - 2 lines
- Linear regression channel (OBJ_REGRESSION) - 3 lines
- Standard deviation channel (OBJ_STDDEVCHANNEL) - 3 lines
- Arrowed line (OBJ_ARROWEDE_LINE)

See also

Object Types
Object Functions

ObjectGetValueByTime

The function returns the price value for the specified time value of the specified object.

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
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.
ObjectFunctions

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

```cpp
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

```cpp
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.

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.

Example of creating a Fibonacci object and adding a new level in it

```mql5
//+------------------------------------------------------------------+
//| 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,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());
    }
}
See also

Object Types, Object Properties
ObjectSetInteger

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**

```c
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**

```c
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`


**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**

```c
#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, clrDarkGreen, clrDarkKhaki, clrDarkMagenta, clrDarkOliveGreen, clrDarkOrange, clrDarkOrchid, clrDarkRed, clrDarkSalmon, clrDarkSlateBlue, clrDarkSlateGray, clrDarkTurquoise, clrDarkViolet, clrDeepPink, 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, clrLime, clrLimeGreen, clrLinen, clrMediumAquamarine, clrMediumBlue, clrMediumOrchid, clrMediumPurple, clrMediumSeaGreen, clrMediumSpringGreen, clrMediumTurquoise, clrMediumVioletRed, clrMidnightBlue, clrMintGreen, clrNavajoWhite, clrNavy, clrOlive, clrOliveDrab, clrOrange, clrOrangeRed, clrOrchid, clrOliveGreen, clrPaleGreen, clrPaleTurquoise, clrPaleVioletRed, clrPapayaWhip, clrPeaGreen, clrPeachPuff, clrPeru, clrPink, clrRed, clrRosyBrown, clrRoyalBlue, clrSaddleBrown, clrSalmon, clrSandyBrown, clrSeaGreen, clrSlateBlue, clrSlateGray, clrSnow, clrSpringGreen, clrSteelBlue, clrThistle, clrTomato, clrTurquoise, clrViolet, clrWheat, clrWhite, clrWhitesmoke, clrYellow);

// Creating and initializing an edit object

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,","');  
    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]);  
}
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 Andrews' 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.
Object Functions

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.

```
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.

```
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_OBJECT_PROPERTY_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.
ObjectFunctions

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 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 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_OBJECTPROPERTYINTEGER 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.
ObjectFunctions

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.

```c
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.

```c
bool ObjectGetString(
    long chart_id,       // chart identifier
    string name,        // object name
    ENUM_OBJECT_PROPERTY_STRING prop_id,  // property identifier
    int prop_modifier,  // property modifier
    string& string_var  // here we accept the property \n);
```

### 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](https://www.metaquotes.net/) 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.
**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()
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


color


color_format

[in] Color format is set by ENUM_COLOR_FORMAT enumeration value.

**Return Value**

Returns true if successful, otherwise false.

**Note**
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 nm=2700; // minute corner
    uint nh=2700*12; // hour counter
    uint w,h; // variables for receiving text string sizes
```
```c
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("::IM",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

```c
//--- 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()
```
TextGetSize

The function returns the line width and height at the current font settings.

```c
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>ID</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>iAO</td>
<td>Awesome Oscillator</td>
<td></td>
</tr>
<tr>
<td>iATR</td>
<td>Average True Range</td>
<td></td>
</tr>
<tr>
<td>iBearsPower</td>
<td>Bears Power</td>
<td></td>
</tr>
<tr>
<td>iBands</td>
<td>Bollinger Bands®</td>
<td></td>
</tr>
<tr>
<td>iBullsPower</td>
<td>Bulls Power</td>
<td></td>
</tr>
<tr>
<td>iCCI</td>
<td>Commodity Channel Index</td>
<td></td>
</tr>
<tr>
<td>iChaikin</td>
<td>Chaikin Oscillator</td>
<td></td>
</tr>
<tr>
<td>iCustom</td>
<td>Custom indicator</td>
<td></td>
</tr>
<tr>
<td>iDEMA</td>
<td>Double Exponential Moving Average</td>
<td></td>
</tr>
<tr>
<td>iDeMarker</td>
<td>DeMarker</td>
<td></td>
</tr>
<tr>
<td>iEnvelopes</td>
<td>Envelopes</td>
<td></td>
</tr>
<tr>
<td>iForce</td>
<td>Force Index</td>
<td></td>
</tr>
<tr>
<td>iFractals</td>
<td>Fractals</td>
<td></td>
</tr>
<tr>
<td>iFrAMA</td>
<td>Fractal Adaptive Moving Average</td>
<td></td>
</tr>
<tr>
<td>iGator</td>
<td>Gator Oscillator</td>
<td></td>
</tr>
<tr>
<td>iIchimoku</td>
<td>Ichimoku Kinko Hyo</td>
<td></td>
</tr>
<tr>
<td>iBWMFI</td>
<td>Market Facilitation Index by Bill Williams</td>
<td></td>
</tr>
<tr>
<td>iMomentum</td>
<td>Momentum</td>
<td></td>
</tr>
<tr>
<td>iMFI</td>
<td>Money Flow Index</td>
<td></td>
</tr>
<tr>
<td>iMA</td>
<td>Moving Average</td>
<td></td>
</tr>
<tr>
<td>iOsMA</td>
<td>Moving Average of Oscillator (MACD histogram)</td>
<td></td>
</tr>
<tr>
<td>iMACD</td>
<td>Moving Averages Convergence-Divergence</td>
<td></td>
</tr>
<tr>
<td>iOBV</td>
<td>On Balance Volume</td>
<td></td>
</tr>
<tr>
<td>iSAR</td>
<td>Parabolic Stop And Reverse System</td>
<td></td>
</tr>
<tr>
<td>iRSI</td>
<td>Relative Strength Index</td>
<td></td>
</tr>
<tr>
<td>iRVI</td>
<td>Relative Vigor Index</td>
<td></td>
</tr>
<tr>
<td>iStdDev</td>
<td>Standard Deviation</td>
<td></td>
</tr>
<tr>
<td>iStochastic</td>
<td>Stochastic Oscillator</td>
<td></td>
</tr>
<tr>
<td>iTEMA</td>
<td>Triple Exponential Moving Average</td>
<td></td>
</tr>
<tr>
<td>iTriX</td>
<td>Triple Exponential Moving Averages Oscillator</td>
<td></td>
</tr>
<tr>
<td>iWPR</td>
<td>Williams' Percent Range</td>
<td></td>
</tr>
<tr>
<td>iVIDyA</td>
<td>Variable Index Dynamic Average</td>
<td></td>
</tr>
<tr>
<td>-------------</td>
<td>--------------------------------</td>
<td></td>
</tr>
<tr>
<td>iVolumes</td>
<td>Volumes</td>
<td></td>
</tr>
</tbody>
</table>
iAC

The function creates Accelerator Oscillator in a global cache of the client terminal and returns its handle. It has only one buffer.

```cpp
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:**

```cpp
//+------------------------------------------------------------------+
//| Demo_iAC.mq5 | 5 |
//| Copyright 2011, MetaQuotes Software Corp. |
//| https://www.mql5.com | 5 +------------------------------------------------------------------+
#property copyright "Copyright 2011, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
#property version "$00"
#property description "The indicator demonstrates how to obtain data"
#property description "of indicator buffers for the iAC 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
//--- 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(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 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 to copy is greater than the number of values in the iAC indicator
    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 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:
values_to_copy=(rates_total-prev_calculated)+1;
}

//--- fill the iACBuffer and iACColors arrays with values from the Accelerator Oscillator
//--- 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[], // indicator buffer of Accelerator Oscillator values
double &color_indexes[], // color buffer (for storing of color indexes)
int ind_handle, // handle of the iAC indicator
int amount // number of copied values
)
{
//--- 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);
//+------------------------------------------------------------------+
//| 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 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
//+------------------------------------------------------------------+
//|                        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 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'
```

```c
//--- plot iAD
```

```c
#property indicator_separate_window 1
#property indicator_buffers 1
#property indicator_plots 1
```

```c
#property indicator_label1 "iAD"
```

```c
#property indicator_type1 DRAW_LINE
```

```c
#property indicator_color1 clrLightSeaGreen
```
```csharp
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//----------------------------------------------------------------------------------
//| Enumeration of the methods of handle creation                                    |
//----------------------------------------------------------------------------------
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[];

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(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 iAD 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 iADBuffer array is greater than the number of values in the iAD 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 so:
    //--- for calculation not more than one bar is added
    values_to_copy=(rates_total-prev_calculated)+1;
}

--- fill the iADBuffer array with values of the Accumulation/Distribution indicator
--- if FillArraysFromBuffer returns false, it means the information is not ready yet
if(!FillArrayFromBuffer(iADBuffer,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);

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 iADBuffer 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",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("" );
}
**iADX**

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

#include "Demo_iADX.mq5"

Demo_iADX();
```

---

© 2000-2021, MetaQuotes Ltd
Technical Indicators

```cpp
//--- 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
```

```cpp
enum Creation
{
    Call_iADX, // use iADX
    Call_IndicatorCreate // use IndicatorCreate
};
```

```cpp
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
```

```cpp
//--- indicator buffers
double ADXBuffer[];
double DI_plusBuffer[];
double DI_minusBuffer[];
```

```cpp
//--- variable for storing the handle of the iADX indicator
int    handle;
```

```cpp
//--- variable for storing
string name=symbol;
```

```cpp
//--- name of the indicator on a chart
string short_name;
```

```cpp
//--- we will keep the number of values in the Average Directional Movement Index indicator
int    bars_calculated=0;
```

```cpp
// Custom indicator initialization function
int OnInit()
{
    //--- assignment of arrays to indicator buffers
```
```c
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 (StringLength(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, 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(INDICATOR_SHORTNAME, short_name);
//--- normal initialization of the indicator
return(INIT_SUCCEEDED);
```

---

```c
//+------------------------------------------------------------------+
//| Custom indicator iteration function                              |
//+------------------------------------------------------------------+
int OnCalculate(const int rates_total, 
    const int prev_calculated, 
    const datetime &time[], 
    const double &open[],
```
```cpp
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))
    {
        PrintFormat("%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 indicato
        bars_calculated=calculated;
        //--- return the prev_calculated value for the next call
        return(rates_total);
    }
    //+------------------------------------------------------------------+
    //| Filling indicator buffers from the iADX indicator                |
    //+------------------------------------------------------------------+
```

```c
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 iADX 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 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);
}
```

```c
//+------------------------------------------------------------------+
//| 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
```
Technical Indicators

```ml
//--- 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                     A DXBuffer[];
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_iADXWilder)
    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, INDXW, 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
short_name=StringFormat("iADXWilder(%s/%s period=%d)", name, EnumToString(period), adx_period);
IndicatorSetString(INJECT_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[],
```c
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
    //--- 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);
    }
    //+------------------------------------------------------------------+
    //| Filling indicator buffers from the iADXWilder indicator          |
    //+------------------------------------------------------------------+
```

© 2000-2021, MetaQuotes Ltd
bool FillArraysFromBuffers(double &adx_values[], double &Dplus_values[], double &Dminus_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 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, Dplus_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_minusBuffer array with values from the indicator buffer that has index 2
    if(CopyBuffer(ind_handle, 2, 0, amount, Dminus_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);
}

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:

```cpp
//+------------------------------------------------------------------+
//| 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'"
#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 calculations

//--- indicator buffers
double JawsBuffer[];
double TeethBuffer[];
double LipsBuffer[];

//--- variable for storing the handle of the iAlligator indicator
int handle;

//--- variable for storing the name of the symbol
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 (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
                 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",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
| //--- number of values copied from the iAlligator indicator
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 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(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the JawsBuffer array is greater than the number of values in the iAlligator
        //--- 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 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),
Technical Indicators

    short_name,
    values_to_copy);

    //--- display the service message on the chart
    Comment(comm);

    //--- memorize the number of values in the Alligator indicator
    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[], // indicator buffer for the Jaw line
                          int j_shift, // shift of the Jaw line
                          double &teeth_buffer[], // indicator buffer for the Teeth line
                          int t_shift, // shift of the Teeth line
                          double &lips_buffer[], // indicator buffer for the Lips line
                          int l_shift, // shift of the Lips line
                          int ind_handle, // handle of the iAlligator indicator
                          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",Err);
        //--- 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",Err);
        //--- 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",Err);
        //--- 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("");
}
iAMA

The function returns the handle of the Adaptive Moving Average indicator. It has only one buffer.

```
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:

```
//+------------------------------------------------------------------+
//| Demo_iAMA.mq5 |
//| 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 (function type).

All the other parameters are similar to the standard AMA.

---

//--- 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;
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);

IndicatorSetString(INDCATOR_SHORTNAME,short_name);

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)
{
    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 values in the iAMA 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 iAMABuffer array is greater than the number of values in the iAMA 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 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),

© 2000-2021, MetaQuotes Ltd
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());
        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 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

PrintFormat("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(INICATO_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)
    {
        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 iAOBuffer array is greater than the number of values in the iAO 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 iAOBuffer and iAOColors arrays with values from the Awesome Oscillator
//--- 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);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iAO indicator                  |
//+------------------------------------------------------------------+
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);
}

//+------------------------------------------------------------------+
```c
void OnDeinit(const int reason)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("\n");
}
```
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:

```plaintext
//--- plot iATR

#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1
#property indicator_label1 "iATR"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrLightSeaGreen
```

---

© 2000-2021, MetaQuotes Ltd
enum Creation
{
    Call_iATR, // use iATR
    Call_IndicatorCreate // use IndicatorCreate
};

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;

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),
                GetLastError());
    //--- 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(INICATOR_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 iATR Buffer 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;
--- otherwise, we copy less than the size of indicator buffers
if rates_total > values_to_copy:
    values_to_copy = rates_total;
else:
    values_to_copy = calculated;
--- it means that it's not the first time of the indicator calculation, and so:
if calculated > rates_total:
    values_to_copy = (rates_total - prev_calculated) + 1;
--- fill the iATR Buffer array with values of the Average True Range indicator
if !FillArrayFromBuffer(iATRBuffer, handle, values_to_copy):
    return 0;
--- form the message
string comm = StringFormat("%s --> Updated value in the indicator %s: %d", rates_total, 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;
--- reset error code
ResetLastError();
--- fill a part of the iATR Buffer 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 iATR 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("");
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
--- the iBearsPower plot
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_label1 "iBearsPower"
#property indicator_color1 clrSilver
```
```cpp
//--- 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);
    }
    else
    {
        //--- fill the structure with parameters of the indicator
    }
}```
MqlParam pars[1];
    //--- period of ma
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    handle=IndicatorCreate(name, period, IND_BEAR, l, 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(INICATOR_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 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_calculated
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);

//+------------------------------------------------------------------+
//| Filling indicator buffers from the iBearsPower indicator         |
//+------------------------------------------------------------------+

bool FillArrayFromBuffer(double values[], // indicator buffer for Bears Power value:
   int ind_handle, // handle of the iBearsPower indicator
   int amount // number of copied values
)
{
   //--- reset error code
   ResetLastError();

   //--- fill a part of the iBearsPowerBuffer 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 iBearsPower 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(" ");
}
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
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
```
Technical Indicators

//--- 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 deviations
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;
    //| Custom indicator initialization function
    //| -----------------------------------------------
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;
 Technical Indicators

```c
//--- 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,
    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,%G,%s)",name,EnumToString(period),
    bands_period,bands_shift,deviation,EnumToString(applied_price));
IndicatorSetString(INDICATOR_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 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_calculated);
```
{ //--- if the size of indicator buffers is greater than the number of values in the iBands indicator buffer
    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 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.

```cpp
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:**

```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 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
```

© 2000-2021, MetaQuotes Ltd
# Technical Indicators

```c
#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
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;

//| Custom indicator initialization function
//|------------------------------------------------------------------------
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
    }
}
```

© 2000-2021, MetaQuotes Ltd
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(INJECTOR_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 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(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 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);

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 iBullsPower 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("");
}
//+------------------------------------------------------------------+
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'
```

- ` indicator_separate_window`  
- ` indicator_buffers 1`
```mql4
#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=P
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, period %s, error code %d",
                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("CCI(%s/%s, %d, %s)",name,EnumToString(period),ma_period,EnumToString(applied_price));
IndicatorSetString(INJECTOR_SHORTNAME,short_name);
//--- normal initialization of the indicator
return(INIT_SUCCESSED);

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[])
```cpp
{
//--- 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 calculated or if 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 since the last call of OnCalculate() for calculation not more than one bar is added
    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
        //--- 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 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:
    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(" ");
}
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.

fast_ma_period


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:

```mql5
//+------------------------------------------------------------------+
//| Demo_iChaikin.mq5 | Copyright 2011, MetaQuotes Software Corp. |
//|                    | https://www.mql5.com | |
//+------------------------------------------------------------------+
"Copyright 2011, MetaQuotes Software Corp."
"https://www.mql5.com"
"1.00"
"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;
}
StringTrimRight(name);
StringTrimLeft(name);

if(StringLen(name)==0)
{
    name=_Symbol;
}

if(type==Call_iChaikin)
    handle=iChaikin(name,period,fast_ma_period,slow_ma_period,ma_method,applied_volume);
else
{
    MqlParam pars[4];
    pars[0].type=TYPE_INT;
    pars[0].integer_value=fast_ma_period;
    pars[1].type=TYPE_INT;
    pars[1].integer_value=slow_ma_period;
    pars[2].type=TYPE_INT;
    pars[2].integer_value=ma_method;
    pars[3].type=TYPE_INT;
    pars[3].integer_value=applied_volume;
    handle=IndicatorCreate(name,period,IND_CHAIKIN,4,pars);
}

if(handle==INVALID_HANDLE)
{
    PrintFormat("Failed to create handle of the iChaikin indicator for the symbol %s/%s, error code %d",name,EnumToString(period),GetLastError());
    return(INIT_FAILED);
}

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(INTEGRATOR_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 iChaikin indicator
    int values_to_copy;
    //--- determine the number of values calculated in the indicator
    int calculated=BarsCalculated(handle);
    if(calculated<=0)
    {
        //--- if the iChaikinBuffer array is greater than the number of values in the iChaikin 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 so:
        //--- 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 returns false, it means the information is not ready yet,
    //--- 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(rates_total);

//--- 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);

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\MyExperts\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"...)`

- **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:

```plaintext
#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:

```plaintext
#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
```
//--- 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;

//--- 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(INIT_SUCCEEDED);

//--- indicator buffers mapping

text:	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(rates_total);
}
//+------------------------------------------------------------------+
iDEMA

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 |
//+------------------------------------------------------------------+
```

Options:

- `Demo_iDEMA.mq5`
- `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'

#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

//--- input parameters
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[];
//--- variable for storing the handle of the iDEMA 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 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,
    name,
    EnumToString(period),
    GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Double Exponential Moving Average indicator is cal:
short_name=StringFormat("iDEMA(%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);

//+------------------------------------------------------------------+
//| 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 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,GetLastErrorCode());
        return(0);
    }
    //--- 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+1)
    {
        //--- if the iDEMABuffer array is greater than the number of values in the iDEMA 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 so:
        //--- 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 not 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);
}
// Filling indicator buffers from the iDEMA indicator
bool FillArrayFromBuffer(double &values[], int shift, int ind_handle, int amount)
{
    //--- 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("");
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
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#pragma property copyright "Copyright 2011, MetaQuotes Software Corp."
#pragma property link          "https://www.mql5.com"
#pragma property version       "1.00"
#pragma property description  "The indicator demonstrates how to obtain data"
#pragma property description  "of indicator buffers for the iDeMarker technical indicator."
#pragma property description  "A symbol and timeframe used for calculation of the indicator,"
#pragma property description  "are set by the symbol and period parameters."
#pragma property description  "The method of creation of the handle is set through the 'type'
```
#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(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 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(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[], // indicator buffer for DeMarker values
                          int ind_handle, // handle of the iDeMarker indicator
                          int amount) // number of copied values
{

    //--- 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

//| Enumeration of the methods of handle creation
| //+------------------------------------------------------------------+
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
```cpp
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
zation 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,&nbsp;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, %G)",name,EnumToString(period),
ma_period,ma_shift,EnumToString(ma_method),EnumToString(applied_price),deviation);
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 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 values calculated in the indicator
//-- 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 UpperBuffer array is greater than the number of values in the iEnvelopes indicator, 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 UpperBuffer and LowerBuffer arrays with values from the iEnvelopes indicator

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

bars_calculated=calculated;

//--- return the prev_calculated value for the next call

return(rates_total);

//+------------------------------------------------------------------+

//| Filling indicator buffers from the iEnvelopes indicator |
//+------------------------------------------------------------------+

bool FillArraysFromBuffers(double &upper_values[], double &lower_values[], int shift, int ind_handle, int amount)
{

//--- 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
printf("Failed to copy data from the iEnvelopes indicator, error code %d\n",
//--- 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");
}
**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'
```
#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

//--- 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_APPLIED_VOLUME applied_volume=VOLUME_TICK; // type of volume
input string symbol=" "; // symbol
input ENUM_TIMEFRAMES period=PERIOD_CURRENT; // timeframe

int handle;
string name=symbol;
string short_name;

int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iForceBuffer,INDICATOR_DATA);
    //--- determine the symbol the indicator is drawn for
    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_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, error code %d",  
        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));  
    IndicatorSetString(INDEX_STRING,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 double &volume[],  
    const int &rates_limit,  
    const int &other_parameters,  
    const int &instance_id)  
{
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)
    {
        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 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);
}

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 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 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);
}
```
```c
//+------------------------------------------------------------------+
//| Indicator deinitialization function                              |
//+------------------------------------------------------------------+
void OnDeinit(const int reason)
{
    if (handle != INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment(""Evaluator::OnDeinit()");
```
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. |
//|                                             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 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 indicatorBuffers 1
property indicatorPlots 1
property indicatorChartWindow
property indicatorBuffers 2
property indicatorPlots 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

//--- the FractalDown plot
// 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;

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(StringLen(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 %s/%s, error code %d",
                name,
                EnumToString(period),
                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(INICATOR_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 valu
//--- or 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+1) {
    //--- if the FractalUpBuffer array is greater than the number of values in the Fractals 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 FractalUpBuffer and FractalDownBuffer arrays with values from the Fractals indicator
//--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
//--- fill the FractalUpBuffer and FractalDownBuffer arrays with values from the Fractals indicator
//--- if FillArrayFromBuffer 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 (rates_total);
}

//--- 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
    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 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(" ");
}
iFrAMA

The function returns the handle of the Fractal Adaptive Moving Average indicator. It has only one buffer.

```c
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:

```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 iFrAMA 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
//--- drawing iFrAMA
#property indicator_label1 "iFrAMA"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrBlue
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters

enum Creation
{
    Call_iFrAMA, // use iFrAMA
    Call_IndicatorCreate // use IndicatorCreate
};

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;

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
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, %s)",name,EnumToString(period),
                        ma_period,ma_shift,EnumToString(applied_price));
IndicatorSetString(INDEX_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 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 ==&gt; 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);
}
```c
bool FillArrayFromBuffer(double &values[], // indicator buffer of Fractal Adaptive Moving Average
                          int shift,       // shift
                          int ind_handle,  // handle of the iFrAMA indicator
                          int amount       // number of copied values
                        )
{
    //--- 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);
}
```
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**.
Technical Indicators

**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:**

```cpp
//+------------------------------------------------------------------+
//|                    Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

//--- 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

enum Creation
```
`{
    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 lines
input ENUM_APPLIED_PRICE  applied_price=PRICE_MEDIAN;  // type of price used for calculation of the Alligator lines
//--- 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 basis which the Gator Oscillator is drawn!
    That's is 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);
}
name,
    EnumToString(period),
    GetLastError();
    //--- 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,
    IndicatorSetString(INJECT_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 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,GetLastError());
        return(0);
    }
    //--- if it is the first start of calculation of the indicator or if the number of values calculated is 1
    if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated)
    {
        //--- if the GatorUpBuffer array is greater than the number of values in the iGatorUpBuffer array
        //--- 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 Gator Oscillator indicator
if (!FillArraysFromBuffers(GatorUpBuffer, GatorUpColors, GatorDownBuffer, GatorDownColors, 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 Gator Oscillator indicator
bars_calculated=calculated;

//--- return the prev_calculated value for the next call
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();

    //--- fill a part of the GatorUpBuffer array with values from the indicator buffer that has 0 index
    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.

```
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 - SENKOUPANA_LINE, 3 - SENKOUPANB_LINE, 4 - CHIKOUSPAN_LINE.

**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 Ichimoku 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 "parameter."
#property description "All other parameters just like in the standard Ichimoku Kinko Ichimoku."

#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
#property indicator_type3 DRAW_FILLING
#property indicator_color3 clrSandyBrown, clrThistle
#property indicator_style3 STYLE_SOLID
#property indicator_width3 1
//--- the Chikou_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 iIchimoku 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 direct
    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 iIchimoku

    //--- 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;
    }
```cpp
pars[1].type=TYPE_INT;
pars[1].integer_value=kijun_sen;
pars[2].type=TYPE_INT;
pars[2].integer_value=senkou_span_b;
//--- create handle
handle = IndicatorCreate(name, period, IND_ICHIKOHOU, 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 %s/%s, error code %d",
                name,
                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, kijun_sen, senkou_span_b);
IndicatorSetString(INDIKATO_STRING, 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 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
```
```csharp
//--- 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 Tenkan_sen_Buffer 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 Ichimoku Kinko Hyo indicator
//--- if FillArraysFromBuffer returns false, it means the information is nor 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);
}

bool FillArraysFromBuffers(double &tenkan_sen_buffer[],
    double &kijun_sen_buffer[],
    double &senkou_span_A_buffer[],
    double &senkou_span_B_buffer[],
    double &chinkou_span_buffer[],
    int senkou_span_shift,
    int ind_handle,
    int amount)
{
    //--- 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,amount,tenkan_sen_buffer)<0)
    {
        //--- if the copying fails, tell the error code
    }
```
Technical Indicators

```c
PrintFormat("1. Failed to copy data from the Ichimoku 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 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 Ichimoku 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 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 bars
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 Ichimoku 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 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 bars
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 Ichimoku 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 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 data is already stored with a shift in Ichimoku
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 Ichimoku 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("");
}
iBWMFI

The function returns the handle of the Market Facilitation Index indicator. It has only one buffer.

```c
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:

```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 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
```

© 2000-2021, MetaQuotes Ltd
//+------------------------------------------------------------------+
//| 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
{  
    //--- 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_BWMI, 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(INICATORT.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);
    }
//--- if it is the first start of calculation of the indicator or if the number of values in the iBWMFI
//--- 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 iBWMFIBuffer array is greater than the number of values in the iBWMFI
    //--- 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 indicator Market Facilitation Index by Bill Williams
//--- if FillArraysFromBuffer returns false, it means the information is not ready yet
if(!FillArraysFromBuffers(iBWMFIBuffer,iBWMFIColors,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 iBWMFI indicator
//*******************************************************************
bool FillArraysFromBuffers(double &values[],
    // indicator buffer for the histogram
    double &colors[],
    // indicator buffer of the histogram colors
    int ind_handle,
    // handle of the iBWMFI indicator
    int amount
    // number of copied values
)
{
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iBWMFIBuffer 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 iBWMFI 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 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("");
}
# iMomentum

The function returns the handle of the Momentum indicator. It has only one buffer.

```csharp
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:**

```csharp
//+------------------------------------------------------------------+
//| 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
```

© 2000-2021, MetaQuotes Ltd
Technical Indicators

```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

//----- plot iMomentum
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;
    }
```
//--- create handle of the indicator
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 \\
                 name, EnumToString(period), GetLastError());
    //--- 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(INbuquerque_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 iMomentum indicator
```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);
}

//-------------------------------------------------------------------
//| Filling indicator buffers from the iMomentum indicator           |
----------------------------------------------------------------------
bool FillArrayFromBuffer(double *values[], // indicator buffer of Momentum values
    int ind_handle, // handle of the iMomentum indicator
    int amount       // number of copied values
)
{
    //--- reset error code
    ResetLastError();
    //--- fill a part of the iMomentumBuffer 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 iMomentum indicator, error code %d",G
    //--- quit with zero result - it means that the indicator is considered as not :
    return(false);
    //--- everything is fine
    return(true);
}

//--- clear the chart after deleting the indicator
Comment("");
iMFI

The function returns the handle of the Money Flow Index indicator.

```c
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:**

```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 iMFI 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 Money Flow indicator and its functions."
#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 'symbol' 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, period %s, error code %d",
                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(INICATOR_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[])

```c
{
    //--- 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 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+1)
    {
        //--- if the iMFIBuffer array is greater than the number of values in the iMFI 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
        //--- 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 returns false, it means the information is not ready yet,
    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);
}
```
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)
{
    if(handle!=INVALID_HANDLE)
        IndicatorRelease(handle);
    //--- clear the chart after deleting the indicator
    Comment("");
}
iMA

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:

```
//+------------------------------------------------------------------+
//|                        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"
```
The indicator demonstrates how to obtain data.

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.

--- the iMA plot
--- indicator buffers 1
--- indicator plots 1

//--- 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

--- indicator buffer
double                  iMABuffer[];
--- 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;
--- Custom indicator initialization function
int OnInit()
{
--- 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
    PrintFormat("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(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 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 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 iMABuffer array is greater than the number of values in the iMA 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 iMABuffer array with values of the Moving Average indicator
    //--- if FillArrayFromBuffer returns false, it means the information is nor 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("");
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.

```cpp
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:**

```cpp
//+------------------------------------------------------------------+
//|                        Copyright 2011, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
```
Technical Indicators

//+------------------------------------------------------------------+
#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 iOsMA 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 Moving Av

#property indicator_separate_window
#property indicator_buffers 1
#property indicator_plots 1

//--- the iOsMA plot
#property indicator_label1 "iOsMA"
#property indicator_type1 DRAW_HISTOGRAM
#property indicator_color1 clrSilver
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- 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 differ
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[];

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;

//+------------------------------------------------------------------+
// Custom indicator initiali
//+------------------------------------------------------------------+

```c
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(StringLen(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_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_OSMA,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 a handle of iOsMA for the pair %s/%s, error code:
                    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),
```
fast_ema_period,slow_ema_period,signal_period,EnumToString

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 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 indicator changed
//-- 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 iOsMABuffer array is greater than the number of values in the iOsMABuffer
    //--- 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 returns false, it means the information is not ready yet,
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),
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 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(""");
}
**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. |
```
The indicator demonstrates how to obtain data of indicator buffers for the iMACD 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.

```c
//--- 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

//--- variable for storing the handle of the iMACD indicator
int handle;
```
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;
//-------------------------------------------------------------------------------
// Custom indicator initialization function
//-------------------------------------------------------------------------------
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
    }
}
Technical Indicators

```c
PrintFormat("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(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 iMACD 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 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
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);
}

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 has 0 index
    if(CopyBuffer(ind_handle,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 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 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
//+------------------------------------------------------------------+
//|                        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 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' parameter."
```
//+------------------------------------------------------------------+
//| Enumeration of the methods of handle creation                     |
//+------------------------------------------------------------------+
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;

// Custom indicator initialization function

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, 

  name, 
  EnumToString(period),
  GetLastErrror());
  //--- 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(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 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(calculated>rates_total) values_to_copy=rates_total;
    else values_to_copy=calculated;
}
else
{
    values_to_copy=(rates_total-prev_calculated)+1;
}

if(!FillArrayFromBuffer(iOBVBuffer,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 FillArrayFromBuffer(double &obv_buffer[], int ind_handle, int amount)
{
    if(CopyBuffer(ind_handle,0,0,amount,obv_buffer)<0)
    {
        PrintFormat("Failed to copy data from the iOBV indicator, error code %d",GetLastError());
        return(false);
    }

    return(true);
}
//+------------------------------------------------------------------+
//| Indicator deinitialization function                               |
//+------------------------------------------------------------------+
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.

```c
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:**

```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 iSAR 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 are similar to the standard Parabolic

#property indicator_chart_window
```
#property indicator_buffers 1
#property indicator_plots 1

//--- drawing iSA
#property indicator_label1 "iSA"
#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_iSA, // use iSA
    Call_IndicatorCreate // use IndicatorCreate
};

//--- input parameters
input Creation             type=Call_iSA;      // type of the function
input double               step=0.02;        // step - the acceleration factor
input double               maximum=0.2;      // maximum value of step
input string               symbol = " ";   // symbol
input ENUM_TIMEFRAMES      period=PERIOD_CURRENT; // timeframe

//--- indicator buffers
double                     iSABuffer[];

//--- variable for storing the handle of the iSA 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 Parabolic SAR indicator
int                        bars_calculated=0;

// Custom indicator initialization function
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iSABuffer,INDICATOR_DATA);
    //--- set a symbol code from the Wingdings charset for the PLOT_ARROW property for displaying
    PlotIndexSetInteger(0,PLOT_ARROW,159);
    //--- 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_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,
                 name,
                 EnumToString(period),
                 GetLastErr());
    //--- 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(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[])

© 2000-2021, MetaQuotes Ltd
Technical Indicators

```cpp
{
    //--- 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 in the iSAR:
    //--- 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 iSARBuffer array is greater than the number of values in the iSAR:
        //--- 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 iSAR indicator
    //--- if FillArrayFromBuffer returns false, it means the information is not ready yet,
    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);
}
```

---

```cpp
//+------------------------------------------------------------------+
//| Filling indicator buffers from the iSAR indicator               |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &sar_buffer[],  // indicator buffer of Parabolic SAR
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("\n");
}
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_separate_window
```
#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
//---------------------------------------------------------------
//| Enumeration of the methods of handle creation                |
//---------------------------------------------------------------
enum Creation
{
    Call_iRSI,       // use iRSI
    Call_IndicatorCreate  // use IndicatorCreate
};
//--- input parameters
input Creation     type=Call_iRSI;       // type of the function
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;
//---------------------------------------------------------------
//| Custom indicator initialization function                    |
//---------------------------------------------------------------
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(INDIANTOR_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 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 iRSIBuffer array is greater than the number of values in the iRSI 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 array with values of the iRSI indicator
//--- fill the array with values of the iRSI indicator
//--- fill the array with values of the iRSI indicator
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[],
    int ind_handle,
    // indicator buffer of Relative Strength Index
    // handle of the iRSI indicator

© 2000-2021, MetaQuotes Ltd
```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("");
}
```
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_plots 2
//--- the RVI plot
#property indicator_label1 "RVI"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrGreen
#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

//--- input parameters
input Creation type=Call_iRVl; // 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[];
double SignalBuffer[];

int handle;

//--- variable for storing
string name = symbol;

string short_name;

//--- we will keep the number of values in the Relative Vigor Index indicator
int bars_calculated=0;

int OnInit()
{
    //--- 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 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_IRVI)
    handle=IRVI(name, period, ma_period);
else
{
    //--- fill the structure with parameters of the indicator
    MqlParam pars[1];
    //--- period for calculations
    pars[0].type=TYPE_INT;
    pars[0].integer_value=ma_period;
    handle=IndicatorCreate(name, period, INDIRVI,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 IRVI indicator for the symbol %s/%s, name,
           EnumToString(period),
           GetLastError());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//-- show the symbol/timeframe the Relative Vigor Index indicator is calculated for
short_name=StringFormat("IRVI(%s/%s, %d, %d)",name,EnumToString(period),ma_period),
IndicatorSetString(INDIATOR_SHORNAME,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 iRVi 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 iRVi 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 RVIBuffer array is greater than the number of values in the iRVi 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 iRVi indicator
    //--- if FillArrayFromBuffer returns false, it means the information is not 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 &rvi_buffer[],
    double &signal_buffer[],
    int ind_handle,
    int amount)
{
//--- 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,rvl_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);
}

//| Indicator deinitialization function
//|------------------------------------------------------------------+
//| void OnDeinit(const int reason)
//| {  
//|    if(handle!=INVALID_HANDLE)
//|       IndicatorRelease(handle);
//|   //--- clear the chart after deleting the indicator
//|    Comment("");
//| }

© 2000-2021, MetaQuotes Ltd
**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 |
//+------------------------------------------------------------------+
```
# Technical Indicators

## The indicator demonstrates how to obtain data

The indicator demonstrates how to obtain data of indicator buffers for the iStdDev technical indicator.

## A symbol and timeframe used for calculation of the 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'

The method of creation of the handle is set through the 'type' parameter (function type).

All the other parameters are similar to the normal Standard Deviation.

### Indicator Properties

- **indicator_separate_window**
- **indicator_buffers**: 1
- **indicator_plots**: 1

```mql5
//--- 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
```

### Input Parameters

```mql5
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=MODF_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

```mql5
double     iStdDevBuffer[];
```

```mql5
//--- 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

```mql5
int OnInit()
{
    //--- assignment of array to indicator buffer
    SetIndexBuffer(0,iStdDevBuffer,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_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, IN_DDDEV, 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(INDUCTOR_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 values in the iStdDev 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 iStdDevBuffer array is greater than the number of values in the iStdDev indicator for symbol/period, then we don't copy everything
        //--- otherwise, we copy less than the si
        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 Standard Deviation indicator
    //--- if FillArrayFromBuffer returns false, it means the information is not 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);
```
//--- 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 iStdDev indicator             |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &std_buffer[], // indicator buffer of the Standard De
            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' parameter (function type).

All the other parameters are similar to the standard Stochastic:

```
enum Creation {
  Call_iStochastic, // use iStochastic
  Call_IndicatorCreate, // use IndicatorCreate
};
//--- input parameters
input Creation type=Call_iStochastic; // type of the function
input int Kperiod=5; // the K period (the number of bars for calculation)
input int Dperiod=3; // the D period (the period of primary smoothing)
input int slowing=3; // period of final smoothing
input ENUM_MA_METHOD ma_method=MODE_SMA; // type of smoothing
input ENUM_STO_PRICE price_field=STO_LOWHIGH; // method of calculation of the
```
```c
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: 
    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
Kperiod,Dperiod,slowing,EnumToString(ma_method),EnumToStri
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 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
if(prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated+1)
{
    //--- if the StochasticBuffer 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 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 Oscillator values
                           double &signal_buffer[], // indicator buffer of the signal line
                           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", 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("");
}
**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

- 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

- The value of the period can be one of the ENUM_TIMEFRAMES values, 0 means the current timeframe.

ma_period

- Averaging period (bars count) for calculation.

ma_shift

- Shift of indicator relative to the price chart.

applied_price

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

#include "MT4/indicators.h"

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
);
```
#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 Triple Exp

#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//--- the iTEMA plot
#property indicator_label1 "iTEMA"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrRed
#property indicator_style1 STYLE_SOLID
#property indicator_width1 1

//--- input parameters
input Creation             type=Call_iTEMA; // type of the function
input int                 ma_period=14;   // period of averaging
input int                 ma_shift=0;    // shift
input ENUM_APLIED_PRICE applied_price=PRICE_CLOSE; // type of price
input string              symbol=" ";     // symbol
input ENUM_TIMEFRAMES     period=PERIOD_CURRENT; // timeframe
//--- indicator buffer
double                 iTEMABuffer[];
//--- variable for storing the handle of the iTEMA 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 Average indicator
int                    bars_calculated=0;

int OnInit()
{
//--- assignment of array to indicator buffer
    SetIndexBuffer(0,iTEMABuffer,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_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
    PrintFormat("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(INDIATOR_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 calculated 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 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 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("!");
}
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 |
//+------------------------------------------------------------------+
```

© 2000-2021, MetaQuotes Ltd
//--- 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;
}  
//--- create handle of the indicator 
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),  
                     GetLastError());  
        //--- 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_CAT_SHORT_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  


```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());
}
//--- 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 Oscillat:
//--- if FillArrayFromBuffer returns false, it means the information is nor 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);
}
//+------------------------------------------------------------------+
//| Filling indicator buffers from the iTriX indicator               |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &trix_buffer[], // indicator buffer of values of Trip.
    int ind_handle,       // handle of the iTriX indicator
    int amount)           // number of copied values
{
    //--- reset error code
    SetLastError();
    //--- 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(" ");
}
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 |
//+------------------------------------------------------------------+
```

```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 iWPR 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 iWPR plot
#property indicator_label1 "iWPR"
#property indicator_type1 DRAW_LINE
#property indicator_color1 clrCyan
```
#property indicator_style1  STYLE_SOLID
#property indicator_width1  1
//---- 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 parameters
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[];

//--- variable for storing the handle of the iWPR indicator
int handle;

//--- variable for storing
string name;

//---- name of the indicator on a chart
string short_name;

//---- we will keep the number of values in the Larry Williams' Percent Range 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
        Printf("Failed to create handle of the iWPR indicator for the symbol %s/%s,
                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(INICATORT_SHORNTNAME,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)
            {
            //---
printf("BarsCalculated() returned %d, error code %d", calculated, GetLastError());

//--- if it is the first start of calculation of the indicator or if the number of values has changed
if (prev_calculated==0 || calculated!=bars_calculated || rates_total>prev_calculated) {
    //--- if the iWPRI Buffer array is greater than the number of values in the iWPRI Indicator
    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(iWPRIBuffer,ind_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);

bool FillArrayFromBuffer(double &wpr_buffer[],
    int ind_handle,     // handle of the iWPRI Indicator
    int amount          // number of copied values
){
    //--- reset error code
    ResetLastError();

    //--- fill a part of the iWPRI Buffer 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
        printf("Failed to copy data from the iWPRI Indicator, error code %d",GetLastError());
        //--- quit with zero result - it means that the indicator is considered as not calculated
    }

    return(0);
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("");
}


iVIDyA

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 "All other parameters like in the standard Variable Index Dynam:

#property indicator_chart_window
#property indicator_buffers 1
#property indicator_plots 1
//--- the iVIDyA plot
#property indicator_label1 "iVIDyA"
#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_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 smooth
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/\n    name, \n    EnumToString(period), \n    GetLast Error());
    //--- the indicator is stopped early
    return(INIT_FAILED);
}

//--- show the symbol/timeframe the Variable Index Dynamic Average indicator is calculated
short_name=StringFormat("iVIDyA(%s/%s, %d, %d, %d, %s)", name, EnumToString(period),
    cmo_period, ema_period, ma_shift, EnumToString(applied_price));
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 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 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 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 iVIDA indicator              |
//+------------------------------------------------------------------+
bool FillArrayFromBuffer(double &vidya_buffer[], // indicator buffer of Variable Index
                        int v_shift,                // shift of the line
                        int ind_handle,            // handle of the iVIDA indicator
                        int amount                 // number of copied values
                        ) {

    //--- reset error code
    ResetLastError();

    //--- fill a part of the iVIDABuffer 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 iVIDA 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(""");
}
### 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'

#property indicator_separate_window
#property indicator_buffers 2
#property indicator_plots 1
//--- 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 Volumes 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
```c
{
    //--- 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(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 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 va
//--- or 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 iVolumesBuffer array is greater than the number of values in the i...
    //--- 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 iVolumes indicator
//--- if FillArraysFromBuffer returns false, it means the information is nor ready yet
if(!FillArraysFromBuffers(iVolumesBuffer,iVolumesColors,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 Indicator
bars_calculated=calculated;
//--- return the prev_calculated value for the next call
return(rates_total);
}

//--- Filling indicator buffers from the iVolumes indicator
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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>FrameFirst</td>
<td>Moves a pointer of frame reading to the beginning and resets the previously set filter</td>
</tr>
<tr>
<td>FrameFilter</td>
<td>Sets the frame reading filter and moves the pointer to the beginning</td>
</tr>
<tr>
<td>FrameNext</td>
<td>Reads a frame and moves the pointer to the next one</td>
</tr>
<tr>
<td>FrameInputs</td>
<td>Receives input parameters, on which the frame is formed</td>
</tr>
<tr>
<td>FrameAdd</td>
<td>Adds a frame with data</td>
</tr>
<tr>
<td>ParameterGetRange</td>
<td>Receives data on the values range and the change step for an input variable when optimizing an Expert Advisor in the Strategy Tester</td>
</tr>
<tr>
<td>ParameterSetRange</td>
<td>Specifies the use of input variable when optimizing an Expert Advisor in the Strategy Tester: value, change step, initial and final values</td>
</tr>
</tbody>
</table>

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.

```cpp
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 GetLastFunction() 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 GetLastErr() 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

```c
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

```c
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." #property description "Should be launched in the optimization mode of the Strategy Tester"

//--- 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);
```
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=%G enable=%s from %G to %G with step=%G", 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=%s enable=%s from %s to %s", name, (string)par3, (string)enable, (string)par3_start, (string)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                                            |
//+------------------------------------------------------------------+
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

```c
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

```c
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 sinput_ 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**
Working with Optimization Results

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.

ParameterSetRange() 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*
Working with 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.

```c
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, GetLastError() 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().

The minimum interval of 1000 milliseconds is used in the strategy tester. 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.

```cpp
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 form 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 Description</td>
<td>Event Code</td>
<td>X Coordinate</td>
<td>Y Coordinate</td>
<td>Status of Keyboard Buttons</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</code>=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 <code>CHART_EVENT_OBJECT_CREATE</code>=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 <code>CHART_EVENT_OBJECT_DELETE</code>=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 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 chart</td>
<td>CHARTEVENT_OBJECT_ENDEDIT</td>
<td>–</td>
<td>–</td>
<td>Name of the LabelEdit graphical object, in which text was finished</td>
</tr>
</tbody>
</table>
Working with Events

<table>
<thead>
<tr>
<th>LabelEdit</th>
<th>graphical object</th>
<th>Event of changes on a chart</th>
<th>CHARTEVENT_CHANGED</th>
<th>Value set by EventChartCustom() function</th>
<th>Value set by EventChartCustom() function</th>
<th>Value set by EventChartCustom() function</th>
<th>editing has completed</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>CHARTEVENT_CHANGED</td>
<td>-</td>
<td>-</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 EventChartCustom() function</td>
<td>Value set by EventChartCustom() function</td>
<td>Value set by EventChartCustom() function</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Example:

```c
//+------------------------------------------------------------------+
//|                                            ButtonClickExpert.m |
//|                        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_BCOLOR,clrGray);
    ObjectSetInteger(0,buttonID,OBJPROP_XDISTANCE,100);
    ObjectSetInteger(0,buttonID,OBJPROP_YDISTANCE,100);
    ObjectSetInteger(0,buttonID,OBJPROP_XSIZE,200);
    ObjectSetInteger(0,buttonID,OBJPROPFSIZE,50);
    ObjectSetString(0,buttonID,OBJPROP_FONT,"Arial");
    ObjectSetString(0,buttonID,OBJPROP_TEXT,"Button");
    ObjectSetInteger(0,buttonID,OBJPROP_SELECTABLE,0);

    //--- Create a label for displaying information
    ObjectCreate(0,labelID,OBJ_LABEL,0,100,100);
    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";
        customEventID=CHARTEVENT_CUSTOM+1;
      }
      else // Button is 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
    }
}

void BroadcastEvent(long lparam, double dparam, string sparam)
{
    int eventID=broadcastEventID-CHARTEVENT_CUSTOM;
    long currChart=ChartFirst();
    int i=0;
    while(i<CHARTS_MAX) // We have certainly no more than CHARTS_MAX open charts
    {
        EventChartCustom(currChart, eventID, lparam, dparam, sparam);
        currChart=ChartNext(currChart); // We have received a new chart from the previous
        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>
</table>
| CLHandleType            | Returns the type of an OpenCL handle as a value of the
                        | ENUM_OPENCLE_HANDLE_TYPE enumeration                                    |
| CLGetDeviceInfo         | Returns the value of an integer property for an
                        | OpenCL object or device                                                  |
| CLContextCreate         | Creates an OpenCL context                                              |
| CLContextFree           | Removes an OpenCL context                                              |
| CLGetDeviceInfo         | Receives device property from OpenCL driver                            |
| CLProgramCreate         | Creates an OpenCL program from a source code                           |
| CLProgramFree           | Removes an OpenCL program                                              |
| CLKernelCreate          | Creates an OpenCL start function                                       |
| CLKernelFree            | Removes an OpenCL start function                                       |
| CLSetKernelArg          | Sets a parameter for the OpenCL function                               |
| CLSetKernelArgMem       | Sets an OpenCL buffer as a parameter of the OpenCL function            |
| CLSetKernelArgMemLocal  | Sets the local buffer as an argument of the kernel function            |
| CLBufferCreate          | Creates an OpenCL buffer                                               |
| CLBufferFree            | Deletes an OpenCL buffer                                               |
| CLBufferWrite           | Writes an array into an OpenCL buffer                                  |
| CLBufferRead            | Reads an OpenCL buffer into an array                                   |
| CLEncrypt               | Runs an OpenCL program                                                 |
### CLExecutionStatus

| CLExecutionStatus | Returns the OpenCL program execution status |

**See also**

[OpenCL, Resources](#)
**CLHandleType**

Returns the type of an OpenCL handle as a value of the ENUM_OPENCCL_HANDLE_TYPE enumeration.

```c
ENUM_OPENCCL_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_OPENCCL.Handle_TYPE enumeration.

<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_OPENCLPROPERTY_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_OPENCLPROPERTY_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.

<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_CLDEVICE_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>
CL_BUFFER_SIZE | Actual size of the OpenCL buffer in bytes | ulong
---|---|---
CL_DEVICE_MAX_WORK_GROUP_SIZE | The total number of the local working groups available for an OpenCL device. | ulong
CL_KERNEL_WORK_GROUP_SIZE | The total number of the local working groups available for an OpenCL program. | ulong
CL_KERNEL_LOCAL_MEM_SIZE | Size of the local memory (in bytes) used by an OpenCL program for solving all parallel tasks in a group. Use CL_DEVICE_LOCAL_MEM_SIZE to receive the maximum available value | ulong
CL_KERNEL_PRIVATE_MEM_SIZE | The minimum size of the private memory (in bytes) used by each task in the OpenCL program kernel. | ulong

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>
</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>
</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>
</tr>
<tr>
<td>CL_DEVICE_GPU</td>
<td>An OpenCL device that is a GPU.</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>
</tr>
<tr>
<td>CL_DEVICE_CUSTOM</td>
<td>Dedicated accelerators that do not support programs written in OpenCL C.</td>
</tr>
</tbody>
</table>

**Example:**

```c
void OnStart() {
}```


```c
{
    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)," bytes");
//--- free OpenCL context
CLContextFree(cl_ctx);
}```
CLGetInfoString

Returns string value of a property for OpenCL object or device.

```c
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 `GetLastErr()` 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><strong>CL_DRIVER_VERSION</strong></td>
<td>OpenCL driver version in major_number.minor_number format</td>
</tr>
<tr>
<td>------------------------</td>
<td>------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>CL_DEVICE_PROFILE</strong></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><strong>CL_DEVICE_VERSION</strong></td>
<td>OpenCL version in &quot;OpenCL&lt;major_version.minor_version&gt;&lt;space&gt;&lt;vendor-specific information&gt;&quot; format</td>
</tr>
<tr>
<td><strong>CL_DEVICE_EXTENSIONS</strong></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><strong>CL_DEVICE_BUILT_IN_KERNELS</strong></td>
<td>The list of supported kernels separated by &quot;;&quot;.</td>
</tr>
<tr>
<td><strong>CL_DEVICE_OPENCL_C_VERSION</strong></td>
<td>The maximum version supported by the compiler for this device. Version format: &quot;OpenCL&lt;major_version.minor_version&gt;&lt;space&gt;&lt;vendor-specific information&gt;&quot;</td>
</tr>
</tbody>
</table>

**Example:**

```c
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 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 `GetLastErr()r()` function.

**Note**

For one-dimensional arrays, the number of the element, from which data reading for OpenCL buffer starts, is calculated considering `AS_SERIES` 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>
</tr>
<tr>
<td>CL_DEVICE_VENDOR_ID</td>
<td>0x1001</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_COMPUTE_UNITS</td>
<td>0x1002</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_WORK_ITEM_DIMENSIONS</td>
<td>0x1003</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_WORK_GROUP_SIZE</td>
<td>0x1004</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_WORK_ITEM_SIZES</td>
<td>0x1005</td>
</tr>
<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_CHAR</td>
<td>0x1006</td>
</tr>
<tr>
<td>Environment Variable</td>
<td>Value</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>----------</td>
</tr>
<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_SHORT</td>
<td>0x1007</td>
</tr>
<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_INT</td>
<td>0x1008</td>
</tr>
<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_LONG</td>
<td>0x1009</td>
</tr>
<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_FLOAT</td>
<td>0x100A</td>
</tr>
<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_DOUBLE</td>
<td>0x100B</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_CLOCK_FREQUENCY</td>
<td>0x100C</td>
</tr>
<tr>
<td>CL_DEVICE_ADDRESS_BITS</td>
<td>0x100D</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_READ_IMAGE_ARGS</td>
<td>0x100E</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_WRITE_IMAGE_ARGS</td>
<td>0x100F</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_MEM_ALLOC_SIZE</td>
<td>0x1010</td>
</tr>
<tr>
<td>CL_DEVICE_IMAGE2D_MAX_WIDTH</td>
<td>0x1011</td>
</tr>
<tr>
<td>CL_DEVICE_IMAGE2D_MAX_HEIGHT</td>
<td>0x1012</td>
</tr>
<tr>
<td>CL_DEVICE_IMAGE3D_MAX_WIDTH</td>
<td>0x1013</td>
</tr>
<tr>
<td>CL_DEVICE_IMAGE3D_MAX_HEIGHT</td>
<td>0x1014</td>
</tr>
<tr>
<td>CL_DEVICE_IMAGE3D_MAX_DEPTH</td>
<td>0x1015</td>
</tr>
<tr>
<td>CL_DEVICE_IMAGE_SUPPORT</td>
<td>0x1016</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_PARAMETER_SIZE</td>
<td>0x1017</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_SAMPLERS</td>
<td>0x1018</td>
</tr>
<tr>
<td>CL_DEVICE_MEM_BASE_ADDR_ALIGN</td>
<td>0x1019</td>
</tr>
<tr>
<td>CL_DEVICE_MIN_DATA_TYPE_ALIGN_SIZE</td>
<td>0x101A</td>
</tr>
<tr>
<td>CL_DEVICE_SINGLE_FP_CONFIG</td>
<td>0x101B</td>
</tr>
<tr>
<td>CL_DEVICE_GLOBAL_MEM_CACHE_TYPE</td>
<td>0x101C</td>
</tr>
<tr>
<td>CL_DEVICE_GLOBAL_MEM_CACHELINE_SIZE</td>
<td>0x101D</td>
</tr>
<tr>
<td>CL_DEVICE_GLOBAL_MEM_CACHE_SIZE</td>
<td>0x101E</td>
</tr>
<tr>
<td>CL_DEVICE_GLOBAL_MEM_SIZE</td>
<td>0x101F</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_CONSTANT_BUFFER_SIZE</td>
<td>0x1020</td>
</tr>
<tr>
<td>CL_DEVICE_MAX_CONSTANT_ARGS</td>
<td>0x1021</td>
</tr>
<tr>
<td>CL_DEVICE_LOCAL_MEM_TYPE</td>
<td>0x1022</td>
</tr>
<tr>
<td>CL_DEVICE_LOCAL_MEM_SIZE</td>
<td>0x1023</td>
</tr>
<tr>
<td>Symbol</td>
<td>Value</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-------------</td>
</tr>
<tr>
<td>CL_DEVICE_ERROR_CORRECTION_SUPPORT</td>
<td>CL_DEVICE_ERROR_CORRECTION_SUPPORT</td>
</tr>
<tr>
<td>CL_DEVICE_PROFILING_TIMER_RESOLUTION</td>
<td>CL_DEVICE_PROFILING_TIMER_RESOLUTION</td>
</tr>
<tr>
<td>CL_DEVICE_ENDIAN_LITTLE</td>
<td>CL_DEVICE_ENDIAN_LITTLE</td>
</tr>
<tr>
<td>CL_DEVICE_AVAILABLE</td>
<td>CL_DEVICE_AVAILABLE</td>
</tr>
<tr>
<td>CL_DEVICE_COMPILER_AVAILABLE</td>
<td>CL_DEVICE_COMPILER_AVAILABLE</td>
</tr>
<tr>
<td>CL_DEVICE_EXECUTION_CAPABILITIES</td>
<td>CL_DEVICE_EXECUTION_CAPABILITIES</td>
</tr>
<tr>
<td>CL_DEVICE_QUEUE_PROPERTIES</td>
<td>CL_DEVICE_QUEUE_PROPERTIES</td>
</tr>
<tr>
<td>CL_DEVICE_NAME</td>
<td>CL_DEVICE_NAME</td>
</tr>
<tr>
<td>CL_DEVICE_VENDOR</td>
<td>CL_DEVICE_VENDOR</td>
</tr>
<tr>
<td>CL_DRIVER_VERSION</td>
<td>CL_DRIVER_VERSION</td>
</tr>
<tr>
<td>CL_DEVICE_PROFILE</td>
<td>CL_DEVICE_PROFILE</td>
</tr>
<tr>
<td>CL_DEVICE_VERSION</td>
<td>CL_DEVICE_VERSION</td>
</tr>
<tr>
<td>CL_DEVICE_EXTENSIONS</td>
<td>CL_DEVICE_EXTENSIONS</td>
</tr>
<tr>
<td>CL_DEVICE_PLATFORM</td>
<td>CL_DEVICE_PLATFORM</td>
</tr>
<tr>
<td>CL_DEVICE_DOUBLE_FP_CONFIG</td>
<td>CL_DEVICE_DOUBLE_FP_CONFIG</td>
</tr>
<tr>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_HALF</td>
<td>CL_DEVICE_PREFERRED_VECTOR_WIDTH_HALF</td>
</tr>
<tr>
<td>CL_DEVICE_HOST_UNIFIED_MEMORY</td>
<td>CL_DEVICE_HOST_UNIFIED_MEMORY</td>
</tr>
<tr>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_CHAR</td>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_CHAR</td>
</tr>
<tr>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_SHORT</td>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_SHORT</td>
</tr>
<tr>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_INT</td>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_INT</td>
</tr>
<tr>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_LONG</td>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_LONG</td>
</tr>
<tr>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_FLOAT</td>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_FLOAT</td>
</tr>
<tr>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_DOUBLE</td>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_DOUBLE</td>
</tr>
<tr>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_HALF</td>
<td>CL_DEVICE_NATIVE_VECTOR_WIDTH_HALF</td>
</tr>
<tr>
<td>CL_DEVICE_OPENCL_C_VERSION</td>
<td>CL DEVICE_OPENCL_C_VERSION</td>
</tr>
<tr>
<td>CL_DEVICE_LINKER_AVAILABLE</td>
<td>CL_DEVICE_LINKER_AVAILABLE</td>
</tr>
<tr>
<td>CL DEVICE_BUILT_IN KERNELS</td>
<td>CL DEVICE_BUILT_IN KERNELS</td>
</tr>
<tr>
<td>CL DEVICE_IMAGE_MAX_BUFFER_SIZE</td>
<td>CL DEVICE_IMAGE_MAX_BUFFER_SIZE</td>
</tr>
<tr>
<td>CL DEVICE_IMAGE_MAX_ARRAY_SIZE</td>
<td>CL DEVICE_IMAGE_MAX_ARRAY_SIZE</td>
</tr>
<tr>
<td>CL DEVICE_PARENT_DEVICE</td>
<td>CL DEVICE_PARENT_DEVICE</td>
</tr>
<tr>
<td>CL DEVICE_PARTITION_MAX_SUB_DEVICES</td>
<td>CL DEVICE_PARTITION_MAX_SUB_DEVICES</td>
</tr>
</tbody>
</table>
### Example:

```c
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_VENDOR, 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     opencl (EURUSD,H1) NVIDIA Corporation
//  2013.07.24 10:50:48     opencl (EURUSD,H1) size = 19
//  2013.07.24 10:50:48     opencl (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

```plaintext
cl_src=
//--- 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 \n"
//--- OpenCL kernel function
"_kernel void Test_GPU(__global double *data, \n"  const  int N, \n"  const  int total_arrays) \n" { \n"  uint kernel_index=get_global_id(0); \n"  if (kernel_index>total_arrays) return; \n"  uint local_start_offset=kernel_index*N; \n"  for(int i=0; i<N; i++) \n"  { \n"    data[i+local_start_offset] *= 2.0; \n"  } \n"  \n};

bool Test_CPU(double &data[],const int N,const 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_prd; // 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
```
```cpp
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))
{
    CLKernelFree(cl_krn);
    CLProgramFree(cl_prg);
    CLContextFree(cl_ctx);
    Print("OpenCL buffer create failed. Error=",GetLastError());
    return(1);
}
//--- set OpenCL kernel constant parameters
CLKernelArgMem(cl_krn,0,cl_mem);
CLKernelArg(cl_krn,1,ARRAY_SIZE);
CLKernelArg(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);
```
```c
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[]={0};
//--- 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))
            PrintFormat("array %d of %d, element [%d]:  %f, %f, [error]=%f",j+1,TOTAL_
        }
    }

PrintFormat("Total error: %f",total_error);
//--- delete OpenCL objects
//--- free OpenCL buffer
CLBufferFree(cl_mem);
//--- free OpenCL kernel
CLKernelFree(cl_krn);
//--- free OpenCL program
CLProgramFree(cl_prg);
//--- free OpenCL context
CLContextFree(cl_ctx);
```
//---
    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.

```c
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 `GetLast` 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.

```c
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`
  - [in] Buffer size in bytes.

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,
    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 starts 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_ACCESS` 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, by default, reading starts with the very beginning of the buffer.
    uint data_offset=0, // An offset in the array in elements, by default, writing of the read values into an array starts from the zero index.
    uint data_count=WHOLE_ARRAY // The number of values from the buffer for reading
);
```

Parameters

**buffer**


**data[]**


**buffer_offset**

[in] An offset in the OpenCL buffer in bytes, from which reading begins. By default, reading starts 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 GetLastErr() 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.
The function runs an OpenCL program. There are 3 versions of the function:

1. Launching kernel functions using one kernel

   ```
   bool CLExecute(
       int kernel // Handle to the kernel of an OpenCL program
   );
   ```

2. Launching several kernel copies (OpenCL function) with task space description

   ```
   bool CLExecute(
       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 CLExecute(
       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**
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 \times 100 \times 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.
**CLEExecutionStatus**

Returns the OpenCL program execution status.

```c
int CLEExecutionStatus(
    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 CLEExecutionStatus().
Working with databases

The functions for working with databases apply the popular and easy-to-use SQLite 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.

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>DatabaseOpen</td>
<td>Opens or creates a database in a specified file</td>
</tr>
<tr>
<td>DatabaseClose</td>
<td>Closes a database</td>
</tr>
<tr>
<td>DatabaseImport</td>
<td>Imports data from a file into a table</td>
</tr>
<tr>
<td>DatabaseExport</td>
<td>Exports a table or an SQL request execution result to a CSV file</td>
</tr>
<tr>
<td>DatabasePrint</td>
<td>Prints a table or an SQL request execution result in the Experts journal</td>
</tr>
<tr>
<td>DatabaseTableExists</td>
<td>Checks the presence of the table in a database</td>
</tr>
<tr>
<td>DatabaseExecute</td>
<td>Executes a request to a specified database</td>
</tr>
<tr>
<td>DatabasePrepare</td>
<td>Creates a handle of a request, which can then be executed using DatabaseRead()</td>
</tr>
<tr>
<td>DatabaseReset</td>
<td>Resets a request, like after calling DatabasePrepare()</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DatabaseBind</td>
<td>Sets a parameter value in a request</td>
</tr>
<tr>
<td>DatabaseBindArray</td>
<td>Sets an array as a parameter value</td>
</tr>
<tr>
<td>DatabaseRead</td>
<td>Moves to the next entry as a result of a request</td>
</tr>
<tr>
<td>DatabaseReadBind</td>
<td>Moves to the next record and reads data into the structure from it</td>
</tr>
<tr>
<td>DatabaseFinalize</td>
<td>Removes a request created in DatabasePrepare()</td>
</tr>
<tr>
<td>DatabaseTransactionBegin</td>
<td>Starts transaction execution</td>
</tr>
<tr>
<td>DatabaseTransactionCommit</td>
<td>Completes transaction execution</td>
</tr>
<tr>
<td>DatabaseTransactionRollback</td>
<td>Rolls back transactions</td>
</tr>
<tr>
<td>DatabaseColumnsCount</td>
<td>Gets the number of fields in a request</td>
</tr>
<tr>
<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>
</tr>
<tr>
<td>DatabaseColumnText</td>
<td>Gets a field value as a string from the current record</td>
</tr>
<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>
## 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` Table

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
</table>

© 2000-2021, MetaQuotes Ltd
### Working with databases

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DATABASE_OPEN_READONLY</td>
<td>Read only</td>
</tr>
<tr>
<td>DATABASE_OPEN_READWRITE</td>
<td>Open for reading and writing</td>
</tr>
<tr>
<td>DATABASE_OPEN_CREATE</td>
<td>Create the file on a disk if necessary</td>
</tr>
<tr>
<td>DATABASE_OPEN_MEMORY</td>
<td>Create a database in RAM</td>
</tr>
<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.

```c
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.

```csharp
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.
- `DATABASEEXPORT_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;
Working with databases

- 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 \r\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_READONLY);
if(db==INVALID_HANDLE)
{
    Print("DB: ", filename, " open failed with code ", GetLastErr());
    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
Printf("Try to print request \"PRAGMA TABLE_INFO(COMPANY);PRAGMA TABLE_INFO(DEPARTMENT)\"\nif(DatabasePrint(db, "PRAGMA TABLE_INFO(COMPANY);PRAGMA TABLE_INFO(DEPARTMENT)", 0)
{
    Printf("DatabasePrint\"PRAGMA TABLE_INFO()\") failed, error code=%d", GetLastErr());
    DatabaseClose(db);
    return;
}

//--- display the COMPANY table in the log
Printf("Try to print request \"SELECT * from COMPANY\"\nif(DatabasePrint(db, "SELECT * from COMPANY", 0)<0)
{
    Printf("DatabasePrint failed with code ", GetLastErr());
    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
Printf("Try to print request \"SELECT EMP_ID, NAME, DEPT FROM COMPANY LEFT OUTER JOIN DEPARTMENT WHERE COMPANY.ID = DEPARTMENT.EMP_ID\"
if(DatabasePrint(db, request, 0)<0)
{
    Printf("DatabasePrint failed with code ", GetLastErr());
    DatabaseClose(db);
    return;
}

//--- close the database
DatabaseClose(db);
}
*/

Conclusion:

Try to print request "PRAGMA TABLE_INFO(COMPANY);PRAGMA TABLE_INFO(DEPARTMENT)"

#| cid name type notnull dflt_value pk
+-------------------------------------------
1| 0 ID INT 1 1
2| 1 NAME TEXT 1 0
3| 2 AGE INT 1 0
4| 3 ADDRESS CHAR(50) 0 0
5| 4 SALARY REAL 0 0

Try to print request "SELECT * from COMPANY"

#| ID NAME AGE ADDRESS SALARY
+-------------------------
1| 1 Paul 32 California 25000.0
2| 2 Allen 25 Texas 15000.0
3| 3 Teddy 23 Norway 20000.0
4| 4 Mark 25 Rich-Mond 65000.0
5| 5 David 27 Texas 85000.0
6| 6 Kim 22 South-Hall 45000.0
7| 7 James 24 Houston 10000.0

Try to print request "SELECT EMP_ID, NAME, DEPT FROM COMPANY LEFT OUTER JOIN DEPARTMENT"

#| EMP_ID NAME DEPT
+-------------------------
1| 1 Paul IT Billing
2| 2 Allen Engineering
3| Teddy
4| Mark
5| David
6| Kim
7| 7 James Finance
*/

bool CreateTableCompany(int database)
{
    //--- if the COMPANY table exists, delete it
    if (DatabaseTableExists(database, "COMPANY"))
    {
        //--- delete the table
        if (!DatabaseExecute(database, "DROP TABLE COMPANY"))
        {

```
Working with databases

```csharp
Print("Failed to drop table COMPANY with code ", GetLastError());
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 ", GetLastError());
    return(false);
}

//-- enter data to the COMPANY table
if(!DatabaseExecute(database, "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (2, 'Paul', 32, 'California', 25000.00);
                          "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (2, 'Allen', 25, 'Texas', 15000.00);
                          "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (3, 'Teddy', 23, 'Norway', 20000.00);
                          "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (4, 'Mark', 25, 'Rich-Mond', 65000.00);
                          "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (5, 'David', 27, 'Texas', 85000.0);"
                          "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (6, 'Kim', 22, 'South-Hall', 45000.0);"
                          "INSERT INTO COMPANY (ID,NAME,AGE,ADDRESS,SALARY) VALUES (7, 'James', 24, 'Houston', 10000.00);")
{
    Print("COMPANY insert failed with code ", GetLastError());
    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 ", GetLastError());
            return(false);
        }
    }

    //-- create the DEPARTMENT table
    if(!DatabaseExecute(database, "CREATE TABLE DEPARTMENT ("
    "ID INT PRIMARY KEY NOT NULL,"
```
"DEPT  CHAR(50) NOT NULL,"  
"EMP_ID  INT NOT NULL;"}}

{  
Print("DB: create table DEPARTMENT failed with code ", GetLastError());
return(false);
}

//-- enter data to the DEPARTMENT table
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',
  
(  
Print("DEPARTMENT insert failed with code ", GetLastError());
return(false);
  
//-- success
return(true);
}

//+-------------------------------------------------------------------

See also
DatabaseExport, DatabaseImport
DatabaseTableExists

Checks the presence of the table in a database.

```c
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_INVALID_HANDLE (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 commission
    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
};
```
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
    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
};

struct Hour_Stats
{
    char hour_in; // market entry hour
    int trades;  // number of trades in this entry hour
    double volume; // volume 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 cor
    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
Working with databases

```c
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_COMMON);
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
int 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 SYMBO
"   sum(case when entry =1 then 1 else 0 end) as trades,"
"   sum(case when profit > 0 then profit else 0 end) as profit,"
"   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 ", GetLastErrror());
    DatabaseClose(db);
    return;
}
Magic_Stats EA_stats[], magic_stats;
ArrayResize(EA_stats, ExtDealsTotal);
i=0;
//-- print
for(; 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("\n");
//-- delete the request
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:
{
    //-- deals cannot be transformed to trades using a simple method through trans
    DatabaseClose(db);
    return;
}
//-- 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
if(DatabaseTableExists(db, "DEALS"))
//-- populate the TRADES table
if(!DatabaseExecute(db, "INSERT INTO TRADES(TIME_IN,HOUR_IN,TICKET,TYPE,VOLUME,: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_ 
  (case when r.trades != 0 then r.win_trades*100.0/r.trac 
  (case when r.trades != 0 then r.loss_trades*100.0/r.tr:
  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.g
  "FROM 
  "{"  
  "SELECT HOUR_IN,"  
  "count() as trades,"  
  "sum(volume) as volume,"  
  sum(case when profit > 0 then profit else 0 end) as gro
  sum(case when profit < 0 then profit else 0 end) as gro
  "sum(profit) as net_profit,"  
  "sum(case when profit > 0 then 1 else 0 end) as win_trac
  "sum(case when profit < 0 then 1 else 0 end) as loss_trat
  FROM TRADES 
  WHERE SYMBOL <> '' and SYMBOL is not NULL 
  "GROUP BY HOUR_IN"
//--- close database
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;
}*/

Deals in the trading history: 2771

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Trades</th>
<th>Gross Profit</th>
<th>Gross Loss</th>
<th>Total Commission</th>
<th>Total Swap</th>
<th>Total Profit</th>
</tr>
</thead>
<tbody>
<tr>
<td>AUDUSD</td>
<td>112</td>
<td>503.20000</td>
<td>-568.00000</td>
<td>-8.83000</td>
<td>-24.64000</td>
<td></td>
</tr>
<tr>
<td>EURCHF</td>
<td>125</td>
<td>607.71000</td>
<td>-956.85000</td>
<td>-11.77000</td>
<td>-45.02000</td>
<td></td>
</tr>
<tr>
<td>EURJPY</td>
<td>127</td>
<td>1078.49000</td>
<td>-1057.83000</td>
<td>-10.61000</td>
<td>-45.76000</td>
<td></td>
</tr>
<tr>
<td>EURUSD</td>
<td>233</td>
<td>1685.60000</td>
<td>-1386.80000</td>
<td>-41.00000</td>
<td>-83.76000</td>
<td></td>
</tr>
<tr>
<td>GBPCHF</td>
<td>125</td>
<td>1881.37000</td>
<td>-1424.72000</td>
<td>-22.60000</td>
<td>-51.56000</td>
<td></td>
</tr>
<tr>
<td>GBPJPY</td>
<td>127</td>
<td>1943.43000</td>
<td>-1776.67000</td>
<td>-18.84000</td>
<td>-52.46000</td>
<td></td>
</tr>
<tr>
<td></td>
<td>&quot;GBPUSD&quot;</td>
<td>121</td>
<td>1668.50000</td>
<td>-1438.20000</td>
<td>-7.96000</td>
<td>-49.93000</td>
</tr>
<tr>
<td>----</td>
<td>----------</td>
<td>-----</td>
<td>-------------</td>
<td>-------------</td>
<td>----------</td>
<td>-----------</td>
</tr>
<tr>
<td>7</td>
<td>&quot;USDCAD&quot;</td>
<td>99</td>
<td>405.28000</td>
<td>-475.47000</td>
<td>-8.68000</td>
<td>-31.68000</td>
</tr>
<tr>
<td>8</td>
<td>&quot;USDCHE&quot;</td>
<td>206</td>
<td>1588.32000</td>
<td>-1241.83000</td>
<td>-17.98000</td>
<td>-65.92000</td>
</tr>
<tr>
<td>9</td>
<td>&quot;USDJPY&quot;</td>
<td>107</td>
<td>464.73000</td>
<td>-730.64000</td>
<td>-35.12000</td>
<td>-34.24000</td>
</tr>
</tbody>
</table>

Trade statistics by Magic Number

<table>
<thead>
<tr>
<th></th>
<th>trades</th>
<th>gross_profit</th>
<th>gross_loss</th>
<th>total_commission</th>
<th>total_swap</th>
<th>total_profit</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>100</td>
<td>2584.80000</td>
<td>-2110.00000</td>
<td>-33.36000</td>
<td>-93.53000</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>200</td>
<td>3021.92000</td>
<td>-2834.50000</td>
<td>-29.45000</td>
<td>-98.22000</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>300</td>
<td>2489.08000</td>
<td>-2381.57000</td>
<td>-34.37000</td>
<td>-96.58000</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>400</td>
<td>1272.50000</td>
<td>-1283.00000</td>
<td>-24.43000</td>
<td>-64.80000</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>500</td>
<td>1141.23000</td>
<td>-1051.91000</td>
<td>-27.66000</td>
<td>-63.36000</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>600</td>
<td>1317.10000</td>
<td>-1396.03000</td>
<td>-34.12000</td>
<td>-68.48000</td>
<td></td>
</tr>
</tbody>
</table>

Trade statistics by entry hour

<table>
<thead>
<tr>
<th></th>
<th>volume</th>
<th>gross_profit</th>
<th>gross_loss</th>
<th>net_profit</th>
<th>win_trades</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>50</td>
<td>336.51000</td>
<td>-747.47000</td>
<td>-410.96000</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>20</td>
<td>102.56000</td>
<td>-57.20000</td>
<td>45.36000</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>6</td>
<td>38.55000</td>
<td>-16.60000</td>
<td>23.95000</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>38</td>
<td>173.84000</td>
<td>-200.15000</td>
<td>-26.31000</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>60</td>
<td>361.46000</td>
<td>-389.40000</td>
<td>-27.96000</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>32</td>
<td>157.43000</td>
<td>-179.89000</td>
<td>-22.46000</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>18</td>
<td>95.59000</td>
<td>-162.33000</td>
<td>-66.74000</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>14</td>
<td>38.48000</td>
<td>-134.30000</td>
<td>-95.82000</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>42</td>
<td>368.48000</td>
<td>-322.30000</td>
<td>46.18000</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>118</td>
<td>1121.62000</td>
<td>-875.21000</td>
<td>246.41000</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>206</td>
<td>2280.59000</td>
<td>-2021.80000</td>
<td>258.79000</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>138</td>
<td>1377.02000</td>
<td>-994.18000</td>
<td>382.84000</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>152</td>
<td>1247.56000</td>
<td>-1463.80000</td>
<td>-216.24000</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>64</td>
<td>778.27000</td>
<td>-516.22000</td>
<td>262.05000</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>62</td>
<td>536.93000</td>
<td>-427.47000</td>
<td>109.46000</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>50</td>
<td>699.92000</td>
<td>-413.00000</td>
<td>286.92000</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>88</td>
<td>778.55000</td>
<td>-514.00000</td>
<td>264.55000</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>76</td>
<td>533.92000</td>
<td>-1019.46000</td>
<td>-485.56000</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>52</td>
<td>237.17000</td>
<td>-246.78000</td>
<td>-9.61000</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>52</td>
<td>407.67000</td>
<td>-150.36000</td>
<td>257.31000</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>18</td>
<td>65.92000</td>
<td>-89.09000</td>
<td>-23.17000</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>10</td>
<td>41.86000</td>
<td>-32.38000</td>
<td>9.48000</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>14</td>
<td>45.55000</td>
<td>-83.72000</td>
<td>-38.17000</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>2</td>
<td>1.20000</td>
<td>-1.90000</td>
<td>-0.70000</td>
<td></td>
</tr>
</tbody>
</table>

/*

//+--------------------------------------------------------------------------------------------+
//| 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,"
        "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,"
        "HOUR INT,"
        "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);
}

// Adds deals to the database table
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_structure;

    // go through all deals and add them to the database
    bool failed=false;
    int deals=HistoryDealsTotal();
    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);

        TimeToStructure(time, time_structure);
        hour= (char)time_structure.hour;
        // add each deal to the table using the following request
        string request_text=StringFormat("INSERT INTO DEALS (ID,ORDER_ID,POSITION_ID,TIMESTAMP,DEAL_TYPE,DEAL_ENTRY,DEAL_SYMBOL,DEAL_VOLUME,DEAL_PRICE,DEAL_PROFIT,DEAL_SWAP,DEAL_COMMISSION,DEAL_MAGIC,DEAL_REASON) VALUES (" +

        DatabaseExecute(request_text);
    }
    DatabaseTransactionEnd(database);
    return (true);
}

// 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, DEALEntry);
    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);

    TimeToStructure(time, time_structure);
    hour= (char)time_structure.hour;
    // add each deal to the table using the following request
    string request_text=StringFormat("INSERT INTO DEALS (ID,ORDER_ID,POSITION_ID,TIMESTAMP,DEAL_TYPE,DEAL_ENTRY,DEAL_SYMBOL,DEAL_VOLUME,DEAL_PRICE,DEAL_PROFIT,DEAL_SWAP,DEAL_COMMISSION,DEAL_MAGIC,DEAL_REASON) VALUES (" +

    DatabaseExecute(request_text);
}

DatabaseTransactionEnd(database);
return (true);
}
"VALUES (%d, %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 the
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);
}  
//+++ the table has been successfully created  
    return(true);  
}  
//+---------------------------------------------------------------+

See also

DatabasePrepare, DatabaseFinalize
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
};

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 ", GetLastError());
        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
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 transi...
```csharp
DatabaseClose(db);
return;
}

//-- 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,"
                   " 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 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("\r\nThe first %d trades:", i);
    ArrayPrint(trades);
    PrintFormat("\r\nFilling the TRADES table took %.2f milliseconds", double(transaction_time));
}

//-- delete request after use
DatabaseFinalize(request);

//-- 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>0</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>1</td>
<td>34432127</td>
<td>51447238</td>
<td>51447238 2019.09.06 06:00:03</td>
<td>0</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>2</td>
<td>34432128</td>
<td>51447239</td>
<td>51447239 2019.09.06 06:00:03</td>
<td>1</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>3</td>
<td>34432450</td>
<td>51447565</td>
<td>51447565 2019.09.06 07:00:00</td>
<td>0</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>4</td>
<td>34432456</td>
<td>51447571</td>
<td>51447571 2019.09.06 07:00:00</td>
<td>1</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>5</td>
<td>34432879</td>
<td>51448053</td>
<td>51448053 2019.09.06 08:00:00</td>
<td>1</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>6</td>
<td>34432888</td>
<td>51448064</td>
<td>51448064 2019.09.06 08:00:00</td>
<td>0</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>7</td>
<td>34435147</td>
<td>51450470</td>
<td>51450470 2019.09.06 10:30:00</td>
<td>1</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>8</td>
<td>34435152</td>
<td>51450476</td>
<td>51450476 2019.09.06 10:30:00</td>
<td>0</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>9</td>
<td>34435154</td>
<td>51450479</td>
<td>51450479 2019.09.06 10:30:00</td>
<td>1</td>
<td>&quot;&quot;</td>
</tr>
</tbody>
</table>

The first 10 trades:

<table>
<thead>
<tr>
<th>time_in</th>
<th>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>0.10000</td>
<td>&quot;USDCAD&quot;</td>
<td>1.32320</td>
</tr>
<tr>
<td>1</td>
<td>2019.09.06 06:00:03</td>
<td>51447239</td>
<td>0.10000</td>
<td>&quot;USDCHF&quot;</td>
<td>0.98697</td>
</tr>
<tr>
<td>2</td>
<td>2019.09.06 07:00:00</td>
<td>51447565</td>
<td>0.10000</td>
<td>&quot;EURUSD&quot;</td>
<td>1.10348</td>
</tr>
<tr>
<td>3</td>
<td>2019.09.06 07:00:00</td>
<td>51447571</td>
<td>0.10000</td>
<td>&quot;AUDUSD&quot;</td>
<td>0.68203</td>
</tr>
</tbody>
</table>
```
Working with databases

--- the table has been successfully created

//--- check if the table exists

bool CreateTable Deals(int database)
{
    if(!DatabaseTableExists(database, "DEALS"))
    {
        return(false);
    }
}

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);  
}  

//+------------------------------------------------------------------+
//| Adds deals to the database table                                 |
//+------------------------------------------------------------------+
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  
    //--- 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=HistoryDealGetString(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
    }  
}
string request_text=StringFormat("INSERT INTO DEALS (ID,ORDER_ID,POSITION_ID,TIMESTAMP) VALUES (%d, %d, %d, %d, %d, %d, '%s', %d, %d, %d);
                 deal_ticket, order_ticket, position_ticket, tir);

if(!DatabaseExecute(database, request_text))
{
        PrintFormat("%s: failed to insert deal #%d with code %d", __FUNCTION__, deal_ticket, order_ticket, position_ticket, tir);
        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 %d", __FUNCTION__, GetLastError());
        return(false);
}

//---- all transactions have been performed successfully - record changes and unlock the database
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," +
                "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);
}
```csharp
} //--- 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 parameterized 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=%
         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 (?1,?2,?3,?4,?5,?6,?7);"; // request parameters
    int request=DatabasePrepare(db, sql);
    if(request==INVALID_HANDLE)
        {
            PrintFormat("DatabasePrepare() failed with code=%d", GetLastError());
        }
```c
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, GetSymbolAsJsor(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_QUOTE
    )
    Print("Database: table SYMBOLS saved in ", csv_filename);
else

Working with databases

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);

//-- digits=
    int digits=(int)SymbolInfoInteger(symbol, SYMBOL_DIGITS);
    string json=""+
        "\n"+indent1+"\"ConfigSymbols\":\n"+
        "\n"+indent2+"{"+
        "\n"+indent3+""Symbol":\""+symbol+"\",+
        "\n"+indent3+""Path":\""+SymbolInfoString(symbol, SYMBOL_PATH)+"",+
        "\n"+indent3+""CurrencyBase":\""+SymbolInfoString(symbol, SYMBOL_CURREN
        "\n"+indent3+""CurrencyProfit":\""+SymbolInfoString(symbol, SYMBOL_CURRE
        "\n"+indent3+""CurrencyMargin":\""+SymbolInfoString(symbol, SYMBOL_CURRE
        "\n"+indent3+""ColorBackground":\""+ColorToString((color)SymbolInfoToInt
        "\n"+indent3+""Digsits":\""+IntegerToString(SymbolInfoInteger(symbol, SYM
        "\n"+indent3+""Point\":\""+DoubleToString(SymbolInfoDouble(symbol, SYM
        "\n"+indent3+""TickBookDepth\":\""+IntegerToString(SymbolInfoInteger(symbol
        "\n"+indent3+""ChartMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SY
        "\n"+indent3+""TradeMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SY
        "\n"+indent3+""TradeCalcMode\":\""+IntegerToString(SymbolInfoInteger(symb
        "\n"+indent3+""OrderMode\":\""+IntegerToString(SymbolInfoInteger(symbol, SY
        "\n"+indent3+""CalculationMode\":\""+IntegerToString(SymbolInfoInteger(symb
        "\n"+indent3+""ExecutionMode\":\""+IntegerToString(SymbolInfoInteger(symb
        "\n"+indent3+""ExpirationMode\":\""+IntegerToString(SymbolInfoInteger(symb
        "\n"+indent3+""FillFlags\":\""+IntegerToString(SymbolInfoInteger(symbol, SY
        "\n"+indent3+""ExpFlag\":\""+IntegerToString(SymbolInfoInteger(symbol, SY
        "\n"+indent3+""Spread\":\""+IntegerToString(SymbolInfoInteger(symbol, SYM
        "\n"+indent3+""TickValue":\""+StringFormat(""%G", SymbolInfoDouble(symbol
        "\n"+indent3+""TickSize":\""+StringFormat(""%G", SymbolInfoDouble(symbol
        "\n"+indent3+""ContractSize":\""+StringFormat(""%G", SymbolInfoDouble(symb
        "\n"+indent3+""StopLevel":\""+IntegerToString(SymbolInfoInteger(symbol, SYM
        "\n"+indent3+""VolumeMin":\""+StringFormat(""%G", SymbolInfoDouble(symb
        "\n"+indent3+""VolumeMax":\""+StringFormat(""%G", SymbolInfoDouble(symbol
        "\n"+indent3+""VolumeStep":\""+StringFormat(""%G", SymbolInfoDouble(symb
        "\n"+indent3+""VolumeLimit":\""+StringFormat(""%G", SymbolInfoDouble(sym
        "\n"+indent3+""SwapMode":\""+IntegerToString(SymbolInfoInteger(symbol, SYM
        "\n"+indent3+""SwapLong":\""+StringFormat(""%G", SymbolInfoDouble(symbol,

© 2000-2021, MetaQuotes Ltd
string SwapShort:
StringFormat("%G", SymbolInfoDouble(symbol)) +
string Swap3Day:
IntegerToString(SymbolInfoInteger(symbol)) +
"\n" + indent1+"}"
"\n" + indent3+"\n"
return(json);
}

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

<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>NAME</td>
<td>TEXT</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>DESCRIPTION</td>
<td>TEXT</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>PATH</td>
<td>TEXT</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>SPREAD</td>
<td>INT</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>POINT</td>
<td>REAL</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>DIGITS</td>
<td>INT</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

1: added EURUSD
2: added GBPUSD
3: added USDCHF
...
82: added USDJPY
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:

```sql
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(PERIOD_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(datetime(to/1000)));
    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_COMMON);
    if(db==INVALID_HANDLE)
    {
        Print("Database: ", filename, " open failed with code ", GetLastError());
        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 ", GetLastError());
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 
    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 (?1,?2,?3,?4,?5,?6,?7,?8); // 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;
}
//--- 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", GetLastError());
        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", GetLastError());
        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", 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;  
}
break;
};
} //--- done going through all the ticks

//--- transactions status
if (request_error)
{
  printf("Table TICKS: failed to add %d ticks ", ArraySize(ticks));
  DatabaseTransactionRollback(db);
  DatabaseClose(db);
  return;
}
else
{
  DatabaseTransactionCommit(db);
  printf("Table TICKS: added %d ticks in %d ms", 
         ArraySize(ticks), GetTickCount() - start);
}

//--- close the database file and inform of that
DatabaseClose(db);
printf("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)
Table TICKS: added 268061 ticks in 797 ms
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>0</td>
<td>SYMBOL</td>
<td>CHAR(10)</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>TIME</td>
<td>INT</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>BID</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>ASK</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>LAST</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>VOLUME</td>
<td>INT</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>TIME_MSC</td>
<td>INT</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>VOLUME_REAL</td>
<td>REAL</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

See also
DatabasePrepare, DatabaseReset, DatabaseRead, DatabaseBindArray
DatabaseBindArray

Sets an array as a parameter value.

```cpp
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:

```sql
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:**

```cpp
//+------------------------------------------------------------------+
//| Script program start function                                     |
//+------------------------------------------------------------------+
void OnStart()
```
//--- 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);
        
        DatabaseExecute(db, sql, data);
        count++;
    }
    
    request_error=DatabasePrepare(db, sql);
    if(request_error)
    
    request_error=DatabaseExecute(db, sql);
    if(request_error)
    
    DatabaseClose(db);
    return;
}
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;
}

//-- 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. %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.

```c
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:**

```c
struct Person
{
    int id;
    string name;
    int age;
    string address;
    double salary;
};
```
```c
{  
    int db;
    string filename = "company.sqlite";

    //--- open
    db = DatabaseOpen(filename, DATABASE_OPEN_READWRITE | DATABASE_OPEN_CREATE | DATABASE_OPEN_READONLY)  
    {  
        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 ("  
        "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, ")
    {  
        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)
    {
```
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);

//----- 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());
        ResetLastError();
        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);

//----- close database
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.

```c
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:

```c
//+------------------------------------------------------------------+
//| 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 | DAT
    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
Deletes a table with the specified name from the database

```csharp
bool DeleteTable(int database, string table_name)
{
    if(!DatabaseExecute(database, "DROP TABLE IF EXISTS "+table_name))
    {
        Print("Failed to drop table with code ", GetLastErrorCode());
        return(false);
    }
    //--- the table has been successfully deleted
    return(true);
}
```

Creates the DEALS table

```csharp
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 ", GetLastErrorCode());
            return(false);
        }
    }
    //--- the table has been successfully created
    return(true);
}
```
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,TI:
        VALUES (%d, %d, %d, %d, %d, '%s', %G, %G,
        deal_ticket, order_ticket, position_ticket, time,
        if(!DatabaseExecute(database, request_text))
        {
            PrintFormat("%s: failed to insert deal %d with code %d", __FUNCTION__, deal_i

Working with databases

```c
PrintFormat("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);
        Print("%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.

```cpp
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'.

`ENUM_DATABASE_FIELD_TYPE`

<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`
Working with databases

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.

```c
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`
DatabaseColumnDouble

Gets the double type value from the current record.

```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.

```c
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 `GetLastErrorCode()`, 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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>DXContextCreate</td>
<td>Creates a graphic context for rendering frames of a specified size</td>
</tr>
<tr>
<td>DXContextSetSize</td>
<td>Changes a frame size of a graphic context created in DXContextCreate()</td>
</tr>
<tr>
<td>DXContextGetSize</td>
<td>Gets a frame size of a graphic context created in DXContextCreate()</td>
</tr>
<tr>
<td>DXContextClearColor</td>
<td>Sets a specified color to all pixels for the rendering buffer</td>
</tr>
<tr>
<td>DXContextClearDepth</td>
<td>Clears the depth buffer</td>
</tr>
<tr>
<td>DXContextGetColors</td>
<td>Gets an image of a specified size and offset from a graphic context</td>
</tr>
<tr>
<td>DXContextGetDepth</td>
<td>Gets the depth buffer of a rendered frame</td>
</tr>
<tr>
<td>DXBufferCreate</td>
<td>Creates a buffer of a specified type based on a data array</td>
</tr>
<tr>
<td>DXTextureCreate</td>
<td>Creates a 2D texture out of a rectangle of a specified size cut from a passed image</td>
</tr>
<tr>
<td>DXInputCreate</td>
<td>Creates shader inputs</td>
</tr>
<tr>
<td>DXInputSet</td>
<td>Sets shader inputs</td>
</tr>
<tr>
<td>DXShaderCreate</td>
<td>Creates a shader of a specified type</td>
</tr>
<tr>
<td>DXShaderSetLayout</td>
<td>Sets vertex layout for the vertex shader</td>
</tr>
<tr>
<td>DXShaderInputsSet</td>
<td>Sets shader inputs</td>
</tr>
<tr>
<td>DXShaderTexturesSet</td>
<td>Sets shader textures</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>DXDraw</td>
<td>Renders the vertices of the vertex buffer set in DXBufferSet()</td>
</tr>
<tr>
<td>DXDrawIndexed</td>
<td>Renders graphic primitives described by the index buffer from DXBufferSet()</td>
</tr>
<tr>
<td>DXPrimitiveTopologySet</td>
<td>Sets the type of primitives for rendering using DXDrawIndexed()</td>
</tr>
<tr>
<td>DXBufferSet</td>
<td>Sets a buffer for the current rendering</td>
</tr>
<tr>
<td>DXShaderSet</td>
<td>Sets a shader for rendering</td>
</tr>
<tr>
<td>DXHandleType</td>
<td>Returns a handle type</td>
</tr>
<tr>
<td>DXRelease</td>
<td>Releases a handle</td>
</tr>
</tbody>
</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 `DXBufferCreate`, `DXInputCreate`, `DXShaderCreate` and `DXTextureCreate` functions can be used only in a graphic context they were created in.

A frame size can subsequently be changed to `DXContextSetSize()`.

A created handle that is no longer in use should be explicitly released by the `DXRelease()` function.
DXContextSetSize

Changes a frame size of a graphic context created in DXContextCreate().

```c
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 GetLastErrorCode() 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().

```cpp
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 `GetLastError()` 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.

```cpp
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.

```c
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 `GetLastError()` 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 `GetLastError()` 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**

<table>
<thead>
<tr>
<th>ID</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DX_BUFFER_VERTEX</td>
<td>1</td>
<td>Vertex buffer</td>
</tr>
<tr>
<td>DX_BUFFER_INDEX</td>
<td>2</td>
<td>Index buffer</td>
</tr>
</tbody>
</table>
**DXTTextureCreate**

Creates a 2D texture out of a rectangle of a specified size cut from a passed image.

```c
int DXTTextureCreate(
    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.
## ENUM_DX_FORMAT

<table>
<thead>
<tr>
<th>ID</th>
<th>Value</th>
<th>Match in DXGI_FORMAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>DX_FORMAT_UNKNOWN</td>
<td>0</td>
<td>DXGI_FORMAT_UNKNOWN</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32B32A32_TYPELESS</td>
<td>1</td>
<td>DXGI_FORMAT_R32G32B32A32_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32B32A32_FLOAT</td>
<td>2</td>
<td>DXGI_FORMAT_R32G32B32A32_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32B32A32_UINT</td>
<td>3</td>
<td>DXGI_FORMAT_R32G32B32A32_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32B32A32_SINT</td>
<td>4</td>
<td>DXGI_FORMAT_R32G32B32A32_SINT</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32B32_TYPELESS</td>
<td>5</td>
<td>DXGI_FORMAT_R32G32B32_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32B32_FLOAT</td>
<td>6</td>
<td>DXGI_FORMAT_R32G32B32_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32B32_UINT</td>
<td>7</td>
<td>DXGI_FORMAT_R32G32B32_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32B32_SINT</td>
<td>8</td>
<td>DXGI_FORMAT_R32G32B32_SINT</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16B16A16_TYPELESS</td>
<td>9</td>
<td>DXGI_FORMAT_R16G16B16A16_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16B16A16_FLOAT</td>
<td>10</td>
<td>DXGI_FORMAT_R16G16B16A16_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16B16A16_UNORM</td>
<td>11</td>
<td>DXGI_FORMAT_R16G16B16A16_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16B16A16_UINT</td>
<td>12</td>
<td>DXGI_FORMAT_R16G16B16A16_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16B16A16_SNR</td>
<td>13</td>
<td>DXGI_FORMAT_R16G16B16A16_SNR</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16B16A16_SINT</td>
<td>14</td>
<td>DXGI_FORMAT_R16G16B16A16_SINT</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32_TYPELESS</td>
<td>15</td>
<td>DXGI_FORMAT_R32G32_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32_FLOAT</td>
<td>16</td>
<td>DXGI_FORMAT_R32G32_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32_UINT</td>
<td>17</td>
<td>DXGI_FORMAT_R32G32_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R32G32_SINT</td>
<td>18</td>
<td>DXGI_FORMAT_R32G32_SINT</td>
</tr>
</tbody>
</table>
## Working with DirectX

<table>
<thead>
<tr>
<th>DirectX Format</th>
<th>Index</th>
<th>DXGI Format</th>
</tr>
</thead>
<tbody>
<tr>
<td>DX_FORMAT_R32G8X24_TYPELESS</td>
<td>19</td>
<td>DXGI_FORMAT_R32G8X24_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_D32_FLOAT_S8X24_UINT</td>
<td>20</td>
<td>DXGI_FORMAT_D32_FLOAT_S8X24_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R32_FLOAT_X8X24_TYPELESS</td>
<td>21</td>
<td>DXGI_FORMAT_R32_FLOAT_X8X24_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_X32_TYPELESS_G8X24_UINT</td>
<td>22</td>
<td>DXGI_FORMAT_X32_TYPELESS_G8X24_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R10G10B10A2_TYPELESS</td>
<td>23</td>
<td>DXGI_FORMAT_R10G10B10A2_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R10G10B10A2_UNORM</td>
<td>24</td>
<td>DXGI_FORMAT_R10G10B10A2_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R10G10B10A2_UINT</td>
<td>25</td>
<td>DXGI_FORMAT_R10G10B10A2_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R11G11B10_FLOAT</td>
<td>26</td>
<td>DXGI_FORMAT_R11G11B10_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8B8A8_TYPELESS</td>
<td>27</td>
<td>DXGI_FORMAT_R8G8B8A8_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8B8A8_UNORM</td>
<td>28</td>
<td>DXGI_FORMAT_R8G8B8A8_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8B8A8_UNORM_SRGB</td>
<td>29</td>
<td>DXGI_FORMAT_R8G8B8A8_UNORM_SRGB</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8B8A8_UINT</td>
<td>30</td>
<td>DXGI_FORMAT_R8G8B8A8_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8B8A8_SNORM</td>
<td>31</td>
<td>DXGI_FORMAT_R8G8B8A8_SNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8B8A8_SINT</td>
<td>32</td>
<td>DXGI_FORMAT_R8G8B8A8_SINT</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16_TYPELESS</td>
<td>33</td>
<td>DXGI_FORMAT_R16G16_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16_FLOAT</td>
<td>34</td>
<td>DXGI_FORMAT_R16G16_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16_UNORM</td>
<td>35</td>
<td>DXGI_FORMAT_R16G16_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16_UINT</td>
<td>36</td>
<td>DXGI_FORMAT_R16G16_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16_SNORM</td>
<td>37</td>
<td>DXGI_FORMAT_R16G16_SNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R16G16_SINT</td>
<td>38</td>
<td>DXGI_FORMAT_R16G16_SINT</td>
</tr>
<tr>
<td>DX_FORMAT_R32_TYPELESS</td>
<td>39</td>
<td>DXGI_FORMAT_R32_TYPELESS</td>
</tr>
<tr>
<td>DirectX Format</td>
<td>Value</td>
<td>DXGI Format</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------</td>
<td>-------------</td>
</tr>
<tr>
<td>DX_FORMAT_D32_FLOAT</td>
<td>40</td>
<td>DXGI_FORMAT_D32_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_R32_FLOAT</td>
<td>41</td>
<td>DXGI_FORMAT_R32_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_R32_UINT</td>
<td>42</td>
<td>DXGI_FORMAT_R32_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R32_SINT</td>
<td>43</td>
<td>DXGI_FORMAT_R32_SINT</td>
</tr>
<tr>
<td>DX_FORMAT_R24G8_TYPELESS</td>
<td>44</td>
<td>DXGI_FORMAT_R24G8_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_D24_UNORM_S8_UINT</td>
<td>45</td>
<td>DXGI_FORMAT_D24_UNORM_S8_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R24_UNORM_X8_TYPELESS</td>
<td>46</td>
<td>DXGI_FORMAT_R24_UNORM_X8_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_X24_TYPELESS_G8_UINT</td>
<td>47</td>
<td>DXGI_FORMAT_X24_TYPELESS_G8_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8_TYPELESS</td>
<td>48</td>
<td>DXGI_FORMAT_R8G8_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8_UNORM</td>
<td>49</td>
<td>DXGI_FORMAT_R8G8_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8_UINT</td>
<td>50</td>
<td>DXGI_FORMAT_R8G8_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8_SNORM</td>
<td>51</td>
<td>DXGI_FORMAT_R8G8_SNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8_SINT</td>
<td>52</td>
<td>DXGI_FORMAT_R8G8_SINT</td>
</tr>
<tr>
<td>DX_FORMAT_R16_TYPELESS</td>
<td>53</td>
<td>DXGI_FORMAT_R16_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_R16_FLOAT</td>
<td>54</td>
<td>DXGI_FORMAT_R16_FLOAT</td>
</tr>
<tr>
<td>DX_FORMAT_D16_UNORM</td>
<td>55</td>
<td>DXGI_FORMAT_D16_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R16_UNORM</td>
<td>56</td>
<td>DXGI_FORMAT_R16_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R16_UINT</td>
<td>57</td>
<td>DXGI_FORMAT_R16_UINT</td>
</tr>
<tr>
<td>DX_FORMAT_R16_SNORM</td>
<td>58</td>
<td>DXGI_FORMAT_R16_SNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R16_SINT</td>
<td>59</td>
<td>DXGI_FORMAT_R16_SINT</td>
</tr>
<tr>
<td>DX_FORMAT_R8_TYPELESS</td>
<td>60</td>
<td>DXGI_FORMAT_R8_TYPELESS</td>
</tr>
<tr>
<td>DXFORMAT_R8_UNORM</td>
<td>61</td>
<td>DXGI_FORMAT_R8_UNORM</td>
</tr>
<tr>
<td>DXFORMAT_R8_UINT</td>
<td>62</td>
<td>DXGI_FORMAT_R8_UINT</td>
</tr>
<tr>
<td>DXFORMAT_R8_SNORM</td>
<td>63</td>
<td>DXGI_FORMAT_R8_SNORM</td>
</tr>
<tr>
<td>DXFORMAT_R8_SINT</td>
<td>64</td>
<td>DXGI_FORMAT_R8_SINT</td>
</tr>
<tr>
<td>DXFORMAT_A8_UNORM</td>
<td>65</td>
<td>DXGI_FORMAT_A8_UNORM</td>
</tr>
<tr>
<td>DXFORMAT_R1_UNORM</td>
<td>66</td>
<td>DXGI_FORMAT_R1_UNORM</td>
</tr>
<tr>
<td>DXFORMAT_R9G9B9E5_SHARED</td>
<td>67</td>
<td>DXGI_FORMAT_R9G9B9E5_SHARED</td>
</tr>
<tr>
<td>DX_FORMAT_R8G8_B8G8_UNORM</td>
<td>68</td>
<td>DXGI_FORMAT_R8G8_B8G8_UNORM</td>
</tr>
<tr>
<td>---------------------------</td>
<td>----</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>DX_FORMAT_G8R8_G8B8_UNORM</td>
<td>69</td>
<td>DXGI_FORMAT_G8R8_G8B8_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC1_TYPELESS</td>
<td>70</td>
<td>DXGI_FORMAT_BC1_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_BC1_UNORM</td>
<td>71</td>
<td>DXGI_FORMAT_BC1_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC1_UNORM_SRGB</td>
<td>72</td>
<td>DXGI_FORMAT_BC1_UNORM_SRGB</td>
</tr>
<tr>
<td>DX_FORMAT_BC2_TYPELESS</td>
<td>73</td>
<td>DXGI_FORMAT_BC2_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_BC2_UNORM</td>
<td>74</td>
<td>DXGI_FORMAT_BC2_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC2_UNORM_SRGB</td>
<td>75</td>
<td>DXGI_FORMAT_BC2_UNORM_SRGB</td>
</tr>
<tr>
<td>DX_FORMAT_BC3_TYPELESS</td>
<td>76</td>
<td>DXGI_FORMAT_BC3_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_BC3_UNORM</td>
<td>77</td>
<td>DXGI_FORMAT_BC3_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC3_UNORM_SRGB</td>
<td>78</td>
<td>DXGI_FORMAT_BC3_UNORM_SRGB</td>
</tr>
<tr>
<td>DX_FORMAT_BC4_TYPELESS</td>
<td>79</td>
<td>DXGI_FORMAT_BC4_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_BC4_UNORM</td>
<td>80</td>
<td>DXGI_FORMAT_BC4_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC4_SNORM</td>
<td>81</td>
<td>DXGI_FORMAT_BC4_SNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC5_TYPELESS</td>
<td>82</td>
<td>DXGI_FORMAT_BC5_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_BC5_UNORM</td>
<td>83</td>
<td>DXGI_FORMAT_BC5_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC5_SNORM</td>
<td>84</td>
<td>DXGI_FORMAT_BC5_SNORM</td>
</tr>
<tr>
<td>DX_FORMAT_B5G6R5_UNORM</td>
<td>85</td>
<td>DXGI_FORMAT_B5G6R5_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_B5G5R5A1_UNORM</td>
<td>86</td>
<td>DXGI_FORMAT_B5G5R5A1_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_B8G8R8A8_UNORM</td>
<td>87</td>
<td>DXGI_FORMAT_B8G8R8A8_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_B8G8R8X8_UNORM</td>
<td>88</td>
<td>DXGI_FORMAT_B8G8R8X8_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_R10G10B10_XR_BIAS_A2_UNORM</td>
<td>89</td>
<td>DXGI_FORMAT_R10G10B10_XR_BIAS_A2_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_B8G8R8A8_TYPELESS</td>
<td>90</td>
<td>DXGI_FORMAT_B8G8R8A8_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_B8G8R8A8_UNORM_SRGB</td>
<td>91</td>
<td>DXGI_FORMAT_B8G8R8A8_UNORM_SRGB</td>
</tr>
<tr>
<td>DX_FORMAT_B8G8R8X8_TYPELESS</td>
<td>92</td>
<td>DXGI_FORMAT_B8G8R8X8_TYPELESS</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>----</td>
<td>-------------------------------</td>
</tr>
<tr>
<td>DX_FORMAT_B8G8R8X8_UNORM</td>
<td>93</td>
<td>DXGI_FORMAT_B8G8R8X8_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC6H_TYPELESS</td>
<td>94</td>
<td>DXGI_FORMAT_BC6H_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_BC6H_UF16</td>
<td>95</td>
<td>DXGI_FORMAT_BC6H_UF16</td>
</tr>
<tr>
<td>DX_FORMAT_BC6H_SF16</td>
<td>96</td>
<td>DXGI_FORMAT_BC6H_SF16</td>
</tr>
<tr>
<td>DX_FORMAT_BC7_TYPELESS</td>
<td>97</td>
<td>DXGI_FORMAT_BC7_TYPELESS</td>
</tr>
<tr>
<td>DX_FORMAT_BC7_UNORM</td>
<td>98</td>
<td>DXGI_FORMAT_BC7_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_BC7_UNORM_SRGB</td>
<td>99</td>
<td>DXGI_FORMAT_BC7_UNORM_SRGB</td>
</tr>
<tr>
<td>DX_FORMAT_AYUV</td>
<td>100</td>
<td>DXGI_FORMAT_AYUV</td>
</tr>
<tr>
<td>DX_FORMAT_Y410</td>
<td>101</td>
<td>DXGI_FORMAT_Y410</td>
</tr>
<tr>
<td>DX_FORMAT_Y416</td>
<td>102</td>
<td>DXGI_FORMAT_Y416</td>
</tr>
<tr>
<td>DX_FORMAT_NV12</td>
<td>103</td>
<td>DXGI_FORMAT_NV12</td>
</tr>
<tr>
<td>DX_FORMAT_P010</td>
<td>104</td>
<td>DXGI_FORMAT_P010</td>
</tr>
<tr>
<td>DX_FORMAT_P016</td>
<td>105</td>
<td>DXGI_FORMAT_P016</td>
</tr>
<tr>
<td>DX_FORMAT_420_OPAQUE</td>
<td>106</td>
<td>DXGI_FORMAT_420_OPAQUE</td>
</tr>
<tr>
<td>DX_FORMAT_YUY2</td>
<td>107</td>
<td>DXGI_FORMAT_YUY2</td>
</tr>
<tr>
<td>DX_FORMAT_Y210</td>
<td>108</td>
<td>DXGI_FORMAT_Y210</td>
</tr>
<tr>
<td>DX_FORMAT_Y216</td>
<td>109</td>
<td>DXGI_FORMAT_Y216</td>
</tr>
<tr>
<td>DX_FORMAT_NV11</td>
<td>110</td>
<td>DXGI_FORMAT_NV11</td>
</tr>
<tr>
<td>DX_FORMAT_A144</td>
<td>111</td>
<td>DXGI_FORMAT_A144</td>
</tr>
<tr>
<td>DX_FORMAT_A1A44</td>
<td>112</td>
<td>DXGI_FORMAT_A1A44</td>
</tr>
<tr>
<td>DX_FORMAT_P8</td>
<td>113</td>
<td>DXGI_FORMAT_P8</td>
</tr>
<tr>
<td>DX_FORMAT_A8P8</td>
<td>114</td>
<td>DXGI_FORMAT_A8P8</td>
</tr>
<tr>
<td>DX_FORMAT_B4G4R4A4_UNORM</td>
<td>115</td>
<td>DXGI_FORMAT_B4G4R4A4_UNORM</td>
</tr>
<tr>
<td>DX_FORMAT_P208</td>
<td>130</td>
<td>DXGI_FORMAT_P208</td>
</tr>
<tr>
<td>DX_FORMAT_V208</td>
<td>131</td>
<td>DXGI_FORMAT_V208</td>
</tr>
<tr>
<td>DX_FORMAT_V408</td>
<td>132</td>
<td>DXGI_FORMAT_V408</td>
</tr>
<tr>
<td>DX_FORMAT_FORCE_UINT</td>
<td>0xffffffff</td>
<td>DXGI_FORMAT_FORCE_UINT</td>
</tr>
</tbody>
</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.

```cpp
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.

- **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 `GetLastError()` 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**

<table>
<thead>
<tr>
<th>ID</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DX_SHADER_VERTEX</td>
<td>0</td>
<td>Vertex shader</td>
</tr>
<tr>
<td>DX_SHADER_GEOMETRY</td>
<td>1</td>
<td>Geometry shader</td>
</tr>
<tr>
<td>DX_SHADER_PIXEL</td>
<td>2</td>
<td>Pixel shader</td>
</tr>
</tbody>
</table>
DXShaderSetLayout

Sets vertex layout for the vertex shader.

```cpp
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 `DXVertexLayout` structure:

```cpp
struct DXGIvertexLayout
{
    string semantic_name; // The HLSL semantic associated with this element in a shader input-signature.
    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 `DXVertexLayout` structure is a version of the `D3D11_INPUT_ELEMENT_DESC` MSDN structure.
DXShaderInputsSet

Sets shader inputs.

```c
bool DXShaderInputsSet(
    int shader,     // shader handle
    const int6* 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.

```cpp
bool DXShaderTexturesSet(
    int shader,           // shader handle
    const int& textures[] // array of structure handles
);
```

**Parameters**

- **shader**
  - [in] Handle of a shader created in `DXShaderCreate()`.

- **textures[]**

**Return Value**

In case of successful execution, returns true, otherwise - false. To receive an error code, the `GetLastErrorMessage` 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 **GetLastError()** 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()`. 
### DXPrimitiveTopologySet

Sets the type of primitives for rendering using `DXDrawIndexed()`.

```c
bool DXPrimitiveTopologySet(
    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 D3D11_PRIMITIVE_TOPOLOGY</th>
</tr>
</thead>
<tbody>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_POINTLIST</td>
<td>1</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_POINTLIST</td>
</tr>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_LINELIST</td>
<td>2</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_LINELIST</td>
</tr>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_LINESTRIP</td>
<td>3</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_LINESTRIP</td>
</tr>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_TRIANGLELIST</td>
<td>4</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_TRIANGLELIST</td>
</tr>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_TRIANGLESTRIP</td>
<td>5</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_TRIANGLESTRIP</td>
</tr>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_LINELIST_ADJ</td>
<td>6</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_LINELIST_ADJ</td>
</tr>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_LINESTRIP_ADJ</td>
<td>7</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_LINESTRIP_ADJ</td>
</tr>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_TRIANGLELIST_ADJ</td>
<td>8</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_TRIANGLELIST_ADJ</td>
</tr>
<tr>
<td>DX_PRIMITIVE_TOPOLOGY_TRIANGLESTRIP_ADJ</td>
<td>9</td>
<td>D3D11_PRIMITIVE_TOPOLOGY_TRIANGLESTRIP_ADJ</td>
</tr>
</tbody>
</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.

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

<table>
<thead>
<tr>
<th>ID</th>
<th>Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DX_HANDLE_INVALID</td>
<td>0</td>
<td>Invalid handle</td>
</tr>
<tr>
<td>DX_HANDLE_CONTEXT</td>
<td>1</td>
<td>Graphic context handle</td>
</tr>
<tr>
<td>DX_HANDLE_SHADER</td>
<td>2</td>
<td>Shader handle</td>
</tr>
<tr>
<td>DX_HANDLE_BUFFER</td>
<td>3</td>
<td>Vertex or index buffer handle</td>
</tr>
<tr>
<td>DX_HANDLE_INPUT</td>
<td>4</td>
<td>Handle for shader inputs</td>
</tr>
<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 as close to C++ as possible, 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>
<tr>
<th>Function</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>initialize</td>
<td>Establish a connection with the MetaTrader 5 terminal</td>
</tr>
<tr>
<td>login</td>
<td>Connect to a trading account using specified parameters</td>
</tr>
<tr>
<td>shutdown</td>
<td>Close the previously established connection to the MetaTrader 5 terminal</td>
</tr>
<tr>
<td>version</td>
<td>Return the MetaTrader 5 terminal version</td>
</tr>
<tr>
<td>last_error</td>
<td>Return data on the last error</td>
</tr>
<tr>
<td>account_info</td>
<td>Get info on the current trading account</td>
</tr>
<tr>
<td>terminal_info</td>
<td>Get status and parameters of the connected MetaTrader 5 terminal</td>
</tr>
<tr>
<td>symbols_total</td>
<td>Get the number of all financial instruments in the MetaTrader 5 terminal</td>
</tr>
<tr>
<td>symbols_get</td>
<td>Get all financial instruments from the MetaTrader 5 terminal</td>
</tr>
<tr>
<td>symbol_info</td>
<td>Get data on the specified financial instrument</td>
</tr>
<tr>
<td>symbol_info_tick</td>
<td>Get the last tick for the specified financial instrument</td>
</tr>
<tr>
<td>symbol_select</td>
<td>Get the last tick for the specified financial instrument</td>
</tr>
<tr>
<td>copy_rates_from</td>
<td>Get bars from the MetaTrader 5 terminal starting from the specified date</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><code>copy_rates_from_pos</code></td>
<td>Get bars from the MetaTrader 5 terminal starting from the specified index</td>
</tr>
<tr>
<td><code>copyrates_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](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
   ```sh
   pip install MetaTrader5
   ```
4. Add matplotlib and pandas packages
   ```sh
   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
import pandas.plotting

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), mt5.COPY_TICKS_ALL)

# get bars from different symbols in a number of ways
eurusd_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:
    print(val)

print('audusd_ticks(', len(audusd_ticks), ',)
for val in audusd_ticks:
    print(val)

print('eurusd_rates(', len(eurusd_rates), ',)
for val in eurusd_rates:
    print(val)

print('eurgbp_rates(', len(eurgbp_rates), ',)
for val in eurgbp_rates:
    print(val)

print('eurcad_rates(', len(eurcad_rates), ',)
for val in eurcad_rates:
    print(val)

#PLOT
```

© 2000-2021, MetaQuotes Ltd
# 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()
### audusd_ticks( 40449 )
- `(1580122800, 0.67858, 0.67868, 0., 0, 1580122800244, 130, 0.)`
- `(1580122800, 0.67858, 0.67867, 0., 0, 1580122800349, 4, 0.)`
- `(1580122801, 0.67858, 0.67866, 0., 0, 1580122801618, 4, 0.)`
- `(1580122802, 0.67858, 0.67865, 0., 0, 1580122802928, 4, 0.)`
- `(1580122809, 0.67855, 0.67865, 0., 0, 1580122809526, 130, 0.)`
- `(1580122809, 0.67855, 0.67864, 0., 0, 1580122809699, 4, 0.)`
- `(1580122813, 0.67855, 0.67863, 0., 0, 1580122813576, 4, 0.)`
- `(1580122815, 0.67856, 0.67863, 0., 0, 1580122815190, 130, 0.)`
- `(1580122815, 0.67855, 0.67863, 0., 0, 1580122815479, 130, 0.)`

### eurusd_rates( 1000 )
- `(1580149260, 1.10132, 1.10151, 1.10131, 1.10149, 44, 1, 0)`
- `(1580149320, 1.10149, 1.10161, 1.10143, 1.10154, 42, 1, 0)`
- `(1580149380, 1.10154, 1.10176, 1.10154, 1.10174, 40, 2, 0)`
- `(1580149440, 1.10174, 1.10189, 1.10168, 1.10187, 47, 1, 0)`
- `(1580149500, 1.10185, 1.10191, 1.1018, 1.10182, 53, 1, 0)`
- `(1580149560, 1.10182, 1.10184, 1.10176, 1.10183, 25, 3, 0)`
- `(1580149620, 1.10183, 1.10187, 1.10177, 1.10187, 49, 2, 0)`
- `(1580149680, 1.10187, 1.1019, 1.1018, 1.10187, 53, 1, 0)`
- `(1580149740, 1.10187, 1.10202, 1.10187, 1.10198, 28, 2, 0)`
- `(1580149800, 1.10198, 1.10198, 1.10183, 1.10188, 39, 2, 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)`
- `(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)`
- `(1580123040, 1.45275, 1.4528, 1.45259, 1.45271, 53, 14, 0)`
- `(1580123100, 1.45273, 1.45285, 1.45269, 1.4528, 62, 16, 0)`
- `(1580123160, 1.4528, 1.45284, 1.45267, 1.45282, 64, 14, 0)`
- `(1580123220, 1.45292, 1.45299, 1.45261, 1.45272, 48, 14, 0)`
- `(1580123280, 1.45272, 1.45275, 1.45255, 1.45275, 74, 14, 0)`
- `(1580123340, 1.45275, 1.4528, 1.4526, 1.4528, 94, 13, 0)`
**initialize**

Establish a connection with the MetaTrader 5 terminal. There are three call options.

**Call without parameters.** The terminal for connection is found automatically.

```cpp
initialize()
```

**Call specifying the path to the MetaTrader 5 terminal we want to connect to.**

```cpp
initialize(
    path // path to the MetaTrader 5 terminal EXE file
)
```

**Call specifying the trading account path and parameters.**

```cpp
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**
Integration

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="4zatlbgx"):
    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
Connect to a trading account using specified parameters.

```python
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:
```
# now connect to another trading account specifying the password

```python
account=25115284
authorized=mt5.login(account, password="gqrtz01bdm")
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

```python
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
```
<table>
<thead>
<tr>
<th>Variable</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>margin_initial</td>
<td>0.0</td>
</tr>
<tr>
<td>margin_maintenance</td>
<td>0.0</td>
</tr>
<tr>
<td>assets</td>
<td>0.0</td>
</tr>
<tr>
<td>liabilities</td>
<td>0.0</td>
</tr>
<tr>
<td>commission_blocked</td>
<td>0.0</td>
</tr>
<tr>
<td>name</td>
<td>James Smith</td>
</tr>
<tr>
<td>server</td>
<td>MetaQuotes-Demo</td>
</tr>
<tr>
<td>currency</td>
<td>USD</td>
</tr>
<tr>
<td>company</td>
<td>MetaQuotes Software Corp.</td>
</tr>
</tbody>
</table>

See also

initialize, shutdown
shutdown

Close the previously established connection to the MetaTrader 5 terminal.

```
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())
print()

# 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.

```
    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_TIME_OUT</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.

```python
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>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>10</td>
<td>balance</td>
</tr>
<tr>
<td>11</td>
<td>credit</td>
</tr>
<tr>
<td>12</td>
<td>profit</td>
</tr>
<tr>
<td>13</td>
<td>equity</td>
</tr>
<tr>
<td>14</td>
<td>margin</td>
</tr>
<tr>
<td>15</td>
<td>margin_free</td>
</tr>
<tr>
<td>16</td>
<td>margin_level</td>
</tr>
<tr>
<td>17</td>
<td>margin_so_call</td>
</tr>
<tr>
<td>18</td>
<td>margin_so_so</td>
</tr>
<tr>
<td>19</td>
<td>margin_initial</td>
</tr>
<tr>
<td>20</td>
<td>margin_maintenance</td>
</tr>
<tr>
<td>21</td>
<td>assets</td>
</tr>
<tr>
<td>22</td>
<td>liabilities</td>
</tr>
<tr>
<td>23</td>
<td>commission_blocked</td>
</tr>
<tr>
<td>24</td>
<td>name</td>
</tr>
<tr>
<td>25</td>
<td>server</td>
</tr>
<tr>
<td>26</td>
<td>currency</td>
</tr>
<tr>
<td>27</td>
<td>company</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]))

# 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
```
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>16</td>
<td>company</td>
<td>MetaQuotes Software Corp.</td>
</tr>
<tr>
<td>17</td>
<td>name</td>
<td>MetaTrader 5</td>
</tr>
<tr>
<td>18</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.

```python
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("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()

# 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
)
```

- **group** (GROUP)
  - [in] The filter for arranging a group of necessary symbols. Optional parameter. If the group is specified, the function returns only symbols meeting a specified criteria.

**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
USDJPY
USDJPY
EURRUR
EURUSD
FORTS.RUB.M5
EURUSD.T20

len(*!*USD*,!*EUR*,!*JPY*,!*GBP*): 13
AUDCAD : SymbolInfo(custom=False, chart_mode=0, select=True, visible=True, session_deal:
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:
NZDCHF : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_c:
NZDUSD : 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:
CHF/XMN : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_:
NZD/XMN : SymbolInfo(custom=False, chart_mode=0, select=False, visible=False, session_:
FORTS.RTS.M5 : SymbolInfo(custom=True, chart_mode=0, select=False, visible=False, ses:
FORTS.RUB.M5 : SymbolInfo(custom=True, chart_mode=0, select=False, visible=False, ses:
FOREX.CHF.M5 : SymbolInfo(custom=True, chart_mode=0, select=False, visible=False, ses:

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("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 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])
```
Integration

```python
# shut down connection to the MetaTrader 5 terminal
mt5.shutdown()
```

Result:

MetaTrader5 package author: MetaQuotes Software Corp.
MetaTrader5 package version: 5.0.29

```python
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_omega=0.0
price_greeks_vega=0.0
price_greeks_rho=0.0
price_sensitivity=0.0
basis=
category=
currency_base=EUR
currency_profit=JPY
currency_margin=EUR
bank=
description=Euro vs Japanese Yen
exchange=
formula=
isin=
name=EURJPY
page=http://www.google.com/finance?q=EURJPY
path=Forex\EURJPY

See also
account_info, terminal_info
**symbol_info_tick**

Get the last tick for the specified financial instrument.

```csharp
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:**

```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()

# 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.

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()
```

© 2000-2021, MetaQuotes Ltd
```python
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)
```

Show `symbol_info() .asdict()`:
- 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=1e-05
trade_tick_value=0.7043642408362214
trade_tick_value_profit=0.7043642408362214
trade_tick_value_loss=0.7044535553770941
trade_tick_size=1e-05
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=-1.1
swap_short=-0.9
margin_initial=0.0
margin_maintenance=0.0
session_volume=0.0
session_turnover=0.0
session_liquidity=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=EUR
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
copy_rates_from

Get bars from the MetaTrader 5 terminal starting from the specified date.

```python
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>
</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()
```

<table>
<thead>
<tr>
<th>TIMEFRAME</th>
<th>Duration</th>
</tr>
</thead>
<tbody>
<tr>
<td>M4</td>
<td>4 minutes</td>
</tr>
<tr>
<td>M5</td>
<td>5 minutes</td>
</tr>
<tr>
<td>M6</td>
<td>6 minutes</td>
</tr>
<tr>
<td>M10</td>
<td>10 minutes</td>
</tr>
<tr>
<td>M12</td>
<td>12 minutes</td>
</tr>
<tr>
<td>M15</td>
<td>15 minutes</td>
</tr>
<tr>
<td>M20</td>
<td>20 minutes</td>
</tr>
<tr>
<td>M30</td>
<td>30 minutes</td>
</tr>
<tr>
<td>H1</td>
<td>1 hour</td>
</tr>
<tr>
<td>H2</td>
<td>2 hours</td>
</tr>
<tr>
<td>H3</td>
<td>3 hours</td>
</tr>
<tr>
<td>H4</td>
<td>4 hours</td>
</tr>
<tr>
<td>H6</td>
<td>6 hours</td>
</tr>
<tr>
<td>H8</td>
<td>8 hours</td>
</tr>
<tr>
<td>H12</td>
<td>12 hours</td>
</tr>
<tr>
<td>D1</td>
<td>1 day</td>
</tr>
<tr>
<td>W1</td>
<td>1 week</td>
</tr>
<tr>
<td>MN1</td>
<td>1 month</td>
</tr>
</tbody>
</table>
```python
# 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, 1.11173, 3480, 1, 0)
(1578542400, 1.11173, 1.11189, 1.11126, 1.11182, 2236, 1, 0)
(1578556800, 1.11181, 1.11203, 1.10983, 1.10993, 7984, 1, 0)
(1578571200, 1.10994, 1.11173, 1.10965, 1.11148, 7406, 1, 0)
(1578585600, 1.11149, 1.11149, 1.10923, 1.10946, 7468, 1, 0)
(1578600000, 1.11046, 1.11097, 1.11033, 1.11051, 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>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>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>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>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>
<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>1</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>1</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.

```python
抄写_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(f"MetaTrader5 package author: {mt5.__author__}
print(f"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, 1.3039, 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)
(1582588800, 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>
### Integration

<table>
<thead>
<tr>
<th>Date</th>
<th>Open</th>
<th>High</th>
<th>Low</th>
<th>Close</th>
<th>Volume</th>
<th>Net</th>
</tr>
</thead>
<tbody>
<tr>
<td>7 2020-02-24</td>
<td>1.29426</td>
<td>1.29547</td>
<td>1.28865</td>
<td>1.29283</td>
<td>66933</td>
<td>0</td>
</tr>
<tr>
<td>8 2020-02-25</td>
<td>1.29290</td>
<td>1.30178</td>
<td>1.29142</td>
<td>1.30037</td>
<td>80121</td>
<td>0</td>
</tr>
<tr>
<td>9 2020-02-26</td>
<td>1.30036</td>
<td>1.30078</td>
<td>1.29136</td>
<td>1.29374</td>
<td>49206</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.

```mql5
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 $\geq$ 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 $\leq$ 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:**

```mql5
from datetime import datetime
import MetaTrader5 as mt5

# display data on the MetaTrader 5 package
print("MetaTrader5 package author: ", mt5.__author__)
```
```python
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' objects in UTC time zone to avoid the implementation of a local time
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)
<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></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></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></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></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></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></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></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></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></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></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.

```c
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
tzinfo = 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=tzinfo)

# 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:
    print("Display obtained ticks 'as is'")
```

© 2000-2021, MetaQuotes Ltd
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: 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>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>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>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>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>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>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>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>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>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>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__)
```
```python
# 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(f"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 zone 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("\nDisplay 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.)
(1578614411, 0.68575, 0.68594, 0., 0, 1578614411560, 130, 0.)
(1578614414, 0.68576, 0.68595, 0., 0, 1578614414973, 134, 0.)
(1578614430, 0.68576, 0.68594, 0., 0, 1578614430188, 4, 0.)
(1578614450, 0.68576, 0.68595, 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_msc</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>0.0</td>
<td>0</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>0.0</td>
<td>0</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>0.0</td>
<td>0</td>
<td>1578614411388</td>
<td>130</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:11</td>
<td>0.68575</td>
<td>0.68595</td>
<td>0.0</td>
<td>0</td>
<td>157861441560</td>
<td>134</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:14</td>
<td>0.68576</td>
<td>0.68595</td>
<td>0.0</td>
<td>0</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>0.0</td>
<td>0</td>
<td>15786144430188</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:50</td>
<td>0.68576</td>
<td>0.68595</td>
<td>0.0</td>
<td>0</td>
<td>1578614450408</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:50</td>
<td>0.68576</td>
<td>0.68594</td>
<td>0.0</td>
<td>0</td>
<td>1578614450519</td>
<td>4</td>
<td></td>
</tr>
<tr>
<td>2020-01-10 00:00:56</td>
<td>0.68575</td>
<td>0.68594</td>
<td>0.0</td>
<td>0</td>
<td>1578614456363</td>
<td>130</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.

`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("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()

# display data on active orders on GBPUSD
orders=mt5.orders_get(symbol="GBPUSD")
if orders is None:
    print("No orders on GBPUSD, error code=",format(mt5.last_error()))
else:
    print("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("No orders with group="*GBP*", error code=",format(mt5.last_error()))
else:
    print("orders_get(group="*GBP*")=", format(len(gbp_orders)))
    # display these orders as a table using pandas.DataFrame
df=pd.DataFrame(list(gbp_orders), columns=gbp_orders[0]._asdict().keys())
df.drop(['time_done', 'time_done_msc', 'position_id', 'position_by_id', 'reason',
        '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 554733548</td>
<td>2020-03-25</td>
<td>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>1.16803</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 554733621</td>
<td>2020-03-25</td>
<td>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>1.16815</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2 554746664</td>
<td>2020-03-25</td>
<td>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>0.92428</td>
<td>E  URG</td>
<td></td>
</tr>
<tr>
<td>3 554746710</td>
<td>2020-03-25</td>
<td>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>0.92449</td>
<td></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.

```c
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>
ORDER_TYPE_CLOSE_BY

Order for closing a position by an opposite one

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()

# get account currency
account_currency = mt5.account_info().currency
print("Account currency:", account_currency)

# arrange the symbol list
symbols = ("EURUSD", "GBPUSD", "USDJPY", "USDCHF", "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("{} {} {} margin: {} {}".format(symbol, lot, margin, account_currency, 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', 'USDCHF', 'EURJPY', 'GBPJPY')
EURUSD buy 0.1 lot margin: 109.91 USD
GBPUSD buy 0.1 lot margin: 122.73 USD
USDJPY buy 0.1 lot margin: 100.0 USD
USDCHF buy 0.1 lot margin: 100.0 USD
<table>
<thead>
<tr>
<th>Currency Pair</th>
<th>Margin</th>
</tr>
</thead>
<tbody>
<tr>
<td>EURJPY</td>
<td>109.91 USD</td>
</tr>
<tr>
<td>GBPJPY</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.

```cpp
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:

```cpp
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())
```

© 2000-2021, MetaQuotes Ltd
```python
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(ORDER_TYPE_BUY) failed, error code =",mt5.last_error())
sell_profit=mt5.order_calc_profit(mt5.ORDER_TYPE_SELL,symbol,lot,bid,bid-distance)
if sell_profit is None:
    print("   sell {} {} lots: profit on {} points =>
    {} {}".format(symbol,lot,distance,sell_profit,account_currency));
else:
    print("order_calc_profit(ORDER_TYPE_SELL) failed, error code =",mt5.last_error())
print()

# 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
buy USDJPY 1.0 lot: profit on 300 points → 276.54 USD
sell USDJPY 1.0 lot: profit on 300 points → 278.09 USD

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>
ORDER_FILLING_IOC

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.

ORDER_FILLING_RETURN

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.

ORDER_TYPE_TIME

<table>
<thead>
<tr>
<th>ID</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_TIME_GTC</td>
<td>The order stays in the queue until it is manually canceled</td>
</tr>
<tr>
<td>ORDER_TIME_DAY</td>
<td>The order is active only during the current trading day</td>
</tr>
<tr>
<td>ORDER_TIME_SPECIFIED</td>
<td>The order is active until the specified date</td>
</tr>
<tr>
<td>ORDER_TIME_SPECIFIED_DAY</td>
<td>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.</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())
```
```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":
        traderequest_dict = result_dict[field]._asdict()
        for tradereq_filed in traderequest_dict:
            print("  traderequest: {}={}".format(tradereq_filed, traderequest_dict[tradereq_filed]))
```

© 2000-2021, MetaQuotes Ltd
# 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,
    trade request: action=1
    trade request: magic=234000
    trade request: order=0
    trade request: symbol=USDJPY
    trade request: volume=1.0
    trade request: price=108.081
    trade request: stoplimit=0.0
    trade request: sl=107.9810000000000
    trade request: tp=108.181
    trade request: deviation=10
    trade request: type=0
    trade request: type_filling=2
    trade request: type_time=0
    trade request: expiration=0
    trade request: comment=python script
    trade request: position=0
    trade request: 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.

```cpp
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 <code>TRADE_REQUEST_ACTIONS</code> 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 “Market Execution” <code>SYMBOL_TRADE_EXECUTION_MARKET</code> type having the <code>TRADE_ACTION_DEAL</code> 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>
</tbody>
</table>
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
import 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
deviation = 20

request = {
    "action": mt5.TRADE_ACTION DEAL,
    "symbol": symbol,
    "volume": lot,
    "type": mt5.ORDER_TYPE BUY,
    "price": price,
    "sl": price - 100 * point,
    "tp": price + 100 * point,
    "deviation": deviation,
    "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, deviation))
if result.retcode != mt5.TRADE RETCODE DONE:
    print("2. order_send failed, retcode={}".format(result.retcode))
    # 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_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))
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))
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 we:
        if field=="request":
            traderequest_dict=result_dict[field]._asdict()
            for tradereqFiled in traderequest_dict:
                print("       traderequest: {}={}".format(tradereqFiled, traderequest_dict[traderesqFiled]))
# 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=557416654, 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, traderesult: action=1, traderesult: magic=234000, traderesult: order=0, traderesult: symbol=USDJPY, traderesult: volume=0.1, traderesult: price=108.018, traderesult: stoplimit=0.0, traderesult: sl=0.0, traderesult: tp=0.0, traderesult: deviation=20, traderesult: type=1, traderesult: type_filling=2, traderesult: type_time=0, traderesult: expiration=0, traderesult: comment=python script close, traderesult: position=557416535, traderesult: 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.

```python
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.

```cpp
positions_get()
```

Call specifying a symbol open positions should be received for.

```cpp
positions_get(
    symbol="SYMBOL"  // symbol name
)
```

Call specifying a group of symbols open positions should be received for.

```cpp
positions_get(
    group="GROUP"  // filter for selecting positions by symbols
)
```

Call specifying a position ticket.

```cpp
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

# display data on the MetaTrader 5 package
print(f"MetaTrader5 package author: {mt5.__author__}")
print(f"MetaTrader5 package version: {mt5.__version__}")
print()

# establish connection to the MetaTrader 5 terminal
if not mt5.initialize():
    print(f"initialize() failed, error code = {mt5.last_error()}")
    quit()

# get open positions on USDCHF
positions = mt5.positions_get(symbol="USDCHF")
if positions is None:
    print(f"No positions on USDCHF, error code={mt5.last_error()}"
elif len(positions) > 0:
    print(f"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 is None:
    print(f"No positions with group="*USD*", error code={mt5.last_error()}"
elif len(usd_positions) > 0:
    print(f"positions_get(group="*USD*")={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

<table>
<thead>
<tr>
<th>ticket</th>
<th>time</th>
<th>type</th>
<th>magic</th>
<th>identifier</th>
<th>reason</th>
<th>volume</th>
<th>price_open</th>
</tr>
</thead>
<tbody>
<tr>
<td>548297723</td>
<td>2020-03-18 15:00:55</td>
<td>1</td>
<td>0</td>
<td>548297723</td>
<td>3</td>
<td>0.01</td>
<td>1.09301</td>
</tr>
<tr>
<td>548655158</td>
<td>2020-03-18 20:31:26</td>
<td>0</td>
<td>0</td>
<td>548655158</td>
<td>3</td>
<td>0.01</td>
<td>1.08676</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
See also

positions_total, orders_get
**history_orders_total**

Get the number of orders in trading history within the specified interval.

```plaintext
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:

```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 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()
```
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.

```plaintext
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.

```plaintext
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.

```plaintext
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

pd.set_option('display.max_columns', 500)  # number of columns to be displayed
pd.set_option('display.width', 1500)       # max table width to display

# 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 is None:
    print("No history orders with group="", history_orders)
elif len(history_orders) > 0:
    print("history_orders_get({}, {})={}".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_id=position_id)
if position_history_orders is 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', slice(None)])
```

© 2000-2021, MetaQuotes Ltd
```python
def['time_setup'] = pd.to_datetime(df['time_setup'], unit='s')
def['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>530218319</td>
<td>2020-02-21 10:48:34</td>
<td>1582282114681</td>
<td>2020-02-21 16:49:37</td>
<td>1582303777582</td>
</tr>
<tr>
<td>535548147</td>
<td>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(f"MetaTrader5 package author: {mt5.__author__}
print(f"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.

```python
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.

```python
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.

```python
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().
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__)

# 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"

def = mt5.history_deals_get(from_date, to_date, group="*!,EUR*!,GBP")
if deals == None:
    print("No deals, error code=", format(mt5.last_error()))
elif len(deals) > 0:
    print("history_deals_get(from_date, to_date, group="!,EUR*,!GBP") =", len(def))

    # 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>
<th>Section</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mathematics</td>
<td>Include\Math\</td>
</tr>
<tr>
<td>OpenCL</td>
<td>Include\OpenCL\</td>
</tr>
<tr>
<td>Basic Class CObject</td>
<td>Include\</td>
</tr>
<tr>
<td>Data Collections</td>
<td>Include\Arrays\</td>
</tr>
<tr>
<td>Generic Data Collections</td>
<td>Include\Generic\</td>
</tr>
<tr>
<td>Files</td>
<td>Include\Files\</td>
</tr>
<tr>
<td>Strings</td>
<td>Include\Strings|</td>
</tr>
<tr>
<td>Graphic Objects</td>
<td>Include\Objects|</td>
</tr>
<tr>
<td>Custom Graphics</td>
<td>Include\Canvas\</td>
</tr>
<tr>
<td>3D Graphics</td>
<td>Include\Canvas\</td>
</tr>
<tr>
<td>Price Charts</td>
<td>Include\Charts\</td>
</tr>
<tr>
<td>Scientific Charts</td>
<td>Include\Graphics|</td>
</tr>
<tr>
<td>Indicators</td>
<td>Include\Indicators\</td>
</tr>
<tr>
<td>Trade classes</td>
<td>Include\Trade\</td>
</tr>
<tr>
<td>Strategy Modules</td>
<td>Include\Expert\</td>
</tr>
<tr>
<td>Panels and Dialogs</td>
<td>Include\Controls\</td>
</tr>
</tbody>
</table>
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:
//+------------------------------------------------------------------+
//|                                    Normal                       |
//|                        Copyright 2016, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

//--- include the functions for calculating the normal distribution
#include <Math\Stat\Normal.mqh>

// Script program start function

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",probability);
    }

    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 them
    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
}
```cpp
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
Printf("            Mean          Variance          Skewness          Kurtosis\n";
Printf("Calculated  %.10f   %.10f      %.10f      %.10f",mean,variance,skewness,kurtosis);
//--- calculate the theoretical values of the moments and compare them with the obtained
if(MathMomentsNormal(mu,sigma,normal_mean,normal_variance,normal_skewness,normal_kurtosis,error_code1))
{
    Printf("Theoretical %.10f   %.10f      %.10f       %.10f",normal_mean,normal_variance,normal_skewness,normal_kurtosis);
    Printf("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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathMean</td>
<td>Calculates the mean (first moment) of array elements</td>
</tr>
<tr>
<td>MathVariance</td>
<td>Calculates the variance (second moment) of array elements</td>
</tr>
<tr>
<td>MathSkewness</td>
<td>Calculates the skewness (third moment) of array elements</td>
</tr>
<tr>
<td>MathKurtosis</td>
<td>Calculates the kurtosis (fourth moment) of array elements</td>
</tr>
<tr>
<td>MathMoments</td>
<td>Calculates the first 4 moments (mean, variance, skewness, kurtosis) of array elements</td>
</tr>
<tr>
<td>MathMedian</td>
<td>Calculates the median value of array elements</td>
</tr>
<tr>
<td>MathStandardDeviation</td>
<td>Calculates the standard deviation of array elements</td>
</tr>
<tr>
<td>MathAverageDeviation</td>
<td>Calculates the average absolute deviation of array elements</td>
</tr>
</tbody>
</table>
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 \texttt{var()} in R.

\begin{verbatim}
double MathVariance(
    const double& array[] // array with data
);
\end{verbatim}

**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 \texttt{NaN} (not a number).
**MathSkewness**

Calculates the skewness (third moment) of array elements. Analog of the `skewness()` in R (e1071 library).

```c
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`
  - [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**

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

- **array**
  - [in] Array with data for calculation.

- **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.

```cpp
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.

\begin{verbatim}
double MathStandardDeviation(
        const double& array[] // array with data
);
\end{verbatim}

**Parameters**

\textit{array} \\

\textit{start=0} \\
[in] Initial index for calculation.

\textit{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.

```cpp
double MathAverageDeviation(
    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

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityNormal</td>
<td>Calculates the probability density function of the normal distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionNormal</td>
<td>Calculates the value of the normal probability distribution function</td>
</tr>
<tr>
<td>MathQuantileNormal</td>
<td>Calculates the value of the inverse normal distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomNormal</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the normal law</td>
</tr>
</tbody>
</table>
MathMomentsNormal

Calculates the theoretical numerical values of the first 4 moments of the normal distribution

Example:

```csharp
#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 interval
    double data[]; // sample of random values
    double max,min;

    //--- 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++)
    {
        //---
    }
}
```
```csharp
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("Normal distribution mu=%G sigma=%G", mean_value, std_dev), 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();
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.;
}
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 \( \text{NaN} \).

```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 a random variable \( x \). In case of error it returns \( \text{NaN} \).

```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 \( \text{dnorm}() \) 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.
  - \( x[] \)
Standard Library

[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 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 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 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**
  - [in] Value of random variable.
  - x[]
Array with the values of random variable.

\( \mu \)

mean parameter of the distribution (expected value).

\( \sigma \)

sigma parameter of the distribution (root-mean-square deviation).

\( \text{tail} \)

Flag of calculation. If \( \text{tail} = \text{true} \), then the probability of random variable not exceeding \( x \) is calculated.

\( \log\_\text{mode} \)

Flag to calculate the logarithm of the value. If \( \log\_\text{mode} = \text{true} \), then the natural logarithm of the probability density is returned.

\( \text{error\_code} \)

Variable to get the error code.

\( \text{result[]} \)

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.

```cpp
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.

```cpp
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.

```c
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:

\[ f_{\text{Lognormal}}(x|\mu,\sigma) = \frac{1}{x\sigma\sqrt{2\pi}} e^{-\frac{(\ln(x) - \mu)^2}{2\sigma^2}} \]

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MathProbabilityDensityLognormal</strong></td>
<td>Calculates the probability density function of the log-normal distribution</td>
</tr>
<tr>
<td><strong>MathCumulativeDistributionLognormal</strong></td>
<td>Calculates the value of the log-normal probability distribution function</td>
</tr>
<tr>
<td><strong>MathQuantileLognormal</strong></td>
<td>Calculates the value of the inverse log-normal distribution function for the specified probability</td>
</tr>
<tr>
<td><strong>MathRandomLognormal</strong></td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the log-normal law</td>
</tr>
</tbody>
</table>
# MathMomentsLognormal

Calculates the theoretical numerical values of the first 4 moments of the log-normal distribution

Example:

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Lognormal.mqh>
#include <Math\Stat\Math.mqh>

//--- 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 standard deviation)

//--- 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 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;
```
```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, 0, 780, 380);
else
    graphic.Attach(chart, name);
graphic.BackgroundMain(StringFormat("Lognormal distribution mu=%G sigma=%G", mean_value, 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");
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++)
    {
        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.;
}
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 : 
    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 : 
    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 :
    const bool log_mode,  // calculate the logarithm of the value, if log_mode=
    double& result[]  // array for values of the probability density funct
);```

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 :
    double& result[]  // array for values of the probability density funct
);```

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.

```cpp
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.

```cpp
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 :
    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 pnorm() in R.

```cpp
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 log_mode:
    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.

```cpp
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[]`

© 2000-2021, MetaQuotes Ltd
[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).

\( \text{tail} \)

[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 log\_mode=true, then the natural logarithm of the probability is calculated.

\( \text{error\_code} \)

[out] Variable to store the error code.

\( \text{result[]} \)

[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.

```cpp
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
);
```

Parameters

- **probability**
  - [in] Probability value of random variable occurrence.
Standard Library

`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 standard 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 standard 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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityBeta</td>
<td>Calculates the probability density function of the beta distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionBeta</td>
<td>Calculates the value of the beta probability distribution function</td>
</tr>
<tr>
<td>MathQuantileBeta</td>
<td>Calculates the value of the inverse beta distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomBeta</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the beta distribution law</td>
</tr>
</tbody>
</table>
MathMomentsBeta

Calculates the theoretical numerical values of the first 4 moments of the beta distribution

Example:

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Beta.mqh>
#include <Math\Stat\Math.mqh>
@property script_show_inputs

//--- input parameters
input double alpha=2; // the first parameter of beta distribution (shape1)
input double beta=5; // the second parameter of beta distribution (shape2)

//--- 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 beta distribution
  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;
  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);
  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++)
  {
    //---...
  }
}
```
//--- 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("Beta distribution alpha=%G beta=%G", alpha, beta);
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;
}

//--- 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;
Standard Library

**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
    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
    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)

\( \log \text{mode} \)
[in] Flag to calculate the logarithm of the value. If \( \log \text{mode}=true \), 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.
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 \texttt{NaN}.

\begin{verbatim}
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
    int& error_code // variable to store the error code
);
\end{verbatim}

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 \texttt{false}. Analog of the \texttt{pbeta()} in R.

\begin{verbatim}
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
    double& result[] // array for values of the probability function
);
\end{verbatim}

\texttt{<t0>}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 \texttt{false}.

\begin{verbatim}
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)
    double& result[] // array for values of the probability function
);
\end{verbatim}

**Parameters**

\( x \)

\texttt{[in]} Value of random variable.

\( x[] \)
Array with the values of random variable.

The first parameter of beta distribution (shape 1).

The second parameter of beta distribution (shape 2).

Flag of calculation, if true, then the probability of random variable not exceeding \( x \) is calculated.

Flag to calculate the logarithm of the value. If \( \text{log\_mode} = \text{true} \), then the natural logarithm of the probability is calculated.

Variable to store the error code.

Array for values of the probability function.
MathQuantileBeta

For the specified \textit{probability}, the function calculates the value of inverse beta distribution function with the \textit{a} and \textit{b} parameters. In case of error it returns NaN.

\begin{verbatim}
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
);  
\end{verbatim}

For the specified \textit{probability}, the function calculates the value of inverse beta distribution function with the \textit{a} and \textit{b} parameters. In case of error it returns NaN.

\begin{verbatim}
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
);  
\end{verbatim}

For the specified \textit{probability[]} array of probability values, the function calculates the values of inverse beta distribution function with the \textit{a} and \textit{b} parameters. In case of error it returns false. Analog of the \texttt{qbeta()} in R.

\begin{verbatim}
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
);  
\end{verbatim}

Parameters

\texttt{probability}

\begin{itemize}
    \item [in] \textit{Probability value of random variable.}
\end{itemize}
`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`  
[out] Variable to get the error code.

`result[]`  
[out] 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.

```cpp
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.

```cpp
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.

```cpp
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:

\[ f_{\text{NoncentralBeta}}(x | a, b, \lambda) = \sum_{r=0}^{\infty} e^{-\frac{\lambda}{2}} \frac{1}{r!} x^{a+r-1} (1-x)^{b-1} \frac{1}{B(a+r, b)} \]

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityNoncentralBeta</td>
<td>Calculates the probability density function of the noncentral beta distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionNoncentralBeta</td>
<td>Calculates the value of the noncentral beta probability distribution function</td>
</tr>
<tr>
<td>MathQuantileNoncentralBeta</td>
<td>Calculates the value of the inverse noncentral beta distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomNoncentralBeta</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according</td>
</tr>
</tbody>
</table>
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 interval
    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;
    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);
    MathProbabilityDensityNoncentralBeta(x2, a_par, b_par, l_par, false, y2);

    //--- set the scale
    double theor_max=y2[ArrayMaximum(y2)];
}
```

© 2000-2021, MetaQuotes Ltd
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 Beta distribution alpha=%G beta=%G a_par,b_par,i_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);
)

//+------------------------------------------------------------------+
//| Calculates values for sequence generation                        |
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    //--- calculate the absolute range of the sequence to obtain the precision of normalization
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    //--- normalize the maximum and minimum values to the specified precision
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
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 NaN.

```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 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 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 `dbeta()` in 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 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 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 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 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

\( x \)

\( x[] \)
  [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)

\( \text{lambda} \)
  [in] Noncentrality parameter

\( \text{tail} \)
  [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 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.

```cpp
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.

```cpp
double MathQuantileNoncentralBeta(
    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 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.

```cpp
bool MathQuantileNoncentralBeta(
    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:
    const bool log_mode, // flag of calculation, if log_mode=true, calculation
    double& result[] // array with values of quantiles
);
```
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.

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.

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.

def 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
){
    // implementation
}

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MathProbabilityDensityGamma</code></td>
<td>Calculates the probability density function of the gamma distribution</td>
</tr>
<tr>
<td><code>MathCumulativeDistributionGamma</code></td>
<td>Calculates the value of the gamma probability distribution function</td>
</tr>
<tr>
<td><code>MathQuantileGamma</code></td>
<td>Calculates the value of the inverse gamma distribution function for the specified probability</td>
</tr>
<tr>
<td><code>MathRandomGamma</code></td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the gamma distribution law</td>
</tr>
</tbody>
</table>
**MathMomentsGamma**

Calculates the theoretical numerical values of the first 4 moments of the gamma distribution

### 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 interval
    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;
    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);
    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;
    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("Gamma distribution alpha=%G beta=%G", alpha, beta));
graphic.BackgroundMainSize(16);
//--- 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");
    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)
{
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    stepv=NormalizeDouble(MathPow(10,-degree),degree);
    if((maxv-minv)/stepv<10)
        stepv/=10.;
}
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 NaN.

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 dgamma() in R.

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.

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

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).

\( \text{log\_mode} \)

[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.
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 \( \text{NaN} \).

```c
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
    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 \( \text{pgamma()} \) in R.

```c
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
    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.

```c
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**

\( x \)


\( x[] \)
Standard Library

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>a</code></td>
<td>Array with the values of random variable.</td>
</tr>
<tr>
<td><code>b</code></td>
<td>The first parameter of the distribution (shape).</td>
</tr>
<tr>
<td><code>tail</code></td>
<td>The second parameter of the distribution (scale)</td>
</tr>
<tr>
<td><code>log_mode</code></td>
<td>Flag of calculation. If true, then the probability of random variable not exceeding x is calculated.</td>
</tr>
<tr>
<td><code>error_code</code></td>
<td>Variable to store the error code.</td>
</tr>
<tr>
<td><code>result[]</code></td>
<td>Array for values of the probability function.</td>
</tr>
</tbody>
</table>
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, 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)
    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
);```

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.

```cpp
bool 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)
    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 NaN.

```cpp
double MathRandomGamma(
    const double a, // the first parameter of the distribution (shape)
    const double b, // the second parameter of the distribution (scale)
    int& error_code // variable to store the error code
);
```

 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 `rgamma()` in R.

```cpp
bool MathRandomGamma(
    const double a, // the first parameter of the distribution (shape)
    const double b, // the second parameter of the distribution (scale)
    const int data_count, // amount of required data
    double& result[] // array with values of pseudorandom variables
);
```

**Parameters**

- **a**
  - [in] The first parameter of the distribution (shape).

- **b**
  - [in] The second parameter of the distribution (scale).

- **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.
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:

\[ f_{\text{Chi-Square}}(x | \nu) = \frac{(x/2)^{\frac{\nu}{2}}}{2^{\frac{\nu}{2}} \Gamma\left(\frac{\nu}{2}\right)} \]

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>
</tr>
<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</td>
</tr>
</tbody>
</table>
MathMomentsChiSquare

Calculates the theoretical numerical values of the first 4 moments of the chi-squared distribution

Example:

```mql5
#include <Graphics\Graphic.mqh>
#include <Math\Stat\ChiSquare.mqh>
#include <Math\Stat\Math.mqh>

property script_show_inputs

//--- input parameters
input double nu_par=5;  // the 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 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;
  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);

  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;
  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*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)
{
    double range=MathAbs(maxv-minv);
    int degree=(int)MathRound(MathLog10(range));
    maxv=NormalizeDouble(maxv,degree);
    minv=NormalizeDouble(minv,degree);
    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 NaN.

```c
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 `dchisq()` in R.

```c
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
);
```

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**
[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.
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 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
    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 `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
    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`.

```c
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 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 chi-squared distribution function. In case of error it returns false. Analog of the `qchisq()` in R.

```c
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 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.
- `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.

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 therchisq() in R.

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.

```c
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:

\[
 f_{\text{Noncentral ChiSquare}}(x|\nu, \sigma) = \frac{1}{2^\frac{\nu}{2} \Gamma\left(\frac{\nu}{2}\right)} e^{-\frac{x+\sigma}{2}} \sum_{r=0}^{\infty} \frac{(\lambda \sigma)^r}{(2r)!} \frac{\Gamma\left(\frac{\nu}{2}+r\right)}{\Gamma\left(\frac{\nu}{2}\right)}
\]

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>
# Standard Library

## MathMomentsNoncentralChiSquare

Calculates the theoretical numerical values of the first 4 moments of the noncentral chi-squared distribution.

---

**Example:**

```c
#include <Graphics\Graphic.mqh>
#include <Math\Stat\NoncentralChiSquare.mqh>
#include <Math\Stat\Math.mqh>

//--- script_show_inputs

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 < cells; 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, si_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 &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));
    //--- 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.;
}
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 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
    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[]`
[in] Array with the values of random variable.

nu
[in] 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.
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.

```c
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 probability of random variable not exceeding x is calculated
    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 noncentral chi-squared distribution with the nu and sigma parameters for a random variable x. In case of error it returns NaN.

```c
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
    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 \texttt{pchisq()} in R.

```c
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 probability of random variable not exceeding x is calculated
    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 noncentral chi-squared distribution with the nu and sigma parameters for an array of random variables x[]. In case of error it returns false.

```c
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.

$error\_code$

[ 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 NaN.

```c
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 `rchisq()` in R.

```c
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.

*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.
**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:

\[ f_{\text{Exponential}}(x \mid \mu) = \frac{1}{\mu} e^{-\frac{x}{\mu}} \]

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>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityExponential</td>
<td>Calculates the probability density function of the exponential distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionExponential</td>
<td>Calculates the value of the exponential probability distribution function</td>
</tr>
<tr>
<td>MathQuantileExponential</td>
<td>Calculates the value of the inverse exponential distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomExponential</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the law of exponential distribution</td>
</tr>
<tr>
<td>MathMomentsExponential</td>
<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

//--- hide the price chart
ChartSetInteger(0, CHART_SHOW, false);

void OnStart()
{

    //--- initialize the random number generator
    MathSrand(GetTickCount());

    //--- generate a sample of the random variable
    int 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;

    //--- 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);
}
---+
```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.;
}
```
**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)
    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 exponential distribution with the mu parameter for an array of random variables x[]. In case of error it returns NaN.

```cpp
double MathProbabilityDensityExponential(
    const double x[], // array with the values 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)
    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 exponential distribution with the mu parameter for an array of random variables x[]. In case of error it returns false.

```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**
  

- **x[]**
  
  [in] Array with the values of random variable.

- **mu**
  
  [in] Parameter of the distribution (expected value)

- **log_mode**
  
  [in] Flag to calculate the logarithm of the value, if log_mode=true, then the natural logarithm of the probability density is calculated.
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 NaN.

double MathCumulativeDistributionExponential(
    const double x, // value of random variable
    const double mu, // parameter of the distribution (expected value)
    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 exponential distribution function of probabilities with the mu parameter for a random variable x. In case of error it returns NaN.

double MathCumulativeDistributionExponential(
    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 exponential distribution function of probabilities with the mu parameter for an array of random variables x[]. In case of error it returns false. Analog of the pexp() in R.

bool MathCumulativeDistributionExponential(
    const double x[], // array with the values of random variable
    const double mu, // parameter of the distribution (expected value)
    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 exponential distribution function of probabilities with the mu parameter for an array of random variables x[]. In case of error it returns false.

bool MathCumulativeDistributionExponential(
    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 function
);

Parameters

x

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.

tail
[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.

```c
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.

```c
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**
[in] Parameter of the distribution (expected value).

`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.
**MathRandomExponential**

Generates a pseudorandom variable distributed according to the law of exponential distribution with the mu parameter. In case of error it returns `Nan`.

```cpp
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.

```cpp
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.

```c
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:

\[ f_F(x | \nu_1, \nu_2) = \frac{\Gamma\left(\frac{\nu_1 + \nu_2}{2}\right)}{\Gamma\left(\frac{\nu_1}{2}\right)\Gamma\left(\frac{\nu_2}{2}\right)} \left(\frac{\nu_2}{\nu_1} x\right)^{\frac{\nu_2}{2}} \frac{x^{-\frac{\nu_1 + \nu_2}{2}}}{\left(1 + \frac{\nu_1}{\nu_2} x\right)^{\frac{\nu_1 + \nu_2}{2}}} \]

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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityF</td>
<td>Calculates the probability density function of the F-distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionF</td>
<td>Calculates the value of the F-distribution function</td>
</tr>
<tr>
<td>MathQuantileF</td>
<td>Calculates the value of the inverse F-distribution function for the specified probability</td>
</tr>
</tbody>
</table>
MathRandomF

Generates a pseudorandom variable/array of pseudorandom variables distributed according to the Fisher’s law

MathMomentsF

Calculates the theoretical numerical values of the first 4 moments of the Fisher’s F-distribution

Example:

```cpp
#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);
        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.;
}
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 NaN.

```c
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 NaN.

```c
double 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.

```c
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.

\(nu1\)

[in] The first parameter of distribution (number of degrees of freedom).

\(nu2\)

[in] The second 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.
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 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)
    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, then the natural logarithm of the probability is returned
    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.

tail
  [in] 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.

```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)
    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.

```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).

`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 nu1 and nu2 parameters. In case of error it returns 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 nu1 and nu2 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**

- `nu1` [in] The first parameter of distribution (number of degrees of freedom).
- `nu2` [in] The second 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.
MathMomentsF

Calculates the theoretical numerical values of the first 4 moments of the Fisher's F-distribution with the nu1 and nu2 parameters.

```cpp
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:

\[
 f_{\text{NoncentralF}}(x | \nu_1, \nu_2, \sigma) = e^{-\frac{x}{2}} \sum_{r=0}^{\infty} \frac{1}{r!} \left( \frac{\sigma}{\nu_1} \right)^r \frac{1}{\Gamma\left(\frac{\nu_2}{2} + r\right)} \left(\frac{\nu_2}{2}\right)^{\frac{\nu_2}{2}} \left(1 + \frac{\nu_1}{\nu_2} x\right)^{-\frac{\nu_2}{2} - r} \]

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)
- \( \sigma \) — 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>MathProbabilityDensityNoncentralF</td>
<td>Calculates the probability density function of the noncentral F-distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionNoncentralF</td>
<td>Calculates the value of the noncentral F-distribution function</td>
</tr>
<tr>
<td>MathQuantileNoncentralF</td>
<td>Calculates the value of the inverse noncentral F-distribution function for the specified probability</td>
</tr>
</tbody>
</table>
MathRandomNoncentralF

Generates a pseudorandom variable/array of pseudorandom variables distributed according to the noncentral Fisher's distribution law

MathMomentsNoncentralF

Calculates the theoretical numerical values of the first 4 moments of the noncentral Fisher's F-distribution

Example:

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\NoncentralF.mqh>
#include <Math\Stat\Math.mqh>

#property script_show_inputs
//--- input parameters
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
//+------------------------------------------------------------------+
//| 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 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 x=sample_max/theor_max;
    for(int i=0; i<ncells; i++)
        y[i]=x;
//--- 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");
//--- 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]++;
    }
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 nu1, nu2 and sigma parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityNoncentralF(
    const double x, // value of random variable
    const double nu1, // the first parameter of distribution (number of degree
    const double nu2, // the second parameter of distribution (number of degree
    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 Fisher’s F-distribution with the nu1, nu2 and sigma parameters for a random variable x. In case of error it returns NaN.

```cpp
double MathProbabilityDensityNoncentralF(
    const double x, // value of random variable
    const double nu1, // the first parameter of distribution (number of degree
    const double nu2, // the second parameter of distribution (number of degree
    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 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 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 degree
    const double nu2, // the second parameter of distribution (number of degree
    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 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.

```cpp
bool MathProbabilityDensityNoncentralF(
    const double& x[], // array with the values of random variable
    const double nu1, // the first parameter of distribution (number of degree
    const double nu2, // the second parameter of distribution (number of degree
    const double sigma, // noncentrality parameter
    double& result[] // array for values of the probability density function
);
```

Parameters
\( x \)
\[ \text{[in]} \quad \text{Value of random variable.} \]

\( x[] \)
\[ \text{[in]} \quad \text{Array with the values of random variable.} \]

\( nu1 \)
\[ \text{[in]} \quad \text{The first parameter of distribution (number of degrees of freedom).} \]

\( nu2 \)
\[ \text{[in]} \quad \text{The second parameter of distribution (number of degrees of freedom).} \]

\( sigma \)
\[ \text{[in]} \quad \text{Noncentrality parameter.} \]

\( log\_mode \)
\[ \text{[in]} \quad \text{Flag to calculate the logarithm of the value. If}\ log\_mode = \text{true, then the natural logarithm of the probability density is returned.} \]

\( error\_code \)
\[ \text{[out]} \quad \text{Variable to store the error code.} \]

\( result[] \)
\[ \text{[out]} \quad \text{Array for values of the probability density function.} \]
### MathCumulativeDistributionNoncentralF

Calculates the value of the probability distribution function of noncentral Fisher's $F$-distribution with the $\nu_1$, $\nu_2$ and $\sigma$ parameters for a random variable $x$. In case of error it returns `NaN`.

```cpp
double MathCumulativeDistributionNoncentralF(
    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 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 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 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 `pf()` in R.

```cpp
bool MathCumulativeDistributionNoncentralF(
    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 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 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 MathCumulativeDistributionNoncentralF(
    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 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.

\( tail \)
  [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.

```cpp
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.

```cpp
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.

```cpp
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

\textit{probability}
\begin{itemize}
\item [in] Probability value of random variable.
\end{itemize}

\textit{probability[]}
\begin{itemize}
\item [in] Array with probability values of random variable.
\end{itemize}

\textit{nu1}
\begin{itemize}
\item [in] The first parameter of distribution (number of degrees of freedom).
\end{itemize}

\textit{nu2}
\begin{itemize}
\item [in] The second parameter of distribution (number of degrees of freedom).
\end{itemize}

\textit{sigma}
\begin{itemize}
\item [in] Noncentrality parameter.
\end{itemize}

\textit{tail}
\begin{itemize}
\item [in] Flag of calculation, if false, then calculation is performed for 1.0-probability.
\end{itemize}

\textit{log\_mode}
\begin{itemize}
\item [in] Flag of calculation, if \textit{log\_mode}=true, calculation is performed for \textit{Exp(probability)}.
\end{itemize}

\textit{error\_code}
\begin{itemize}
\item [out] Variable to get the error code.
\end{itemize}

\textit{result[]}
\begin{itemize}
\item [out] Array with values of quantiles.
\end{itemize}
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.

```c
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:

\[ f_T(x | \nu) = \frac{1}{\sqrt{\pi \nu}} \frac{1}{\Gamma\left(\frac{\nu+1}{2}\right)} \frac{1}{\left(1 + \frac{x^2}{\nu}\right)^{\frac{\nu+1}{2}}} \]

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>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityT</td>
<td>Calculates the probability density function of the t-distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionT</td>
<td>Calculates the value of the t-distribution function</td>
</tr>
<tr>
<td>MathQuantileT</td>
<td>Calculates the value of the inverse t-distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomT</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according</td>
</tr>
</tbody>
</table>
MathMomentsT

Calculates the theoretical numerical values of the first 4 moments of the Student's t-distribution

Example:

```c
#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

//--- 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 Student's t-distribution
  MathRandomT(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);
  MathProbabilityDensityT(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;
```
for(int i=0; i<n_cells; 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]++;
   }
   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.

```cpp
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.

```cpp
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.

```cpp
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
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

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.

**double MathCumulativeDistributionT**

```cpp
    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
    int& error_code // variable to store the error code
);```

**bool MathCumulativeDistributionT**

```cpp
    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
    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.

```cpp
double MathQuantileT(
    const double probability, // probability value of random variable occurrence
    const double nu, // parameter of distribution (number of degrees of f)
    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 value of inverse Student's t-distribution function with the nu parameter. In case of error it returns NaN.

```cpp
double MathQuantileT(
    const double probability, // probability value of random variable occurrence
    const double nu, // parameter of distribution (number of degrees of f)
    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.

```cpp
double MathQuantileT(
    const double& probability[], // array with probability values of random variable occurrence
    const double nu, // parameter of distribution (number of degrees of f)
    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.

```cpp
bool MathQuantileT(
    const double& probability[], // array with probability values of random variable occurrence
    const double nu, // parameter of distribution (number of degrees of f)
    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.
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 \texttt{NaN}.

\[
\text{double MathRandomT(}
\text{  const double } \nu, \quad \text{// parameter of distribution (number of degrees of freedom)}
\text{  int& } \text{error_code} \quad \text{// variable to store the error code}
\text{);}
\]

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 \texttt{rt()} in R.

\[
\text{bool MathRandomT(}
\text{  const double } \nu, \quad \text{// parameter of distribution (number of degrees of freedom)}
\text{  const int } \text{data_count}, \quad \text{// amount of required data}
\text{  double& } \text{result[]} \quad \text{// array with values of pseudorandom variables}
\text{);}
\]

Parameters

\( \nu \)
- [in] Parameter of distribution (number of degrees of freedom).

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.
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:

\[
 f_{\text{NoncentralT}}(x | \nu, \delta) = \frac{\nu^\frac{\nu}{2} e^{-\frac{\nu}{2}}}{\Gamma\left(\frac{\nu}{2}\right)} \frac{1}{\sqrt{\pi} (\nu + x^2)^\frac{\nu+1}{2}} \sum_{r=0}^{\infty} \frac{(\nu \delta)^r}{r!} \left(\frac{2}{\nu + x^2}\right)^r \Gamma\left(\frac{\nu + r + 1}{2}\right)
\]

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>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityNoncentralT</td>
<td>Calculates the probability density function of the noncentral t-distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionNoncentralT</td>
<td>Calculates the value of the noncentral t-distribution function</td>
</tr>
<tr>
<td>MathQuantileNoncentralT</td>
<td>Calculates the value of the inverse noncentral t-distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomNoncentralT</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according</td>
</tr>
</tbody>
</table>
Example:

```csharp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\NoncentralT.mqh>
#include <Math\Stat\Math.mqh>

property script_show_inputs

//--- input parameters
input double nu_par=30; // the number of degrees of freedom
input double delta_par=5; // noncentrality parameter

//--- 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 Student's t-distribution
MathRandomNoncentralT(nu_par,delta_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);
MathProbabilityDensityNoncentralT(x2,nu_par,delta_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("Noncentral t-distribution nu=%G delta=%G",nu,j);
//--- 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);
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 $\text{NaN}$. 

```cpp
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 a random variable $x$. In case of error it returns $\text{NaN}$. 

```cpp
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
    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. 

```cpp
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
);
```

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. 

```cpp
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
    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).

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
[out] Variable to store the error code.

result[]
[out] 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 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
    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
);```

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.

```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
    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).

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 f)
    const double delta, // noncentrality parameter
    const bool tail, // flag of calculation, if lower_tail=false, then ca.
    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 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
    const double nu, // parameter of distribution (number of degrees of f)
    const double delta, // noncentrality parameter
    const bool tail, // flag of calculation, if lower_tail=false, then ca.
    const bool log_mode, // flag of calculation, if log_mode=true, calculation
    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.

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.

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.

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.

```c
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>
</tr>
</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>
### Example:

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Logistic.mqh>
#include <Math\Stat\Math.mqh>

#property script_show_inputs

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 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;
    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);
    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<n_cells; 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("Logistic distribution mu=%G sigma=%G",mu_par,sigma_par);
graphic.BackgroundImageSize(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++)
    {
        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=abs(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(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
);

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
);

Calculates the value of the probability density function of logistic distribution with the mu and sigma parameters for an array of random variables x[]. In case of error it returns false. Analog of the dlogis() in R.

bool MathProbabilityDensityLogistic(
    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 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 logistic distribution with the mu and sigma parameters for an array of random variables x[]. In case of error it returns false.

bool MathProbabilityDensityLogistic(
    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 density function
);

Parameters

x

x[]
[in]  Array with the values of random variable.

\( \mu \)
[in]  mean parameter of the distribution.

\( \sigma \)
[in]  scale parameter of the distribution.

\( \text{log\_mode} \)
[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.
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 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 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 `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

x


x[]
Standard Library

[in] Array with the values of random variable.

mu
[in] mean parameter of the distribution.

sigma
[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.
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
    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 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
    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 logistic distribution function with the mu and sigma parameters. In case of error it returns false.

```cpp
bool 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
    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.

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.

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.

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>
<thead>
<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>
MathMomentsCauchy

Calculates the theoretical numerical values of the first 4 moments of the Cauchy distribution

Example:

```csharp
#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

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 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;
    for(int i=0; i<ncells; i++)
    {
        // some code...
    }
}
```

© 2000-2021, MetaQuotes Ltd
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("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");
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)];
  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.;
}
**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.

```cpp
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.

```cpp
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.

```cpp
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.

```cpp
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**
  - [in] Value of random variable.
  - x[]
[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 \(\log\_mode=\text{true}\), 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.
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.

```c
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
    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.

```c
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.

```c
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
    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.

```c
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**
  - [in] Value of random variable.

- **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 \(log\_mode=\text{true}\), 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:
    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 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:
    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] 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.

```cpp
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.

```cpp
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.

```c
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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityUniform</td>
<td>Calculates the probability density function of the uniform distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionUniform</td>
<td>Calculates the value of the uniform probability distribution function</td>
</tr>
<tr>
<td>MathQuantileUniform</td>
<td>Calculates the value of the inverse uniform distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomUniform</td>
<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:

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Uniform.mqh>
#include <Math\Stat\Math.mqh>

#property script_show_inputs

--- input parameters
input double a_par=0; // distribution parameter a (lower bound)
input double b_par=10; // distribution parameter b (upper bound)

--- 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 uniform distribution
    MathRandomUniform(a_par, b_par, n, data);
    // calculate the data to plot the histogram
    CalculateHistogramArray(data, x, y, min, max, 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 &frequence,
                              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(frequence, cells);
    //--- define the interval centers
    for(int i=0; i<cells; i++)
    {
        intervals[i]=minv+(i+0.5)*width;
        frequence[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;
        frequence[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.;
}

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, 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 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, 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**

Array with the values of random variable.

\[a\]  
[in] Distribution parameter a (lower bound).

\[b\]  
[in] Distribution parameter b (upper bound).

\[\text{log\_mode}\]  
[in] Flag to calculate the logarithm of the value. If \text{log\_mode}=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.
**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 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 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 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 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**

\( x \)


\( x[] \)
[in] Array with the values of random variable.

\( a \)

[in] Distribution parameter \( a \) (lower bound).

\( b \)

[in] Distribution parameter \( b \) (upper bound).

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.
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`.

```cpp
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 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 uniform distribution function with the `a` and `b` parameters. In case of error it returns `NaN`.

```cpp
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)
    int& error_code           // variable to store the error code
);```

For the specified `probability[]` array of probability values, the function calculates the value of inverse uniform distribution function with the `a` and `b` parameters. In case of error it returns false. Analog of the `qcauchy()` in R.

```cpp
double MathQuantileUniform(
    const double& probability[], // array with probability values 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 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 uniform distribution function with the `a` and `b` parameters. In case of error it returns false.

```cpp
bool MathQuantileUniform(
    const double& probability[], // array with probability values of random variable occurrence
    const double a,               // distribution parameter a (lower bound)
    const double b,               // distribution parameter b (upper bound)
    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]  Distribution parameter a (lower bound).

b
  [in]  Distribution parameter b (upper bound).

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.
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.

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.

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.

```c
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>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<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>

#property script_show_inputs
//--- 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;
    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);
    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;
    for(int i=0; i<ncells; i++)
```

y[1] /= 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("Weibull distribution a=%G b=%G", a_par, b_par));

//--- 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");

//--- plot all curves
graphic.Update();

//+------------------------------------------------------------------+
//| Calculate frequencies for data set             | |
//+------------------------------------------------------------------+
bool CalculateHistogramArray(const double &data[], double &intervals[], double &freq, 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(freq, cells);

    //--- define the interval centers
    for (int i=0; i<cells; i++)
    {
        intervals[i]=minv+i*width;
        freq[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;
        freq[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.;
}
```
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)
    int& 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 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)
    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[]
**Standard Library**

- **Array with the values of random variable.**
  - `a`
  - **Parameter of the distribution (scale).**
  - **Parameter of the distribution (shape).**

- **Flag to calculate the logarithm of the value.** If `log_mode=true`, then the natural logarithm of the probability density is returned.

- **Variable to store the error code.**

- **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**
  - [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).

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 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 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)
    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 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 Weibull distribution function with the `a` and `b` parameters. In case of error it returns `false`.

```cpp
bool 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)
    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.

```c
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.

```c
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,           // parameter of the distribution (shape)
    const double b,           // 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] 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

\[ \begin{align*}
\text{Binomial distribution: } & n=40 \ p=0.75 \\
\end{align*} \]

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>MathProbabilityDensityBinomial</td>
<td>Calculates the probability density function of the binomial distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionBinomial</td>
<td>Calculates the value of the binomial probability distribution function</td>
</tr>
<tr>
<td>MathQuantileBinomial</td>
<td>Calculates the value of the inverse binomial distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomBinomial</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the binomial law</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
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>

//--- input parameters
input double n_par=40;       // the number of tests
input double p_par=0.75;     // probability of success for each test

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 interval
    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,0,0,0,780,380);
else
    graphic.Attach(chart,name);

graphic.BackgroundMain(StringFormat("Binomial distributionn 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();
    graphic.Update();
}

//--- plot all curves

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 \( \text{NaN} \).

```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)
    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)
    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.

Parameter of the distribution (number of tests).

Parameter of the distribution (probability of event occurrence in one test).

Flag to calculate the logarithm of the value. If log_mode=true, then the natural logarithm of the probability density is returned.

Variable to store the error code.

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 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 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 binomial law with the n and p parameters for a random variable x. In case of error it returns 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 log_mode=true, then the natural logarithm of the probability is calculated
);
```

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 false. Analog of the pweibull() in R.

```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 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 binomial law with the n and p parameters for an array of random variables x[]. In case of error it returns 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**
  - [in] Value of random variable.
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.

tail
  [in] Flag of calculation. If true, then the probability of random variable not exceeding x is calculated.

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
);
```

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.

```cpp
bool 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)
    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>
<td>MathProbabilityDensityNegativeBinomial</td>
<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:

```csharp
#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

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 int
    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.

```cpp
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.

```cpp
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.

```cpp
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**
  - [in] Value of random variable.
  - x[]
[in] Array with the values of random variable. $r$

[in] Number of successful tests $p$

[in] Probability of success. 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 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 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 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 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.
\( x[] \)
  [in] Array with the values of random variable.

\( r \)
  [in] Number of successful tests.

\( p \)

\texttt{tail}
  [in] Flag of calculation, if true, then the probability of random variable not exceeding \( x \) is calculated.

\texttt{log\_mode}
  [in] Flag to calculate the logarithm of the value, if \texttt{log\_mode}=true, then the natural logarithm of the probability is calculated.

\texttt{error\_code}
  [out] Variable to store the error code.

\texttt{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
) {
}
```

Parameters

- **probability**


**Standard Library**

\[ \text{[in]} \text{ Probability value of random variable.} \]

`probability[]`

\[ \text{[in]} \text{ Array with probability values of random variable.} \]

\[ r \]

\[ \text{[in]} \text{ Number of successful tests.} \]

\[ p \]

\[ \text{[in]} \text{ Probability of success.} \]

\[ \text{tail} \]

\[ \text{[in]} \text{ Flag of calculation, if false, then calculation is performed for 1.0-probability.} \]

\[ \text{log_mode} \]

\[ \text{[in]} \text{ Flag of calculation, if log_mode=true, calculation is performed for Exp(probability).} \]

\[ \text{error_code} \]

\[ \text{[out]} \text{ Variable to get the error code.} \]

\[ \text{result[]} \]

\[ \text{[out]} \text{ Array with values of quantiles.} \]
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 \( \text{NaN} \).

```c
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.

```c
bool MathRandomNegativeBinomial{
    const double \( r \),  // number of successful tests
    const double \( p \),  // probability of success
    const int \( \text{data\_count} \), // amount of required data
    double\& result[]      // array with values of pseudorandom variables
};
```

Parameters

\( r \)
- [in] Number of successful tests.

\( p \)

\( \text{error\_code} \)
- [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.
MathMomentsNegativeBinomial

Calculates the theoretical numerical values of the first 4 moments of the negative binomial distribution with the r and p parameters.

```c
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
);
```

**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>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MathProbabilityDensityGeometric</code></td>
<td>Calculates the probability density function of the geometric distribution</td>
</tr>
<tr>
<td><code>MathCumulativeDistributionGeometric</code></td>
<td>Calculates the value of the geometric probability distribution function</td>
</tr>
<tr>
<td><code>MathQuantileGeometric</code></td>
<td>Calculates the value of the inverse geometric distribution function for the specified probability</td>
</tr>
<tr>
<td><code>MathRandomGeometric</code></td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the geometric law</td>
</tr>
<tr>
<td><code>MathMomentsGeometric</code></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 parameters
input double p_par=0.2; // probability of event occurrence in one 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=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 interval
    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(Format("Geometric distribution p=%G", p_par));

//--- 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");

//--- 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);
}
//+------------------------------------------------------------------+
void GetMaxMinStepValues(double &maxv, double &minv, double &stepv)
{
//--- calculate the absolute range of the sequence to obtain the precision of normaliz:
  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 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 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 occurrence in one test)
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 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 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 occurrence in one test)
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`

- [out] Variable to store the error code.

`result[]`

- [out] 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 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 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 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 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 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.
- `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 \textit{probability}, the function calculates the inverse value of distribution function for geometric law with the \textit{p} parameter. In case of error it returns \texttt{NaN}.

\begin{verbatim}
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
    );
\end{verbatim}

For the specified \textit{probability} array of probability values, the function calculates the inverse value of distribution function for geometric law with the \textit{p} parameter. In case of error it returns \texttt{false}. Analog of the \texttt{qgeom()} in R.

\begin{verbatim}
double MathQuantileGeometric(
    const double& probability[], // array with probability values of random variable
    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
    );
\end{verbatim}

Parameters

\texttt{probability}

\begin{verbatim}
[in] Probability value of random variable.
\end{verbatim}

\texttt{probability[]}

\begin{verbatim}
[in] Array with probability values of random variable.
\end{verbatim}

\texttt{p}
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 \( \text{NaN} \).

```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**

- **\( p \)**
  - \([\text{in}]\) Parameter of the distribution (probability of event occurrence in one test).

- **error_code**
  - \([\text{out}]\) Variable to store the error code.

- **data_count**
  - \([\text{out}]\) Amount of required data.

- **result[]**
  - \([\text{out}]\) 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.

```c
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).
- **\( \text{mean} \)**
  - [out] Variable to get the mean value.
- **\( \text{variance} \)**
  - [out] Variable to get the variance.
- **\( \text{skewness} \)**
  - [out] Variable to get the skewness.
- **\( \text{kurtosis} \)**
  - [out] Variable to get the kurtosis.
- **\( \text{error\_code} \)**
  - [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:

\[
f_{\text{Hypergeometric}}(x | m, k, n) = \binom{k}{x} \binom{m-k}{n-x} \binom{m}{n}
\]

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>MathProbabilityDensityHypergeometric</td>
<td>Calculates the probability density function of the hypergeometric distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionHypergeometric</td>
<td>Calculates the value of the hypergeometric probability distribution function</td>
</tr>
<tr>
<td>MathQuantileHypergeometric</td>
<td>Calculates the value of the inverse hypergeometric distribution function for the specified probability</td>
</tr>
</tbody>
</table>
MathRandomHypergeometric
Generates a pseudorandom variable/array of pseudorandom variables distributed according to the hypergeometric law

MathMomentsHypergeometric
Calculates the theoretical numerical values of the first 4 moments of the hypergeometric distribution

Example:

#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

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 interval
    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[];
    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 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("Hypergeometric distribution m=%G k=%G n=%G",m,
                                        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);
//--- 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.;
}
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 \( \text{NaN} \).

```cpp
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 \( \text{NaN} \).

```cpp
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.

```cpp
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.

```cpp
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
\( x \)
- [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).

\( \text{log\_mode} \)
- [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.
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.

```c
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 a random variable x. In case of error it returns NaN.

```c
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.

```c
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.

```c
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

\( x \)

\( x[] \)
  [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`.

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 done for 1.0-probability
    const bool log_mode,        // flag of calculation, if log_mode=true, calculation is done 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.

double MathQuantileHypergeometric(
    const double probability[],  // array with probability 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 false, then calculation is done for 1.0-probability
    const bool log_mode,          // flag of calculation, if log_mode=true, calculation is done 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 hypergeometric law with the m, k and n parameters. In case of error it returns false.

bool MathQuantileHypergeometric(
    const double probability[],  // array with probability 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 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.

```c
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.

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathProbabilityDensityPoisson</td>
<td>Calculates the probability density function of the Poisson distribution</td>
</tr>
<tr>
<td>MathCumulativeDistributionPoisson</td>
<td>Calculates the value of the Poisson probability distribution function</td>
</tr>
<tr>
<td>MathQuantilePoisson</td>
<td>Calculates the value of the inverse Poisson distribution function for the specified probability</td>
</tr>
<tr>
<td>MathRandomPoisson</td>
<td>Generates a pseudorandom variable/array of pseudorandom variables distributed according to the Poisson law</td>
</tr>
<tr>
<td>MathMomentsPoisson</td>
<td>Calculates the theoretical numerical values of the first 4 moments of the Poisson distribution</td>
</tr>
</tbody>
</table>
Example:

```cpp
#include <Graphics\Graphic.mqh>
#include <Math\Stat\Poisson.mqh>
#include <Math\Stat\Math.mqh>

#define script_show_inputs

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

    // generate 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);
```
else
    graphic.Attach(chart,name);
graphic.BackgroundMain(StringFormat("Poisson distribution lambda=%G", lambda_par));
graphic.BackgroundMainSize(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.;
}
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

x[]
  [in] Array with the values of random variable.

lambda
  [in] Parameter of the distribution (mean).

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.
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.

```cpp
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 of random variable not exceeding x is calculated
    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 an array of random variables x[]. In case of error it returns false. Analog of the `dhyper()` in R.

```cpp
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 of random variable not exceeding x is calculated
    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
);
```

Parameters

- `x`  

- `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**
[in] 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).

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MathRandomNonZero</td>
<td>Returns a random number with a floating point in the range from 0.0 to 1.0.</td>
</tr>
<tr>
<td>Math Moments</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>
</tr>
<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>
</tr>
<tr>
<td>MathGammaIncomplete</td>
<td>Calculates the value of the incomplete gamma function.</td>
</tr>
<tr>
<td>MathBinomialCoefficient</td>
<td>Calculates the binomial coefficient.</td>
</tr>
<tr>
<td>MathBinomialCoefficientLog</td>
<td>Calculates the logarithm of the binomial coefficient.</td>
</tr>
<tr>
<td>MathHypergeometric2F2</td>
<td>Calculates the value of the hypergeometric function.</td>
</tr>
<tr>
<td>MathSequence</td>
<td>Generates a sequence based on values: the first element, the last element, the step of the sequence.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>MathSequenceByCount</strong></td>
<td>Generates a sequence based on values: the first element, the last element, the number of elements in the sequence.</td>
</tr>
<tr>
<td><strong>MathReplicate</strong></td>
<td>Generates a repeating sequence of values.</td>
</tr>
<tr>
<td><strong>MathReverse</strong></td>
<td>Generates an array of values with reverse order of elements.</td>
</tr>
<tr>
<td><strong>MathIdentical</strong></td>
<td>Compares two arrays of values and returns true if all elements match.</td>
</tr>
<tr>
<td><strong>MathUnique</strong></td>
<td>Generates an array with unique values only.</td>
</tr>
<tr>
<td><strong>MathQuickSortAscending</strong></td>
<td>Function for sorting in ascending order.</td>
</tr>
<tr>
<td><strong>MathQuickSortDescending</strong></td>
<td>Function for sorting in descending order.</td>
</tr>
<tr>
<td><strong>MathQuickSort</strong></td>
<td>Function for sorting.</td>
</tr>
<tr>
<td><strong>MathOrder</strong></td>
<td>Generates an array with permutation according to order of the array elements after sorting.</td>
</tr>
<tr>
<td><strong>MathBitwiseNot</strong></td>
<td>Calculates the result of bitwise NOT operation for array elements.</td>
</tr>
<tr>
<td><strong>MathBitwiseAnd</strong></td>
<td>Calculates the result of bitwise AND operation for elements of arrays.</td>
</tr>
<tr>
<td><strong>MathBitwiseOr</strong></td>
<td>Calculates the result of bitwise OR operation for elements of arrays.</td>
</tr>
<tr>
<td><strong>MathBitwiseXor</strong></td>
<td>Calculates the result of bitwise XOR operation for elements of arrays.</td>
</tr>
<tr>
<td><strong>MathBitwiseShiftL</strong></td>
<td>Calculates the result of bitwise SHL operation for array elements.</td>
</tr>
<tr>
<td><strong>MathBitwiseShiftR</strong></td>
<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>
</tr>
<tr>
<td><strong>MathCumulativeProduct</strong></td>
<td>Generates an array with the cumulative products.</td>
</tr>
<tr>
<td><strong>MathCumulativeMin</strong></td>
<td>Generates an array with the cumulative minima.</td>
</tr>
<tr>
<td><strong>MathCumulativeMax</strong></td>
<td>Generates an array with the cumulative maxima.</td>
</tr>
<tr>
<td><strong>MathSin</strong></td>
<td>Calculates the values of the sin(x) function for array elements.</td>
</tr>
<tr>
<td><strong>MathCos</strong></td>
<td>Calculates the values of the cos(x) function for array elements.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MathTan</td>
<td>Calculates the values of the ( \tan(x) ) function for array elements.</td>
</tr>
<tr>
<td>MathArccos</td>
<td>Calculates the values of the ( \arccos(x) ) function for array elements.</td>
</tr>
<tr>
<td>MathArctan</td>
<td>Calculates the values of the ( \arctan(x) ) function for array elements.</td>
</tr>
<tr>
<td>MathSinPi</td>
<td>Calculates the values of the ( \sin(\pi x) ) function for array elements.</td>
</tr>
<tr>
<td>MathCosPi</td>
<td>Calculates the values of the ( \cos(\pi x) ) function for array elements.</td>
</tr>
<tr>
<td>MathTanPi</td>
<td>Calculates the values of the ( \tan(\pi x) ) function for array elements.</td>
</tr>
<tr>
<td>MathAbs</td>
<td>Calculates the absolute values of array elements.</td>
</tr>
<tr>
<td>MathCeil</td>
<td>Returns the nearest larger integers for array elements.</td>
</tr>
<tr>
<td>MathFloor</td>
<td>Returns the nearest smaller integers for array elements.</td>
</tr>
<tr>
<td>MathSqrt</td>
<td>Calculates the square roots of array elements.</td>
</tr>
<tr>
<td>MathExp</td>
<td>Calculates the values of the ( \exp(x) ) function for array elements.</td>
</tr>
<tr>
<td>MathPow</td>
<td>Calculates the values of the ( \text{pow}(x, \text{power}) ) function for array elements.</td>
</tr>
<tr>
<td>MathLog</td>
<td>Calculates the values of the ( \log(x) ) function for array elements.</td>
</tr>
<tr>
<td>MathLog2</td>
<td>Calculates the logarithm to the base 2 for the array elements.</td>
</tr>
<tr>
<td>MathLog10</td>
<td>Calculates the logarithm to the base 10 for the array elements.</td>
</tr>
<tr>
<td>MathDifference</td>
<td>Generates an array with element differences of ( y[i]=x[i+\text{lag}]-x[i] ).</td>
</tr>
<tr>
<td>MathSample</td>
<td>Generates a random sample from the array elements.</td>
</tr>
<tr>
<td>MathTukeySummary</td>
<td>Calculates the Tukey's five-number summary for the array elements.</td>
</tr>
<tr>
<td>MathRange</td>
<td>Calculates the minima and maxima of array elements.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td><code>MathMin</code></td>
<td>Returns the minimum value of all array elements.</td>
</tr>
<tr>
<td><code>MathMax</code></td>
<td>Returns the maximum value of all array elements.</td>
</tr>
<tr>
<td><code>MathSum</code></td>
<td>Returns the sum of array elements.</td>
</tr>
<tr>
<td><code>MathProduct</code></td>
<td>Returns the product of array elements.</td>
</tr>
<tr>
<td><code>MathStandardDeviation</code></td>
<td>Calculates the standard deviation of array elements.</td>
</tr>
<tr>
<td><code>MathAverageDeviation</code></td>
<td>Calculates the average absolute deviation of array elements.</td>
</tr>
<tr>
<td><code>MathMedian</code></td>
<td>Calculates the median value of array elements.</td>
</tr>
<tr>
<td><code>MathMean</code></td>
<td>Calculates the mean values of array elements.</td>
</tr>
<tr>
<td><code>MathVariance</code></td>
<td>Calculates the variance of the array elements.</td>
</tr>
<tr>
<td><code>MathSkewness</code></td>
<td>Calculates the skewness of the array elements.</td>
</tr>
<tr>
<td><code>MathKurtosis</code></td>
<td>Calculates the kurtosis of the array elements.</td>
</tr>
<tr>
<td><code>MathLog1p</code></td>
<td>Calculates the values of the log(1+x) function for array elements.</td>
</tr>
<tr>
<td><code>MathExpm1</code></td>
<td>Calculates the values of the exp(x)-1 function for array elements.</td>
</tr>
<tr>
<td><code>MathSinh</code></td>
<td>Calculates the values of the sinh(x) function for array elements.</td>
</tr>
<tr>
<td><code>MathCosh</code></td>
<td>Calculates the values of the cosh(x) function for array elements.</td>
</tr>
<tr>
<td><code>MathTanh</code></td>
<td>Calculates the values of the tanh(x) function for array elements.</td>
</tr>
<tr>
<td><code>MathArccsinh</code></td>
<td>Calculates the values of the arcsinh(x) function for array elements.</td>
</tr>
<tr>
<td><code>MathArccosh</code></td>
<td>Calculates the values of the arccosh(x) function for array elements.</td>
</tr>
<tr>
<td><code>MathArctanh</code></td>
<td>Calculates the values of the arctanh(x) function for array elements.</td>
</tr>
<tr>
<td><code>MathSignif</code></td>
<td>Rounds a value to the specified number of digits in the mantissa.</td>
</tr>
<tr>
<td><code>MathRank</code></td>
<td>Calculates the ranks of array elements.</td>
</tr>
<tr>
<td><code>MathCorrelationPearson</code></td>
<td>Calculates the Pearson's correlation coefficient.</td>
</tr>
<tr>
<td><code>MathCorrelationSpearman</code></td>
<td>Calculates the Spearman's correlation coefficient.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MathCorrelationKendall</td>
<td>Calculates the Kendall's correlation coefficient.</td>
</tr>
<tr>
<td>MathQuantile</td>
<td>Calculates sample quantiles corresponding to the specified probabilities.</td>
</tr>
<tr>
<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.

```c
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:

```cpp
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:

```cpp
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:

```cpp
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.
[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 θ, measured in radians, so that -π ≤ θ ≤ π and tan (θ) = 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 < θ < π/2.
- For (x, y) in the quadrant 2, the return value will be: π/2 < θ ≤ π.
- For (x, y) in the quadrant 3, the return value will be: -π < θ < -π/2.
- For (x, y) in the quadrant 4, the return value will be: -π/2 < θ < 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 \( x \).

```cpp
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.

```c
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.

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.

```cpp
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: $C(n,k) = n!/(k!(n-k)!)$.

```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: \( \text{Log}(C(n,k)) = \text{Log}(n!/(k!*(n-k)!)) \)

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:

```cpp
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:

```cpp
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:

```cpp
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:

```cpp
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:

```cpp
bool  MathReverse(
    double&        array[]    // array of values
)
```

Version for working with integer values and with output of the results to the original array:

```cpp
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()

[ou] 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.

```c
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.

```c
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(
    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.

```c
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.

```cpp
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.

array2[]

[in] The second 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

- `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[]` [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:

```c
bool MathCumulativeMin(
    const double& array[], // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```c
bool MathCumulativeMin(
    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.
MathCumulativeMax

Generates an array with the cumulative maxima.

Version with output of the results to a new array:

```c
bool MathCumulativeMax(
    const double& array[], // array of values
    double& result[]    // array of results
);
```

Version with output of the results to the original array:

```c
bool MathCumulativeMax(
    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.
MathSin

Calculates the values of the sin(x) function for array elements.

Version with output of the results to a new array:

```c
bool MathSin(
    const double& array[], // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```c
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

- `array[]`
  - [in] Array of values.

- `result[]`
  - [out] Array of output values.

Parameters

- `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:

```c
bool MathTan(
    const double& array[], // array of values
    double& result[]     // array of results
)
```

Version with output of the results to the original array:

```c
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:

```c++
bool MathArcsin(
    const double& array[], // array of values
    double& result[]     // array of results
)
```

Version with output of the results to the original array:

```c++
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.

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.

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(
    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 \( \cos(\pi \times x) \) function for array elements.

Version with output of the results to a new array:

```c
bool MathCosPi(
    const double& array[],  // array of values
    double& result[]       // array of results
);
```

Version with output of the results to the original array:

```c
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

`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.
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:

```cpp
bool MathCeil(
    const double& array[],  // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```cpp
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

- `result[]` [out] Array of output values.
- `array[]` [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.

Return Value

Returns true if successful, otherwise false.
**MathPow**

Calculates the values of the $\text{pow}(x, \text{power})$ function for array elements.

Version with output of the results to a new array:

```cpp
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:

```cpp
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[]` [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.

**return**

- 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:

```c
bool MathLog1p(
    const double& array[], // array of values
    double& result[]      // array of results
)
```

Version with output of the results to the original array:

```c
bool MathLog1p(
    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.
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.

```c
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

- `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.

```cpp
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.

```cpp
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.

```cpp
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.

def 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:

```c
bool MathExpm1(
    const double& array[], // array of values
    double& result[]       // array of results
)
```

Version with output of the results to the original array:

```c
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**

- `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**

- `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.
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.

- `array[]`  
  [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[]

[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**

- `result[]`: [out] Array of output values.
- `array[]`: [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:

```c
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:

```c
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:

```c
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.

- `result[]`
  
  [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

- `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:

```cpp
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:

```cpp
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:

```cpp
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:

```cpp
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: 
\[ Q[i](p) = (1 - \gamma) * x[j] + \gamma * x[j+1] \]

```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.

<table>
<thead>
<tr>
<th>Classes of membership functions</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CConstantMembershipFunction</td>
<td>Class for implementing a membership function as a straight line in parallel with the coordinate axis</td>
</tr>
<tr>
<td>CCompositeMembershipFunction</td>
<td>Class for implementing a composition of membership functions</td>
</tr>
<tr>
<td>CDifferencTwoSigmoidalMembershipFunction</td>
<td>Class for implementing the membership function in the form of a difference between two sigmoid functions with the A1, A2, C1 and C2 parameters</td>
</tr>
<tr>
<td>CGeneralizedBellShapedMembershipFunction</td>
<td>Class for implementing a generalized bell-shaped membership function with A, B and C parameters</td>
</tr>
<tr>
<td>CNormalCombinationMembershipFunction</td>
<td>Class for implementing a two-sided Gaussian membership function with the B1, B2, Sigma1 and Sigma2 parameters</td>
</tr>
<tr>
<td>CNormalMembershipFunction</td>
<td>Class for implementing a symmetrical Gaussian membership function with the B and Sigma parameters</td>
</tr>
<tr>
<td>CP_ShapedMembershipFunction</td>
<td>Class for implementing a pi-shaped membership function with the A, B, C and D parameters</td>
</tr>
<tr>
<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>
</tr>
<tr>
<td>CS_ShapedMembershipFunction</td>
<td>Class for implementing an S-like membership function with the A and B parameters</td>
</tr>
<tr>
<td>CTrapezoidMembershipFunction</td>
<td>Class for implementing a trapezoidal membership function with the X1, X2, X3 and X4 parameters</td>
</tr>
<tr>
<td>CTriangularMembershipFunction</td>
<td>Class for implementing a triangle membership function with the X1, X2 and X3 parameters</td>
</tr>
<tr>
<td>CSigmoidalMembershipFunction</td>
<td>Class for implementing a sigmoid membership function with the A and C parameters</td>
</tr>
<tr>
<td>Class Name</td>
<td>Description</td>
</tr>
<tr>
<td>----------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CZ_ShapedMembershipFunction</td>
<td>Class for implementing a z-like membership function with the A and B parameters.</td>
</tr>
<tr>
<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.

![Graph of CConstantMembershipFunction](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**

<table>
<thead>
<tr>
<th>Class 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

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

CConstantMembershipFunction func1(0.2);
CConstantMembershipFunction func2(0.5);
CConstantMembershipFunction func3(0.8);

double ConstantMembershipFunction1(double x) { return(func1.GetValue(x)); }
double ConstantMembershipFunction2(double x) { return(func2.GetValue(x)); }
double ConstantMembershipFunction3(double x) { return(func3.GetValue(x)); }

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.

```csharp
double GetValue(const double x // membership function argument)
```

Parameters

- `x` [in] Membership function argument.

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

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CompositionType</td>
<td>Sets the composition operator.</td>
</tr>
<tr>
<td>MembershipFunctions</td>
<td>Gets the list of membership functions.</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
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)); }

//+------------------------------------------------------------------+
//| Script program start function                                    |
//+------------------------------------------------------------------+
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` [in] Membership function argument.

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".

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

<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>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>A2</td>
<td>Gets and sets the second membership function slope ratio.</td>
</tr>
<tr>
<td>C1</td>
<td>Gets and sets the first membership function inflection coordinate parameter.</td>
</tr>
<tr>
<td>C2</td>
<td>Gets and sets the second membership function inflection coordinate parameter.</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
//+------------------------------------------------------------------+
//|                        Copyright 2016, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

CDifferencTwoSigmoidalMembershipFunction func1(5,1,8,7);
CDifferencTwoSigmoidalMembershipFunction func2(5,4,5,7);
CDifferencTwoSigmoidalMembershipFunction func3(5,6,2,7);

//--- Create wrappers for membership functions
double DifferencTwoSigmoidalMembershipFunction1(double x) { return(func1.GetValue(x));
double DifferencTwoSigmoidalMembershipFunction2(double x) { return(func2.GetValue(x));
double DifferencTwoSigmoidalMembershipFunction3(double x) { return(func3.GetValue(x));

void OnStart()
{
//--- create graphic
CGraphic graphic;
if(!graphic.Create(0,"DifferencTwoSigmoidalMembershipFunction",0,30,30,780,380))
{
    graphic.Attach(0,"DifferencTwoSigmoidalMembershipFunction");
}
graphic.HistoryNameWidth(70);
graphic.BackgroundMain("DifferencTwoSigmoidalMembershipFunction");
graphic.BackgroundMainSize(16);
//--- create curve
graphic.CurveAdd(DifferencTwoSigmoidalMembershipFunction1,0.0,10.0,0.1,CURVE_LINES,
graphic.CurveAdd(DifferencTwoSigmoidalMembershipFunction2,0.0,10.0,0.1,CURVE_LINES,
graphic.CurveAdd(DifferencTwoSigmoidalMembershipFunction3,0.0,10.0,0.1,CURVE_LINES,
```
A1 (Get method)

Gets the first membership function slope ratio.

```c
double A1()
```

Return Value

Slope ratio value.

A1 (Set method)

Sets the first membership function slope ratio.

```c
void A1{
    const double a1       // slope ratio value
}
```

Parameters

a1

[in] Slope ratio value.

A2 (Get method)

Gets the second membership function slope ratio.

```c
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.

double C1()

Return Value
   Inflection coordinate value.

C1 (Set method)

Sets the first membership function inflection coordinate parameter.

   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.

double C2()

Return Value
   Inflection coordinate value.

C2 (Set method)

Sets the second membership function inflection coordinate parameter.

   void C2{
      const double c2 // inflection coordinate value
   }

Parameters
   c2
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.
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.

A sample code for plotting a chart is displayed below.

Declaration

```cpp
class CGeneralizedBellShapedMembershipFunction : public IMembershipFunction
```

Title

```
#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>
### Example

```c
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

--- Create membership functions
CGeneralizedBellShapedMembershipFunction func1(5, 1, 3);
CGeneralizedBellShapedMembershipFunction func2(5, 2, 3);
CGeneralizedBellShapedMembershipFunction func3(5, 3, 3);
--- Create wrappers for 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.BackgroundMainSize(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);
  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 membership function concentration ratio.

double A()

Return Value
Concentration ratio value.

A (Set method)

Sets the membership function concentration ratio.

void A(
    const double a     // concentration ratio value
)

Parameters
a

B (Get method)

Gets the membership function slope ratio.

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

\( b \)

\([\text{in}]\) Membership function slope ratio.

### C (Get method)

Gets the membership function maximum coordinate.

```cpp
double C()
```

**Return Value**

Membership function maximum coordinate.

### C (Set method)

Sets the membership function maximum coordinate.

```cpp
void C(const double c // maximum coordinate value)
```

Parameters

\( c \)

\([\text{in}]\) Membership function maximum coordinate.

### GetValue

Calculates the value of the membership function by a specified argument.

```cpp
double GetValue(const x // membership function argument)
```

Parameters

\( x \)

\([\text{in}]\) Membership function argument.

**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.

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>B2</td>
<td>Gets and sets the value of the second membership function center.</td>
</tr>
<tr>
<td>------------------</td>
<td>------------------------------------------------------------------</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**

```mql5
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

CNormalCombinationMembershipFunction func1(1,2,3,1);
CNormalCombinationMembershipFunction func2(4,2,5,1);
CNormalCombinationMembershipFunction func3(6,2,6,1);

double NormalCombinationMembershipFunction1(double x) { return(func1.GetValue(x)); }
double NormalCombinationMembershipFunction2(double x) { return(func2.GetValue(x)); }
double NormalCombinationMembershipFunction3(double x) { return(func3.GetValue(x)); }
```

```mql5
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,"[1,
    graphic.CurveAdd(NormalCombinationMembershipFunction2,0.0,10.0,0.1,CURVE_LINES,"[4,
    graphic.CurveAdd(NormalCombinationMembershipFunction3,0.0,10.0,0.1,CURVE_LINES","[6,
```
```cpp
//--- 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.

```cpp
double B1()
```

**Return Value**

Value of the first membership function center.

### B1 (Set method)

Sets the value of the first membership function center.

```cpp
void B1(double b1)
```

**Parameters**

- `b`
  - [in] Value of the first membership function center.

### B2 (Get method)

Gets the value of the second membership function center.

```cpp
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.

```cpp
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.

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.

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>Class 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>
**Get Value**

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

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

CNormalMembershipFunction func1(5,0.5);
CNormalMembershipFunction func2(5,1);
CNormalMembershipFunction func3(5,3);

double NormalMembershipFunction1(double x) { return(func1.GetValue(x)); } 
double NormalMembershipFunction2(double x) { return(func2.GetValue(x)); } 
double NormalMembershipFunction3(double x) { return(func3.GetValue(x)); } 

void OnStart() 
{ 
    CGraphic graphic;
    if(!graphic.Create(0,"NormalMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"NormalMembershipFunction");
    }
    graphic.XAxis().AutoScale(false);
    graphic.XAxis().Min(0.0);
    graphic.XAxis().Max(10.0);
    graphic.XAxis().DefaultStep(1.0);
    graphic.YAxis().AutoScale(false);
```
graphic.YAxis().Min(0.0);
graphic.YAxis().Max(1.1);
//--- plot
    graphic.CurvePlotAll();
    graphic.Update();
}

B (Get method)

Gets the membership function center.

double B()

Return Value

The value of the membership function center.

B (Set method)

Sets the value of the membership function center.

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.

double Sigma()

Return Value

The value of the membership function curvature parameter.

Sigma (Set method)

Sets the value of the membership function curvature parameter.

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.

A sample code for plotting a chart is displayed below.

Declaration

```cpp
class CP_ShapedMembershipFunction : public IMembershipFunction
```

Title

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

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>
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
    graphic.XAxis().AutoScale(false);
```
```cpp
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 fuzzy set beginning.

```cpp
double A()
```

**Return Value**

Parameter of the fuzzy set beginning.

**A (Set method)**

Sets the parameter of the fuzzy set beginning.

```cpp
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.

```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  // value of the fuzzy set core first parameter
)```
Parameters

\[ b \]

- \text{[in]} The first parameter of the fuzzy set core.

**C (Get method)**

Gets the second parameter of the fuzzy set core.

```cpp
double C()
```

**Return Value**

The second parameter of the fuzzy set core.

**C (Set method)**

Sets the second parameter of the fuzzy set core.

```cpp
void C(const double c) // value of the fuzzy set core second parameter
```

**Parameters**

- \[ c \]

  - \text{[in]} The second parameter of the fuzzy set core.

**D (Get method)**

Gets the parameter of the fuzzy set end.

```cpp
double D()
```

**Return Value**

Value of the fuzzy set end parameter.

**D (Set method)**

Sets the parameter of the fuzzy set end.

```cpp
void D(const double d) // value of the fuzzy set end parameter
```

**Parameters**

- \[ d \]

  - \text{[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>
### A2
**Gets and sets the second membership function slope ratio.**

### C1
**Gets the first membership function inflection coordinate parameter.**

### C2
**Gets the second membership function inflection coordinate parameter.**

### GetValue
**Calculates the value of the membership function by a specified argument.**

### Example

```c++
#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)); }
```

---

**Methods inherited from class CObject**

Prev, Prev, Next, Next, **Save, Load, Type, Compare**

---

**Example**

```c++
//+------------------------------------------------------------------+
//|                       ProductTwoSigmoidalMembershipFunctions.m       |
//|                        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)); }
```
graphic.CurveAdd(ProductTwoSigmoidalMembershipFunctions1,0.0,10.0,0.1,CURVE_LINES,'\ngraphic.CurveAdd(ProductTwoSigmoidalMembershipFunctions2,0.0,10.0,0.1,CURVE_LINES,'\ngraphic.CurveAdd(ProductTwoSigmoidalMembershipFunctions3,0.0,10.0,0.1,CURVE_LINES,'\n
//--- 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.

```c++
double A1()
```

Return Value

The first membership function slope ratio.

A1 (Set method)

Sets the first membership function slope ratio.

```c++
void A1(  
  const double al  // the first membership function slope ratio
)
```

Parameters

al

[in] The first membership function slope ratio.

A2 (Get method)

Gets the second membership function slope ratio.

```c++
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*
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).

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>
B

Gets and sets the first parameter of the fuzzy set core.

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

```cpp
#include <Math\Fuzzy\membershipfunction.mgh>
#include <Graphics\Graphic.mqh>

void OnStart()
{
    //--- create graphic
    CGraphic graphic;
    if(!graphic.Create(0,"S_ShapedMembershipFunction",0,30,30,780,380))
    {
        graphic.Attach(0,"S_ShapedMembershipFunction");
    }
    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,CURVE_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.

double A()

Return Value

Increasing interval start parameter.

A (Set method)

Sets the parameter of the increasing interval start.

void A(
    const double a  // increasing interval start parameter
)

Parameters

a

B (Get method)

Gets the first parameter of the fuzzy set core.

double B()

Return Value

The first parameter of the fuzzy set core.

B (Set method)

Sets the first parameter of the fuzzy set core.

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

```cpp
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>
Get Value

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

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

//--- 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
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 membership function slope ratio.

double A()

Return Value

The membership function slope ratio.

A (Set method)

Sets the membership function slope ratio.

void A(
    const double a // the first membership function slope ratio
)

Parameters

a


C (Get method)

Gets the membership function inflection coordinate parameter.

double C()

Return Value

Membership function inflection coordinate.

C (Set method)

Sets the membership function inflection coordinate.

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.

```cpp
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.

![TrapezoidMembershipFunction](image)

A sample code for plotting a chart is displayed below.

Declaration

```cpp
class CTrapezoidMembershipFunction : public IMembershipFunction
```

Title

```cpp
#include <Math\Fuzzy\membershipfunction.mqh>
```

Inheritance hierarchy

```
COobject
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>
<tr>
<td>X2</td>
<td>Gets and sets the value of the second point on the X axis.</td>
</tr>
<tr>
<td>X3</td>
<td>Gets and sets the value of the third point on the X axis.</td>
</tr>
<tr>
<td>X4</td>
<td>Gets and sets the value of the fourth point on the X axis.</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

```c
#include <Math\Fuzzy\membershipfunction.mqh>
#include <Graphics\Graphic.mqh>

void OnStart()
{
    //--- 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, 5]");
    graphic.CurveAdd(TrapezoidMembershipFunction2,0.0,10.0,0.1,CURVE_LINES,"[0, 5, 7, 10]");
    graphic.CurveAdd(TrapezoidMembershipFunction3,0.0,10.0,0.1,CURVE_LINES,"[4, 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)

Gets 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)

Sets 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.

X4 (Get method)

Gets the value of the fourth point on the X axis.

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.

void X4{
    const double x4 // value of the fourth point on the X axis
}

Parameters

x4
[in] The value of the fourth point on the X axis.
**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.
CTriangularMembershipFunction

Class for implementing a triangle membership function with the $X_1$, $X_2$ and $X_3$ parameters.

Description

The function sets a membership function in the form of a triangle. This is a simple and most frequently applied membership function.

![TriangularMembershipFunction](image.png)

A sample code for plotting a chart is displayed below.

Declaration

```cpp
class CTriangularMembershipFunction : public IMembershipFunction
```

Title

```
#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>$X_1$</td>
<td>Gets the value of the first point on the X axis.</td>
</tr>
<tr>
<td>$X_2$</td>
<td>Gets the value of the second point on the X axis.</td>
</tr>
<tr>
<td>$X_3$</td>
<td>Gets the value of the third point on the X axis.</td>
</tr>
<tr>
<td><strong>T*oNormaWF</strong></td>
<td>Converts a triangle membership function into a Gaussian one.</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
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.

```java
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.

```java
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.

```java
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.

```java
void X2(
    const double x2 // value of the second point on the X axis
)
```
Parameters

\( x_2 \)

[in] The value of the second point on the X axis.

\textbf{X3 (Get method)}

Gets the value of the third point on the X axis.

\begin{verbatim}
double X3()
\end{verbatim}

Return Value

The value of the third point on the X axis.

\textbf{X3 (Set method)}

Sets the value of the third point on the X axis.

\begin{verbatim}
void X3(
    const double x3  // value of the third point on the X axis
)
\end{verbatim}

Parameters

\( x_3 \)

[in] The value of the third point on the X axis.

\textbf{ToNormalMF}

Converts a triangle membership function into a Gaussian one.

\begin{verbatim}
CNormalMembershipFunction* ToNormalMF()
\end{verbatim}

Return Value

The pointer to a \textit{Gaussian membership function}.

\textbf{GetValue}

Calculates the value of the membership function by a specified argument.

\begin{verbatim}
double GetValue(
    const x  // membership function argument
)
\end{verbatim}

Parameters

\( x \)

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>
</tbody>
</table>
### Example

```c
#include <Math\Fuzzy\membershipfunction.mgh>
#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 graph
    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.

```cpp
double A()
```

Return Value

Decreasing interval start parameter.

A (Set method)

Sets the parameter of the decreasing interval start.

```cpp
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.

```cpp
double B()
```

Return Value

Decreasing interval end parameter.

B (Set method)

Sets the parameter of the decreasing interval end.

```cpp
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
double 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`
- `CDifferenceTwoSigmoidalMembershipFunction`
- `CNormalCombinationMembershipFunction`
- `CP_ShapedMembershipFunction`
- `CS_ShapedMembershipFunction`
- `CSigmoidalMembershipFunction`
- `CTrapezoidMembershipFunction`
- `CTriangularMembershipFunction`
- `CZ_ShapedMembershipFunction`

**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:

$$\text{if rule condition, then rule conclusion.}$$

Rule condition describes the current state of the object. Rule conclusion describes how the condition affects the object.

<table>
<thead>
<tr>
<th>Class of rules for fuzzy systems</th>
<th>Description</th>
</tr>
</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 &quot;Fuzzy variable — Fuzzy term&quot; 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

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Conclusion</td>
<td>Gets and sets the Mamdani fuzzy rule conclusion</td>
</tr>
<tr>
<td>Weight</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.
CSugenoFuzzyRule

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:

\[ i f (X_1 \ is \ a_1) \land (X_2 \ is \ a_2) \land \ldots \land (X_n \ is \ a_n) \ then \ (Y = b_0 + b_1 \cdot X_1 + b_2 \cdot X_2 + \ldots + b_n \cdot X_n)(W) \]

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.

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)
Gets the Sugeno fuzzy rule conclusion.

| CSingleCondition* Conclusion() |

Return Value

Sugeno fuzzy rule conclusion.

**Conclusion (Set method)**

Sets the Sugeno fuzzy rule conclusion.

```
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.

```cpp
void Not(
    bool not // flag value
)
```

Parameters

- `not`  
  - [in] Flag value.

**Term (Get method)**

Gets a fuzzy term for the given condition.

```cpp
INamedValue* Term()
```

Return Value

A fuzzy term for the given condition.

**Term (Set method)**

Sets a fuzzy term for the given condition.

```cpp
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.

```cpp
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 \textit{and} operator is used. Besides, the \textit{or} operator is available in this class.

Declaration

```cpp
class CConditions : public ICondition
```

Title

```cpp
#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>ConditionsList</td>
<td>Gets the list of all conditions</td>
</tr>
<tr>
<td>Not</td>
<td>Gets and sets the flag indicating whether it is necessary to apply negation to these conditions</td>
</tr>
<tr>
<td>Op</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**

- **CObject**
- **IParsableRule**
- **CGenericFuzzyRule**

**Direct descendants**

- **CMamdaniFuzzyRule**, **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 fuzzy rule conclusion</td>
</tr>
<tr>
<td>Condition</td>
<td>Gets and sets the 'if' condition (set of conditions) for a fuzzy rule</td>
</tr>
<tr>
<td>CreateCondition</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
CSingleCondition* Conclusion()
```

**Return Value**

- Conclusion of a fuzzy rule.

**Conclusion (Set method)**

Sets the fuzzy rule conclusion.

```cpp
virtual void Conclusion(
    CSingleCondition* 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
CConditions* 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(
    CConditions* 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.
Creates a condition for a fuzzy rule by specified parameters.

```csharp
CPuzzyCondition* 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.

---

**CreateCondition**

Creates a condition for a fuzzy rule by specified parameters.

```csharp
CPuzzyCondition* 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>
</tr>
</thead>
<tbody>
<tr>
<td>CFuzzyVariable</td>
<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**

```
#include <Math\Fuzzy\fuzzyvariable.mqh>
```

**Inheritance hierarchy**

```
CObject
 | \named Value
  | \named Variable
   | CNamedVariableImpl
    | CFuzzyVariable
```

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<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.

```cpp
void AddTerm(
    CFuzzyTerm* & term  // fuzzy term
)
```

**Parameters**

*term*
  

**GetTermByName**

Gets a fuzzy term by a specified name.

```cpp
CFuzzyTerm* GetTermByName(
    const string name  // fuzzy term name
)
```

**Parameters**

*name*
  

**Return Value**

Fuzzy term with a specified name.

**Max (Get method)**

Gets the maximum value for a fuzzy variable.

```cpp
double Max()
```

**Return Value**

Maximum value for a fuzzy variable.

**Max (Set method)**

Sets the maximum value for a fuzzy variable.

```cpp
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)
```

**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)
```

**Parameters**

`terms`

[in] List of fuzzy terms for the given fuzzy variable.

---

**Values**

Gets a list of fuzzy terms for the given fuzzy variable.
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**

```cpp
class CSugenoVariable : public CNamedVariableImpl
```

**Title**

```cpp
#include <Math\Fuzzy\sugenovariable.mqh>
```

**Inheritance hierarchy**

- CObject
- INamedValue
  - INamedVariable
    - CNamedVariableImpl
    - CSugenoVariable

**Class methods**

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Functions</strong></td>
<td>Gets the list of linear functions of the fuzzy Sugeno variable.</td>
</tr>
<tr>
<td><strong>GetFuncByName</strong></td>
<td>Gets the linear function by a specified name.</td>
</tr>
<tr>
<td><strong>Values</strong></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.

```cpp
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:

\[ if(X_1 is a_1) \land (X_2 is a_2) \land \ldots \land (X_n is a_n) then (Y is d)(W) \]

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>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AggregationMethod</td>
<td>Sets the type of conditions aggregation</td>
</tr>
<tr>
<td>Calculate</td>
<td>Calculates a fuzzy inference for the system</td>
</tr>
<tr>
<td>DefuzzificationMethod</td>
<td>Sets defuzzification method type</td>
</tr>
<tr>
<td>EmptyRule</td>
<td>Creates an empty fuzzy Mamdani rule based on the current system</td>
</tr>
<tr>
<td>ImplicationMethod</td>
<td>Sets a type of the system implication operator</td>
</tr>
<tr>
<td>Output</td>
<td>Gets the list of fuzzy Mamdani output variables.</td>
</tr>
<tr>
<td>OutputByName</td>
<td>Gets a fuzzy Mamdani output variable by a specified name.</td>
</tr>
<tr>
<td>ParseRule</td>
<td>Creates a fuzzy Mamdani rule based on a specified line.</td>
</tr>
<tr>
<td>Rules</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.

```cpp
void AggregationMethod(AggregationMethod value) // aggregation method type
```
Parameters

value
  [in] Type of conditions aggregation method.

Calculate

Calculates a fuzzy inference for the system

```cpp
CMamdaniFuzzyRule* 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.

```cpp
CList* Output()
```

Return Value
List of fuzzy variables.

OutputByName
Gets a fuzzy Mamdani output variable by a specified name.

```cpp
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.

```cpp
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.
Returns the list of fuzzy Mamdani rules.

```
CList* 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:

\[
if (X_1 is a_1) \land (X_2 is a_2) \land \ldots \land (X_n is a_n) then (Y = b_0 + b_1 \cdot X_1 + b_2 \cdot X_2 + \ldots + b_n \cdot X_n)(W)
\]

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.

Class methods

<table>
<thead>
<tr>
<th>Class method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Calculate</strong></td>
<td>Calculates a fuzzy inference for the system</td>
</tr>
<tr>
<td><strong>CreateSugenoFunction</strong></td>
<td>Creates a linear Sugeno function for the system.</td>
</tr>
<tr>
<td><strong>EmptyRule</strong></td>
<td>Creates an empty fuzzy Sugeno rule based on the current system.</td>
</tr>
<tr>
<td><strong>Output</strong></td>
<td>Gets the list of fuzzy Sugeno output variables.</td>
</tr>
<tr>
<td><strong>OutputByName</strong></td>
<td>Gets a fuzzy Sugeno output variable by a specified name.</td>
</tr>
<tr>
<td><strong>ParseRule</strong></td>
<td>Creates a fuzzy Sugeno rule based on a specified line.</td>
</tr>
<tr>
<td><strong>Rules</strong></td>
<td>Returns the list of fuzzy rules.</td>
</tr>
</tbody>
</table>

Methods inherited from class CGenericFuzzySystem

- Input, AndMethod, AndMethod, OrMethod, OrMethod, InputByName, Fuzzify

Calculate

Calculates a fuzzy inference for the system

```c
CList* Calculate(
    CList* & inputValues     // input data
)
```
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.

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.
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.

```
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

```c
class COpenCL
```

Title

```c
#include <OpenCL/OpenCL.mqh>
```

Class methods

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BufferCreate</td>
<td>Creates an OpenCL buffer at the specified index</td>
</tr>
<tr>
<td>BufferFree</td>
<td>Deletes buffer at the specified index</td>
</tr>
<tr>
<td>BufferFromArray</td>
<td>Creates a buffer at the specified index from an array of values</td>
</tr>
<tr>
<td>BufferRead</td>
<td>Reads an OpenCL buffer at the specified index into an array</td>
</tr>
<tr>
<td>BufferWrite</td>
<td>Writes an array of values into buffer at the specified index</td>
</tr>
<tr>
<td>Execute</td>
<td>Executes the OpenCL kernel with the specified index</td>
</tr>
<tr>
<td>GetContext</td>
<td>Returns handle of the OpenCL context</td>
</tr>
<tr>
<td>GetKernel</td>
<td>Returns handle of the kernel object at the specified index</td>
</tr>
<tr>
<td>GetKernelName</td>
<td>Returns name of the kernel object at the specified index</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------------------------------------------</td>
</tr>
<tr>
<td>GetProgram</td>
<td>Returns handle of the OpenCL program</td>
</tr>
<tr>
<td>Initialize</td>
<td>Initializes the OpenCL program</td>
</tr>
<tr>
<td>KernelCreate</td>
<td>Creates an entry point into the OpenCL program at the specified index</td>
</tr>
<tr>
<td>KernelFree</td>
<td>Removes an OpenCL start function at the specified index</td>
</tr>
<tr>
<td>SetArgument</td>
<td>Sets a parameter for the OpenCL function at the specified index</td>
</tr>
<tr>
<td>SetArgumentBuffer</td>
<td>Sets an OpenCL buffer as a parameter of the OpenCL function at the specified index</td>
</tr>
<tr>
<td>SetArgumentLocalMemory</td>
<td>Sets a parameter in local memory for the OpenCL function at the specified index</td>
</tr>
<tr>
<td>SetBuffersCount</td>
<td>Sets the number of buffers</td>
</tr>
<tr>
<td>SetKernelsCount</td>
<td>Sets the number of kernel objects</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Unloads the OpenCL program</td>
</tr>
<tr>
<td>SupportDouble</td>
<td>Checks if floating point data types are supported on the device</td>
</tr>
</tbody>
</table>
## BufferCreate

Creates an OpenCL buffer at the specified index.

```cpp
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**
  - [in] 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.

```cpp
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.

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
    const 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.

```c
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.

```c
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.

- **&work_offset[]**
  - [in][out] Initial offset in the tasks space. Passed by reference.

- **&work_size[]**

- **&local_work_size[]**
  - [in][out] The size of the local tasks subset in the group. Passed by reference.

Return Value

In case of successful execution, returns true, otherwise - false.
GetContext

Returns handle of the OpenCL context.

```c
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.

```cpp
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
int 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.

```c
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
- INamedValue
- IParsableRule

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prev</td>
<td>Gets the value of the previous item</td>
</tr>
<tr>
<td>Prev</td>
<td>Sets the value of the previous item</td>
</tr>
<tr>
<td>Next</td>
<td>Gets the value of the subsequent item</td>
</tr>
<tr>
<td>Next</td>
<td>Sets the next element</td>
</tr>
<tr>
<td>Compare methods</td>
<td>Returns the result of comparison with another object</td>
</tr>
<tr>
<td>virtual Compare</td>
<td>Returns the result of comparison with another object</td>
</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Save</td>
<td>Writes object to a file</td>
</tr>
<tr>
<td>virtual Load</td>
<td>Reads the object from the file</td>
</tr>
<tr>
<td>virtual Type</td>
<td>Returns the type of object</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
Prev

Gets a pointer to the previous element in the list.

CObject* Prev()

Return Value

Pointer to the previous element in the list. If an item is listed first, then return NULL.

Example:

```cpp
//--- example for CObject::Prev()
#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;
}
```
Prev

Sets the pointer to the previous element in the list.

```cpp
void Prev(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:

```cpp
//--- example for CObject::Prev(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;
}```
Next

Sets the pointer to the next element in the list.

```cpp
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:**

```cpp
//--- example for CObject::Next(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;
}
```
**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
//--- example for CObject::Compare(...)  
#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
#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.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CArray</td>
<td>Base class of dynamic data array</td>
</tr>
<tr>
<td>CArrayChar</td>
<td>Dynamic array of char or uchar variables</td>
</tr>
<tr>
<td>CArrayShort</td>
<td>Dynamic array of short or ushort variables</td>
</tr>
<tr>
<td>CArrayInt</td>
<td>Dynamic array of int or uint variables</td>
</tr>
<tr>
<td>CArrayLong</td>
<td>Dynamic array of long or ulong variables</td>
</tr>
<tr>
<td>CArrayFloat</td>
<td>Dynamic array of float variables</td>
</tr>
<tr>
<td>CArrayDouble</td>
<td>Dynamic array of double variables</td>
</tr>
<tr>
<td>CArrayString</td>
<td>Dynamic array of string variables</td>
</tr>
<tr>
<td>CArrayObj</td>
<td>Dynamic array of CObject pointers</td>
</tr>
<tr>
<td>CList</td>
<td>Provides the ability to work with a list of instances of CObject class and its descendants</td>
</tr>
<tr>
<td>CTreeNode</td>
<td>Provides the ability to work with nodes of the CTree binary tree</td>
</tr>
<tr>
<td>CTree</td>
<td>Provides the ability to work with the binary tree of the CTreeNode class instances and its descendants</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step</td>
<td>Gets the increment size of the array</td>
</tr>
<tr>
<td>Step</td>
<td>Sets the increment size of the array</td>
</tr>
<tr>
<td>Total</td>
<td>Gets the number of elements in the array</td>
</tr>
<tr>
<td>Available</td>
<td>Gets the number of free elements of the array that are available without additional memory allocation</td>
</tr>
<tr>
<td>Max</td>
<td>Gets the maximum possible size of the array without memory reallocation</td>
</tr>
<tr>
<td>IsSorted</td>
<td>Gets the flag of array being sorted using specified sorting mode</td>
</tr>
<tr>
<td>SortMode</td>
<td>Gets the sorting mode for an array</td>
</tr>
<tr>
<td>Clear</td>
<td>Deletes all of the array elements without memory release</td>
</tr>
<tr>
<td>Sort methods</td>
<td></td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
## Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Sort</strong></td>
<td>Sorts an array to the specified option</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td></td>
</tr>
<tr>
<td>virtual <strong>Save</strong></td>
<td>Saves data array in a file</td>
</tr>
<tr>
<td>virtual <strong>Load</strong></td>
<td>Loads data array from a file</td>
</tr>
</tbody>
</table>

### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Type**, **Compare**
Step

Gets the increment size of the array.

```
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.

```cpp
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:

```cpp
//--- 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.

```c
int Available() const
```

Return Value

Number of free elements of the array available without additional memory allocation.

Example:

```c
//--- 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.

```c
int Max() const
```

Return Value

The maximum possible size of the array without memory reallocation.

Example:

```c
//--- example for CArray::Max()
#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.

```c
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:**

```c
//--- 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.

```cpp
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:**

```cpp
#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**

```cpp
class CArrayChar : public CArray
```

**Title**

```cpp
#include <Arrays\ArrayChar.mqh>
```

**Inheritance hierarchy**

- CObject
- CArray
- CArrayChar

**Class Methods**

<table>
<thead>
<tr>
<th>Memory control</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserve</td>
<td>Allocates memory to increase the size of the array</td>
</tr>
<tr>
<td>Resize</td>
<td>Sets a new (smaller) size of the array</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Clears the array with a full memory release</td>
</tr>
</tbody>
</table>

**Add methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position in the array</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td>AssignArray</td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AssignArray</td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td>Modify methods</td>
<td></td>
</tr>
<tr>
<td>Update</td>
<td>Changes the element at the specified array position</td>
</tr>
<tr>
<td>Shift</td>
<td>Moves an element from a given position in the array to the specified offset</td>
</tr>
<tr>
<td>Delete methods</td>
<td></td>
</tr>
<tr>
<td>Delete</td>
<td>Removes the element from the specified array position</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>Deletes a group of elements from the specified array position</td>
</tr>
<tr>
<td>Access methods</td>
<td></td>
</tr>
<tr>
<td>At</td>
<td>Gets the element from the specified array position</td>
</tr>
<tr>
<td>Compare methods</td>
<td></td>
</tr>
<tr>
<td>CompareArray</td>
<td>Compares the array with another one</td>
</tr>
<tr>
<td>Sorted array methods</td>
<td></td>
</tr>
<tr>
<td>InsertSort</td>
<td>Inserts an element in a sorted array</td>
</tr>
<tr>
<td>Search</td>
<td>Searches for an element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchGreat</td>
<td>Searches for an element with a value exceeding the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLess</td>
<td>Searches for an element with a value less than the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchGreatOrEqual</td>
<td>Searches for an element with a value greater than or equal to the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLessOrEqual</td>
<td>Searches for an element with a value less than or equal to the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchFirst</td>
<td>Searches for the first element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLast</td>
<td>Searches for the last element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLinear</td>
<td>Searches for the element equal to the sample in the array</td>
</tr>
</tbody>
</table>
### Input/output

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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 array type identifier</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 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

Clears the array with a full memory release.

```cpp
bool Shutdown()
```

**Return Value**

true - successful, false - error.

**Example:**

```cpp
//--- 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.

```c
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:**

```c
//--- example for CArrayChar::AddArray(const char &[])
#include <Arrays\ArrayChar.mqh>
//---
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
#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
delete 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.

```c
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:**

```c
#include <Arrays\ArrayChar.mqh>

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.

```
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:

```
#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;
    }
}  
```


```c
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

ture - 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.

```cpp
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:

```cpp
//--- 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
        //--- . . .
    }
}
```
```c
//--- 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
//--- example for CArrayChar::CompareArray(const char &[])
#include <ArrayChar.mqh>
//---
char src[];
//---
void OnStart()
{
    CArrayChar *array=new CArrayChar;
    //---
    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 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:

```cpp
#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.

```cpp
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:**

```cpp
//--- 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.

```c
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:**

```c
//--- 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.

```c
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:

```c
//--- 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
class CArrayChar {
public:
    virtual bool Load(int file_handle) // file handle

private:
};
```

Parameters

- **file_handle**
  
  [in] Handle of the binary file previously opened using the FileOpen(...) function.

Return Value

- true - successfully completed, false - error.

Example:

```cpp
#include <Arrays\ArrayChar.mqh>

void OnStart()
{
    int file_handle;
    CArrayChar *array = new CArrayChar;
    //--- 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));
    }
}
```
//--- delete array
delete array;
}
Type

Gets the array type identifier.

```cpp
virtual int Type() const
```

Return Value

Array type identifier (for CArrayChar - 77).

Example:

```cpp
//--- 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
```

Title

```cpp
#include <Arrays\ArrayShort.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayShort

Class Methods by Groups

<table>
<thead>
<tr>
<th>Memory control</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserve</td>
<td>Allocates memory to increase the size of the array</td>
</tr>
<tr>
<td>Resize</td>
<td>Sets a new (smaller) size of the array</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Clears the array with a full memory release</td>
</tr>
<tr>
<td>Add methods</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position in the array</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td>AssignArray</td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AssignArray</td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td>Update methods</td>
<td></td>
</tr>
<tr>
<td>Update</td>
<td>Changes the element at the specified array position</td>
</tr>
<tr>
<td>Shift</td>
<td>Moves an element from a given position in the array to the specified offset</td>
</tr>
<tr>
<td>Delete methods</td>
<td></td>
</tr>
<tr>
<td>Delete</td>
<td>Removes the element from the specified array position</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>Deletes a group of elements from the specified array position</td>
</tr>
<tr>
<td>Access methods</td>
<td></td>
</tr>
<tr>
<td>At</td>
<td>Gets the element from the specified array position</td>
</tr>
<tr>
<td>Compare methods</td>
<td></td>
</tr>
<tr>
<td>CompareArray</td>
<td>Compares the array with another one</td>
</tr>
<tr>
<td>CompareArray</td>
<td>Compares the array with another one</td>
</tr>
<tr>
<td>Sorted array operations</td>
<td></td>
</tr>
<tr>
<td>InsertSort</td>
<td>Inserts an element in a sorted array</td>
</tr>
<tr>
<td>Search</td>
<td>Searches for an element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchGreat</td>
<td>Searches for an element with a value exceeding the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLess</td>
<td>Searches for an element with a value less than the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchGreatOrEqual</td>
<td>Searches for an element with a value greater than or equal to the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLessOrEqual</td>
<td>Searches for an element with a value less than or equal to the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchFirst</td>
<td>Searches for the first element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLast</td>
<td>Searches for the last element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLinear</td>
<td>Searches for the element equal to the sample in the array</td>
</tr>
</tbody>
</table>
### Standard Library

#### Input/output

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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
#include <Arrays\ArrayShort.mqh>

void OnStart(){
    CArrayShort *array=new CArrayShort;
    //--- 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
//--- example for CArrayShort::AddArray(const short &[])
#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.

```c
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:**

```c
//--- 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>
//---
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.

```c
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:

```c
#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
//--- example for CArrayShort::DeleteRange(int,int)
#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.

```cpp
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:

```cpp
//--- 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.

```c
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:**

```c
//--- example for CArrayShort::CompareArray(const short &[])
#include <Arrays\ArrayShort.mqh>
//---
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.

```c
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:**

```c
#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.

```c
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:

```c
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.

```c
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:**

```c
//--- 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.

```c
int SearchGreatOrEqual(short 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:

```c
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.

```cpp
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:

```cpp
//--- example for CArrayShort::SearchLessOrEqual(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.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.

```cpp
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:

```cpp
//--- 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.

```cpp
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:**

```cpp
//--- 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.

```c
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:

```c
#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.

**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
#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
}
dele te 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.

### virtual int Type() const

**Return Value**

Array type identifier (for CArrayShort - 82).

**Example:**

```c
//--- 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
```

Title

```cpp
#include <Arrays\ArrayInt.mqh>
```

Inheritance hierarchy

- CObject
- CArray
- CArrayInt

Direct descendants
- CSpreadBuffer

Class Methods by Groups

<table>
<thead>
<tr>
<th>Memory control</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserve</td>
<td>Allocates memory to increase the size of the array</td>
</tr>
<tr>
<td>Resize</td>
<td>Sets a new (smaller) size of the array</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Clears the array with a full memory release</td>
</tr>
<tr>
<td>Add</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position in the array</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
</tbody>
</table>
**InsertArray**  |  Inserts to an array elements from another array from the specified position
---|---
**AssignArray**  |  Copies the elements of one array to another
**AssignArray**  |  Copies the elements of one array to another

**Update methods**
**Update**  |  Changes the element at the specified array position
**Shift**  |  Moves an element from a given position in the array to the specified offset

**Delete methods**
**Delete**  |  Removes the element from the specified array position
**DeleteRange**  |  Deletes a group of elements from the specified array position

**Access methods**
**At**  |  Gets the element from the specified array position

**Compare methods**
**CompareArray**  |  Compares the array with another one
**CompareArray**  |  Compares the array with another one

**Sorted array operations**
**InsertSort**  |  Inserts an element in a sorted array
**Search**  |  Searches for an element equal to the sample in the sorted array
**SearchGreat**  |  Searches for an element with a value exceeding the value of the sample in the sorted array
**SearchLess**  |  Searches for an element with a value less than the value of the sample in the sorted array
**SearchGreatOrEqual**  |  Searches for an element with a value greater than or equal to the value of the sample in the sorted array
**SearchLessOrEqual**  |  Searches for an element with a value less than or equal to the value of the sample in the sorted array
**SearchFirst**  |  Searches for the first element equal to the sample in the sorted array
## Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SearchLast</strong></td>
<td>Searches for the last element equal to the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchLinear</strong></td>
<td>Searches for the element equal to the sample in the array</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td></td>
</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 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.

```cpp
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:

```cpp
//--- 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

ture - 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
//--- example for CArrayInt::AddArray(const int &[])
#include <Arrays\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

true - 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;
    //---
}
```
```c
//--- 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

ture - successful, false - cannot insert items.

Example:

```cpp
//--- example for CArayInt::InsertArray(const int &, int)
#include <Arrays\ArrayInt.mgh>
//---
int src[];
//---
void OnStart()
{
    CArayInt *array=new CArayInt;
    //---
    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
#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
#include "Arrays\ArrayInt.mqh"

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.

```c
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:

```c
#include <Arrays\ArrayInt.mqh>
void OnStart()
{
    CArrayInt *array=new CArrayInt;
    //---
    if(array==NUL
    {
        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
//--- example for CArrayInt::Shift(int,int)
#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;
}
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 CArrayInt::DeleteRange(int,int)
#include <Arrays\ArrayInt.mgh>
//---
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;
}
```
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=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
#include <Arrays\ArrayInt.mqh>
#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
    //--- . . .
    //--- 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;
}
```
2933

Standard Library

Search
Searches for an element equal to the sample in the sorted array.

int Search(
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::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;
}

© 2000-2021, MetaQuotes Ltd


SearchGreat

Searches for an element with a value exceeding the value of the sample in the sorted array.

```cpp
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:**

```cpp
#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;
}
```
**SearchLess**

Searches for an element with a value less than the value of the sample in the sorted array.

```cpp
int SearchLess(
    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::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;
}
```
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(
    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::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;
}
```
2937

Standard Library

SearchLessOrEqual
Searches for an element with a value less than or equal to the value of the sample in the sorted array.

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:

//--- 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;
}

© 2000-2021, MetaQuotes Ltd


**SearchFirst**

Searches for the first element equal to the sample in the sorted array.

```cpp
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:**

```cpp
//--- example for CArrayInt:: SearchFirst(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.SearchFirst(10000)!=-1) printf("Element found");
    else printf("Element not found");
    //--- delete array
    delete array;
}
2939

Standard Library

SearchLast
Searches 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;
}

© 2000-2021, MetaQuotes Ltd


**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
#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.

```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:
//--- 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;
    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 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));
    }
}
```
```cpp
} 
    delete array; 
} 
```
Type

Gets the array type identifier.

```cpp
class CArrayInt {
public:
    virtual int Type() const;
};
```

Return Value

Array type identifier (for CArrayInt - 82).

Example:

```cpp
#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

<table>
<thead>
<tr>
<th>Memory control</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserve</td>
<td>Allocates memory to increase the size of the array</td>
</tr>
<tr>
<td>Resize</td>
<td>Sets a new (smaller) size of the array</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Clears the array with a full memory release</td>
</tr>
<tr>
<td>Add</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position in the array</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
</tbody>
</table>
### InsertArray
Inserts elements from another array from the specified position.

### AssignArray
Copies the elements of one array to another.

### AssignArray
Copies the elements of one array to another.

#### Update methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Update</td>
<td>Changes the element at the specified array position.</td>
</tr>
<tr>
<td>Shift</td>
<td>Moves an element from a given position in the array to the specified offset.</td>
</tr>
</tbody>
</table>

#### Delete methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delete</td>
<td>Removes the element from the specified array position.</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>Deletes a group of elements from the specified array position.</td>
</tr>
</tbody>
</table>

#### Access methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>At</td>
<td>Gets the element from the specified array position.</td>
</tr>
</tbody>
</table>

#### Compare methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CompareArray</td>
<td>Compares the array with another one.</td>
</tr>
</tbody>
</table>

#### Sorted array operations

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InsertSort</td>
<td>Inserts an element in a sorted array.</td>
</tr>
<tr>
<td>Search</td>
<td>Searches for an element equal to the sample in the sorted array.</td>
</tr>
<tr>
<td>SearchGreat</td>
<td>Searches for an element with a value exceeding the value of the sample in the sorted array.</td>
</tr>
<tr>
<td>SearchLess</td>
<td>Searches for an element with a value less than the value of the sample in the sorted array.</td>
</tr>
<tr>
<td>SearchGreatOrEqual</td>
<td>Searches for an element with a value greater than or equal to the value of the sample in the sorted array.</td>
</tr>
<tr>
<td>SearchLessOrEqual</td>
<td>Searches for an element with a value less than or equal to the value of the sample in the sorted array.</td>
</tr>
<tr>
<td>SearchFirst</td>
<td>Searches for the first element equal to the sample in the sorted array.</td>
</tr>
</tbody>
</table>
### Standard Library

<table>
<thead>
<tr>
<th><strong>SearchLast</strong></th>
<th>Searches for the last element equal to the sample in the sorted array</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SearchLinear</strong></td>
<td>Searches for the element equal to the sample in the array</td>
</tr>
</tbody>
</table>

**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
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.

```c
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:**

```c
//--- 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;
```
//--- 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>

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.

```c
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:**

```c
#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;
    }
```

---

© 2000-2021, MetaQuotes Ltd
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
#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
```
```c
delete src;
//--- use array
//--- . . .
//--- delete array
delete array;
}
```
## Update

Changes the element at the specified array position.

```c
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:

```c
//--- 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.

```c
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:**

```c
//--- 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
        //-- . . .
    }
}¨
```cpp
//--- 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
//--- example for CArrayLong::CompareArray(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
    //--- . . .
    //--- 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.

```cpp
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:**

```cpp
//--- example for CArrayLong::Search(long)
#include <Arrays\ArrayLong.mqh>
//--
void OnStart()
{
    CArrayLong *array=new CArrayLong;
    //--
    if(array==NULL)
        {
        printf("Object create error");
        return;
    }  
    //-- add array's 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.

```c
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:**

```c
//--- 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.

```c
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 - the element not found.

**Example:**

```c
//--- 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;
}
```
2976

Standard Library

SearchLessOrEqual
Searches for an element with a value less than or equal to the value of the sample in the sorted array.

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:

//--- 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;
}

© 2000-2021, MetaQuotes Ltd


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.

```c
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:**

```c
//--- 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.

```c
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:**

```c
//--- 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.

```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 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.

```cpp
virtual bool Load(
    int file_handle  // file handle
)
```

**Parameters**

```cpp
file_handle
```

[in] Handle of the binary file previously opened using the FileOpen(...) function.

**Return Value**

true - successfully completed, false - error.

**Example:**

```cpp
#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
```

Inheritance hierarchy

- CObject
- CArray
- CArrayFloat

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delta</td>
<td>Sets the comparison tolerance</td>
</tr>
<tr>
<td>Reserve</td>
<td>Allocates memory to increase the size of the array</td>
</tr>
<tr>
<td>Resize</td>
<td>Sets a new (smaller) size of the array</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Clears the array with a full memory release</td>
</tr>
<tr>
<td>Add</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position in the array</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>InsertArray</strong></td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td><strong>AssignArray</strong></td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td><strong>AssignArray</strong></td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td><strong>Update methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Update</strong></td>
<td>Changes the element at the specified array position</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Moves an element from a given position in the array to the specified offset</td>
</tr>
<tr>
<td><strong>Delete methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Delete</strong></td>
<td>Removes the element from the specified array position</td>
</tr>
<tr>
<td><strong>DeleteRange</strong></td>
<td>Deletes a group of elements from the specified array position</td>
</tr>
<tr>
<td><strong>Access methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At</strong></td>
<td>Gets the element from the specified array position</td>
</tr>
<tr>
<td><strong>Compare methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>CompareArray</strong></td>
<td>Compares the array with another one</td>
</tr>
<tr>
<td><strong>CompareArray</strong></td>
<td>Compares the array with another one</td>
</tr>
<tr>
<td><strong>Sorted array operations</strong></td>
<td></td>
</tr>
<tr>
<td><strong>InsertSort</strong></td>
<td>Inserts an element in a sorted array</td>
</tr>
<tr>
<td><strong>Search</strong></td>
<td>Searches for an element equal to the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchGreat</strong></td>
<td>Searches for an element with a value exceeding the value of the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchLess</strong></td>
<td>Searches for an element with a value less than the value of the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchGreatOrEqual</strong></td>
<td>Searches for an element with a value greater than or equal to the value of the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchLessOrEqual</strong></td>
<td>Searches for an element with a value less than or equal to the value of the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchFirst</strong></td>
<td>Searches for the first element equal to the sample in the sorted array</td>
</tr>
</tbody>
</table>
### Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SearchLast</strong></td>
<td>Searches for the last element equal to the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchLinear</strong></td>
<td>Searches for the element equal to the sample in the array</td>
</tr>
</tbody>
</table>

**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(
    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:

```cpp
//--- 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.

```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 CArrayFloat::Reserve(int)
#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**


**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 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.

```cpp
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:**

```cpp
//--- example for CArrayFloat::Add(float)
#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.

```c
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:**

```c
#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
#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.

```cpp
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:**

```cpp
//--- 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
//--- example for CArrayFloat::AssignArray(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
    //--- . . .
    //--- 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;
}
```
3004

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 CArrayFloat::Shift(int,int)
#include <Arrays\ArrayFloat.mqh>
//--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;
}

© 2000-2021, MetaQuotes Ltd


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 CArrayFloat::Delete(int)
#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 <Arrays/ArrayFloat.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.

```c
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 array 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
        //--- . . .
    }
}
```
```cpp
//-- 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.

```c
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:**

```c
//--- example for CArrayFloat::InsertSort(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();
    //--- 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(
    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:**

```c
//--- example for CArrayFloat::Search(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.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(
    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:

```c
//--- 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.

```c
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:**

```c
//--- 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.

```c
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:**

```c
//--- 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;
```
SearchLessOrEqual

Searches for an element with a value less than or equal to the value of the sample in the sorted array.

```cpp
typedef 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:**

```cpp
    //--- 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;
    }
```
SearchFirst

Searches for the first element equal to the sample in the sorted array.

```cpp
int SearchFirst(
    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::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;
}
```
SearchLast

Searches for the last element equal to the sample in the sorted array.

```c
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:

```c
//--- 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!",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 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
            return;
        }
        FileClose(file_handle);
    }
    //-- use arrays elements
    for(int i=0;i<array.Total();i++)
    {
        printf("Element[%d] = %f",i,array.At(i));
    }
} //--- example for CArrayFloat::Load(int)
```


```c
}

delete array;
}
```
Type

Gets the array type identifier.

```cpp
virtual int Type() const
```

Return Value

Array type identifier (for CArrayFloat - 87).

Example:

```cpp
//--- example for CArrayFloat::Type()
#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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Delta</td>
<td>Set the comparison tolerance</td>
</tr>
<tr>
<td>Memory control</td>
<td>Allocates memory to increase the size of the array</td>
</tr>
<tr>
<td>Reserve</td>
<td>Sets a new (smaller) size of the array</td>
</tr>
<tr>
<td>Resize</td>
<td>Clears the array with a full memory release</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>Add</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position in the array</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>InsertArray</strong></td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td><strong>AssignArray</strong></td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td><strong>Update methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Update</strong></td>
<td>Changes the element at the specified array position</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Moves an element from a given position in the array to the specified offset</td>
</tr>
<tr>
<td><strong>Delete methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Delete</strong></td>
<td>Removes the element from the specified array position</td>
</tr>
<tr>
<td><strong>DeleteRange</strong></td>
<td>Deletes a group of elements from the specified array position</td>
</tr>
<tr>
<td><strong>Access methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At</strong></td>
<td>Gets the element from the specified array position</td>
</tr>
<tr>
<td><strong>Compare methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>CompareArray</strong></td>
<td>Compares the array with another one</td>
</tr>
<tr>
<td><strong>Search for min/max</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Minimum</strong></td>
<td>Gets the lowest value index in the specified range</td>
</tr>
<tr>
<td><strong>Maximum</strong></td>
<td>Gets the highest value index in the specified range</td>
</tr>
<tr>
<td><strong>Sorted array operations</strong></td>
<td></td>
</tr>
<tr>
<td><strong>InsertSort</strong></td>
<td>Inserts an element in a sorted array</td>
</tr>
<tr>
<td><strong>Search</strong></td>
<td>Searches for an element equal to the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchGreat</strong></td>
<td>Searches for an element with a value exceeding the value of the sample in the sorted array</td>
</tr>
<tr>
<td><strong>SearchLess</strong></td>
<td>Searches for an element with a value less than the value of the sample in the sorted array</td>
</tr>
</tbody>
</table>
### SearchGreatOrEqual
Searches for an element with a value greater than or equal to the value of the sample in the sorted array.

### SearchLessOrEqual
Searches for an element with a value less than or equal to the value of the sample in the sorted array.

### SearchFirst
Searches for the first element equal to the sample in the sorted array.

### SearchLast
Searches for the last element equal to the sample in the sorted array.

### SearchLinear
Searches for the element equal to the sample in the array.

### 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(
    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:**

```c
//--- 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.

```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 CArrayDouble::Reserve(int)
#include <Arrays\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.

```c
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:

```c
//--- 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;
}
//--- 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

ture - 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.

```cpp
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:**

```cpp
//--- example for CArrayDouble::InsertArray(const CArrayDouble*,int)
#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
#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.

```cpp
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:**

```cpp
//--- 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
```
delete src;
//--- use array
//--- ...
//--- delete array
delete array;
}
3043

Standard Library

Update
Changes the element at the specified array position.

bool Update(
int
pos,
double element
)

// position
// value

Parameters

pos
[in] Position of the element in the array to change

element

Return Value
true - successful, false - cannot change the element.

Example:

//--- 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;
}

© 2000-2021, MetaQuotes Ltd


**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 CArrayDouble::Shift(int,int)
#include <Arrays\ArrayDouble.mqh>
//---
void OnStart()
{
    CArrayDouble *array=new CArrayDouble;
    //---
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //--- add array 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 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.

```cpp
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:**

```cpp
//--- 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
        //--- . . .
    }
}
```
//--- 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
#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.

```cpp
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:

```cpp
//--- 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.

```cpp
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:**

```cpp
//--- 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.

```cpp
int SearchGreatOrEqual(double 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 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.

```c
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:**

```c
//--- example for CArrayDouble::SearchLast(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.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(
    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:**

```c
//--- 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.

```
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 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);
```
```cpp
}  
//--- 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 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));
    }
}
```
```cpp
}  
//--- 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
```

Title

```cpp
#include <Arrays\ArrayString.mqh>
```

Inheritance hierarchy

CObject
    CArray
        CArrayString

Class Methods by Groups

<table>
<thead>
<tr>
<th>Memory control</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserve</td>
<td>Allocates memory to increase the size of the array</td>
</tr>
<tr>
<td>Resize</td>
<td>Sets a new (smaller) size of the array</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Clears the array with a full memory release</td>
</tr>
<tr>
<td>Add methods</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds elements of one array to the end of another</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position in the array</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td>AssignArray</td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>AssignArray</td>
<td>Copies the elements of one array to another</td>
</tr>
<tr>
<td>Update methods</td>
<td></td>
</tr>
<tr>
<td>Update</td>
<td>Changes the element at the specified position array</td>
</tr>
<tr>
<td>Shift</td>
<td>Moves an item from a given position in the array to the specified offset</td>
</tr>
<tr>
<td>Delete methods</td>
<td></td>
</tr>
<tr>
<td>Delete</td>
<td>Removes the element from the specified array position</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>Deletes a group of elements from the specified array position</td>
</tr>
<tr>
<td>Access methods</td>
<td></td>
</tr>
<tr>
<td>At</td>
<td>Gets the element from the specified array position</td>
</tr>
<tr>
<td>Compare methods</td>
<td></td>
</tr>
<tr>
<td>CompareArray</td>
<td>Compares the array with another one</td>
</tr>
<tr>
<td>Search operations</td>
<td></td>
</tr>
<tr>
<td>InsertSort</td>
<td>Inserts an element in a sorted array</td>
</tr>
<tr>
<td>Search</td>
<td>Searches for an element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchGreat</td>
<td>Searches for an element with a value exceeding the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLess</td>
<td>Searches for an element with a value less than the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchGreatOrEqual</td>
<td>Searches for an element with a value greater than or equal to the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLessOrEqual</td>
<td>Searches for an element with a value less than or equal to the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchFirst</td>
<td>Searches for the first element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLast</td>
<td>Searches for the last element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLinear</td>
<td>Searches for the element equal to the sample in 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.

```c
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:

```c
//--- example for CArrayString::Resize(int)
#include <Arrays\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.

```cpp
bool Shutdown()
```

**Return Value**

true - successful, false - error.

**Example:**

```cpp
//--- 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.

```cpp
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:**

```cpp
#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

true - successful, false - cannot add items.

Example:

```cpp
//--- example for CArrayString::AddArray(const string &[])
#include <Arrays\ArrayString.mqh>
//---
string src[];
//---
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

Adds elements of one array to the end of another.

```cpp
bool AddArray(
    const CArrayString* src // pointer to the source
)
```

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
//--- example for CArrayString::AddArray(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
    //--- . . .
    //--- 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(
    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.

```cpp
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:

```cpp
//--- 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.

```cpp
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:

```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
    //--- . . .
    //--- 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
```
```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.

```c
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:**

```c
//--- 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 CActiveString::Delete(int)
#include <Arrays\ArrayString.mqh>
//---
void OnStart()
{
    CActiveString *array=new CActiveString;
    //---
    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.

```c
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:

```c
//--- 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;
}
3090

Standard Library

CompareArray
Compares the array with another one.

bool CompareArray(
const string& src[]
) const

// source array

Parameters

src[]
[in] R eference to an array used as a source of elements for comparison.

Return Value
true - arrays are equal, false - arrays are not equal.

Example:

//--- 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;
}

© 2000-2021, MetaQuotes Ltd


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 array\'s 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(const 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::SearchGreatOrEqual(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.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 // 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:: 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);
    }
}
```
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));
  }
  delete array;
}
```
```cpp
}    
delete array;
}
```
Type

Gets the array type identifier.

virtual int Type() const

Return Value

Array type identifier (for CArrayString - 89).

Example:

```cpp
#include <Arrays\ArrayString.mqh>

//--- example for CArrayString::Type()
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
#include <Arrays\ArrayObj.mqh>
```

Inheritance hierarchy

CObject
   CArray
      CArrayObj

Direct descendants

CIndicators, CSeries

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FreeMode</td>
<td>Gets the flag of memory management</td>
</tr>
<tr>
<td>FreeMode</td>
<td>Sets the flag of memory management</td>
</tr>
<tr>
<td>Memory control</td>
<td></td>
</tr>
<tr>
<td>Reserve</td>
<td>Allocates memory to increase the size of the array</td>
</tr>
<tr>
<td>Resize</td>
<td>Sets a new (smaller) size of the array</td>
</tr>
<tr>
<td>Shutdown</td>
<td>Clears the array with full deallocation of its memory (but not its elements).</td>
</tr>
<tr>
<td>Creating a new element</td>
<td></td>
</tr>
<tr>
<td>virtual CreateElement</td>
<td>Creates a new array element in the specified position</td>
</tr>
</tbody>
</table>
## Add methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>AddArray</td>
<td>Adds an element to the end of the array</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position in the array</td>
</tr>
<tr>
<td>InsertArray</td>
<td>Inserts to an array elements from another array from the specified position</td>
</tr>
<tr>
<td>AssignArray</td>
<td>Copies the elements of one array to another</td>
</tr>
</tbody>
</table>

## Update methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Update</td>
<td>Changes the element at the specified position in the array</td>
</tr>
<tr>
<td>Shift</td>
<td>Moves an item from a given position in the array to the specified offset</td>
</tr>
</tbody>
</table>

## Delete methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Detach</td>
<td>Gets the element from the specified position and removes it from the array</td>
</tr>
<tr>
<td>Delete</td>
<td>Removes the element from the specified array position</td>
</tr>
<tr>
<td>DeleteRange</td>
<td>Deletes a group of elements from the specified array position</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all elements of the array without the release of the array memory</td>
</tr>
</tbody>
</table>

## Access methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>At</td>
<td>Gets the element from the specified array position</td>
</tr>
</tbody>
</table>

## Compare methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CompareArray</td>
<td>Compares the array with another one</td>
</tr>
</tbody>
</table>

## Sorted array operations

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InsertSort</td>
<td>Inserts an element in a sorted array</td>
</tr>
<tr>
<td>Search</td>
<td>Searches for an element equal to the sample in the sorted array</td>
</tr>
<tr>
<td>SearchGreat</td>
<td>Searches for an element with a value exceeding the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchLess</td>
<td>Searches for an element with a value less than the value of the sample in the sorted array</td>
</tr>
<tr>
<td>SearchGreatOrEqual</td>
<td>Searches for an element with a value greater than or equal to the value of the sample in the sorted array</td>
</tr>
</tbody>
</table>
SearchLessOrEqual
SearchFirst
SearchLast
Input/output
Save
Load
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

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++)
    {
        sub_array=new CArrayDouble;
        if(sub_array==NULL)
```
```cpp
{
    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 CAArrayObj class:

1. Mechanism of memory management is enabled. (default)

In this case, CAArrayObj 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:

```
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
    //--- 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`


**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);
```
//--- 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
//--- 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.

```cpp
void Clear()
```

Return Value

No.

Note

If the memory management flag is enabled, the memory used for the deleted objects is released.

Example:

```cpp
//--- 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

Add 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 <Arrays\ArrayObj.mqh>
//--
void OnStart()
{
    CArrayObj *array=new CArrayObj;
    //--
    if(array==NULL)
    {
        printf("Object create error");
        return;
    }
    //-- add 100 arrays elements
    for(int i=0;i<100;i++)
    {
        if(!array.Add(new CObject))
        {
            printf("Element addition error");
            delete array;
            return;
        }
    }
    //-- 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(
    const 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
#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.

```cpp
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:

```cpp
#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))
```
{
    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.

```cpp
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:

```cpp
//--- 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.

```c
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:**

```c
//--- 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.

```c
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 elements.

**Note**

If the memory management is enabled, the memory of deleted elements is deallocated.

**Example:**

```c
//--- 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
#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.

```cpp
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:

```cpp
//--- example for CArrayObj::Search(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.Search(sample)!=-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(
    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) 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
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.

```cpp
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:**

```cpp
#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.

```cpp
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:**

```cpp
//--- 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.

```c
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:

```c
//--- 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.

```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 array elements from the file, the `CArrayObj::CreateElement(int)` method is called to create each element.

**Example:**

```cpp
//--- 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);
    }
}
```
//--- use arrays elements
//--- . . .
//--- delete array
deflect array;
}
**Type**

Gets the array type identifier.

```cpp
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
class CList : public CObject
```

Title

```cpp
#include <Arrays\List.mqh>
```

Inheritance hierarchy

CObject
   CList

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FreeMode</td>
<td>Gets the flag of memory management when deleting list elements</td>
</tr>
<tr>
<td>FreeMode</td>
<td>Sets the flag of memory management when deleting list elements</td>
</tr>
<tr>
<td>Total</td>
<td>Gets the number of elements in the list</td>
</tr>
<tr>
<td>IsSorted</td>
<td>Gets sorted list flag</td>
</tr>
<tr>
<td>SortMode</td>
<td>Gets the sorting mode</td>
</tr>
<tr>
<td>Create methods</td>
<td></td>
</tr>
<tr>
<td>CreateElement</td>
<td>Creates a new list element</td>
</tr>
<tr>
<td>Add methods</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td>Adds an element to the end of the list</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element to the specified position of the list</td>
</tr>
</tbody>
</table>
### Delete methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>DetachCurrent</code></td>
<td>Removes an element from the current position in the list without deleting it “physically”</td>
</tr>
<tr>
<td><code>DeleteCurrent</code></td>
<td>Removes the element from the current position in the list</td>
</tr>
<tr>
<td><code>Delete</code></td>
<td>Removes the element from the specified position in the list</td>
</tr>
<tr>
<td><code>Clear</code></td>
<td>Removes all list elements</td>
</tr>
</tbody>
</table>

### Navigation

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>IndexOf</code></td>
<td>Gets the index of the specified list element</td>
</tr>
<tr>
<td><code>GetNodeAtIndex</code></td>
<td>Gets an item with the specified index of the list</td>
</tr>
<tr>
<td><code>GetFirstNode</code></td>
<td>Gets the first element of the list</td>
</tr>
<tr>
<td><code>GetPrevNode</code></td>
<td>Gets the previous element of the list</td>
</tr>
<tr>
<td><code>GetCurrentNode</code></td>
<td>Gets the current list element</td>
</tr>
<tr>
<td><code>GetNextNode</code></td>
<td>Gets the next element in the list</td>
</tr>
<tr>
<td><code>GetLastNode</code></td>
<td>Gets the last element in the list</td>
</tr>
</tbody>
</table>

### Ordering methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Sort</code></td>
<td>Sorts the list</td>
</tr>
<tr>
<td><code>MoveToIndex</code></td>
<td>Moves the current element in the list to the specified position</td>
</tr>
<tr>
<td><code>Exchange</code></td>
<td>Swaps two elements in the list</td>
</tr>
</tbody>
</table>

### Compare methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CompareList</code></td>
<td>Compares the list with another one</td>
</tr>
</tbody>
</table>

### Search methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Search</code></td>
<td>Searches for an element equal to the sample in sorted list</td>
</tr>
</tbody>
</table>

### Input/output

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>virtual Save</code></td>
<td>Saves list data in the file</td>
</tr>
<tr>
<td><code>virtual Load</code></td>
<td>Loads list data from the file</td>
</tr>
<tr>
<td><code>virtual Type</code></td>
<td>Gets the list type identifier</td>
</tr>
</tbody>
</table>

**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
#include <Arrays\List.mqh>

void OnStart()
{
    CList *list=new CList;
    //---
    if(list==NULL)
    {
        printf("Object create error\n");
        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.

```c
bool IsSorted(
    int mode=0  // sorting mode
) const
```

Parameters

```c
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:

```c
//--- example for CList::IsSorted()
#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
//--- example for CList::SortMode()
#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:

```c
//--- 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
//--- example for CList::Add(CObject*)
#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.

```cpp
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.

```cpp
int IndexOf(CObject* element) // pointer to the element
```

**Parameters**

- `element`
  
  [in] pointer to the list element.

**Return Value**

List element index, or -1.

**Example:**

```cpp
#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
#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.

```cpp
CObject* GetCurrentNode()
```

**Return Value**

Pointer to the current element - successful, NULL - cannot get a pointer.

**Example:**

```cpp
//--- 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.

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:

```cpp
//--- 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.

```cpp
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:**

```cpp
//--- 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
//--- example for CList::CompareList(const CList*)
#include <Lists\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.

```cpp
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:

```cpp
//--- 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;
}  
```

© 2000-2021, MetaQuotes Ltd


}
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 `List::CreateElement(int)` method is called to create each element.

**Example:**

```cpp
//--- example for CLoad::Load(int)
#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**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Owner</strong></td>
<td>Gets/sets the pointer of the owner node</td>
</tr>
<tr>
<td><strong>Left</strong></td>
<td>Gets/sets the pointer of the left node</td>
</tr>
<tr>
<td><strong>Right</strong></td>
<td>Gets/sets the pointer of the right node</td>
</tr>
<tr>
<td><strong>Balance</strong></td>
<td>Gets the node balance</td>
</tr>
<tr>
<td><strong>BalanceL</strong></td>
<td>Gets the balance of the left sub-branch of the node</td>
</tr>
<tr>
<td><strong>BalanceR</strong></td>
<td>Gets the balance of the right sub-branch of the node</td>
</tr>
</tbody>
</table>

**Creation of a new element**

- **CreateSample**  | Creates a new node instance                          |

**Comparison**

- **RefreshBalance** | Recalculates the node balance                        |

**Search**

- **GetNext**        | Gets the pointer of the next node                    |
**Input/Output**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>SaveNode</strong></td>
<td>Saves the node data to a file</td>
</tr>
<tr>
<td><strong>LoadNode</strong></td>
<td>Downloads the node data from a file</td>
</tr>
<tr>
<td>virtual <strong>Type</strong></td>
<td>Gets the identifier of the node type</td>
</tr>
</tbody>
</table>

**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
//+------------------------------------------------------------------+
//|                                                   MyTreeNode.m  |
//|                        Copyright 2010, MetaQuotes Software Corp. |
//|                                       https://www.metaquotes.net/ |
//+------------------------------------------------------------------+
#
#property copyright "2010, MetaQuotes Software Corp."
#property link "https://www.mql5.com"
//---
#include <Arrays\TreeNode.mqh>
//+------------------------------------------------------------------+
//| Describe CMyTreeNode class derived from CTreeNode.               |
//+------------------------------------------------------------------+
//| Class CMyTreeNode.                                               |
//| Purpose: Class of element of a binary tree.                      |
//| Descendant of class CTreeNode.                                   |
//+------------------------------------------------------------------+

class CMyTreeNode : public CTreeNode
{
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; }
```
```cpp
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);
    virtual CTreeNode* CreateSample();

//--- CMyTreeNode class constructor.
void CMyTreeNode::CMyTreeNode()
{
    //--- initialization of user's data
    m_long = 0;
    m_double = 0.0;
    m_string = "";
    m_datetime = 0;
}

//--- comparison with another tree node by the specified algorithm.
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);
}
```
CTreeNode* CMyTreeNode::CreateSample()
{
    CMyTreeNode *result=new CMyTreeNode;
    return (result);
}

bool CMyTreeNode::Save(int file_handle)
{
    uint i=0,len;
    if(file_handle<0) return (false);
    if(FileWriteLong(file_handler,m_long)!-sizeof(long))
       return (false);
    if(FileWriteDouble(file_handler,m_double)!=sizeof(double))
       return (false);
    len=StringLength(m_string);
    if(FileWriteInteger(file_handler,len,INT_VALUE)!=INT_VALUE)
       return (false);
    if(len!=0 && FileWriteString(file_handler,m_string,len)!=len)
       return (false);
    if(FileWriteLong(file_handler,m_datetime)!sizeof(long))
       return (false);
    return (true);
}

bool CMyTreeNode::Load(int file_handle)
{
    uint i=0,len;
    if(file_handle<0) return (false);
    if(FileIsEnding(file_handler)) return (false);
    if(len!=0 && FileWriteString(file_handler,m_string,len)!=len)
       return (false);
    if(FileWriteLong(file_handler,m_datetime)!sizeof(long))
       return (false);
    return (true);
}
//--- 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.

```c
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.

```
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.

```
CTreeNode* GetNext(  
    CTreeNode* node    // node  
)
```

Parameters

node


Return Value

Pointer of the next node.
SaveNode

Writes node data to a file.

```c
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.

```c
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.

```cpp
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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Root</td>
<td>Gets the root node of the tree</td>
</tr>
<tr>
<td>Creation of a new element</td>
<td></td>
</tr>
<tr>
<td>CreateElement</td>
<td>Creates a new instance of the node</td>
</tr>
<tr>
<td>Filling</td>
<td></td>
</tr>
<tr>
<td>Insert</td>
<td>Adds a node to a tree</td>
</tr>
<tr>
<td>Deletion</td>
<td></td>
</tr>
<tr>
<td>Detach</td>
<td>Detaches a specified node from a tree</td>
</tr>
<tr>
<td>Delete</td>
<td>Deletes a specified node from a tree</td>
</tr>
<tr>
<td>Clear</td>
<td>Deletes all nodes of a tree</td>
</tr>
<tr>
<td>Search</td>
<td></td>
</tr>
<tr>
<td>Find</td>
<td>Searches for a node in a tree by sample</td>
</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Save</td>
<td>Saves all the tree data to a file</td>
</tr>
</tbody>
</table>
virtual Load | Downloads tree data from a file
virtual Type | Gets identifier of the tree type

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
//+------------------------------------------------------------------+
//|                                                                 |
//|                        Copyright 2010, MetaQuotes Software Corp.   |
//|                                       https://www.metquotes.net/ |
//+------------------------------------------------------------------+
#
#include 
#include
#
#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;
```

© 2000-2021, MetaQuotes Ltd
CTreeNode *CMyTree::CreateElement()
{
    CMyTreeNode *node=new CMyTreeNode;
    //---
    return (node);
} //++

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);
} //++

string str_array[11]="p","oo","iii","uuuu","yyyyy","ttttt","rrrr","eee","ww","q","999");
//---
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__,GetLastError(),__LINE__);
        //--- close file before leaving!!
        FileClose(file_handle);
        return(__LINE__);
    }

    FileClose(file_handle);
}

MyTree.Clear();
TmpMyTree.Clear();

printf("End test %s. OK!",__FILE__);

return(0);

//---
MyTree.Clear();
TmpMyTree.Clear();

void NodeToLog(CMyTreeNode *node)
{
    printf("   %I64d,%f,'%s','%s'",
            node.GetLong(),node.GetDouble(),
            node.GetString(),TimeToString(node.GetDateTime()));
}

void NodeSetData(CMyTreeNode *node,int mode)
{
    if(mode%2==0)
    {
        node.SetLong(mode*MathRand());
        node.SetDouble(MathPow(2.02,mode)*MathRand());
    }
    else
    {
        node.SetLong(mode*(-long)(-1)*MathRand());
        node.SetDouble(-MathPow(2.02,mode)*MathRand());
    }

    node.SetString(str_array[mode%10]);
    node.SetDateTime(10000*mode);
}
Root

Gets the root node of the tree.

```cpp
CTreeNode* Root() const
```

Return Value

Pointer of the root node of the tree.
CreateElement

Creates a new instance of the node.

```
virtual CTreeNode* CreateElement()
```

Return Value

Pointer of the new instance of the node or NULL.
Insert

Adds a node to a tree.

```
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.

```c
void Clear()
```

Return Value

None.

Note

After deletion, node pointers are released.
Find

Searches for a node in a tree by sample.

```
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.

```c
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.

Objects:

<table>
<thead>
<tr>
<th>Object</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>ICollection</td>
<td>Interface for implementing generic data collections</td>
<td>INTERFACE</td>
</tr>
<tr>
<td>IEqualityComparable</td>
<td>Interface for implementing objects that can be compared</td>
<td>INTERFACE</td>
</tr>
<tr>
<td>IComparable</td>
<td>Interface for implementing objects that can be compared in terms of “greater than, less than or equal to”</td>
<td>INTERFACE</td>
</tr>
<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>
<td>INTERFACE</td>
</tr>
<tr>
<td>IEqualityComparer</td>
<td>Interface for implementing a generic class that compares two object of the T type for equality</td>
<td>INTERFACE</td>
</tr>
<tr>
<td>IList</td>
<td>Interface for implementing generic data lists</td>
<td>INTERFACE</td>
</tr>
<tr>
<td>IMap</td>
<td>Interface for implementing generic collections of key/value pairs</td>
<td>INTERFACE</td>
</tr>
<tr>
<td>ISet</td>
<td>Interface for implementing generic data sets</td>
<td>INTERFACE</td>
</tr>
<tr>
<td>CDefaultComparer</td>
<td>A helper class that implements the IComparer&lt;T&gt; generic interface based on Compare global methods</td>
<td>CLASS</td>
</tr>
<tr>
<td>CDefaultEqualityComparer</td>
<td>A helper class that implements the IEqualityComparer&lt;T&gt; generic interface using</td>
<td>CLASS</td>
</tr>
</tbody>
</table>
### Global methods:

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
</table>

**CArrayList**

A generic class that implements the `IList<T>` interface

**CKeyValuePair**

The class implements the key/value pair

**CHashMap**

A generic class that implements the `IMap<TKey, TValue>` interface

**CHashSet**

A generic class that implements the `ISet<T>` interface

**CLinkedListNode**

A helper class for implementing the `CLinkedListNode<T>` class

**CLinkedList**

A generic class that implements the `ICollection<T>` interface

**CQueue**

A generic class that implements the `ICollection<T>` interface

**CRedBlackTreeNode**

A helper class used in implementing the `CRedBlackTree<T>` class

**CRedBlackTree**

A generic class that implements the `ICollection<T>` interface

**CSortedMap**

A generic class that implements the `IMap<TKey, TValue>` interface

**CSortedSet**

A generic class that implements the `ISet<T>` interface

**CStack**

A generic class that implements the `ICollection<T>` interface
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ArrayBinarySearch</strong></td>
<td>Searches for the specified value in an ascending-sorted one-dimensional array</td>
</tr>
<tr>
<td><strong>ArrayIndexOf</strong></td>
<td>Searches for the first occurrence of a value in a one-dimensional array</td>
</tr>
<tr>
<td><strong>ArrayLastIndexOf</strong></td>
<td>Searches for the last occurrence of a value in a one-dimensional array</td>
</tr>
<tr>
<td><strong>ArrayReverse</strong></td>
<td>Changes the sequence of elements in a one-dimensional array</td>
</tr>
<tr>
<td><strong>Compare</strong></td>
<td>Compares two values, whether one of them is greater than, less than or equal to the other one</td>
</tr>
<tr>
<td><strong>Equals</strong></td>
<td>Compares two values for equality</td>
</tr>
<tr>
<td><strong>GetHashCode</strong></td>
<td>Calculates the hash code value</td>
</tr>
</tbody>
</table>
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**

```cpp
template<typename T>
interface ICollection
```

**Header**

```cpp
#include <Generic\Interfaces\ICollection.mqh>
```

**Inheritance Hierarchy**

ICollection

**Direct descendants**

CLinkedList, CQueue, CRedBlackTree, CStack, IList, IMap, ISet

**Class Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to a collection</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the number of elements in a collection</td>
</tr>
<tr>
<td>Contains</td>
<td>Determines whether a collection contains an element with the specified value</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies all elements of a collection to the specified array starting at the specified index</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all elements from a collection</td>
</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.

```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 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.

```cpp
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

```cpp
template<
    typename T>
interface IEqualityComparable
```

Header

```cpp
#include <Generic\Interfaces\IEqualityComparable.mqh>
```

Inheritance Hierarchy

IEqualityComparable

Direct descendants

IComparable

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Compares the current object with the specified value</td>
</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

- CKeyValuePair

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compare</td>
<td>Compares the current object with the specified value</td>
</tr>
</tbody>
</table>
Compare

Compares the current object with the specified value.

```cpp
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 object 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>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compare</td>
<td>Compares two values of type T</td>
</tr>
</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 objects 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.mqh>
```

**Inheritance Hierarchy**

IEqualityComparer

Direct descendants

CDefaultEqualityComparer

**Class Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Compares two values of type T</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Calculates the hash code value based on the T type object</td>
</tr>
</tbody>
</table>
Equals

Compares two values of type T.

```cpp
bool Equals(T x, T y) // the first value // 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.

```c
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>

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

```
template<typename T>
interface IList : public ICollection<T>
```

Header

```
#include <Generic\\Interfaces\\IList.mqh>
```

Inheritance Hierarchy

ICollection

IList

Direct descendants

CArrayList

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TryGetValue</td>
<td>Gets a list element at the specified index</td>
</tr>
<tr>
<td>TrySetValue</td>
<td>Changes a value from the list at the specified index</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element into the list at the specified index</td>
</tr>
<tr>
<td>IndexOf</td>
<td>Searches for the first occurrence of a value in a list</td>
</tr>
<tr>
<td>LastIndexOf</td>
<td>Searches for the last occurrence of a value in a list</td>
</tr>
<tr>
<td>RemoveAt</td>
<td>Removes a list element at the specified index</td>
</tr>
</tbody>
</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.

```c
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&lt;TKey, TValue&gt;**

`IMap&lt;TKey, TValue&gt;` is an interface for implementing generic collections of key/value pairs.

**Description**

The `IMap&lt;TKey, TValue&gt;` interface defines basic methods to work with collections whose data are stored as key/value pairs.

**Declaration**

```cpp
template&lt;typename TKey, typename TValue&gt;
interface IMap : public ICollection&lt;TKey&gt;
```

**Header**

```cpp
#include &lt;Generic\Interfaces\IMap.mqh&gt;
```

**Inheritance Hierarchy**

- `ICollection`
  - `IMap`

**Direct descendants**

- `CHashMap`, `CSortedMap`

**Class Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds a key/value pair to a collection</td>
</tr>
<tr>
<td>Contains</td>
<td>Determines whether a collection contains the key/value table with the specified key</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes the first occurrence of a key/value pair from a collection</td>
</tr>
<tr>
<td>TryGetValue</td>
<td>Gets an element with the specified key from a collection</td>
</tr>
<tr>
<td>TrySetValue</td>
<td>Changes the value of the key/value pair from a collection at the specified key</td>
</tr>
<tr>
<td>CopyTo</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

Removes 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.

```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 the key/value pair from the collection at the specified key.

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**

- CHashSet, CSortedSet

**Class Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ExceptWith</td>
<td>Produces the operation of difference between the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>IntersectWith</td>
<td>Produces the operation of intersection of the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>SymmetricExceptWith</td>
<td>Produces the operation of symmetrical difference between the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>UnionWith</td>
<td>Produces the union of the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>IsProperSubsetOf</td>
<td>Determines whether the current set is a proper subset of the specified collection or array</td>
</tr>
<tr>
<td>IsProperSupersetOf</td>
<td>Determines whether the current set is a proper superset of the specified collection or array</td>
</tr>
<tr>
<td>IsSubsetOf</td>
<td>Determines whether the current set is a subset of the specified collection or array</td>
</tr>
</tbody>
</table>
### Standard Library

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>IsSupersetOf</code></td>
<td>Determines whether the current set is a superset of the specified collection or array</td>
</tr>
<tr>
<td><code>Overlaps</code></td>
<td>Determines whether the current set overlaps the specified collection or array</td>
</tr>
<tr>
<td><code>SetEquals</code></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.

```cpp
void SymmetricExceptWith(IICollection<T>* collection); // collection
```

A version for working with an array.

```cpp
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(IICollection<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 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(
    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.

```cpp
bool IsSubsetOf(
    ICollection<T>*    collection    // a collection to determine the relation
);
```

A version for working with an array.

```cpp
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 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.

```cpp
bool IsSupersetOf(  
    ICollection<T>* collection // a collection to determine the relation  
);  
```

A version for working with an array.

```cpp
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.

```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

```
template<typename T>
class CDefaultComparer : public IComparer<T>
```

Header

```
#include <Generic\Internal\DefaultComparer.mqh>
```

Inheritance Hierarchy

```
IComparer
CDefaultComparer
```

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Compare</td>
<td>Compares two values of type T</td>
</tr>
</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 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 one of he 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<
type T>

class CDefaultEqualityComparer : public IEqualityComparer<T>
```

Header

```
#include <Generic\Internal\DefaultEqualityComparer.mqh>
```

Inheritance Hierarchy

IEqualityComparer

CDefaultEqualityComparer

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Equals</td>
<td>Compares two values of type T</td>
</tr>
<tr>
<td>GetHashCode</td>
<td>Calculates the hash code value based on the T type object</td>
</tr>
</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.

```c
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

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>Returns and sets a node value</td>
</tr>
<tr>
<td>Parent</td>
<td>Returns and sets a pointer to the parent node</td>
</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>
</tr>
<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>
</tr>
</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.

```cpp
ENUM_RED_BLACK_TREE_NODE_TYPE Color();
```

**Return Value**

Returns a node color.

**Color (Set method)**

Sets the node color.

```cpp
void Color(
    ENUM_RED_BLACK_TREE_NODE_TYPE clr // node color
);
```

**Parameters**

*clr*


**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

```
template<typename T>
class CLinkedListNode
```

Header

```
#include <Generic\LinkedList.mqh>
```

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>List</td>
<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>
</tr>
<tr>
<td>Value</td>
<td>Returns and sets the node value</td>
</tr>
</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
CLinkedListNode<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(
    CListNode<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.

```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.
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

```cpp
#include <Generic\HashMap.mqh>
```

Inheritance Hierarchy

IEqualityComparable
    IComparable
    CKeyValuePair

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Key</td>
<td>Gets and sets the key in the key/value pair</td>
</tr>
<tr>
<td>Value</td>
<td>Gets and sets the value in the key/value pair</td>
</tr>
<tr>
<td>Clone</td>
<td>Creates a new key/value pair whose key and value are equal to the current ones</td>
</tr>
<tr>
<td>Compare</td>
<td>Compares the current key/value pair to the specified one</td>
</tr>
<tr>
<td>Equals</td>
<td>Checks whether the current key/value pair and the specified one are equal</td>
</tr>
<tr>
<td>HashCode</td>
<td>Calculates the hash value based on the key/value pair</td>
</tr>
</tbody>
</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.

```
TValue Value();
```

Return Value

Returns the value.

Value (the Set method)

Sets the value in the key/value pair.

```
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.

```cpp
TValue*> Clone();
```

Return Value

Returns a new key/value pair
Compare

Compares the current key/value pair to the specified one.

```c
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<TKey, TValue>* 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.

```c
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**

```cpp
template<typename T>
class CArrayList : public IList<T>
```

**Header**

```cpp
#include <Generic\ArrayList.mqh>
```

**Inheritance Hierarchy**

- ICollection
  - IList
    - CArrayList

**Class Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capacity</td>
<td>Gets and sets the current capacity of a list</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the number of elements in the list</td>
</tr>
<tr>
<td>Contains</td>
<td>Determines whether a list contains an element with the specified value</td>
</tr>
<tr>
<td>TrimExcess</td>
<td>Sets the capacity of a list to the actual number of elements</td>
</tr>
<tr>
<td>TryGetValue</td>
<td>Gets an element of the list at the specified index</td>
</tr>
<tr>
<td>TrySetValue</td>
<td>Sets the value of the list element at the specified index</td>
</tr>
<tr>
<td>Add</td>
<td>Adds an element to the list</td>
</tr>
<tr>
<td>AddRange</td>
<td>Adds a collection or an array of elements to the list</td>
</tr>
<tr>
<td>Insert</td>
<td>Inserts an element into the list at the specified index</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>InsertRange</td>
<td>Inserts a collection or an array of elements into the list at the specified index</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies all elements of a list to the specified array starting at the specified index</td>
</tr>
<tr>
<td>BinarySearch</td>
<td>Searches for the specified value in an ascending-sorted list</td>
</tr>
<tr>
<td>IndexOf</td>
<td>Searches for the first occurrence of a value in a list</td>
</tr>
<tr>
<td>LastIndexOf</td>
<td>Searches for the last occurrence of a value in a list</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all elements from a collection</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes the first occurrence of the specified element from the list</td>
</tr>
<tr>
<td>RemoveAt</td>
<td>Removes an element at the specified index of the list</td>
</tr>
<tr>
<td>RemoveRange</td>
<td>Removes a range of elements from the list</td>
</tr>
<tr>
<td>Reverse</td>
<td>Reverses the order of elements in the list</td>
</tr>
<tr>
<td>Sort</td>
<td>Sorts elements in the list</td>
</tr>
</tbody>
</table>
Capacity (the Get method)

Returns the current list capacity.

```cpp
int Capacity();
```

Return Value

Returns the current list capacity.

Capacity (the Set method)

Sets the current capacity of a list.

```cpp
void Capacity(
    const int capacity  // capacity value
);
```

Parameters

capacity

Count

Returns the number of elements in the list.

```cpp
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.

```c
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

Add 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.

```c
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 `IComparable<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 `IComparable<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.**

```c
int LastIndexOf(
    T item // the search value
);
```

**Version that searches from the specified position and to the end of the list.**

```c
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.**

```c
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.

```plaintext
void Clear();
```
Remove

Removes the first occurrence of the specified element from the list.

```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.
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.

```c++
bool Sort();
```

The version that sorts all elements in the list using the class that implements the `IComparable<T>` interface for comparing elements.

```c++
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.

```c++
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**

```cpp
template<typename TKey, typename TValue>
class CHashMap : public IMap<TKey, TValue>
```

**Header**

```cpp
#include <Generic\HashMap.mqh>
```

**Inheritance Hierarchy**

- ICollection
  - IMap
    - CHashMap

**Class Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Add</strong></td>
<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>Function</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>--------------------------------------------------------------</td>
</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.

```cpp
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<TKey, TValue>* 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<TKeyTValue>*& dst_array[],
    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[],
    TValue& dst_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.

    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.

```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 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**

```
#include <Generic\HashSet.mqh>
```

**Inheritance Hierarchy**

```
ICollection
   ISet
      CHashSet
```

**Class Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to a set</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the number of elements in a set</td>
</tr>
<tr>
<td>Comparer</td>
<td>Determines whether a set contains an element with the specified value</td>
</tr>
<tr>
<td>Contains</td>
<td>Returns a pointer to the IEqualityComparer&lt;T&gt; interface, used to organize a set</td>
</tr>
<tr>
<td>TrimExcess</td>
<td>Sets the capacity of a set to the actual number of elements, and thus frees up unused memory</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies all elements of a set to the specified array starting at the specified index</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all elements from a set</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes the specified element from a set</td>
</tr>
<tr>
<td>ExceptWith</td>
<td>Produces the operation of difference between the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>IntersectWith</td>
<td>Produces the operation of intersection of the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>SymmetricExceptWith</td>
<td>Produces the operation of symmetrical difference between the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>UnionWith</td>
<td>Produces the union of the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>IsProperSubsetOf</td>
<td>Determines whether the current set is a proper subset of the specified collection or array</td>
</tr>
<tr>
<td>IsProperSupersetOf</td>
<td>Determines whether the current set is a proper superset of the specified collection or array</td>
</tr>
<tr>
<td>IsSubsetOf</td>
<td>Determines whether the current set is a subset of the specified collection or array</td>
</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>
Add

Adds an element to a 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 a set.

```cpp
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>* Comparer() 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.

```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 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<> 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.

```c
void UnionWith(
    ICollection<T>*  collection  // collection
);
```

A version for working with an array.

```c
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.**

```cpp
bool IsProperSubsetOf(
    ICollection<T>* collection // a collection to determine the relation
);
```

**A version for working with an array.**

```cpp
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.

```csharp
bool IsSubsetOf(
    ICollection<T>* collection  // a collection to determine the relation
);
```

A version for working with an array.

```csharp
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(
    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 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>**

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**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to a linked list</td>
</tr>
<tr>
<td>AddAfter</td>
<td>Adds an element after the specified node in the linked list</td>
</tr>
<tr>
<td>AddBefore</td>
<td>Adds an element before the specified node in the linked list</td>
</tr>
<tr>
<td>AddFirst</td>
<td>Adds an element at the beginning of the linked list</td>
</tr>
<tr>
<td>AddLast</td>
<td>Adds an element at the end of the linked list</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the number of elements in the linked list</td>
</tr>
<tr>
<td>Head</td>
<td>Returns a pointer to the first node of the linked list</td>
</tr>
<tr>
<td>First</td>
<td>Returns a pointer to the first node of the linked list</td>
</tr>
<tr>
<td>Last</td>
<td>Returns a pointer to the last node of the linked list</td>
</tr>
<tr>
<td>Contains</td>
<td>Determines whether the linked list contains an element with the specified value</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies all elements of the linked list to the specified array starting at the specified index</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all elements from a linked list</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes the first occurrence of the specified element from the linked list</td>
</tr>
<tr>
<td>RemoveFirst</td>
<td>Removes the first element of the linked list</td>
</tr>
<tr>
<td>RemoveLast</td>
<td>Removes the last element of the linked list</td>
</tr>
<tr>
<td>Find</td>
<td>Searches for the first occurrence of the specified value in the linked list</td>
</tr>
<tr>
<td>FindLast</td>
<td>Searches for the last occurrence of the specified value in the linked list</td>
</tr>
</tbody>
</table>
Add

Adds 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.

```c
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.

```c
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
CLinkedListNode<T>* AddLast(
    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 AddLast(
    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.
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.

```
CLinkedListNode<T>* FindLast(
    T value      // the search value
);
```

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

```cpp
template<typename T>
class CQueue : public ICollection<T>
```

Header

```cpp
#include <Generic\Queue.mqh>
```

Inheritance Hierarchy

- ICollection
  - CQueue

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to a queue</td>
</tr>
<tr>
<td>Enqueue</td>
<td>Adds an element to a queue</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the number of elements in the queue</td>
</tr>
<tr>
<td>Contains</td>
<td>Determines whether the queue contains an element with the specified value</td>
</tr>
<tr>
<td>TrimExcess</td>
<td>Sets the capacity of a queue to the actual number of elements, and thus frees up unused memory</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies all elements of a queue to the specified array starting at the specified index</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all elements from a queue</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes the first occurrence of the specified element from the queue</td>
</tr>
<tr>
<td>Dequeue</td>
<td>Returns the starting element and removes it from the queue</td>
</tr>
<tr>
<td>Peek</td>
<td>Returns the starting element without removing it from the queue</td>
</tr>
</tbody>
</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.

```c
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 Dequeue();
```

Return Value

Returns the starting element.
**Peek**

Returns the first element not removing it from the queue.

```cpp
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

\[
\text{template<\text{typename } T>}
\]

\[
\text{class CRedBlackTree : public ICollection<T>}
\]

Header

\[
\text{#include <Generic\RedBlackTree.mqh>}
\]

Inheritance Hierarchy

ICollection

CRedBlackTree

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to a red-black tree</td>
</tr>
<tr>
<td>Root</td>
<td>Returns a pointer to the root of the red-black tree</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the number of elements in the red-black tree</td>
</tr>
<tr>
<td>Contains</td>
<td>Determines whether the red-black tree 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 red-black tree</td>
</tr>
<tr>
<td>TryGetMin</td>
<td>Gets the minimum element of a red-black tree</td>
</tr>
<tr>
<td>TryGetMax</td>
<td>Gets the maximum element of a red-black tree</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies all elements of a red-black tree to the specified array starting at the specified index</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all elements from a red-black tree</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes the occurrence of the specified element from a red-black tree</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td><code>RemoveMin</code></td>
<td>Removes an element with the minimum value from a red-black tree</td>
</tr>
<tr>
<td><code>RemoveMax</code></td>
<td>Removes an element with the maximum value from a red-black tree</td>
</tr>
<tr>
<td><code>Find</code></td>
<td>Searches for the occurrence of a specified value in a red-black tree</td>
</tr>
<tr>
<td><code>FindMax</code></td>
<td>Searches for an element with the maximum value in a red-black tree</td>
</tr>
<tr>
<td><code>FindMin</code></td>
<td>Searches for an element with the minimum value in a red-black tree</td>
</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.

```c
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.

```cpp
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.

```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 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.

```c
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.

```
bool Remove(
    T value // the element value
);
```

The version that removes an element by a pointer to a node.

```
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.

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
template<typename TKey, typename TValue>
class CSortedMap : public IMap<TKey, TValue>
```

Header

```cpp
#include <Generic\SortedMap.mqh>
```

Inheritance Hierarchy

```cpp
ICollection
  IMap
  CSortedMap
```

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Add</strong></td>
<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 sorted hash table</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Determines whether the sorted hash table contains the specified key/value table</td>
</tr>
<tr>
<td><strong>ContainsKey</strong></td>
<td>Determines whether the sorted hash table contains the key/value table with the specified key</td>
</tr>
<tr>
<td><strong>ContainsValue</strong></td>
<td>Determines whether the sorted hash table contains the key/value table with the specified value</td>
</tr>
<tr>
<td><strong>Comparer</strong></td>
<td>Returns a pointer to the IComparer&lt;T&gt; interface, used to organize a sorted hash table</td>
</tr>
<tr>
<td><strong>CopyTo</strong></td>
<td>Copies all key/value pairs from the sorted hash table to the specified arrays, starting at the specified index</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Clear</strong></td>
<td>Removes all elements from the sorted hash table</td>
</tr>
<tr>
<td><strong>Remove</strong></td>
<td>Removes the first occurrence of the key/value pair from the sorted hash table</td>
</tr>
<tr>
<td><strong>TryGetValue</strong></td>
<td>Gets an element with the specified key from the sorted hash table</td>
</tr>
<tr>
<td><strong>TrySetValue</strong></td>
<td>Changes a key/value pair with the specified key from the sorted hash table</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 sorted hash table.

int Count();
Comparer

Returns a pointer to the IComparer<T> interface, used to organize a sorted hash table.

```cpp
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 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 sorted hash table contains the key/value pair with the specified key and value, or false otherwise.
**ContainsKey**

Determine 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.

```c
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(
    CKeyValPair<TKey, TValue>* dst_array[],
    const int dst_start = 0
);```

The version that copies a hash table to separate arrays for keys and values.

```cpp
int CopyTo(
    TKey& dst_keys[],
    TValue& dst_values[],
    const int dst_start = 0
);```

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.

```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 the key/value pair from the sorted hash table at the specified key.

```csharp
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

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to a sorted set</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the number of elements in a sorted set</td>
</tr>
<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>
<td>TryGetMin</td>
<td>Gets the minimum element from a sorted set</td>
</tr>
<tr>
<td>TryGetMax</td>
<td>Gets the maximum element from a sorted set</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies all elements of a sorted set to the specified array starting at the specified index</td>
</tr>
<tr>
<td>Clear</td>
<td>Removes all elements from a sorted set</td>
</tr>
<tr>
<td>Remove</td>
<td>Removes the occurrence of the specified element from a sorted set</td>
</tr>
<tr>
<td>ExceptWith</td>
<td>Produces the operation of difference between the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>IntersectWith</td>
<td>Produces the operation of intersection of the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>SymmetricExceptWith</td>
<td>Produces the operation of symmetrical difference between the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>UnionWith</td>
<td>Produces the union of the current collection and a passed collection (array)</td>
</tr>
<tr>
<td>IsProperSubsetOf</td>
<td>Determines whether the current sorted set is a proper subset of the specified collection or array</td>
</tr>
<tr>
<td>IsProperSupersetOf</td>
<td>Determines whether the current sorted set is a proper superset of the specified collection or array</td>
</tr>
<tr>
<td>IsSubsetOf</td>
<td>Determines whether the current sorted set is a subset of the specified collection or array</td>
</tr>
<tr>
<td>IsSupersetOf</td>
<td>Determines whether the current sorted set is a superset of the specified collection or array</td>
</tr>
<tr>
<td>Overlaps</td>
<td>Determines whether the current sorted set overlaps the specified collection or array</td>
</tr>
<tr>
<td>SetEquals</td>
<td>Determines whether the current sorted set contains all elements of the specified collection or array</td>
</tr>
<tr>
<td>GetViewBetween</td>
<td>Gets from the current sorted set a subset specified by the minimum and maximum values</td>
</tr>
<tr>
<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.

```c
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.

IComparer<T>* Comparer() 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

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.

```cpp
bool IsProperSubsetOf(
    ICollection<T>*  collection          // a collection to determine the relation
);
```

A version for working with an array.

```cpp
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 version for working with an array.

```csharp
bool IsSubsetOf( T4 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 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.

```c++
bool IsSupersetOf(
    ICollection<T>* collection  // a collection to determine the relation
);
```

A version for working with an array.

```c++
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.

```cpp
def SetEquals(
    ICollection<T>* collection  // a collection to compare
);
```

A version for working with an array.

```cpp
def 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

`array[]`

[out] An array for writing.

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 : public ICollection<T>
```

Header

```cpp
#include <Generic\Stack.mqh>
```

Inheritance Hierarchy

- ICollection
  - CStack

Class Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Add</td>
<td>Adds an element to a stack</td>
</tr>
<tr>
<td>Count</td>
<td>Returns the number of elements in a stack</td>
</tr>
<tr>
<td>Contains</td>
<td>Determines whether a stack contains an element with the specified value</td>
</tr>
<tr>
<td>TrimExcess</td>
<td>Sets the capacity of a stack to the actual number of elements</td>
</tr>
<tr>
<td>CopyTo</td>
<td>Copies all elements of a stack to the specified array starting at the specified index</td>
</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>
</tbody>
</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.

```c
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.

```c
void TrimExcess();
```
CopyTo

Copies all elements of a stack to the specified array starting at the specified index.

```c
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.

```cpp
void Clear();
```
Remove

Removes the first occurrence of the specified element from a stack.

```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.
Push

Adds 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.

\[ T \text{ Peek}(); \]

**Return Value**

Returns the head element.
Pop

Returns the head element and removes it from a stack.

\[ \text{Pop}() \]

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.

```cpp
template<typename T>
int ArrayBinarySearch(
    T& array[],   // an array for search
    const int start_index, // the starting index
    const int count,     // the search range
    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.

```cpp
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.

```cpp
int Compare(
    const bool x,       // the first value
    const bool y        // the second value
);
```

A version for comparing two char values.

```cpp
int Compare(
    const char x,       // the first value
    const char y        // the second value
);
```

A version for comparing two uchar values.

```cpp
int Compare(
    const uchar x,      // the first value
    const uchar y       // the second value
);
```

A version for comparing two short values.

```cpp
int Compare(
    const short x,      // the first value
    const short y       // the second value
);
```

A version for comparing two ushort values.

```cpp
int Compare(
    const ushort x,     // the first value
    const ushort y      // the second value
);
```

A version for comparing two color values.

```cpp
int Compare(
    const color x,      // the first value
    const color y       // the second value
);
```

A version for comparing two int values.

```cpp
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(
```
\[
\begin{align*}
\text{T } & \quad x, \quad \quad \quad // \text{the first value} \\
\text{T } & \quad y \quad \quad \quad // \text{the second value} \\
\end{align*}
\]

Parameters

\[x\]

\[\quad [\text{in}] \quad \text{The first value}\]

\[y\]

\[\quad [\text{in}] \quad \text{The second value}\]

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<
type 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.

```csharp
int GetHashCode(
    const bool value // value
);
```

A version for working with the char type.

```csharp
int GetHashCode(
    const char value // value
);
```

A version for working with the uchar type.

```csharp
int GetHashCode(
    const uchar value // value
);
```

A version for working with the short type.

```csharp
int GetHashCode(
    const short value // value
);
```

A version for working with the ushort type.

```csharp
int GetHashCode(
    const ushort value // value
);
```

A version for working with the color type.

```csharp
int GetHashCode(
    const color value // value
);
```

A version for working with the int type.

```csharp
int GetHashCode(
    const int value // value
);
```

A version for working with the uint type.

```csharp
int GetHashCode(
    const uint value // value
);
```

A version for working with the datetime type.

```csharp
int GetHashCode(
    const datetime value // value
);
```
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.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CFile</td>
<td>Base file operations class</td>
</tr>
<tr>
<td>CFileBin</td>
<td>Binary file operations class</td>
</tr>
<tr>
<td>CFileTxt</td>
<td>Text file operations class</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handle</td>
<td>Gets file handle</td>
</tr>
<tr>
<td>Filename</td>
<td>Gets file name</td>
</tr>
<tr>
<td>Flags</td>
<td>Gets file flags</td>
</tr>
<tr>
<td>SetUnicode</td>
<td>Sets/clears the FILE_UNICODE flag</td>
</tr>
<tr>
<td>SetCommon</td>
<td>Sets/clears the FILECOMMON flag</td>
</tr>
<tr>
<td><strong>General methods for files</strong></td>
<td></td>
</tr>
<tr>
<td>Open</td>
<td>Opens file</td>
</tr>
<tr>
<td>Close</td>
<td>Closes file</td>
</tr>
<tr>
<td>Delete</td>
<td>Deletes file</td>
</tr>
<tr>
<td>IsExist</td>
<td>Checks file for existence</td>
</tr>
<tr>
<td>Copy</td>
<td>Copies file</td>
</tr>
<tr>
<td>Move</td>
<td>Renames/moves file</td>
</tr>
<tr>
<td>Size</td>
<td>Gets file size</td>
</tr>
<tr>
<td>Tell</td>
<td>Gets current file position</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>------------------------------------</td>
</tr>
<tr>
<td>Seek</td>
<td>Sets current file position</td>
</tr>
<tr>
<td>Flush</td>
<td>Flushes data on disk</td>
</tr>
<tr>
<td>IsEnding</td>
<td>Checks file for end</td>
</tr>
<tr>
<td>IsLineEnding</td>
<td>Checks line for end</td>
</tr>
</tbody>
</table>

**General methods for folders**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FolderCreate</td>
<td>Creates folder</td>
</tr>
<tr>
<td>FolderDelete</td>
<td>Deletes folder</td>
</tr>
<tr>
<td>FolderClean</td>
<td>Clears folder</td>
</tr>
</tbody>
</table>

**Files and folders search methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FileFindFirst</td>
<td>Begins file search</td>
</tr>
<tr>
<td>FileFindNext</td>
<td>Continues file search</td>
</tr>
<tr>
<td>FileFindClose</td>
<td>Closes search handle</td>
</tr>
</tbody>
</table>

**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.

```
string FileName()
```

**Return Value**

File name of the opened file, assigned to the class instance. If there is no file assigned, it returns "". 

© 2000-2021, MetaQuotes Ltd
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`

- `in` New value for FILE_COMMON flag.

**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.

```cpp
int Open(
    const string file_name,  // file name
    int flags,              // flags
    short delimiter=9        // separator
)
```

Parameters

`file_name`
- [in] File name to open.

`flags`

`delimiter=9`
- [in] CSV file separator.

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.

```c
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`


`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.

```c
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**

The function returns the size of the file 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.

```cpp
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
bool 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.

```cpp
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.

```cpp
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**

- true - 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.

```c
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**

<table>
<thead>
<tr>
<th>Open methods</th>
<th>Write methods</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Open</strong></td>
<td><strong>WriteChar</strong></td>
</tr>
<tr>
<td>Write methods</td>
<td></td>
</tr>
<tr>
<td><strong>WriteShort</strong></td>
<td><strong>WriteShort</strong></td>
</tr>
<tr>
<td><strong>WriteInteger</strong></td>
<td><strong>WriteInteger</strong></td>
</tr>
<tr>
<td><strong>WriteLong</strong></td>
<td><strong>WriteLong</strong></td>
</tr>
<tr>
<td><strong>WriteFloat</strong></td>
<td><strong>WriteFloat</strong></td>
</tr>
<tr>
<td><strong>WriteDouble</strong></td>
<td><strong>WriteDouble</strong></td>
</tr>
<tr>
<td><strong>WriteString</strong></td>
<td><strong>WriteString</strong></td>
</tr>
<tr>
<td><strong>WriteCharArray</strong></td>
<td><strong>WriteCharArray</strong></td>
</tr>
<tr>
<td><strong>WriteShortArray</strong></td>
<td><strong>WriteShortArray</strong></td>
</tr>
<tr>
<td><strong>WriteIntegerArray</strong></td>
<td><strong>WriteIntegerArray</strong></td>
</tr>
<tr>
<td><strong>WriteLongArray</strong></td>
<td><strong>WriteLongArray</strong></td>
</tr>
<tr>
<td><strong>WriteFloatArray</strong></td>
<td><strong>WriteFloatArray</strong></td>
</tr>
<tr>
<td><strong>WriteDoubleArray</strong></td>
<td><strong>WriteDoubleArray</strong></td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>WriteObject</strong></td>
<td>Writes data of the CObject class inheritor instance</td>
</tr>
<tr>
<td><strong>Read methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>ReadChar</strong></td>
<td>Reads char or uchar type variable</td>
</tr>
<tr>
<td><strong>ReadShort</strong></td>
<td>Reads short or ushort type variable</td>
</tr>
<tr>
<td><strong>ReadInteger</strong></td>
<td>Reads int or uint type variable</td>
</tr>
<tr>
<td><strong>ReadLong</strong></td>
<td>Reads long or ulong type variable</td>
</tr>
<tr>
<td><strong>ReadFloat</strong></td>
<td>Reads float type variable</td>
</tr>
<tr>
<td><strong>ReadDouble</strong></td>
<td>Reads double type variable</td>
</tr>
<tr>
<td><strong>ReadString</strong></td>
<td>Reads string type variable</td>
</tr>
<tr>
<td><strong>ReadCharArray</strong></td>
<td>Reads an array of char or uchar type variables</td>
</tr>
<tr>
<td><strong>ReadShortArray</strong></td>
<td>Reads an array of short or ushort type variables</td>
</tr>
<tr>
<td><strong>ReadIntegerArray</strong></td>
<td>Reads an array of int or uint type variables</td>
</tr>
<tr>
<td><strong>ReadLongArray</strong></td>
<td>Reads an array of long or ulong type variables</td>
</tr>
<tr>
<td><strong>ReadFloatArray</strong></td>
<td>Reads an array of float type variables</td>
</tr>
<tr>
<td><strong>ReadDoubleArray</strong></td>
<td>Reads an array of double type variables</td>
</tr>
<tr>
<td><strong>ReadObject</strong></td>
<td>Reads data of the CObject class inheritor instance</td>
</tr>
</tbody>
</table>

**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 binary 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 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

Writes 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

W rites long or ulong type variable to file.

```c
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**

Writes string type variable to file.

```
uint WriteString(
    const string value // value
)
```

**Parameters**

- `value` [in] String to write.

**Return Value**

Number of bytes written.

**WriteString**

Writes string type variable to file.

```
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.

```c
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

```c
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.

```cpp
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.

```cpp
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.
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.

```c
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.

```plaintext
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

<table>
<thead>
<tr>
<th>Open methods</th>
<th>Write methods</th>
<th>Read methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open</td>
<td>WriteString</td>
<td>ReadString</td>
</tr>
</tbody>
</table>

- Open method: Opens a text file
- WriteString method: Writes string type variable
- ReadString method: Reads string type variable

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 text 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 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.

```cpp
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.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CString</td>
<td>Class for string operations</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Data access methods</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Str</strong></td>
<td>Gets a string</td>
</tr>
<tr>
<td><strong>Len</strong></td>
<td>Gets length of a string</td>
</tr>
<tr>
<td><strong>Copy</strong></td>
<td>Copies a string copy</td>
</tr>
</tbody>
</table>

Fill methods

- **Fill**                        | Fills a string                                  |
- **Assign**                      | Assigns a string                                |
- **Append**                      | Appends a string                                |
- **Insert**                      | Inserts a string                                |

Compare methods

- **Compare**                     | Compares strings                                |
- **CompareNoCase**               | Performs a case insensitive string comparison   |

Substring methods

- **Left**                        | Gets a substring from the left                  |
- **Right**                       | Gets a substring from the right                 |
- **Mid**                         | Gets a substring from the middle                |

Trim/delete methods
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Trim</strong></td>
<td>Trims a string from the left and from the right</td>
</tr>
<tr>
<td><strong>TrimLeft</strong></td>
<td>Trims a string from the left</td>
</tr>
<tr>
<td><strong>TrimRight</strong></td>
<td>Trims a string from the right</td>
</tr>
<tr>
<td><strong>Clear</strong></td>
<td>Clears a string</td>
</tr>
<tr>
<td><strong>ToUpper</strong></td>
<td>Converts a string to uppercase.</td>
</tr>
<tr>
<td><strong>ToLower</strong></td>
<td>Converts a string to lowercase.</td>
</tr>
<tr>
<td><strong>Reverse</strong></td>
<td>Reverses a string</td>
</tr>
<tr>
<td><strong>Find</strong></td>
<td>Searches a substring left to right</td>
</tr>
<tr>
<td><strong>FindRev</strong></td>
<td>Searches a substring right to left</td>
</tr>
<tr>
<td><strong>Remove</strong></td>
<td>Deletes a substring</td>
</tr>
<tr>
<td><strong>Replace</strong></td>
<td>Replaces a substring</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

`Prev, Prev, Next, Next, Save, Load, Type`
Str

Gets a string.

```cpp
string Str() const;
```

Return Value

Copy of a string.
Len

Gets length of a string.

```c
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.

```cpp
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.

```cpp
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.

```cpp
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.

```c
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.

```c
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.

```c
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.

```cpp
string Right(
    uint count  // length
)
```

**Parameters**

*count*

[in] Substring length.

**Return Value**

Resulted substring.
Mid

Gets a substring of a specified length from a specified string position.

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 ' ', '	', '', '
') 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("    \	\tABC\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 \',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\',\'
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.

```cpp
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.

```cpp
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.

<table>
<thead>
<tr>
<th>Class/Group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObject</td>
<td>Base class of a graphic object</td>
</tr>
<tr>
<td>Lines</td>
<td>Group classes “Lines”</td>
</tr>
<tr>
<td>Channels</td>
<td>Group classes “Channels”</td>
</tr>
<tr>
<td>Gann Tools</td>
<td>Group classes “Gann”</td>
</tr>
<tr>
<td>Fibonacci Tools</td>
<td>Group classes “Fibonacci”</td>
</tr>
<tr>
<td>Elliott Tools</td>
<td>Group classes “Elliott”</td>
</tr>
<tr>
<td>Shapes</td>
<td>Group classes “Shapes”</td>
</tr>
<tr>
<td>Arrows</td>
<td>Group classes “Arrows”</td>
</tr>
<tr>
<td>Controls</td>
<td>Group classes “Controls”</td>
</tr>
</tbody>
</table>
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

```cpp
#include <ChartObjects\ChartObject.mqh>
```

Inheritance hierarchy

- CObject
- CChartObject

Direct descendants


Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChartId</td>
<td>Gets the ID of the chart a graphical object belongs to</td>
</tr>
<tr>
<td>Window</td>
<td>Gets the number of a chart window where a graphical object is located</td>
</tr>
<tr>
<td>Name</td>
<td>Gets/sets the name of a graphical object</td>
</tr>
<tr>
<td>NumPoints</td>
<td>Gets the number of anchor points</td>
</tr>
<tr>
<td>Assign</td>
<td></td>
</tr>
<tr>
<td>Attach</td>
<td>Binds a chart graphical object</td>
</tr>
<tr>
<td>SetPoint</td>
<td>Sets the anchor point parameters</td>
</tr>
<tr>
<td>Delete</td>
<td>Deletes a chart graphical object</td>
</tr>
<tr>
<td>Detach</td>
<td>Detaches a chart graphical object</td>
</tr>
<tr>
<td>Shift</td>
<td></td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>----------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>ShiftObject</td>
<td>The relative object shift</td>
</tr>
<tr>
<td>ShiftPoint</td>
<td>The relative object point shift</td>
</tr>
</tbody>
</table>

**Object properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time</td>
<td>Gets/sets the time coordinates of an object point</td>
</tr>
<tr>
<td>Price</td>
<td>Gets/sets the price coordinate of an object point</td>
</tr>
<tr>
<td>Color</td>
<td>Gets/sets the color of the object</td>
</tr>
<tr>
<td>Style</td>
<td>Gets/sets the object line style</td>
</tr>
<tr>
<td>Width</td>
<td>Gets/sets the object line width</td>
</tr>
<tr>
<td>BackGround</td>
<td>Gets/sets the flag of drawing an object in the background</td>
</tr>
<tr>
<td>Selected</td>
<td>Gets/sets the “selected” flag of a graphical object</td>
</tr>
<tr>
<td>Selectable</td>
<td>Gets/sets the selectable object flag</td>
</tr>
<tr>
<td>Description</td>
<td>Gets/sets the text of the object</td>
</tr>
<tr>
<td>Tooltip</td>
<td>Gets/sets the tooltip of the object</td>
</tr>
<tr>
<td>Timeframes</td>
<td>Gets/sets the mask of the object visibility flags</td>
</tr>
<tr>
<td>Z_Order</td>
<td>Gets/sets the graphical object priority for receiving an event of mouse clicking on a chart</td>
</tr>
<tr>
<td>CreateTime</td>
<td>Gets the time of the object creation</td>
</tr>
</tbody>
</table>

**Object level properties**

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LevelsCount</td>
<td>Gets/sets the number of object levels</td>
</tr>
<tr>
<td>LevelColor</td>
<td>Gets/sets the level line color</td>
</tr>
<tr>
<td>LevelStyle</td>
<td>Gets/sets the level line style</td>
</tr>
<tr>
<td>LevelWidth</td>
<td>Gets/sets the level line width</td>
</tr>
<tr>
<td>LevelValue</td>
<td>Gets/sets the level</td>
</tr>
<tr>
<td>LevelDescription</td>
<td>Gets/sets the level text</td>
</tr>
</tbody>
</table>

**Access to API MQL5 functions**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>GetInteger</td>
<td>Gets the value of the object property</td>
</tr>
<tr>
<td>SetInteger</td>
<td>Sets the value of the object property</td>
</tr>
<tr>
<td>GetDouble</td>
<td>Gets the value of the object property</td>
</tr>
<tr>
<td>SetDouble</td>
<td>Sets the value of the object property</td>
</tr>
</tbody>
</table>
### Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GetString</strong></td>
<td>Gets the value of the object property</td>
</tr>
<tr>
<td><strong>SetString</strong></td>
<td>Sets the value of the object property</td>
</tr>
<tr>
<td><strong>Input/Output</strong></td>
<td></td>
</tr>
<tr>
<td><strong>virtual Save</strong></td>
<td>Virtual method of writing to a file</td>
</tr>
<tr>
<td><strong>virtual Load</strong></td>
<td>Virtual method of reading from a file</td>
</tr>
<tr>
<td><strong>virtual Type</strong></td>
<td>Virtual method of identification</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, [Compare](#)

© 2000-2021, MetaQuotes Ltd
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.

```
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.

```
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:**

```
#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.

```c
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:

```c
//--- 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.

```
    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.

```
    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
#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
        Color(clrRed);
    }
}
```
Style (Get Method)

Gets the line style of the graphical object.

```cpp
ENUM_LINE_STYLE 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

ture - 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
#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)
```

**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=objectSelectable();  
  if(selectable_flag)  
  {  
    //--- set the "selectable" flag of chart object  
    object.Selectable(false);  
  }
}
```
**Description (Get Method)**

Gets a description (text) of a graphical object.

```
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.

```
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).

```cpp
type 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).

```cpp
type bool Z_Order(
    type 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
//--- example for CChartObject::CreateTime
#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    // level number
) 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,  // level number
    color new_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:

```cpp
//--- 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)
```
{  
    //--- set level color of chart object  
    object.setLevelColor(i, clrRed);  
}
**LevelStyle (Get Method)**

Gets the line style of the specified level of a graphical object.

```cpp
enum 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 new level style
            ENUM_LINE_STYLE new_style = ...
            object.LevelStyle(i, new_style);
        }
    }
}
```
```cpp
{
    //--- 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.

```c
double LevelValue(
    int level // level number
) const
```

**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.

```c
bool LevelValue(
    int level, // level number
    double new_value // 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:**

```c
//--- 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)
```
{ 
  //--- 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=="")
```
```csharp
{
    //--- 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`
  - [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()
```
{  
    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

```c
bool SetInteger(
    ENUM_OBJECT_PROPERTY_INTEGER prop_id, // integer property ID
    long value // value
)
```

**Parameters**

- `prop_id`  
  [in] ID of a graphical object integer property.
- `value`  

#### Setting a property value indicating the modifier

```c
bool SetInteger(
    ENUM_OBJECT_PROPERTY_INTEGER prop_id, // integer property ID
    int modifier,  // modifier
    long value // value
)
```

**Parameters**

- `prop_id`  
  [in] ID of a graphical object integer property.
- `modifier`  
  [in] Modifier (index) of an integer property.
- `value`  

**Return Value**

- true · success, false · cannot change the integer property.

**Example:**

```c
//--- example for CChartObject::SetInteger
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
    CChartObject object;
    //--- 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=-1**
  - [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
//--- example for CChartObject::GetDouble
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()

```
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_OBJECTPROPERTY_DOUBLE prop_id,  // double property ID  
    double value                       // value  
)
```

**Parameters**

- `prop_id`  
  [in] ID of a graphical object double property.
- `value`  
  [in] New value of a changed double property.

Setting a property value indicating the modifier

```cpp
bool SetDouble(  
    ENUM_OBJECTPROPERTY_DOUBLE prop_id,  // double property ID  
    int modifier,                      // modifier  
    double value                       // value  
)
```

**Parameters**

- `prop_id`  
  [in] ID of a graphical object double property.
- `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

```cpp
string GetString(
    ENUM_OBJECTPROPERTYSTRING prop_id, // string property ID
    int modifier=-1 // modifier
) const
```

**Parameters**

- `prop_id`
  - [in] ID of graphical object string property.
- `modifier=-1`
  - [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

```cpp
bool GetString(
    ENUM_OBJECTPROPERTYSTRING prop_id, // string property ID
    int modifier, // modifier
    string& value // link to a variable
) const
```

**Parameters**

- `prop_id`
  - [in] ID of a 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:**

```cpp
//--- example for CChartObject::GetString
#include <ChartObjects\ChartObject.mqh>
//---
void OnStart()
{
```
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

```c
bool SetString(
    ENUM_OBJECTPROPERTYSTRING 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

```c
bool SetString(
    ENUM_OBJECTPROPERTYSTRING 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:

```c
//-- example for CChartObject::SetString
#include <ChartObjects\ChartObject.mqh>
//--
void OnStart()
{
    CChartObject object;
    //-- set new name of chart object
    if(!object.SetString(OBJPROP_NAME,"MyObject"))
```
```c
{
    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

Load 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.mgh>

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
//--- example for CChartObject::Type
#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.

<table>
<thead>
<tr>
<th>Class name</th>
<th>Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectVLine</td>
<td>“Vertical Line” graphical object</td>
</tr>
<tr>
<td>CChartObjectHLine</td>
<td>“Horizontal Line” graphical object</td>
</tr>
<tr>
<td>CChartObjectTrend</td>
<td>“Trend Line” graphical object</td>
</tr>
<tr>
<td>CChartObjectTrendByAngle</td>
<td>“Trend Line by Angle” graphical object</td>
</tr>
<tr>
<td>CChartObjectCycles</td>
<td>“Cyclic Lines” graphical object</td>
</tr>
</tbody>
</table>

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

```
#include <ChartObjects\ChartObjectsLines.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectVLine

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Create</th>
<th>Creates &quot;Vertical Line&quot; graphical object</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input/output</td>
<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, 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, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, Load

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.

```c
int Type() const
```

Return Value

Object type identifier (OBJ_VLINE for `CChartObjectVLine`).
**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**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Create</code></td>
<td>Creates &quot;Horizontal Line&quot; graphical object</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, 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 "Horizontal Line" graphical object.

```cpp
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.

```cpp
int Type() const
```

Return Value

Object type identifier (OBJ_LINE 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

```cpp
#include <ChartObjects\ChartObjectsLines.mqh>
```

Inheritance hierarchy

**CObject**

**CChartObject**

CChartObjectTrend

Direct descendants

CChartObjectChannel, CChartObjectFibo, CChartObjectFiboChannel, CChartObjectFiboExpansion, CChartObjectGannFan, CChartObjectGannGrid, CChartObjectPitchfork, CChartObjectRegression, CChartObjectStdDevChannel, CChartObjectTrendByAngle

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Create</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td>Creates &quot;Trend Line&quot; graphical object</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RayLeft</th>
<th>RayLeft</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td>Gets/sets &quot;Ray Left&quot; property</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RayRight</th>
<th>RayRight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Properties</td>
<td>Gets/sets &quot;Ray Right&quot; property</td>
</tr>
</tbody>
</table>

Input/output

<table>
<thead>
<tr>
<th>virtual</th>
<th>Save</th>
</tr>
</thead>
<tbody>
<tr>
<td>Virtual method for writing to file</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>virtual</th>
<th>Load</th>
</tr>
</thead>
<tbody>
<tr>
<td>Virtual method for reading from file</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>virtual</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Virtual method of identification</td>
<td></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,
**Standard Library**


**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.

```c++
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.

```c++
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
define Load:
    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.

```
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**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Trend Line by Angle&quot; graphical object</td>
</tr>
<tr>
<td>Angle</td>
<td>Gets/sets &quot;Angle&quot; property</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**

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,
Standard Library

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 timel,      // 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).

- **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.

Return Value

- true - successful, false - error.
Angle (Get Method)

Gets the value of “Angle” property.

```c++
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.

```c++
bool Angle(
    double angle  // angle
)
```

Parameters

angle


Return Value

true - successful, false - cannot change the property.
Type

Returns graphical object type identifier.

```
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
#include <ChartObjects\ChartObjectCyclesLines.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectCycles

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates “Cycle Lines” graphical object</td>
</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 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, SetDouble, 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 `CChartObjectCycles`).
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.

<table>
<thead>
<tr>
<th>Class name</th>
<th>Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectChannel</td>
<td>“Equidistant Channel” graphical object</td>
</tr>
<tr>
<td>CChartObjectRegression</td>
<td>“Linear Regression Channel” graphical object</td>
</tr>
<tr>
<td>CChartObjectStdDevChannel</td>
<td>“Standard deviations Channel” graphical object</td>
</tr>
<tr>
<td>CChartObjectPitchfork</td>
<td>“Andrew's Pitchfork” graphical object</td>
</tr>
</tbody>
</table>

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

```cpp
#include <ChartObjects\ChartObjectChannels.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectTrend
      - CChartObjectChannel

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Equidistant Channel&quot; graphical object</td>
</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 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, ToolTip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, GetInteger, GetInteger, GetInteger, GetDouble, GetDouble, GetDouble, GetDouble, SetDouble, SetDouble, SetDouble, SetDouble, SetDouble, GetString, GetString, GetString, GetString, GetString, ShiftObject, ShiftPoint

Methods inherited from class CChartObject

| 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\ChartObjectChannels.mqh>
```

Inheritance hierarchy

```
CObject
  CChartObject
    CChartObjectTrend
      CChartObjectRegression
```

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Linear Regression Channel&quot; graphical object</td>
</tr>
<tr>
<td>Input/output</td>
<td>Virtual method of identification</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

```cpp
Prev, Prev, Next, Next, Compare
```

Methods inherited from class CChartObject

```cpp
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, SetString, ShiftObject, ShiftPoint
```

Methods inherited from class CChartObjectTrend

```cpp
RayLeft, RayLeft, RayRight, RayRight, Create, Save, Load
```

See also
Object types, Graphic objects
## Create

**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 `ChartObjectRegression`).
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

<table>
<thead>
<tr>
<th>Create</th>
<th>Create</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Creates &quot;Standard Deviation Channel&quot; graphical object</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Properties</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Deviations</td>
<td>Gets/sets &quot;Deviation&quot; property</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Input/output</th>
<th></th>
</tr>
</thead>
<tbody>
<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

```
ChartId, Window, 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
```
Standard Library

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.

```cpp
bool Create(
    long chart_id, // chart identifier
    string name, // object name
    int window, // chart window
    datetime timel, // first time coordinate
    datetime time2, // 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).
- **timel**
  - [in] Time coordinate of the first anchor point.
- **time2**
  - [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 `CChartObjectStdDevChannel`).
**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
class CChartObjectPitchfork : public CChartObjectTrend
```

**Title**

```cpp
#include <ChartObjects\ChartObjectsChannels.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - **CChartObject**
    - **CChartObjectTrend**
      - CChartObjectPitchfork

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Create</th>
<th>Creates “Andrew's Pitchfork” graphical object</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual <strong>Type</strong></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**


Methods inherited from class **CChartObjectTrend**


**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.

```c
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.

<table>
<thead>
<tr>
<th>Class name</th>
<th>Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectGannLine</td>
<td>“Gann Line” graphical objects</td>
</tr>
<tr>
<td>CChartObjectGannFan</td>
<td>“Gann Fan” graphical objects</td>
</tr>
<tr>
<td>CChartObjectGannGrid</td>
<td>“Gann Grid” graphical objects</td>
</tr>
</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

<table>
<thead>
<tr>
<th>Create</th>
<th>Creates &quot;Gann Line&quot; graphical objects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Gets/sets &quot;Pips per bar&quot; property</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>PipsPerBar</td>
<td>Virtual method for writing to file</td>
</tr>
<tr>
<td>Input/output</td>
<td>Virtual method for reading from file</td>
</tr>
<tr>
<td>virtual Save</td>
<td>Virtual method of identification</td>
</tr>
<tr>
<td>virtual Load</td>
<td></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 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 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
    dtime time1,   // first time coordinate
    double price1, // first price coordinate
    dtime 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).

- **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.
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

```cpp
#include <ChartObjects\ChartObjectsGann.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectTrend
      - CChartObjectGannFan

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Create</code></td>
<td>Creates “Gann Fan” graphical object</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td><code>PipsPerBar</code></td>
<td>Gets/sets “Pips per bar” property</td>
</tr>
<tr>
<td><code>Downtrend</code></td>
<td>Gets/sets “Downtrend” property</td>
</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual <code>Save</code></td>
<td>Virtual method for writing to file</td>
</tr>
<tr>
<td>virtual <code>Load</code></td>
<td>Virtual method for reading from file</td>
</tr>
<tr>
<td>virtual <code>Type</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`, `Description`, `Description`, `Description`, `Description`, `ToolTip`, `ToolTip`, ` tooltips`, `Timeframes`, `Timeframes`, `CreateTime`, `LevelsCount`, `LevelsCount`, `LevelColor`, `LevelColor`, `LevelStyle`, `LevelStyle`, `LevelWidth`, `LevelWidth`, `LevelValue`, `LevelValue`, `LevelDescription`
Standard Library

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.

```cpp
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

```
#include <ChartObjects\ChartObjectsGann.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectTrend
    - CChartObjectGannGrid

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Gann Grid&quot; graphical object</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>PipsPerBar</td>
<td>Gets/sets &quot;Pips per bar&quot; property</td>
</tr>
<tr>
<td>Downtrend</td>
<td>Gets/sets &quot;Downtrend&quot; property</td>
</tr>
<tr>
<td>Input/output</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

- 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, Selectable, Selectable, Description, Description, Tooltip, Tooltip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription,
Standard Library

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.

```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.

```
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.

```cpp
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.

<table>
<thead>
<tr>
<th>Class name</th>
<th>Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectFibo</td>
<td>“Fibonacci Retracement” graphical object</td>
</tr>
<tr>
<td>CChartObjectFiboTimes</td>
<td>“Fibonacci Time Zones” graphical object</td>
</tr>
<tr>
<td>CChartObjectFiboFan</td>
<td>“Fibonacci Fan” graphical object</td>
</tr>
<tr>
<td>CChartObjectFiboArc</td>
<td>“Fibonacci Arc” graphical object</td>
</tr>
<tr>
<td>CChartObjectFiboChannel</td>
<td>“Fibonacci Channel” graphical object</td>
</tr>
<tr>
<td>CChartObjectFiboExpansion</td>
<td>“Fibonacci Expansion” graphical object</td>
</tr>
</tbody>
</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

<table>
<thead>
<tr>
<th>Create</th>
<th>Creates &quot;Fibonacci Retracement&quot; graphical objects</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>1</td>
</tr>
<tr>
<td>Input/output</td>
<td>1</td>
</tr>
<tr>
<td>virtual Type</td>
<td>1</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, 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.

```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
)
```

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_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 <ChartObjects\ChartObjectsFibo.mqh>
```

**Inheritance hierarchy**

- CObject
  - CChartObject
    - CChartObjectFiboTimes

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Fibonacci Time Zones&quot; graphical object</td>
</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 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>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Fibonacci Fan&quot; graphical object</td>
</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 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, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, 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.

virtual int Type() const

Return Value

Object type identifier (OBJ_FIBOFAN for CChartObjectFiboFan).
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

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Fibonacci Arc&quot; graphical object</td>
</tr>
<tr>
<td>Scale</td>
<td>Gets/sets &quot;Scale&quot; property</td>
</tr>
<tr>
<td>Ellipse</td>
<td>Gets/sets &quot;Ellipse&quot; property</td>
</tr>
<tr>
<td>Save</td>
<td>Virtual method for writing to file</td>
</tr>
<tr>
<td>Load</td>
<td>Virtual method for reading from file</td>
</tr>
<tr>
<td>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, Description, ToolTip, ToolTip, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint

© 2000-2021, MetaQuotes Ltd
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.

```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 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

```cpp
class CChartObjectFiboChannel : public CChartObjectTrend
```

Title

```cpp
#include <ChartObjects\ChartObjectsFibo.mqh>
```

Inheritance hierarchy

- CObject
- CChartObject
  - CChartObjectTrend
    - CChartObjectFiboChannel

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;Fibonacci Channel&quot; graphical object</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, Timeframes, Timeframes, CreateTime, LevelsCount, LevelsCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, 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 CChartObjectFiboChannel).
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

class CChartObjectFiboExpansion : public CChartObjectTrend

Title

#include <ChartObjects\ChartObjectsFibo.mqh>

Inheritance hierarchy

CObject
   CChartObject
      CChartObjectTrend
         CChartObjectFiboExpansion

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Fibonacci Expansion&quot; graphical object</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, ToolTip, ToolTip, ToolTip, ToolTip, ToolTip, ToolTip, CreateTime, LevelCount, LevelCount, LevelColor, LevelColor, LevelStyle, LevelStyle, LevelWidth, LevelWidth, LevelValue, LevelValue, LevelDescription, LevelDescription, GetInteger, GetInteger, SetInteger, SetInteger, SetDouble, SetDouble, SetDouble, SetDouble, GetString, GetString, GetString, GetString, 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`).
**Elliott Tools**

A group of “Elliott Tools” graphical objects.

This section contains the technical details of working with a group of classes of “Elliott Tools” graphical objects.

<table>
<thead>
<tr>
<th>Class name</th>
<th>Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectElliottWave3</td>
<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>Create</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Correcting Wave&quot; graphical object</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>Degree</td>
<td>Gets/sets &quot;Degree&quot; property</td>
</tr>
<tr>
<td>Lines</td>
<td>Gets/sets &quot;Lines&quot; property</td>
</tr>
<tr>
<td>Input/output</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

ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Time, Price, Price, Color, Color, Style, Style, Width, Width, Background, Background, Fill, 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, 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(int 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.

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 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\ChartObjectElliott.mqh>
```

Inheritance hierarchy

```
CObject
  CChartObject
    CChartObjectElliottWave3
      CChartObjectElliottWave5
```

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Create</th>
<th>Creates &quot;Impulse Wave&quot; graphical object</th>
</tr>
</thead>
<tbody>
<tr>
<td>Input/output</td>
<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, 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 CChartObjectElliottWave3

- Degree, Degree, Lines, Lines, Create, Save, Load

See also
Object types, Graphic objects
Create

Creates "Impulse Wave" 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
    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).

- `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.

- `time4`
  - [in] Time coordinate of the fourth 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_ELLIOTWAVES 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.

<table>
<thead>
<tr>
<th>Class name</th>
<th>Object</th>
</tr>
</thead>
<tbody>
<tr>
<td>CChartObjectRectangle</td>
<td>“Rectangle” graphical objects</td>
</tr>
<tr>
<td>CChartObjectTriangle</td>
<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 is a class for simplified access to "Rectangle" graphical object properties.

Description
CChartObjectRectangle class provides access to "Rectangle" object properties.

Declaration
```
class CChartObjectRectangle : public CChartObject
```

Title
```
#include <ChartObjects\ChartObjectsShapes.mqh>
```

Inheritance hierarchy
```
CObject
  CChartObject
    CChartObjectRectangle
```

Class Methods by Groups

Create

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Rectangle&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, GetDouble, SetDouble, SetDouble, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, Load
```

See also
```
Object types, Graphic objects
```

© 2000-2021, MetaQuotes Ltd
Create

Creates “Rectangle” graphical object.

```c
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
)
```

**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
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

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates “Triangle” graphical object</td>
</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 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, SetDouble, SetDouble, GetDouble, GetDouble, SetDouble, SetDouble, GetString, GetString, GetString, GetString, SetString, SetString, ShiftObject, ShiftPoint, Save, Load

See also

- Object types, Graphic objects
Create

Creates “Triangle” graphical object.

```c
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 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).
- `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_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**

```
#include <ChartObjects\ChartObjectsShapes.mqh>
```

**Inheritance hierarchy**

```
CObject
   CChartObject
      CChartObjectEllipse
```

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates “Ellipse” graphical object</td>
</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 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, 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

```cpp
#include <ChartObjects\ChartObjectArrows.mqh>
```

Inheritance hierarchy

CObject → CChartObject → CChartObjectArrow

Direct descendants

CChartObjectArrowCheck, CChartObjectArrowDown, CChartObjectArrowLeftPrice,
CChartObjectArrowRightPrice, CChartObjectArrowStop, CChartObjectArrowThumbDown,
CChartObjectArrowThumbUp, CChartObjectArrowUp

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Arrow&quot; graphical object</td>
</tr>
</tbody>
</table>

Properties

| ArrowCode | Gets/sets "Arrow Code" 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
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, 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`

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 CChartObjectArrow::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

```
ENUM_ARROW_ANCHOR  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

```
bool  Anchor(
    ENUM_ARROW_ANCHOR  anchor  // anchor type
)
```

**Parameters**

`anchor`

[in] New anchor type value

**Return Value**

true - successful, false - cannot change the anchor type.

**Example:**

```c
//--- example for CChartObject::Anchor
#include <ChartObjects\ChartObjectsArrows.mqh>
//---
void OnStart()
{
    CChartObjectArrow arrow;
    ENUM_ARROW_ANCHOR 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!",GetLastError());
            FileClose(file_handle);
            //--
            return;
        }
        FileClose(file_handle);
    }
    //-- use arrow
    //-- . . .
}
```
## Type

Returns graphical object type identifier.

```cpp
virtual int Type() const
```

### Return Value

Object type identifier (for example, OBJ_ARROW for `CChartObjectArrow`)

### Example:

```cpp
//--- example for CChartObjectArrow::Type
#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>&quot;Arrow Check&quot;</td>
</tr>
<tr>
<td>CChartObjectArrowDown</td>
<td>&quot;Arrow Down&quot;</td>
</tr>
<tr>
<td>CChartObjectArrowUp</td>
<td>&quot;Arrow Up&quot;</td>
</tr>
<tr>
<td>CChartObjectArrowStop</td>
<td>&quot;Arrow Stop&quot;</td>
</tr>
<tr>
<td>CChartObjectArrowThumbDown</td>
<td>&quot;Good&quot; (&quot;Thumbs up&quot;)</td>
</tr>
<tr>
<td>CChartObjectArrowThumbUp</td>
<td>&quot;Bad&quot; (&quot;Thumbs down&quot;)</td>
</tr>
<tr>
<td>CChartObjectArrowLeftPrice</td>
<td>&quot;Left price&quot; arrow</td>
</tr>
<tr>
<td>CChartObjectArrowRightPrice</td>
<td>&quot;Right price&quot; 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**

`<ChartObjects\ChartObjectsArrows.mqh>`

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Create</th>
<th>Creates the graphical object matching the class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Properties</td>
</tr>
<tr>
<td></td>
<td>ArrowCode</td>
</tr>
<tr>
<td></td>
<td>&quot;Stub&quot; for symbol code change method</td>
</tr>
<tr>
<td></td>
<td>Input/output</td>
</tr>
<tr>
<td>virtual Type</td>
<td>Virtual method of identification</td>
</tr>
</tbody>
</table>
See also

Object types, Methods of object binding, Graphic objects
Create

Creates “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))
```
```c
{
    //--- 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
//--- example for CChartObjectArrowCheck::ArrowCode
//--- example for CChartObjectArrowDown::ArrowCode
//--- example for CChartObjectArrowUp::ArrowCode
//--- example for CChartObjectArrowStop::ArrowCode
//--- example for CChartObjectArrowThumbDown::ArrowCode
//--- example for CChartObjectArrowThumbUp::ArrowCode
//--- example for CChartObjectArrowLeftPrice::ArrowCode
//--- example for CChartObjectArrowRightPrice::ArrowCode
#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

```cpp
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>&quot;Text&quot; graphical object</td>
</tr>
<tr>
<td>CChartObjectLabel</td>
<td>&quot;Text Label&quot; graphical object</td>
</tr>
<tr>
<td>CChartObjectEdit</td>
<td>&quot;Edit&quot; graphical object</td>
</tr>
<tr>
<td>CChartObjectButton</td>
<td>&quot;Button&quot; graphical object</td>
</tr>
<tr>
<td>CChartObjectSubChart</td>
<td>&quot;Chart&quot; graphical object</td>
</tr>
<tr>
<td>CChartObjectBitmap</td>
<td>&quot;Bitmap&quot; graphical object</td>
</tr>
<tr>
<td>CChartObjectBmpLabel</td>
<td>&quot;Bitmap Label&quot; graphical object</td>
</tr>
<tr>
<td>CChartObjectRectLabel</td>
<td>&quot;Rectangle Label&quot; 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\txtControls.mqh>
```

**Inheritance hierarchy**

CObject
  CChartObject
    CChartObjectText

**Direct descendants**

CChartObjectLabel

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Text&quot; graphical object</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>Angle</td>
<td>Gets/sets &quot;Angle&quot; property</td>
</tr>
<tr>
<td>Font</td>
<td>Gets/sets &quot;Font&quot; property</td>
</tr>
<tr>
<td>FontSize</td>
<td>Gets/sets &quot;FontSize&quot; property</td>
</tr>
<tr>
<td>Anchor</td>
<td>Gets/sets &quot;Anchor&quot; property</td>
</tr>
<tr>
<td>Input/output</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**
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.

```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.
Angle (Get Method)

Get the value of “Angle” property.

```cpp
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.

```cpp
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

[in] New value for "Font" property.

Return Value

true - success, false - cannot change the property.
FontSize (Get Method)

Gets 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


Return Value

true - successful, false - cannot change the property.
## Anchor (Get Method)

Gets the value of "Anchor" property.

```cpp
ENUM_ANCHOR_POINT 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_ANCHOR_POINT 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.

```
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></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Label&quot; graphical object</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>X_Distance</td>
<td>Gets/sets &quot;X_Distance&quot; property</td>
</tr>
<tr>
<td>Y_Distance</td>
<td>Gets/sets &quot;Y_Distance&quot; property</td>
</tr>
<tr>
<td>X_Size</td>
<td>Gets/sets &quot;X_Size&quot; property</td>
</tr>
<tr>
<td>Y_Size</td>
<td>Gets/sets &quot;Y_Size&quot; property</td>
</tr>
<tr>
<td>Corner</td>
<td>Gets/sets &quot;Corner&quot; property</td>
</tr>
<tr>
<td>Time</td>
<td>&quot;Stub&quot; for time coordinate change</td>
</tr>
<tr>
<td>Price</td>
<td>&quot;Stub&quot; for price coordinate change</td>
</tr>
<tr>
<td>Input/output</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

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, 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.

```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_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.

```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 BaseCorner 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 BaseCorner corner // property value
)
```

**Parameters**

`corner`


**Return Value**

true - successful, false - cannot change the property.
**Time**

Prohibits changes of the time coordinate.

```
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 CChartObjectLabel).
CChartObjectEdit

CChartObjectEdit is a class for simplified access to "Edit" graphical object properties.

Description

CChartObjectEdit class provides access to "Edit" object properties.

Declaration

```cpp
class CChartObjectEdit : public CChartObjectLabel
```

Title

```cpp
#include <ChartObjects\ChartObjects\xtControls.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectText
      - CChartObjectLabel
      - CChartObjectEdit

Direct descendants

- CChartObjectButton

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;Edit&quot; graphical object</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>TextAlign</td>
<td>Gets/sets &quot;TextAlign&quot; property</td>
</tr>
<tr>
<td>X Size</td>
<td>Gets &quot;X Size&quot; property</td>
</tr>
<tr>
<td>Y Size</td>
<td>Gets &quot;Y Size&quot; property</td>
</tr>
<tr>
<td>BackColor</td>
<td>Gets/sets &quot;Background Color&quot; property</td>
</tr>
<tr>
<td>BorderColor</td>
<td>Gets/sets &quot;Border Color&quot; property</td>
</tr>
<tr>
<td>ReadOnly</td>
<td>Gets/sets &quot;Read Only&quot; property</td>
</tr>
<tr>
<td>Angle</td>
<td>Gets/sets &quot;Angle&quot; property</td>
</tr>
<tr>
<td>Input/output</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>
</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, 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.

```cpp
colorBorderColor() 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.

```cpp
boolBorderColor(
    color new_color // new property value
)
```

**Parameters**

*new_color*


**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.

```c
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.

```cpp
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\CtrlControls.mqh>
```

Inheritance hierarchy

- CObject
  - CChartObject
    - CChartObjectText
      - CChartObjectLabel
        - CChartObjectEdit
          - CChartObjectButton

Direct descendants

- CChartObjectPanel

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Inherited from CChartObjectEdit class</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>State</td>
<td>Gets/sets button state (Pressed/Depressed)</td>
</tr>
<tr>
<td>Input/output</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

- ChartId, Window, Name, Name, NumPoints, Attach, SetPoint, Delete, Detach, Time, Time, Price, Price, Price, Color, Color, Style, 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

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.

```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

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**

```cpp
class CChartObjectSubChart : public CChartObject
```

**Title**

```cpp
#include <ChartObjects\ChartObjectSubChart.mqh>
```

**Inheritance hierarchy**

- `CObject`
- `CChartObject`
- `CChartObjectSubChart`

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Create</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates &quot;Chart&quot; graphical object</td>
</tr>
<tr>
<td><strong>Properties</strong></td>
<td></td>
</tr>
<tr>
<td>X_Distance</td>
<td>Gets/sets &quot;X_Distance&quot; property</td>
</tr>
<tr>
<td>Y_Distance</td>
<td>Gets/sets &quot;Y_Distance&quot; property</td>
</tr>
<tr>
<td>Corner</td>
<td>Gets/sets &quot;Corner&quot; property</td>
</tr>
<tr>
<td>X_Size</td>
<td>Gets/sets &quot;X_Size&quot; property</td>
</tr>
<tr>
<td>Y_Size</td>
<td>Gets/sets &quot;Y_Size&quot; property</td>
</tr>
<tr>
<td>Symbol</td>
<td>Gets/sets &quot;Symbol&quot; property</td>
</tr>
<tr>
<td>Period</td>
<td>Gets/sets &quot;Period&quot; property</td>
</tr>
<tr>
<td>Scale</td>
<td>Gets/sets &quot;Scale&quot; property</td>
</tr>
<tr>
<td>DateScale</td>
<td>Gets/sets &quot;Show date scale&quot; property</td>
</tr>
<tr>
<td>PriceScale</td>
<td>Gets/sets &quot;Show price scale&quot; property</td>
</tr>
<tr>
<td>Time</td>
<td>&quot;Stub&quot; for time coordinate change</td>
</tr>
<tr>
<td>Price</td>
<td>&quot;Stub&quot; for price coordinate change</td>
</tr>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Save</td>
<td>Virtual method for writing to file</td>
</tr>
</tbody>
</table>
**Virtual Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual <strong>Load</strong></td>
<td>Virtual method for reading from file</td>
</tr>
<tr>
<td>virtual <strong>Type</strong></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, 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, ShiftPoint

**See also**

- Object types, Object properties, Chart angle, Graphic objects
Create

Creates "SubChart" 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
    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.
- `sizeX` [in] X size.

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.

```
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.

```
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.

```c++
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.

```c++
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.

```cpp
bool Time(
    datetime time // any value
)
```

Parameters

time
  [in]

Return Value

always false.
Price

Prohibits changes of the price coordinate.

```cpp
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**

```
#include <ChartObjects\ChartObjectsBmpControls.mqh>
```

**Inheritance hierarchy**

```
CObject
   CChartObject
      CChartObjectBitmap
```

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates “Bitmap” graphical object</td>
</tr>
<tr>
<td><strong>Properties</strong></td>
<td></td>
</tr>
<tr>
<td>BmpFile</td>
<td>Gets/sets “BMP Filename” property</td>
</tr>
<tr>
<td>X_Offset</td>
<td>Gets/sets “X_Offset” property</td>
</tr>
<tr>
<td>Y_Offset</td>
<td>Gets/sets “Y_Offset” 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**

Pre, Prev, 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, 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, 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`

  [in] New value for "X_Offset" property.

**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**

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates &quot;BmpLabel&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>
<td>Gets/sets “X_Distance” property</td>
</tr>
<tr>
<td>Y_Distance</td>
<td>Gets/sets “Y_Distance” property</td>
</tr>
<tr>
<td>X_Offset</td>
<td>Gets/sets “X_Offset” property</td>
</tr>
<tr>
<td>Y_Offset</td>
<td>Gets/sets “Y_Offset” property</td>
</tr>
<tr>
<td>Corner</td>
<td>Gets/sets “Corner” property</td>
</tr>
<tr>
<td>X_Size</td>
<td>Gets/sets “X_Size” property</td>
</tr>
<tr>
<td>Y_Size</td>
<td>Gets/sets “Y_Size” property</td>
</tr>
<tr>
<td>BmpFileOn</td>
<td>Gets/sets “BmpFileOn” property for button pressed state (On)</td>
</tr>
<tr>
<td>BmpFileOff</td>
<td>Gets/sets “BmpFileOff” property for button depressed state (Off)</td>
</tr>
<tr>
<td>State</td>
<td>Gets/sets “Button State” property (Pressed/Depressed)</td>
</tr>
<tr>
<td>Time</td>
<td>“Stub” for time coordinate change</td>
</tr>
<tr>
<td>Price</td>
<td>“Stub” for price coordinate change</td>
</tr>
<tr>
<td>Input/output</td>
<td>Virtual method for writing to file</td>
</tr>
<tr>
<td>--------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td>virtual Save</td>
<td>Virtual method for reading from file</td>
</tr>
<tr>
<td>virtual Load</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, 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 “BmpLabel” 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
)
```

**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.

```
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.

```
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.

```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.
Y_Size

Gets the value of "Y_Size" property.

```
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`

[**in**] New value for “BmpFileOn” property.

**Return Value**

true - successful, false - cannot change the property.
**BmpFileOff (Get Method)**

Gets the value of “BmpFileOff” property.

```cpp
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.

```cpp
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.

```c++
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.

```c++
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`

  - [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` - 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.

```
virtual int Type() const
```

Return Value

Object type identifier (OBJ_BITMAP_LABEL for `ChartObjectBmpLabel`).
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

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates &quot;RectLabel&quot; graphical object</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>X_Size</td>
<td>Sets the horizontal size</td>
</tr>
<tr>
<td>Y_Size</td>
<td>Sets the vertical size</td>
</tr>
<tr>
<td>BackColor</td>
<td>Gets/sets the background color</td>
</tr>
<tr>
<td>Angle</td>
<td>Prohibits slope angle change</td>
</tr>
<tr>
<td>BorderType</td>
<td>Gets/sets type of the border</td>
</tr>
<tr>
<td>Input/output</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

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.

```csharp
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.

```cpp
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.

```cpp
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 X_Size and Y_Size methods of the parent CChartObjectLabel class.
BackColor

Gets the background color property value.

```cpp
color BackColor() const
```

**Return Value**

The 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.

```cpp
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.

```c
bool Angle(
    double angle // any value
)
```

**Parameters**

- `angle`
  - [in] Any value of `double` type.

**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.

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.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CCanvas</td>
<td>Class for simplified creation of custom images</td>
</tr>
<tr>
<td>CChartCanvas</td>
<td>Base class for implementing classes intended for drawing charts and their elements</td>
</tr>
<tr>
<td>CHistogramChart</td>
<td>Class for plotting histograms</td>
</tr>
<tr>
<td>CLineChart</td>
<td>Class for plotting curves</td>
</tr>
<tr>
<td>CPieChart</td>
<td>Class for plotting pie charts</td>
</tr>
</tbody>
</table>
## 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, CFlaameCanvas

### Class methods by groups

<table>
<thead>
<tr>
<th>Creating</th>
<th>Actions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attach</td>
<td>Attaches the OBJ_BITMAP_LABEL object to an instance of the CCanvas class</td>
</tr>
<tr>
<td>Create</td>
<td>Creates a graphical resource without binding to a chart object</td>
</tr>
<tr>
<td>CreateBitmap</td>
<td>Create a graphical resource bound to a chart object</td>
</tr>
<tr>
<td>CreateBitmapLabel</td>
<td>Create a graphical resource bound to a chart object</td>
</tr>
<tr>
<td>Destroy</td>
<td>Destroys a graphical resource</td>
</tr>
</tbody>
</table>

### 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**: Updates an object on the screen
## Standard Library

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Update</strong></td>
<td>Displays changes on the screen</td>
</tr>
<tr>
<td><strong>Resize</strong></td>
<td>Resizes a graphical resource</td>
</tr>
<tr>
<td><strong>Erase</strong></td>
<td>Erases or fills with the specified color</td>
</tr>
<tr>
<td><strong>Data access</strong></td>
<td></td>
</tr>
<tr>
<td><strong>PixelGet</strong></td>
<td>Gets a color of the dot with the specified coordinates</td>
</tr>
<tr>
<td><strong>PixelSet</strong></td>
<td>Sets color of the dot with the specified coordinates</td>
</tr>
<tr>
<td><strong>Draws primitives</strong></td>
<td></td>
</tr>
<tr>
<td><strong>LineVertical</strong></td>
<td>Draws a vertical line</td>
</tr>
<tr>
<td><strong>LineHorizontal</strong></td>
<td>Draws a horizontal line</td>
</tr>
<tr>
<td><strong>Line</strong></td>
<td>Draws a freehand line</td>
</tr>
<tr>
<td><strong>Polyline</strong></td>
<td>Draws a polyline</td>
</tr>
<tr>
<td><strong>Polygon</strong></td>
<td>Draws a polygon</td>
</tr>
<tr>
<td><strong>Rectangle</strong></td>
<td>Draws a rectangle</td>
</tr>
<tr>
<td><strong>Circle</strong></td>
<td>Draws a circle</td>
</tr>
<tr>
<td><strong>Triangle</strong></td>
<td>Draws a triangle</td>
</tr>
<tr>
<td><strong>Ellipse</strong></td>
<td>Draws an ellipse</td>
</tr>
<tr>
<td><strong>Arc</strong></td>
<td>Draws an ellipse arc</td>
</tr>
<tr>
<td><strong>Pie</strong></td>
<td>Draws an ellipse sector</td>
</tr>
<tr>
<td><strong>Draws filled primitives</strong></td>
<td></td>
</tr>
<tr>
<td><strong>FillRectangle</strong></td>
<td>Draws a filled rectangle</td>
</tr>
<tr>
<td><strong>FillCircle</strong></td>
<td>Draws a filled circle</td>
</tr>
<tr>
<td><strong>FillTriangle</strong></td>
<td>Draws a filled triangle</td>
</tr>
<tr>
<td><strong>FillPolygon</strong></td>
<td>Draws a filled polygon</td>
</tr>
<tr>
<td><strong>FillEllipse</strong></td>
<td>Draws a filled ellipse</td>
</tr>
<tr>
<td><strong>Fill</strong></td>
<td>Fills an area</td>
</tr>
<tr>
<td><strong>Draws primitives with antialiasing</strong></td>
<td></td>
</tr>
<tr>
<td><strong>PixelSetAA</strong></td>
<td>Draws a pixel</td>
</tr>
<tr>
<td><strong>LineAA</strong></td>
<td>Draws a line</td>
</tr>
<tr>
<td><strong>PolylineAA</strong></td>
<td>Draws a polyline</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>PolygonAA</td>
<td>Draws a polygon</td>
</tr>
<tr>
<td>TriangleAA</td>
<td>Draws a triangle</td>
</tr>
<tr>
<td>CircleAA</td>
<td>Draws a circle</td>
</tr>
<tr>
<td>EllipseAA</td>
<td>Draws an ellipse</td>
</tr>
<tr>
<td>LineWu</td>
<td>Draws a line</td>
</tr>
<tr>
<td>PolylineWu</td>
<td>Draws a polyline</td>
</tr>
<tr>
<td>PolygonWu</td>
<td>Draws a polygon</td>
</tr>
<tr>
<td>TriangleWu</td>
<td>Draws a triangle</td>
</tr>
<tr>
<td>CircleWu</td>
<td>Draws a circle</td>
</tr>
<tr>
<td>EllipseWu</td>
<td>Draws an ellipse</td>
</tr>
<tr>
<td>LineThick</td>
<td>Draws a segment of a freehand line having a specified width using antialiasing algorithm.</td>
</tr>
<tr>
<td>LineThickVertical</td>
<td>Draws a vertical segment of a freehand line having a specified width using antialiasing algorithm.</td>
</tr>
<tr>
<td>LineThickHorizontal</td>
<td>Draws a horizontal segment of a freehand line having a specified width using antialiasing algorithm.</td>
</tr>
<tr>
<td>PolygonSmooth</td>
<td>Draws a polygon with a specified width using two antialiasing algorithms</td>
</tr>
<tr>
<td>PolygonThick</td>
<td>Draws a polygon with a specified width using antialiasing algorithm</td>
</tr>
<tr>
<td>PolylineSmooth</td>
<td>Draws a polyline with a specified width using two antialiasing algorithms</td>
</tr>
<tr>
<td>PolylineThick</td>
<td>Draws a polyline with a specified width using antialiasing algorithm</td>
</tr>
<tr>
<td>Text</td>
<td></td>
</tr>
<tr>
<td>FontSet</td>
<td>Sets font parameters</td>
</tr>
<tr>
<td>FontNameSet</td>
<td>Sets font name</td>
</tr>
<tr>
<td>FontSizeSet</td>
<td>Sets font size</td>
</tr>
<tr>
<td>FontFlagsSet</td>
<td>Sets font flags</td>
</tr>
<tr>
<td>FontAngleSet</td>
<td>Sets font slope angle</td>
</tr>
<tr>
<td>FontGet</td>
<td>Gets font parameters</td>
</tr>
<tr>
<td>FontNameGet</td>
<td>Gets font name</td>
</tr>
<tr>
<td>FontSizeGet</td>
<td>Gets font size</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td><strong>FontFlagsGet</strong></td>
<td>Gets font flags</td>
</tr>
<tr>
<td><strong>FontAngleGet</strong></td>
<td>Gets font slope angle</td>
</tr>
<tr>
<td><strong>TextOut</strong></td>
<td>Displays text</td>
</tr>
<tr>
<td><strong>TextWidth</strong></td>
<td>Gets the text width</td>
</tr>
<tr>
<td><strong>TextHeight</strong></td>
<td>Gets the text height</td>
</tr>
<tr>
<td><strong>TextSize</strong></td>
<td>Gets the text size</td>
</tr>
<tr>
<td><strong>Transparency</strong></td>
<td></td>
</tr>
<tr>
<td><strong>TransparentLevelSet</strong></td>
<td>Sets transparency level</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td></td>
</tr>
<tr>
<td><strong>LoadFromFile</strong></td>
<td>Reads an image from a BMP file</td>
</tr>
</tbody>
</table>
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 \((x_4, y_4)\).

```cpp
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**
  - [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.

- **x3**
  - [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**
  - [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**
  - [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**
  - [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] 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.

```cpp
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
    int fi4, // angle of ray from ellipse center, which defines the second boundary
    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.

```cpp
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
    int fi4, // angle of ray from ellipse center, which defines the second boundary
    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.**

X3

**Variable to get the X coordinate of the first arc boundary.**

Y3

**Variable to get the Y coordinate of the first arc boundary.**

X4

**Variable to get the X coordinate of the second arc boundary.**

Y4

**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.mgh>
CCanvas canvas;

//| Script program start function
//| +------------------------------------------------------------------+
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 arc
    canvas.Arc(215,215, 190,120,M_PI_4,2*M_PI-M_PI_4,ColorToARGB(clrRed));
    int x1,y1,x2,y2;
    //--- draw second arc
    canvas.Arc(215,215, 190,120,2*M_PI-M_PI_4,2*M_PI+M_PI_4,x1,y1,x2,y2,ColorToARGB(clrBlue));
    //--- print coordinates of arc
    PrintFormat("First point of arc at (%G,%G), second point of arc at (%G,%G)",x1,y1,x2,y2);
    canvas.CircleAA(x1,y1,3, ColorToARGB(clrRed));
    canvas.CircleAA(x2,y2,3, ColorToARGB(clrBlue));
    //--- show updated canvas
    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:**

```cpp
#include <Canvas\Canvas.mqh>
CCanvas canvas;

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

```cpp
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.

```cpp
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.

```c
static uint GetDefaultColor(  
    const uint i    // index
);
```

**Parameters**

- `i`  
  
  `[in]` Index to get the color.

**Return Value**

- Color.
## ChartObjectName

**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

```cpp
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`  
  [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=COLOR_FORMAT_XRGB_NOALPHA

© 2000-2021, MetaQuotes Ltd
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.
Color processing method. See \texttt{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.

```c
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.

```cpp
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.

```cpp
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.

```cpp
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.

```
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.

```c
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

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.

```csharp
string FontNameGet();
```

Return Value

font name
**SetFontname**

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.

```
int FontSizeGet();
```

**Return Value**

font size
**FontSizeSet**

Sets font size.

```cpp
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.

```cpp
int Height();
```

Return Value

- height of a graphical resource
Line

Draws a segment of a freehand line.

```cpp
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.

```cpp
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.

```c
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
    const uint 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

**ENUM_LINE_END**

<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 and 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.

```c
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.

```c
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.

```c
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[]

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.

dend_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.
- `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`
  - [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.

```c
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

- `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.
PolylineThick

Draws a polyline with a specified width using antialiasing algorithm.

```c
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.

```c
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.

```cpp
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.

```cpp
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.

```c
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.

```cpp
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.

```cpp
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.

```c
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

```cpp
class CChartCanvas : public CCanvas
```

Title

```cpp
#include <Canvas\Charts\ChartCanvas.mqh>
```

Inheritance hierarchy

CCanvas
   CChartCanvas

Direct descendants

   CHistogramChart, CLineChart, CPieChart

Class methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>ColorBackground</td>
<td>Returns and sets the background color.</td>
</tr>
<tr>
<td>ColorBorder</td>
<td>Returns and sets the border color.</td>
</tr>
<tr>
<td>ColorText</td>
<td>Returns and sets the text color.</td>
</tr>
<tr>
<td>ColorGrid</td>
<td>Returns and sets the grid color.</td>
</tr>
<tr>
<td>MaxData</td>
<td>Returns and sets the maximum amount of data (series) allowed.</td>
</tr>
<tr>
<td>MaxDescrLen</td>
<td>Returns and sets the maximum length of the descriptors.</td>
</tr>
<tr>
<td>ShowFlags</td>
<td>Returns and sets the visibility flag of the chart elements.</td>
</tr>
<tr>
<td>IsShowLegend</td>
<td>Returns and sets the visibility flag of the legend on the chart.</td>
</tr>
<tr>
<td>IsShowScaleLeft</td>
<td>Returns the visibility flag of the scale of values on the left.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>------------------------------------------------------------------</td>
</tr>
<tr>
<td>IsShowScaleRight</td>
<td>Returns the visibility flag of the scale of values on the right.</td>
</tr>
<tr>
<td>IsShowScaleTop</td>
<td>Returns the visibility flag of the scale of values at the top.</td>
</tr>
<tr>
<td>IsShowScaleBottom</td>
<td>Returns the visibility flag of the scale of values at the bottom.</td>
</tr>
<tr>
<td>IsShowGrid</td>
<td>Returns the visibility flag of the grid on the chart.</td>
</tr>
<tr>
<td>IsShowDescriptors</td>
<td>Returns the visibility flag of the descriptors on the chart.</td>
</tr>
<tr>
<td>IsShowPercent</td>
<td>Returns the visibility flag of the percentages on the chart.</td>
</tr>
<tr>
<td>VScaleMin</td>
<td>Returns and sets the minimum on the vertical scale of values.</td>
</tr>
<tr>
<td>VScaleMax</td>
<td>Returns and sets the maximum on the vertical scale of values.</td>
</tr>
<tr>
<td>NumGrid</td>
<td>Returns and sets the number of vertical scale divisions when plotting the chart grid.</td>
</tr>
<tr>
<td>DataOffset</td>
<td>Returns and sets the data offset value.</td>
</tr>
<tr>
<td>DataTotal</td>
<td>Returns the total number of data series on the chart.</td>
</tr>
<tr>
<td>DrawDescriptors</td>
<td>Virtual method for drawing descriptors.</td>
</tr>
<tr>
<td>DrawData</td>
<td>Virtual method for drawing data series at the specified index.</td>
</tr>
<tr>
<td>Create</td>
<td>Virtual method that creates a graphical resource.</td>
</tr>
<tr>
<td>AllowedShowFlags</td>
<td>Sets the set of allowed visibility flags for chart elements.</td>
</tr>
<tr>
<td>ShowLegend</td>
<td>Sets the visibility flag for the legend.</td>
</tr>
<tr>
<td>ShowScaleLeft</td>
<td>Sets the visibility flag for the left scale.</td>
</tr>
<tr>
<td>ShowScaleRight</td>
<td>Sets the visibility flag for the right scale.</td>
</tr>
<tr>
<td>ShowScaleTop</td>
<td>Sets the visibility flag for the top scale.</td>
</tr>
<tr>
<td>ShowScaleBottom</td>
<td>Sets the visibility flag for the bottom scale.</td>
</tr>
<tr>
<td>ShowGrid</td>
<td>Sets the visibility flag for the grid.</td>
</tr>
<tr>
<td>ShowDescriptors</td>
<td>Sets the visibility flag for the descriptors.</td>
</tr>
<tr>
<td>ShowValue</td>
<td>Sets the visibility flag for the values.</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ShowPercent</td>
<td>Sets the visibility flag for the percentages.</td>
</tr>
<tr>
<td>LegendAlignment</td>
<td>Sets the text alignment for the legend.</td>
</tr>
<tr>
<td>Accumulative</td>
<td>Sets the value accumulation flag for the series.</td>
</tr>
<tr>
<td>VScaleParams</td>
<td>Sets the parameters for the vertical scale of values.</td>
</tr>
<tr>
<td>DescriptorUpdate</td>
<td>Updates the value of the series descriptor (at the specified position).</td>
</tr>
<tr>
<td>ColorUpdate</td>
<td>Updates the series colors (at the specified position).</td>
</tr>
<tr>
<td>ValuesCheck</td>
<td>Performs internal calculations for plotting the chart.</td>
</tr>
<tr>
<td>Redraw</td>
<td>Redraw the chart.</td>
</tr>
<tr>
<td>DrawBackground</td>
<td>Draws the background.</td>
</tr>
<tr>
<td>DrawLegend</td>
<td>Redraws the legend.</td>
</tr>
<tr>
<td>DrawLegendVertical</td>
<td>Draws a vertical legend.</td>
</tr>
<tr>
<td>DrawLegendHorizontal</td>
<td>Draws a horizontal legen.</td>
</tr>
<tr>
<td>CalcScales</td>
<td>Calculates the coordinates of the scale.</td>
</tr>
<tr>
<td>DrawScales</td>
<td>Redraws all scales of values.</td>
</tr>
<tr>
<td>DrawScaleLeft</td>
<td>Redraws the left scale of values.</td>
</tr>
<tr>
<td>DrawScaleRight</td>
<td>Redraws the right scale of values.</td>
</tr>
<tr>
<td>DrawScaleTop</td>
<td>Redraws the top scale of values.</td>
</tr>
<tr>
<td>DrawScaleBottom</td>
<td>Redraws the bottom value scale.</td>
</tr>
<tr>
<td>DrawGrid</td>
<td>Redraw the chart.</td>
</tr>
<tr>
<td>DrawChart</td>
<td>Redraw the chart.</td>
</tr>
</tbody>
</table>

Methods inherited from class CCanvas

ColorBackground (Get method)

Returns the background color.

```plaintext
uint ColorBackground()
```

Return Value

Background color.

ColorBackground (Set method)

Sets the background color.

```plaintext
void ColorBackground(
    const uint value,  // 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.

```cpp
uint ColorGrid()
```

Return Value

Grid color.

ColorGrid (Set method)

Sets the grid color.

```cpp
void ColorGrid(
    const uint value, // grid color
)
```

Parameters

value

MaxData (Get method)

Returns the maximum amount of data (series) allowed.

```c
uint MaxData()
```

Return Value

The maximum amount of data (series).

MaxData (Set method)

Sets the maximum amount of data (series) allowed.

```c
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.

```cpp
uint MaxDescrLen()
```

Return Value

The value of the maximum length of the descriptors.

MaxDescrLen (Set method)

Sets the maximum length of the descriptors.

```cpp
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.

```cpp
bool ShowFlags()
```

Return Value

Value of the visibility flag of the chart elements.

ShowFlags (Set method)

Sets the visibility flag of the chart elements.

```cpp
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.

```c
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.

```cpp
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.

```cpp
bool IsShowGrid()
```

Return Value

true if the grid is visible, otherwise – false.
IsShowDescriptors

Returns the visibility flag of the descriptors on the chart.

```cpp
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.

```c
double VScaleMin()
```

Return Value

The minimum value on the vertical scale.

VScaleMin (Set method)

Sets the minimum on the vertical scale of values.

```c
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.

```cpp
uint NumGrid()
```

**Return Value**

The number of divisions.

**NumGrid**

Sets the number of vertical scale divisions when plotting the chart grid.

```cpp
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.

```mql5
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.

```cpp
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).

```c
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).

```c
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).

```cpp
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).

```c
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.

```c
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.

```cpp
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).

```c++
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).

```c
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.

```c++
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.

```c++
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.

```cpp
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`
### Class methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Gradient</strong></td>
<td>Sets the flag indicating whether the gradient fill of the histogram columns will be applied.</td>
</tr>
<tr>
<td><strong>BarGap</strong></td>
<td>Set the value of the histogram offset from the origin.</td>
</tr>
<tr>
<td><strong>BarMinSize</strong></td>
<td>Sets the minimum width of the histogram columns.</td>
</tr>
<tr>
<td><strong>BarBorder</strong></td>
<td>Sets the flag indicating the need to draw the border for each column.</td>
</tr>
<tr>
<td><strong>Create</strong></td>
<td>Virtual method that creates a graphical resource.</td>
</tr>
<tr>
<td><strong>SeriesAdd</strong></td>
<td>Adds a new data series.</td>
</tr>
<tr>
<td><strong>SeriesInsert</strong></td>
<td>Inserts data series to the chart.</td>
</tr>
<tr>
<td><strong>SeriesUpdate</strong></td>
<td>Updates data series on the chart.</td>
</tr>
<tr>
<td><strong>SeriesDelete</strong></td>
<td>Deletes data series from the chart.</td>
</tr>
<tr>
<td><strong>ValueUpdate</strong></td>
<td>Updates the element value in the specified series.</td>
</tr>
<tr>
<td><strong>DrawData</strong></td>
<td>Virtual method that plots a histogram for the specified series.</td>
</tr>
<tr>
<td><strong>DrawBar</strong></td>
<td>Draws a histogram column as a filled rectangle.</td>
</tr>
<tr>
<td><strong>GradientBrush</strong></td>
<td>Creates a brush for the gradient fill.</td>
</tr>
</tbody>
</table>

### Methods inherited from class CCanvas

- CreateBitmap
- CreateBitmapLabel
- CreateBitmapLabel
- Attach
- Attach
- Destroy
- ChartObjectName
- ResourceName
- Width
- Height
- Update
- Resize
- Erase
- PixelGet
- PixelSet
- LineVertical
- LineHorizontal
- Line
- Polyline
- Polygon
- Rectangle
- Triangle
- Circle
- Ellipse
- Arc
- Arc
- Pie
- Pie
- FillRectangle
- FillTriangle
- FillPolygon
- FillCircle
- FillEllipse
- Fill
- Fill
- PixelSetAA
- LineAA
- PolylineAA
- PolygonAA
- TriangleAA
- CircleAA
- EllipseAA
- LineWu
- PolylineWu
- PolygonWu
- TriangleWu
- CircleWu
- EllipseWu
- LineThickVertical
- LineThickHorizontal
- LineThick
- PolylineThick
- PolygonThick
- PolylineSmooth
- PolygonSmooth
- FontSet
- FontNameSet
- FontSizeSet
- FontFlagsSet
- FontAngleSet
- FontGet
- FontNameGet
- FontSizeGet
- FontFlagsGet
- FontAngleGet
- TextOut
- TextWidth
- TextHeight
- TextSize
- GetDefaultColor
- TransparentLevelSet
- LoadFromFile
- LineStyleGet
- LineStyleSet

### Methods inherited from class CChartCanvas

- ColorBackground
- ColorBackground
- ColorBorder
- ColorBorder
- ColorText
- ColorText
- ColorText
- ColorText
- ColorGrid
- ColorGrid
- MaxData
- MaxData
- MaxDescrLen
- MaxDescrLen
- AllowedShowFlags
- ShowFlags
- ShowFlags
- IsShowLegend
- IsShowLegend
- IsShowScaleLeft
- IsShowScaleRight
- IsShowScaleTop

© 2000-2021, MetaQuotes Ltd
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\HistogramChart.mqh>
## inputs
### input bool Accumulative=true;
## Script program start function
### 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.

```
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.

```cpp
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[]*
- [in] Data series.

*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
def 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.

![Graph of CLineChart](image)

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
### Methods Inherited from class CCanvas

- **CreateBitmap**: Creates a graphical resource.
- **SeriesAdd**: Adds a new data series.
- **SeriesInsert**: Inserts data series to the chart.
- **SeriesUpdate**: Updates data series on the chart.
- **SeriesDelete**: Deletes data series from the chart.
- **ValueUpdate**: Updates the specified value in the specified series.
- **DrawChart**: Virtual method which draws a curve and all its elements.
- **DrawData**: Virtual method which draws a curve for the specified series.
- **CalcArea**: Calculates the area under the curve defined by the data series.

### Methods Inherited from class CChartCanvas

- **ColorBackground**: ColorBorder, ColorText, ColorText, ColorGrid, ColorGrid, MaxData, MaxData, MaxDescrLen, MaxDescrLen, AllowedShowFlags, ShowFlags, ShowFlags, IsShowLegend, IsShowScaleLeft, IsShowScaleRight, IsShowScaleTop, IsShowScaleBottom, IsShowGrid, IsShowDescriptors, IsShowPercent, ShowLegend, ShowLeft, ShowRight, ShowTop, ShowBottom, ShowGrid, ShowDescriptors, ShowValue, ShowPercent, LegendAlignment, Accumulative, VScaleMin, VScaleMin, VScaleMax, VScaleMax, NumGrid, NumGrid, VScaleParams, DataOffset, DataOffset, DataTotal, DescriptorUpdate, ColorUpdate

### Example
//+------------------------------------------------------------------+
//+------------------------------------------------------------------+

#include <Canvas\Charts\LineChart.mqh>

//--- inputs

input bool Accumulative=false;

//--- Script program start function

int OnStart(void)
{
    int k=100;
    double arr[10];
    //--- create chart
    CLineChart chart;
    //--- create chart
    if(!chart.CreateBitmapLabel("SampleHistogramChart",10,10,600,450))
    {
        Print("Error creating line chart: ",GetLastErr);
        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.

```cpp
bool SeriesAdd(
    const double& value[], // values
    const string descr, // label
    const uint clr, // color
)
```

**Parameters**

- `value[]`
  - [in] Data series.

- `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.
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
class DrawData{
    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.

```c
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
Methods inherited from class CChartCanvas

Virtual method that creates a graphical resource.

Sets a series of values that will be shown on the pie chart.

Adds a new value to the pie chart (to the end).

Inserts a new value to the pie chart (at the specified position).

Updates the value on the pie chart (at the specified position).

Removes a value from the pie chart (at the specified position).

Virtual method which draws a pie chart and all its elements.

Draws a segment of the pie chart, which corresponds to a specified value.

Generates a segment label based on its value and the original label.

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
```c
#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_DESCRIPORS|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).

```cpp
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.

```c
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.

```
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. CCnvas3D 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

```cpp
class CCanvas
```

Title

```cpp
#include <Canvas\Canvas.mqh>
```

Inheritance hierarchy

`CCanvas`  
`CCanvas3D`

Class methods by groups

<table>
<thead>
<tr>
<th>Creating/deleting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Create</code></td>
<td>Creates a graphic resource for rendering a 3D scene without binding to a chart object.</td>
</tr>
<tr>
<td><code>Attach</code></td>
<td>Gets a graphical resource from the OBJ_BITMAP_LABEL object and attaches it to an instance of the CCanvas class.</td>
</tr>
<tr>
<td><code>ObjectAdd</code></td>
<td>Adds an object to a 3D scene for subsequent rendering.</td>
</tr>
<tr>
<td><code>Destroy</code></td>
<td>Destroys a graphic resource and releases a graphic 3D context.</td>
</tr>
<tr>
<td><code>Light</code></td>
<td></td>
</tr>
<tr>
<td><code>AmbientColorSet</code></td>
<td>Sets the color and intensity of the ambient all-round lighting.</td>
</tr>
<tr>
<td><code>AmbientColorGet</code></td>
<td>Gets the color and intensity of the ambient all-round lighting.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>LightDirectionSet</td>
<td>Sets the direction of a directed light source.</td>
</tr>
<tr>
<td>LightDirectionGet</td>
<td>Gets the direction of a directed light source.</td>
</tr>
<tr>
<td>LightColorSet</td>
<td>Sets the color and intensity of a directed light source.</td>
</tr>
<tr>
<td>LightColorGet</td>
<td>Gets the color and intensity of a directed light source.</td>
</tr>
<tr>
<td>Camera</td>
<td></td>
</tr>
<tr>
<td>ProjectionMatrixSet</td>
<td>Calculates and sets a 3D coordinate projection matrix to a 2D frame.</td>
</tr>
<tr>
<td>ProjectionMatrixGet</td>
<td>Gets a 3D scene projection matrix to a 2D frame.</td>
</tr>
<tr>
<td>ViewMatrixSet</td>
<td>Sets a 3D scene view matrix.</td>
</tr>
<tr>
<td>ViewMatrixGet</td>
<td>Returns a 3D scene view matrix.</td>
</tr>
<tr>
<td>ViewPositionSet</td>
<td>Sets a viewpoint on a 3D scene.</td>
</tr>
<tr>
<td>ViewRotationSet</td>
<td>Sets the direction of a gaze at a 3D scene.</td>
</tr>
<tr>
<td>ViewTargetSet</td>
<td>Sets the coordinates of the point a gaze is directed at.</td>
</tr>
<tr>
<td>ViewUpDirectionSet</td>
<td>Sets the direction of the upper frame border in 3D space.</td>
</tr>
<tr>
<td>Rendering</td>
<td></td>
</tr>
<tr>
<td>Render</td>
<td>Renders all scene objects in the frame inner buffer for subsequent display.</td>
</tr>
<tr>
<td>RenderBegin</td>
<td>Prepares a graphic context for rendering a new frame.</td>
</tr>
<tr>
<td>RenderEnd</td>
<td>Copies a rendered frame to the inner buffer and updates a chart image if necessary.</td>
</tr>
<tr>
<td>Getting resources</td>
<td></td>
</tr>
<tr>
<td>DXContext</td>
<td>Gets the graphic context handle.</td>
</tr>
<tr>
<td>DXDispatcher</td>
<td>Gets the resource dispatcher handle.</td>
</tr>
<tr>
<td>InputScene</td>
<td>Gets the pointer to the buffer of scene parameters.</td>
</tr>
</tbody>
</table>
**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.

```plaintext
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.

```plaintext
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.

**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 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.

```c
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.

```c
CDXInput* InputScene()
```

**Return Value**

Pointer to the buffer of scene parameters.
LightColorGet

Gets the color and intensity of a directed light source.

```cpp
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.

```c
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.

```cpp
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.

```c
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

<table>
<thead>
<tr>
<th>Access to protected data</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ChartID</strong></td>
<td>Gets identifier of the chart</td>
</tr>
<tr>
<td><strong>General properties</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Mode</strong></td>
<td>Gets/sets the value of &quot;Mode&quot; property (bars, candles, or line)</td>
</tr>
<tr>
<td><strong>Foreground</strong></td>
<td>Gets/sets the value of &quot;Foreground&quot; property</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Gets/sets the value of &quot;Shift&quot; property</td>
</tr>
<tr>
<td><strong>ShiftSize</strong></td>
<td>Gets/sets the value of &quot;ShiftSize&quot; property (in percents)</td>
</tr>
<tr>
<td><strong>AutoScroll</strong></td>
<td>Gets/sets the value of &quot;AutoScroll&quot; property</td>
</tr>
<tr>
<td><strong>Scale</strong></td>
<td>Gets/sets the value of &quot;Scale&quot; property</td>
</tr>
<tr>
<td><strong>ScaleFix</strong></td>
<td>Gets/sets the value of &quot;ScaleFix&quot; property (fixed chart scale or not)</td>
</tr>
<tr>
<td><strong>ScaleFix_11</strong></td>
<td>Gets/sets the value of &quot;ScaleFix_11&quot; property (chart scale is 1:1, or not)</td>
</tr>
<tr>
<td><strong>FixedMax</strong></td>
<td>Gets/sets the value of &quot;FixedMax&quot; property (fixed maximal price)</td>
</tr>
<tr>
<td><strong>FixedMin</strong></td>
<td>Gets/sets the value of &quot;FixedMin&quot; property (fixed minimal price)</td>
</tr>
<tr>
<td>Property</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>ScalePPB</td>
<td>Gets/sets the value of “ScalePPB” property (scale is “point per bar” or not)</td>
</tr>
<tr>
<td>PointsPerBar</td>
<td>Gets/sets the value of “PointsPerBar” property (in points per bar)</td>
</tr>
<tr>
<td>Show properties</td>
<td></td>
</tr>
<tr>
<td>ShowOHLC</td>
<td>Gets/sets the value of “ShowOHLC” property</td>
</tr>
<tr>
<td>ShowLineBid</td>
<td>Gets/sets the value of “ShowLineBid” property</td>
</tr>
<tr>
<td>ShowLineAsk</td>
<td>Gets/sets the value of “ShowLineAsk” property</td>
</tr>
<tr>
<td>ShowLastLine</td>
<td>Gets/sets the value of “ShowLastLine” property</td>
</tr>
<tr>
<td>ShowPeriodSep</td>
<td>Gets/sets the value of “ShowPeriodSep” property (show period separators)</td>
</tr>
<tr>
<td>ShowGrid</td>
<td>Gets/sets the value of “ShowGrid” property</td>
</tr>
<tr>
<td>ShowVolumes</td>
<td>Gets/sets the value of “ShowVolumes” property (color for volumes and levels of opened positions)</td>
</tr>
<tr>
<td>ShowObjectDescr</td>
<td>Gets/sets the value of “ShowObjectDescr” property (show description for graphic objects)</td>
</tr>
<tr>
<td>ShowDateScale</td>
<td>Sets the value of “ShowDateScale” property (date scale of the chart)</td>
</tr>
<tr>
<td>ShowPriceScale</td>
<td>Sets the value of “ShowPriceScale” property (price scale of the chart)</td>
</tr>
<tr>
<td>Color properties</td>
<td></td>
</tr>
<tr>
<td>ColorBackground</td>
<td>Gets/sets the value of “ColorBackground” property (background color of the chart)</td>
</tr>
<tr>
<td>ColorForeground</td>
<td>Gets/sets the value of “ColorForeground” property (color of axes, scale and OHLC strings of the chart)</td>
</tr>
<tr>
<td>ColorGrid</td>
<td>Gets/sets the value of “ColorGrid” property (color of the grid)</td>
</tr>
<tr>
<td>ColorBarUp</td>
<td>Gets/sets the value of “ColorBarUp” property (color for bull bars, their shadow and candle body outlines)</td>
</tr>
<tr>
<td>ColorBarDown</td>
<td>Gets/sets the value of “ColorBarDown” property (color for bear bars, their shadow and candle body outlines)</td>
</tr>
<tr>
<td>ColorCandleBull</td>
<td>Gets/sets the value of “ColorCandleBull” property (body color of the bull candle)</td>
</tr>
</tbody>
</table>
### Standard Library

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ColorCandleBear</strong></td>
<td>Gets/sets the value of &quot;ColorCandleBear&quot; property (body color of the bear candle)</td>
</tr>
<tr>
<td><strong>ColorChartLine</strong></td>
<td>Gets/sets the value of &quot;ColorChartLine&quot; property (color for line chart and Doji candles)</td>
</tr>
<tr>
<td><strong>ColorVolumes</strong></td>
<td>Gets/sets the value of &quot;ColorVolumes&quot; property (color for volumes and levels of opened positions)</td>
</tr>
<tr>
<td><strong>ColorLineBid</strong></td>
<td>Gets/sets the value of &quot;ColorLineBid&quot; property (color of Bid line)</td>
</tr>
<tr>
<td><strong>ColorLineAsk</strong></td>
<td>Gets/sets the value of &quot;ColorLineAsk&quot; property (color of Ask line)</td>
</tr>
<tr>
<td><strong>ColorLineLast</strong></td>
<td>Gets/sets the value of &quot;ColorLineLast&quot; property (color of the last deal price line)</td>
</tr>
<tr>
<td><strong>ColorStopLevels</strong></td>
<td>Gets/sets the value of &quot;ColorStopLevels&quot; property (color of the SL and TP levels)</td>
</tr>
</tbody>
</table>

#### Read only properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>VisibleBars</strong></td>
<td>Gets total number of visible chart bars</td>
</tr>
<tr>
<td><strong>WindowsTotal</strong></td>
<td>Gets total number of chart windows, including the chart indicator subwindows</td>
</tr>
<tr>
<td><strong>WindowsVisible</strong></td>
<td>Gets visibility flag of the specified chart subwindow</td>
</tr>
<tr>
<td><strong>WindowHandle</strong></td>
<td>Gets window handle of the chart (HWND)</td>
</tr>
<tr>
<td><strong>FirstVisibleBar</strong></td>
<td>Gets the number of the first visible bar of the chart</td>
</tr>
<tr>
<td><strong>WidthInBars</strong></td>
<td>Gets window width in bars.</td>
</tr>
<tr>
<td><strong>WidthInPixels</strong></td>
<td>Gets subwindow width in pixels.</td>
</tr>
<tr>
<td><strong>HeightInPixels</strong></td>
<td>Gets subwindow height in pixels.</td>
</tr>
<tr>
<td><strong>PriceMin</strong></td>
<td>Gets minimal price of the specified subwindow</td>
</tr>
<tr>
<td><strong>PriceMax</strong></td>
<td>Gets maximal price of the specified subwindow</td>
</tr>
</tbody>
</table>

#### Properties

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Attach</strong></td>
<td>Assigns the current chart to the class instance</td>
</tr>
<tr>
<td><strong>FirstChart</strong></td>
<td>Assigns the first chart of the client terminal to the class instance</td>
</tr>
<tr>
<td><strong>NextChart</strong></td>
<td>Assigns the next chart of the client terminal to the class instance</td>
</tr>
<tr>
<td><strong>Open</strong></td>
<td>Opens chart with specified parameters and assign it to the class instance</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Detach</strong></td>
<td>Detaches chart from the class instance</td>
</tr>
<tr>
<td><strong>Close</strong></td>
<td>Closes chart assigned to the class instance</td>
</tr>
<tr>
<td><strong>BringToTop</strong></td>
<td>Show chart on top of other charts</td>
</tr>
<tr>
<td><strong>EventObjectCreate</strong></td>
<td>Sets a flag to send notifications of an event of new object creation on a chart</td>
</tr>
<tr>
<td><strong>EventObjectDelete</strong></td>
<td>Sets a flag to send notifications of an event of object deletion on a chart</td>
</tr>
<tr>
<td><strong>Indicators</strong></td>
<td></td>
</tr>
<tr>
<td><strong>IndicatorAdd</strong></td>
<td>Adds an indicator with the specified handle into a specified chart subwindow</td>
</tr>
<tr>
<td><strong>IndicatorDelete</strong></td>
<td>Removes an indicator with a specified name from the specified chart subwindow</td>
</tr>
<tr>
<td><strong>IndicatorsTotal</strong></td>
<td>Returns the number of all indicators applied to the specified chart subwindow</td>
</tr>
<tr>
<td><strong>IndicatorName</strong></td>
<td>Returns the short name of the indicator on the specified chart subwindow</td>
</tr>
<tr>
<td><strong>Navigation</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Navigate</strong></td>
<td>Navigates the chart</td>
</tr>
<tr>
<td><strong>Access to MQL5 API</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Symbol</strong></td>
<td>Gets symbol of the chart</td>
</tr>
<tr>
<td><strong>Period</strong></td>
<td>Gets period of the chart</td>
</tr>
<tr>
<td><strong>Redraw</strong></td>
<td>Redraws chart, assigned to the class instance</td>
</tr>
<tr>
<td><strong>GetInteger</strong></td>
<td>The function returns the value of the corresponding object property</td>
</tr>
<tr>
<td><strong>SetInteger</strong></td>
<td>Sets new value for the property of the integer type</td>
</tr>
<tr>
<td><strong>GetDouble</strong></td>
<td>The function returns the value of the corresponding object property</td>
</tr>
<tr>
<td><strong>SetDouble</strong></td>
<td>Sets new value for the property of the double type</td>
</tr>
<tr>
<td><strong>GetString</strong></td>
<td>The function returns the value of the corresponding object property</td>
</tr>
<tr>
<td><strong>SetString</strong></td>
<td>Sets new value for the property of the string type</td>
</tr>
<tr>
<td><strong>SetSymbolPeriod</strong></td>
<td>Changes symbol and period of the chart assigned to the class instance</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>ApplyTemplate</strong></td>
<td>Applies specified template to the chart</td>
</tr>
<tr>
<td><strong>ScreenShot</strong></td>
<td>Creates screenshot of the specified chart and saves it to .gif file</td>
</tr>
<tr>
<td><strong>WindowOnDropped</strong></td>
<td>Gets chart subwindow number corresponding to the object (expert or script) drop point</td>
</tr>
<tr>
<td><strong>PriceOnDropped</strong></td>
<td>Gets price coordinate corresponding to the object (expert or script) drop point</td>
</tr>
<tr>
<td><strong>TimeOnDropped</strong></td>
<td>Gets time coordinate corresponding to the object (expert or script) drop point</td>
</tr>
<tr>
<td><strong>XOnDropped</strong></td>
<td>Gets X coordinate corresponding to the object (expert or script) drop point</td>
</tr>
<tr>
<td><strong>YOnDropped</strong></td>
<td>Gets Y coordinate corresponding to the object (expert or script) drop point</td>
</tr>
</tbody>
</table>

**Input/Output**

- **virtual Save** Saves object parameters to file
- **virtual Load** Loads object parameters from file
- **virtual Type** Gets graphic object type identifier

**Methods inherited from class CObject**

- `Prev`, `Prev`, `Next`, `Next`, `Compare`
ChartID

Returns identifier of the chart.

```
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 Mode() const
```

**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.

```
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.

```
bool Foreground(
    bool foreground // flag value
)
```

**Parameters**

- `foreground`
  

**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.

```cpp
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.

```cpp
bool AutoScroll(
    bool autoscroll  // flag value
)
```

Parameters

`autoscroll`

[In] New value for “Autoscroll” property.

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
  - [in] New value for “ScaleFix” property.

**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


Return Value

true - successful, false - cannot change the property.
FixedMin (Get Method)

Gets the value of "FixedMin" property (fixed minimal price).

```
    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.

```
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 chart, 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).

```c++
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.

```c++
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 // property value
)
```

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


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`
  - [in] New background 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).

```
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.

```
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).

```
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.

```
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 CLR_NONE.

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).

```csharp
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.

```csharp
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).

```
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.

```
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.

```c
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
```

**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.

```cpp
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.

```cpp
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 minimum price.

```cpp
double PriceMin(const int num); // subwindow
```

**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.

```cpp
void FirstChart()
```
NextChart

Assigns the next chart (following the already assigned one) to the class instance.

```cpp
void NextChart()
```
Open

Opens chart with specified parameters and assigns it to the class instance.

```cpp
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.

```c
void Detach()
```
Close

Closes chart assigned to the class instance.

```cpp
void Close()
```
**BringToTop**

Show chart on top of other charts.

`bool BringToTop() const`

**Return Value**

true - successful, false - error.
EventObjectCreate

Sets a flag to send notifications of events of a graphical object creation.

```c
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.

```cpp
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

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 `GetLast_Error()` 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
};
```

**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.

```c
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.

```
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()
```
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_CHART_PROPERTY_INTEGER prop_id,  // property identifier
    long value                           // value
)
```

Parameters

`prop_id`

[in] Chart property identifier (from `ENUM_CHART_PROPERTY_INTEGER` 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.

```
double GetDouble(
    ENUM_CHART_PROPERTY_DOUBLE 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.

```
bool GetDouble(
    ENUM_CHART_PROPERTY_DOUBLE 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_CHARTPROPERTY_DOUBLE` 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_CHARTPROPERTYSTRING 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_CHARTPROPERTYSTRING prop_id,  // property identifier
       string& value  // link to the variable
   ) const
   ```

**Parameters**

- **prop_id**
  - [in] Chart property identifier (from `ENUM_CHARTPROPERTYSTRING` 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_CHARTPROPERTYSTRING prop_id, // property identifier
    const char* value); // value
```

**Parameters**

- `prop_id`  
  - [in] Chart property identifier (from `ENUM_CHARTPROPERTYSTRING` 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.

```cpp
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.

```cpp
    datetime TimeOnDropped() const
```

**Return Value**

Time coordinate of the object drop point.
**XOnDropped**

Gets X coordinate corresponding to the object (expert or script) drop point.

```cpp
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.

```cpp
virtual int Type() const
```

Return Value

Type identifier (0x1111 for CChart).
Graphics

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.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAxis</td>
<td>Class for working with coordinate axes</td>
</tr>
<tr>
<td>ColorGenerator</td>
<td>Class specifying the default color scheme</td>
</tr>
<tr>
<td>CCurve</td>
<td>Class for working with curves</td>
</tr>
<tr>
<td>CGraphic</td>
<td>Base class for creating custom charts</td>
</tr>
</tbody>
</table>
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

```cpp
string GraphPlot(
    const CPoint2D &points[],       // curve coordinates
    ENUM_CURVE_TYPE type=CURVE_POINTS // curve type
)
```

Version for plotting two curves using CPoint2D points coordinates

```cpp
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

```cpp
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

```cpp
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

```cpp
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

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AutoScale</td>
<td>Get/set the auto-scaling flag</td>
</tr>
<tr>
<td>Min</td>
<td>Get/set the minimum axis value</td>
</tr>
<tr>
<td>Max</td>
<td>Get/set the maximum axis value</td>
</tr>
<tr>
<td>Step</td>
<td>Get the step value by axis</td>
</tr>
<tr>
<td>Name</td>
<td>Get/set the axis name</td>
</tr>
<tr>
<td>Color</td>
<td>Get/set the axis color</td>
</tr>
<tr>
<td>ValuesSize</td>
<td>Get/set the size of the axis numbers</td>
</tr>
<tr>
<td>ValuesWidth</td>
<td>Get/set the maximum displayed length of the axis numbers</td>
</tr>
<tr>
<td>ValuesFormat</td>
<td>Get/set the format of the axis numbers</td>
</tr>
<tr>
<td>ValuesDateTimeMode</td>
<td>Get the format of converting a date into a string</td>
</tr>
<tr>
<td>ValuesFunctionFormat</td>
<td>Get the pointer to the function defining the format of displaying values on the axis.</td>
</tr>
<tr>
<td>ValuesFunctionFormatCData</td>
<td>Get the pointer to the object that may contain additional data on converting axis values.</td>
</tr>
<tr>
<td>NameSize</td>
<td>Get/set the font size of the axis name</td>
</tr>
<tr>
<td>ZeroLever</td>
<td>Get/set the &quot;zero lever&quot; value</td>
</tr>
<tr>
<td>DefaultStep</td>
<td>Get/set the initial step value by axis</td>
</tr>
<tr>
<td>MaxLabels</td>
<td>Get/set the maximum amount of numbers on the axis</td>
</tr>
<tr>
<td><strong>MinGrace</strong></td>
<td>Get/set the “tolerance” value for the axis minimum</td>
</tr>
<tr>
<td>----------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td><strong>MaxGrace</strong></td>
<td>Get/set the “tolerance” value for the axis maximum</td>
</tr>
<tr>
<td><strong>SelectAxisScale</strong></td>
<td>Auto scale the axis.</td>
</tr>
</tbody>
</table>
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.

```cpp
double Min()
```

**Return Value**

Minimum axis value.

**Min (Set method)**

Sets the minimum axis value.

```cpp
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.

```
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.

```c
    color Color()
```

**Return Value**

Axis color.

**Color (Set method)**

Sets the axis color.

```c
    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.

```cpp
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.

```cpp
void ValuesWidth(
    const int width     // maximum allowed length in pixels
)
```

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 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:
```cpp
#include <Graphics\Graphic.mqh>

//--- array for store values
double arrX[];
double arrY[];

//--- create graphic
CGraphic graphic;
if(!graphic.Create(0, "DateAxisGraphic", 0, 30, 30, 780, 380))
    {
        graphic.Attach(0, "DateAxisGraphic");
    }

//--- creates the X-axis
CAxis *xAxis=graphic.XAxis();
//--- sets the X-axis properties
xAxis.AutoScale(false);
xAxis.Type(AXIS_TYPE_CUSTOM);
xAxis.ValuesFunctionFormat(DateFormat);
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.

```c
int NameSize()
```

#### Return Value

Font size of the axis name.

### NameSize (Set method)

Sets the font size of the axis name.

```c
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.

```c
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.

```c
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.

```c
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.

```c
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**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Next</td>
<td>Returns the next color from the palette</td>
</tr>
<tr>
<td>Reset</td>
<td>Resets the generator</td>
</tr>
</tbody>
</table>
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.

```cpp
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**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type</strong></td>
<td>Get the curve type</td>
</tr>
<tr>
<td><strong>Name</strong></td>
<td>Get the curve name</td>
</tr>
<tr>
<td><strong>Color</strong></td>
<td>Get the curve color</td>
</tr>
<tr>
<td><strong>XMax</strong></td>
<td>Get the maximum value of the X function</td>
</tr>
<tr>
<td><strong>XMin</strong></td>
<td>Get the minimum value of the X function</td>
</tr>
<tr>
<td><strong>YMax</strong></td>
<td>Get the maximum value of the Y function</td>
</tr>
<tr>
<td><strong>YMin</strong></td>
<td>Get the minimum value of the Y function</td>
</tr>
<tr>
<td><strong>Size</strong></td>
<td>Get the number of dots defining a curve</td>
</tr>
<tr>
<td><strong>PointsSize</strong></td>
<td>Get/set the linear size of dots defining a curve</td>
</tr>
<tr>
<td><strong>PointsFill</strong></td>
<td>Get/set the flag for filling dots defining a curve</td>
</tr>
<tr>
<td><strong>PointsColor</strong></td>
<td>Get/set the dot filling color</td>
</tr>
<tr>
<td><strong>GetX</strong></td>
<td>Gets X values of all curve dots to the array</td>
</tr>
<tr>
<td><strong>GetY</strong></td>
<td>Gets Y values of all curve dots to the array</td>
</tr>
</tbody>
</table>
### LinesStyle
- **Get/set a line style when plotting a curve using** lines

### LinesIsSmooth
- **Get/set the smoothing flag when drawing using** lines

### LinesSmoothTension
- **Get/set the curve smoothing parameter when** drawing using lines

### LinesSmoothStep
- **Get/set the length of the approximating lines** for smoothing when plotting by lines

### LinesWidth
- **Get/set a line width when plotting a curve using** lines

### HistogramWidth
- **Get/set the width of columns when plotting** using a histogram

### CustomPlotCBData
- **Get/set the pointer to the object to be used in** the custom curve plotting mode.

### CustomPlotFunction
- **Get/set the pointer to the function implementing the custom curve plotting mode.**

### PointsType
- **Get/set the flag pointing at the type of dots used when plotting a dotted curve.**

### StepsDimension
- **Get/set the value indicating the dimension used in step-type curve rendering.**

### TrendLineCoefficients
- **Get/set trend line ratios for writing them into** an array.

### TrendLineColor
- **Get/set a color of a trend line for a curve.**

### TrendLineVisible
- **Get/set the trend line visibility flag.**

### Update
- **Update the curve coordinates.**

### Visible
- **Get/set the flag defining if a function is visible on the chart.**

#### Methods inherited from class CObject

- Prev, Prev, Next, Next, **Save, Load, Compare**
Type

Return the curve type.

| ENUM_CURVE_TYPE | Type() |

Return Value

Curve type.
Name

Returns the curve name.

```cpp
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).

```c
double XMin()
```

Return Value

Minimum real number among all the function arguments.
YMax

Returns the maximum value of the Y function (real numbers only).

```cpp
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).

```cpp
double YMin()
```

**Return Value**

Minimum value of the Y function (real numbers only).
Size

Returns the number of dots defining the curve.

```cpp
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.

```cpp
bool PointsFill ()
```

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.

```cpp
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.

```c
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.

```c
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.

```cpp
enum 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.

```cpp
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.

```cpp
int LinesWidth()
```

Return Value

Lines width.

LinesWidth (Set method)

Set lines width when plotting a curve using lines.

```cpp
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:
void OnStart()
{
    double x[] = { -100,-40,-10,20,30,50,60,70,80,120 };  
    double y[] = { -5,4,-10,23,17,18,-9,13,17,14,9 }; 
    //--- 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.

```cpp
int HistogramWidth()
```

Return Value

Column width in pixels.

HistogramWidth (Set method)

Sets the width of columns when plotting using a histogram.

```cpp
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:
#+------------------------------------------------------------------+
//|                                                CandleGraphic.mq5 |
//|                        Copyright 2016, MetaQuotes Software Corp. |}
//+------------------------------------------------------------------+

#include <Graphics\Graphic.mq>
//+------------------------------------------------------------------+
//| 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, const uint clr_dec):
  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 object
  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 = MathRound(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.CustomPlotCDataData(GetWidth(candles));
//--- 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.

```cpp
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.

```cpp
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.

```cpp
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.

```cpp
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:
# include <Graphics\Graphic.mqh>

```c
void OnStart()
{
    double x[]={12.0,11.5,11.0,12.0,10.5,10.0,9.5,8.5,10.0,8.5,10.0,8.0,9.5,10.0,15.0};
    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.

```c
void Update(
    const double& y[]  // Y coordinates
)
```

This version uses X and Y coordinates.

```c
void Update(
    const double& x[],  // X coordinates
    const double& y[]   // Y coordinates
)
```

The version for working with CPoint2D points.

```c
void Update(
    const CPoint2D& points[]  // Curve coordinates
)
```

The version for working with a pointer to the CurveFunction function.

```c
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.

```c
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.

```c
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

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Create a graphical resource bound to a chart object</td>
</tr>
<tr>
<td>Destroy</td>
<td>Remove a chart and destroy a graphical resource</td>
</tr>
<tr>
<td>Update</td>
<td>Display implemented changes</td>
</tr>
<tr>
<td>ChartObjectName</td>
<td>Get the name of an object bound to a chart</td>
</tr>
<tr>
<td>ResourceName</td>
<td>Get the graphical resource name</td>
</tr>
<tr>
<td>XAxis</td>
<td>Get the pointer to the X axis</td>
</tr>
<tr>
<td>YAxis</td>
<td>Get the pointer to the Y axis</td>
</tr>
<tr>
<td>GapSize</td>
<td>Get/set the size of indents between the chart elements</td>
</tr>
<tr>
<td>BackgroundColor</td>
<td>Get/set a background color</td>
</tr>
<tr>
<td>BackgroundMain</td>
<td>Get/set a chart header</td>
</tr>
<tr>
<td>BackgroundMainSize</td>
<td>Get/set a sub-header font size</td>
</tr>
<tr>
<td>BackgroundMainColor</td>
<td>Get/set a chart header color</td>
</tr>
<tr>
<td>BackgroundSub</td>
<td>Get/set a sub-header</td>
</tr>
<tr>
<td>BackgroundSubSize</td>
<td>Get/set a sub-header font size</td>
</tr>
<tr>
<td>BackgroundSubColor</td>
<td>Get/set a chart sub-header color</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>GridLineColor</td>
<td>Get/set a grid line color</td>
</tr>
<tr>
<td>GridBackgroundColor</td>
<td>Get/set a grid background color</td>
</tr>
<tr>
<td>GridCircleRadius</td>
<td>Get/set the dot radius in the grid nodes</td>
</tr>
<tr>
<td>GridCircleColor</td>
<td>Get/set the dot color in the grid nodes</td>
</tr>
<tr>
<td>GridHasCircle</td>
<td>Get/set the dot plotting flag in the grid nodes</td>
</tr>
<tr>
<td>GridAxisLineColor</td>
<td>Get the value of a real chart axes color.</td>
</tr>
<tr>
<td>HistoryNameWidth</td>
<td>Get/set the maximum allowed length for displaying a curve name</td>
</tr>
<tr>
<td>HistoryNameSize</td>
<td>Get/set the font size of a curve name</td>
</tr>
<tr>
<td>HistorySymbolSize</td>
<td>Get/set a size of notational convention symbols</td>
</tr>
<tr>
<td>TextAdd</td>
<td>Add a text to the chart</td>
</tr>
<tr>
<td>LineAdd</td>
<td>Add a line to the chart</td>
</tr>
<tr>
<td>CurveAdd</td>
<td>Create and add a curve to the chart</td>
</tr>
<tr>
<td>CurvePlot</td>
<td>Plot a previously created curve by index</td>
</tr>
<tr>
<td>CurvePlotAll</td>
<td>Plot all previously created curves</td>
</tr>
<tr>
<td>CurveGetByIndex</td>
<td>Get a curve by a specified index</td>
</tr>
<tr>
<td>CurveGetByName</td>
<td>Get a curve by a specified name</td>
</tr>
<tr>
<td>CurveRemoveByIndex</td>
<td>Remove a curve by a specified index</td>
</tr>
<tr>
<td>CurveRemoveByName</td>
<td>Remove a curve by a specified index</td>
</tr>
<tr>
<td>CurvesTotal</td>
<td>Get the number of curves for the given chart</td>
</tr>
<tr>
<td>MarksToAxisAdd</td>
<td>Add a scale mark to the chart axis</td>
</tr>
<tr>
<td>MajorMarkSize</td>
<td>Get/set the size of the scale's ticks on the chart axis</td>
</tr>
<tr>
<td>FontSet</td>
<td>Set the current font parameters</td>
</tr>
<tr>
<td>FontGet</td>
<td>Get the current font parameters</td>
</tr>
<tr>
<td>Attach</td>
<td>Get/set a graphical resource and bind it to the CGraphic class instance</td>
</tr>
<tr>
<td>CalculateMaxMinValues</td>
<td>Calculate (re-calculate) minimum and maximum chart values on both axes.</td>
</tr>
<tr>
<td>Height</td>
<td>Get a chart height in pixels.</td>
</tr>
<tr>
<td>IndentDown</td>
<td>Get/set a chart indent from the lower border.</td>
</tr>
<tr>
<td>IndentLeft</td>
<td>Get/set a chart indent from the left border.</td>
</tr>
<tr>
<td>IndentRight</td>
<td>Get/set a chart indent from the right border.</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>IndentUp</td>
<td>Get/set a chart indent from the upper border.</td>
</tr>
<tr>
<td>Redraw</td>
<td>Redraw the chart.</td>
</tr>
<tr>
<td>ResetParameters</td>
<td>Reset the chart redrawing parameters.</td>
</tr>
<tr>
<td>ScaleX</td>
<td>Scale the value by X axis.</td>
</tr>
<tr>
<td>ScaleY</td>
<td>Scale the value by Y axis.</td>
</tr>
<tr>
<td>SetDefaultParameters</td>
<td>Set the chart parameters to default values.</td>
</tr>
<tr>
<td>Width</td>
<td>Get the chart width in pixels.</td>
</tr>
</tbody>
</table>
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.

```cpp
void Update(
    const bool redraw=true // flag
)
```

Parameters

- `redraw=true`  
  [in] Flag value
ChartObjectName

Gets the name of an object bound to a chart.

```cpp
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.

```c
CAxis *XAxis()
```

**Return Value**

Pointer to the X axis.
YAxis

Returns the pointer to the Y axis.

\[
\text{CAxis } *\text{YAxis()}
\]

Return Value

Pointer to the Y axis.
**GapSize (Get method)**

Returns the size of indents between the chart elements.

```c
int GapSize()
```

**Return Value**

Indent size in pixels.

**GapSize (Set method)**

Sets the size of indents between the chart elements.

```c
void GapSize(
    const int size  // indent size
)
```

**Parameters**

- `size`

  [in] Indent size in pixels.
BackgroundColor (Get method)

Returns the background color.

```cpp
color  BackgroundColor()
```

BackgroundColor (Set method)

Sets the background color.

```cpp
void  BackgroundColor(
    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`
  - `[in]` Header font size.
BackgroundMainColor (Get method)

Returns the header color.

```cpp
color BackgroundMainColor()
```

Return Value

Header color.

BackgroundMainColor (Set method)

Sets the header color.

```cpp
void BackgroundMainColor(
    const color clr       // header color
)
```

Parameters

- `clr`
  
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.

```c
color BackgroundSubColor()
```

BackgroundSubColor (Set method)

Sets the sub-header color.

```c
void BackgroundSubColor(
    const color clr     // sub-header color
)
```

Parameters

`clr`
[in] Sub-header color.
GridLineColor (Get method)

Returns the grid line color

```
color GridLineColor()
```

Return Value

Grid line color.

GridLineColor (Set method)

Sets the grid line color.

```
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.

```c
int GridCircleRadius()
```

**Return Value**

Dot radius in pixels.

**GridCircleRadius (Set method)**

Sets the dot radius in the grid nodes.

```c
void GridCircleRadius(const int r) // radius
```

**Parameters**

- `r`

  [in] Dot radius in pixels.
GridCircleColor (Get method)

Returns color of dots in the grid nodes.

```cpp
color GridCircleColor()
```

Return Value

Dot color.

GridCircleColor (Set method)

Sets the dot color in the grid nodes.

```cpp
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.

```
int HistoryNameSize()
```

Return Value

Font size of the curve name.

HistoryNameSize (Set method)

Sets the font size of the curve name.

```
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

```cpp
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

```cpp
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**
  - [in] 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.

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.

```cpp
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.
**MajorMarkSize (Get method)**

Returns the size of the scale's ticks on the coordinate axes.

```c
int MajorMarkSize()
```

**MajorMarkSize (Set method)**

Returns the size of the scale's ticks on the coordinate axes.

```c
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.
- `flags=0` [in] Flags.
- `angle=0` [in] Angle.

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.

```c
int Height()
```

**Return Value**

Chart height in pixels.
IndentDown (Get method)

Get a chart indent from the lower border.

```
int IndentDown()
```

Return Value

Indent size in pixels.

IndentDown (Set method)

Set a chart indent from the lower border.

```
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.

```cpp
int IndentRight()
```

**Return Value**

Indent size in pixels.

**IndentRight (Set method)**

Set a chart indent from the right border.

```cpp
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.

\[
\text{int } \text{IndentUp()}
\]

Return Value

Indent size in pixels.

IndentUp (Set method)

Set a chart indent from the upper border.

\[
\text{void } \text{IndentUp(}
\begin{array}{l}
\quad \text{const int } \text{up} \quad // \text{indent size}
\end{array}
\text{)}
\]

Parameters

\[
\text{up}
\]

[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.

```c
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.

```c
void SetDefaultParameters()
```
Width

Get the chart width in pixels.

```c
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.

<table>
<thead>
<tr>
<th>Class/group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Base classes</strong></td>
<td>Group of base and auxiliary classes</td>
</tr>
<tr>
<td><strong>Timeseries classes</strong></td>
<td>Group of timeseries classes</td>
</tr>
<tr>
<td><strong>Trend Indicators</strong></td>
<td>Group of Trend indicator classes</td>
</tr>
<tr>
<td><strong>Oscillators</strong></td>
<td>Group of Oscillator indicator classes</td>
</tr>
<tr>
<td><strong>Volume Indicators</strong></td>
<td>Group of Volume indicator classes</td>
</tr>
<tr>
<td><strong>Bill Williams Indicators</strong></td>
<td>Group of Bill Williams indicator classes</td>
</tr>
<tr>
<td><strong>Custom indicators</strong></td>
<td>Custom indicator class</td>
</tr>
</tbody>
</table>
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.

<table>
<thead>
<tr>
<th>Class/group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSpreadBuffer</td>
<td>Historical spread buffer class</td>
</tr>
<tr>
<td>CTimeBuffer</td>
<td>Historical opening prices buffer class</td>
</tr>
<tr>
<td>CTickVolumeBuffer</td>
<td>Historical tick volumes buffer class</td>
</tr>
<tr>
<td>CRealVolumeBuffer</td>
<td>Historical real volumes buffer class</td>
</tr>
<tr>
<td>CDoubleBuffer</td>
<td>Base class of double type data buffer</td>
</tr>
<tr>
<td>COpenBuffer</td>
<td>Opening bar prices buffer class</td>
</tr>
<tr>
<td>CHighBuffer</td>
<td>High bar prices buffer class</td>
</tr>
<tr>
<td>CLowBuffer</td>
<td>Low bar prices buffer class</td>
</tr>
<tr>
<td>CCloseBuffer</td>
<td>Closing bar prices buffer class</td>
</tr>
<tr>
<td>CIndicatorBuffer</td>
<td>Technical indicator buffer class</td>
</tr>
<tr>
<td>CSeries</td>
<td>Base class for access to timeseries data</td>
</tr>
<tr>
<td>CPriceSeries</td>
<td>Base class for access to price data</td>
</tr>
<tr>
<td>CIndicator</td>
<td>Base class of technical indicator</td>
</tr>
<tr>
<td>CIndicators</td>
<td>Technical indicator and timeseries collection</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Size</strong></td>
<td>Sets buffer size</td>
</tr>
<tr>
<td><strong>Settings</strong></td>
<td></td>
</tr>
<tr>
<td><strong>SetSymbolPeriod</strong></td>
<td>Sets symbol and period</td>
</tr>
<tr>
<td><strong>Data Access</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At</strong></td>
<td>Gets the buffer element</td>
</tr>
<tr>
<td><strong>Data Update</strong></td>
<td></td>
</tr>
<tr>
<td>virtual <strong>Refresh</strong></td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual <strong>RefreshCurrent</strong></td>
<td>Updates the current value</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 CArrayInt

- 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.

```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.

```cpp
int At(const int 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.
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

class CTimeBuffer: public CArrayLong

Title

#include <Indicators\TimeSeries.mqh>

Inheritance hierarchy

CObject
  CArray
    CArrayLong
      CTimeBuffer

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Size</td>
<td>Sets buffer size</td>
</tr>
<tr>
<td>Settings</td>
<td></td>
</tr>
<tr>
<td>SetSymbolPeriod</td>
<td>Sets symbol and period</td>
</tr>
<tr>
<td>Data Access Methods</td>
<td></td>
</tr>
<tr>
<td>At</td>
<td>Gets the buffer element by index</td>
</tr>
<tr>
<td>Data Update Methods</td>
<td></td>
</tr>
<tr>
<td>virtual Refresh</td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual RefreshCurrent</td>
<td>Updates the current value</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 CArrayLong

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.

```cpp
void Size(
    const int size  // size
)
```

**Parameters**

- `size`
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.
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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Size</td>
<td>Sets buffer size</td>
</tr>
<tr>
<td>Settings</td>
<td></td>
</tr>
<tr>
<td>SetSymbolPeriod</td>
<td>Sets symbol and period</td>
</tr>
<tr>
<td>Data Access Methods</td>
<td></td>
</tr>
<tr>
<td>At</td>
<td>Gets the buffer element by index</td>
</tr>
<tr>
<td>Data Update Methods</td>
<td></td>
</tr>
<tr>
<td>virtual Refresh</td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual RefreshCurrent</td>
<td></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 CArrayLong

- 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.

```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.

```cpp
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.

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**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Size</strong></td>
<td>Sets buffer size</td>
</tr>
<tr>
<td><strong>Settings</strong></td>
<td></td>
</tr>
<tr>
<td><strong>SetSymbolPeriod</strong></td>
<td>Sets symbol and period</td>
</tr>
<tr>
<td><strong>Data Access</strong></td>
<td></td>
</tr>
<tr>
<td><strong>At</strong></td>
<td>Gets the buffer element</td>
</tr>
<tr>
<td><strong>Data Update</strong></td>
<td></td>
</tr>
<tr>
<td>virtual <strong>Refresh</strong></td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual <strong>RefreshCurrent</strong></td>
<td>Updates the current value</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 CArrayLong**

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
    - CActiveArray
      - CActiveArrayDouble
        - CDoubleBuffer

Direct descendants

- CCloseBuffer, CHighBuffer, CIndicatorBuffer, CLowBuffer, COpenBuffer

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Size</td>
<td>Sets buffer size</td>
</tr>
<tr>
<td>Settings</td>
<td></td>
</tr>
<tr>
<td>SetSymbolPeriod</td>
<td>Sets symbol and period</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>At</td>
<td>Gets the buffer element</td>
</tr>
<tr>
<td>Data Update</td>
<td></td>
</tr>
<tr>
<td>virtual Refresh</td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual RefreshCurrent</td>
<td>Updates the current value</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

- Prev, Prev, Next, Next, Compare

Methods inherited from class CActiveArray

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CActiveArrayDouble
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, SearchGreaterOrEqual, 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*
*in* New symbol.

*period*
*in* New period (*ENUM_TIMEFRAMES* enumeration).
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

```c
class COpenBuffer: public CDoubleBuffer
```

Title

```
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

```
CObject  
    CArray  
        CArrayDouble  
            CDoubleBuffer  
                COpenBuffer
```

Class Methods by Groups

<table>
<thead>
<tr>
<th>Data Update</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual Refresh</td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual RefreshCurrent</td>
<td>Updates the current value</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 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

<table>
<thead>
<tr>
<th>Data Update</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual Refresh</td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual RefreshCurrent</td>
<td>Updates the current value</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 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.

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

### Data Update

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual Refresh</td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual RefreshCurrent</td>
<td>Updates the current value</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 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.
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
        CClosveBuffer
```

Class Methods by Groups

Data Update

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual Refresh</td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>virtual RefreshCurrent</td>
<td>Updates the current value</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 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**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Offset</td>
<td>Gets/sets offset of the buffer</td>
</tr>
<tr>
<td>Name</td>
<td>Gets/sets buffer name</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>At</td>
<td>Gets buffer's element</td>
</tr>
<tr>
<td>Data Update</td>
<td></td>
</tr>
<tr>
<td>Refresh</td>
<td>Updates the buffer</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>Updates only the current value</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 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
**Offset**

Gets offset of the buffer.

```cpp
int Offset() const
```

**Return Value**

Buffer offset.

**Offset**

Sets offset of the buffer.

```cpp
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**

```cpp
class Cseries: public CArrayobj
```

**Title**

```cpp
#include <Indicators\Series.mqh>
```

**Inheritance hierarchy**

`CObject`

`CArray`

`CArrayobj`

`CSeries`

**Direct descendants**

`CIndicator`, `CiRealVolume`, `CiSpread`, `CiTickVolume`, `CiTime`, `CPriceSeries`

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Gets the name of timeseries or indicator</td>
</tr>
<tr>
<td>BuffersTotal</td>
<td>Gets the number of buffers of timeseries or indicator</td>
</tr>
<tr>
<td>Timeframe</td>
<td>Gets the timeframe flag of timeseries or indicator</td>
</tr>
<tr>
<td>Symbol</td>
<td>Gets the symbol of timeseries or indicator</td>
</tr>
<tr>
<td>Period</td>
<td>Gets the period of timeseries or indicator</td>
</tr>
<tr>
<td>RefreshCurrent</td>
<td>Sets/resets the flag of updating the current data</td>
</tr>
</tbody>
</table>

**Data Access**

- `virtual BufferResize` Sets buffer size of timeseries or indicator

**Data Update**

- `virtual Refresh` Update the data of timeseries or indicator
Period | Description | Transforms ENUM_TIMEFRAMES into a string
--- | --- | ---

**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, SearchGreater, SearchLess, SearchGreaterOrEqual, 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.

```plaintext
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.

```cpp
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.

```c
string RefreshCurrent(
    const bool flag  // value
)
```

Parameters


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.

```cpp
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

CSeries 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

<table>
<thead>
<tr>
<th>Create</th>
<th>Data Access</th>
<th>Data Update</th>
<th>Search for Extreme Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual <strong>BufferResize</strong></td>
<td>virtual <strong>GetData</strong></td>
<td>virtual <strong>Refresh</strong></td>
<td>virtual <strong>MinIndex</strong></td>
</tr>
<tr>
<td>Sets size of the series buffer</td>
<td>Gets the specified series buffer element</td>
<td>Updates timeseries data</td>
<td>Gets the index of minimal value in the specified range</td>
</tr>
<tr>
<td>virtual <strong>MinValue</strong></td>
<td>virtual <strong>MaxIndex</strong></td>
<td>virtual <strong>MaxValue</strong></td>
<td>Gets the minimal value in the specified range</td>
</tr>
<tr>
<td>Gets the index of maximal value in the specified range</td>
<td>Gets the maximal value in the specified range</td>
<td></td>
<td></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, 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.

```c
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

```cpp
flags=OBJ_ALL PERIODS
```

**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
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator

Direct descendants

- CIAC, CIAD, CIADX, CIADXWilder, CIAlligator, CIAMA, CIAO, CIATR, CIBands, CIBeansPower, CIBullsPower, CIBWMFI, CICCI, CIChaikin, CIbCustom, CIDEMA, CIDeMarker, CIEnvelopes, CIForce, CIFractals, CIFrAMA, CIFGator, CIFichimoku, CIM, CIMACD, CIMFI, CIMomentum, CIOBY, CIOSMA, CIRSI, CIRVI, CISAR, CISstdDev, CISStochastic, CITEMA, CITriX, CIVIdA, CVolumes, CIWPR

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Handle</td>
<td>Gets the indicator's handle.</td>
</tr>
<tr>
<td>Status</td>
<td>Gets the status of the indicator.</td>
</tr>
<tr>
<td>FullRelease</td>
<td>Sets a flag to release the handle.</td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>BufferResize</td>
<td>Sets the new buffer sizes</td>
</tr>
<tr>
<td>GetData</td>
<td>Copies the data from the indicator buffer</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>Refresh</td>
<td>Updates the indicator data</td>
</tr>
</tbody>
</table>
Finding Min/Max Values

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Minimum</td>
<td>Gets the index of minimal value in a specified range.</td>
</tr>
<tr>
<td>MinValue</td>
<td>Gets the minimal value in a specified range.</td>
</tr>
<tr>
<td>Maximum</td>
<td>Gets the index of maximal value in a specified range.</td>
</tr>
<tr>
<td>MaxValue</td>
<td>Gets the maximal value in a specified range.</td>
</tr>
</tbody>
</table>

Conversion of Enumerations

<table>
<thead>
<tr>
<th>MethodList</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MethodDescription</td>
<td>Converts <code>ENUM_MA_METHOD</code> into a string</td>
</tr>
<tr>
<td>PriceDescription</td>
<td>Converts <code>ENUM_APPLIED_PRICE</code> into a string</td>
</tr>
<tr>
<td>VolumeDescription</td>
<td>Converts <code>ENUM_APPLIED_VOLUME</code> into a string</td>
</tr>
</tbody>
</table>

Working with chart

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AddToChart</td>
<td>Adds an indicator to the chart</td>
</tr>
<tr>
<td>DeleteFromChart</td>
<td>Deletes an indicator from the chart</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, Type, 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
**Handle**

Gets the indicator's handle.

```c
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**
  - [in] Indicator timeframe (`ENUM_TIMEFRAMES` enumeration).

- **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.

```cpp
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.
```c
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.

---

```c
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

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.

```c
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
) 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 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.

```c
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 // value
} 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

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates an indicator</td>
</tr>
<tr>
<td>Data Update</td>
<td>Updates indicator data</td>
</tr>
<tr>
<td>Refresh</td>
<td></td>
</tr>
</tbody>
</table>
Create

Creates the indicator of the specified type with the specified parameters.

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.

```c
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.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CiSpread</code></td>
<td>Provides an access to spread historical data</td>
</tr>
<tr>
<td><code>CiTime</code></td>
<td>Provides an access to open times of the bars in the history</td>
</tr>
<tr>
<td><code>CiTickVolume</code></td>
<td>Provides an access to tick volumes of the bars in the history</td>
</tr>
<tr>
<td><code>CiRealVolume</code></td>
<td>Provides an access to real volumes of the bars in the history</td>
</tr>
<tr>
<td><code>CiOpen</code></td>
<td>Provides an access to open prices of the bars in the history</td>
</tr>
<tr>
<td><code>CiHigh</code></td>
<td>Provides an access to high prices of the bars in the history</td>
</tr>
<tr>
<td><code>CiLow</code></td>
<td>Provides an access to low prices of the bars in the history</td>
</tr>
<tr>
<td><code>CiClose</code></td>
<td>Provides an access to close prices of the bars in the history</td>
</tr>
</tbody>
</table>
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

class CiSpread: public CSeries

Title

#include <Indicators\TimeSeries.mqh>

Inheritance hierarchy

CObject
  CArray
    CAryObj
      CSeries
        CiSpread

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates a timeseries</td>
</tr>
<tr>
<td>BufferResize</td>
<td>Sets a series buffer size</td>
</tr>
</tbody>
</table>

Data Access

<table>
<thead>
<tr>
<th>GetData</th>
<th>Gets the series data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data Update</td>
<td>Updates the series data</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 CAryObj

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
Create

Creates a timeseries with the specified parameters for access to the spreads history.

```csharp
bool Create(  
    string symbol,  // symbol  
    ENUM_TIMEFRAMES period   // period
)
```

Parameters

symbol


period


Return Value

true - successful, false - cannot create the timeseries.
BufferResize

Sets size of the buffer series.

```cpp
virtual void BufferResize(
    int size  // size
)
```

Parameters

- `size`
GetData

Gets the specified element of timeseries buffer.

```c
int GetData(int 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, int count, int& buffer) const
```

**Parameters**

- `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, int count, int& buffer) const
```

**Parameters**

- `start_time` [in]
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

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

```cpp
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CiTime

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates a timeseries</td>
</tr>
<tr>
<td><strong>BufferResize</strong></td>
<td>Sets timeseries buffer size</td>
</tr>
</tbody>
</table>

Data Access

<table>
<thead>
<tr>
<th>GetData</th>
<th>Gets the timeseries data</th>
</tr>
</thead>
</table>

Data Update

<table>
<thead>
<tr>
<th>Refresh</th>
<th>Updates the timeseries data</th>
</tr>
</thead>
</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, 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
Create

Creates a timeseries with the specified parameters for access to the opening times 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 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


**Standard Library**

- **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 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*

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

<table>
<thead>
<tr>
<th>Group</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Create</td>
<td>Creates a timeseries</td>
</tr>
<tr>
<td>Data Access</td>
<td>BufferResize</td>
<td>Sets buffer sizes</td>
</tr>
<tr>
<td>Data Access</td>
<td>GetData</td>
<td>Gets the series data</td>
</tr>
<tr>
<td>Data Update</td>
<td>Refresh</td>
<td>Updates the series data</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, 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
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**
  - [in] Timeseries 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`

- [in] Starting time of the buffer.
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

Class Methods by Groups

<table>
<thead>
<tr>
<th>Group</th>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Create</td>
<td>Creates a series</td>
</tr>
<tr>
<td></td>
<td>BufferResize</td>
<td>Sets buffer size</td>
</tr>
<tr>
<td>Data Access</td>
<td>GetData</td>
<td>Gets the series data</td>
</tr>
<tr>
<td>Data Update</td>
<td>Refresh</td>
<td>Updates the series data</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, 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
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**


**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`
Standard Library


`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 element of timeseries by starting and stop times.

```cpp
int GetData(
    datetime start_time,  // starting time
    datetime stop_time,   // stop time
    long& buffer          // target array
) const
```

Parameters

`start_time`

[in] Starting time.

`stop_time`

[in] Stop time.

`buffer`

[in] Reference to the target array for data

Return Value

`>=0` if successful, `-1` in the case of error.
Refresh

Updates the data of timeseries.

```c
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

<table>
<thead>
<tr>
<th>Create</th>
<th>Data Access</th>
<th>GetData</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates a series</td>
<td>Gets the series data</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, 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 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(
    datatime 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 the data from the 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.
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

```c
class CiHigh: public CPriceSeries
```

Title

```c
#include <Indicators\TimeSeries.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CPriceSeries
        - CiHigh

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Data Access</th>
<th>GetData</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td></td>
<td>Creates a series</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
<td>Gets the series data</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, Type, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear, CompareArray, InsertSort, Search, SearchGreater, SearchLess, SearchGreaterOrEqual, SearchLessOrEqual, SearchFirst, SearchLast

Methods inherited from class CSeries

- Name, BuffersTotal, BufferSize, Timeframe, Symbol, Period, PeriodDescription, RefreshCurrent
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.
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

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
<th>Data Access</th>
<th></th>
<th>GetData</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates a series</td>
<td></td>
<td></td>
<td>GetData</td>
<td>Gets a series data</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, 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 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

\( start\_pos \)
- \([\text{in}]\) Starting position of a timeseries buffer.

\( count \)
- \([\text{in}]\) Number of timeseries buffer elements.

\( buffer \)
- \([\text{in}]\) Reference to the data storage array.

Return Value

\([\geq 0] - \) 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

\( start\_time \)
- \([\text{in}]\) Time of a timeseries buffer initial element.

\( count \)
- \([\text{in}]\) Number of timeseries buffer elements.

\( buffer \)
- \([\text{in}]\) Reference to the data storage array.

Return Value

\([\geq 0] - \) successful, \(-1 - \) cannot receive data.

GetData

Gets data from the 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.
**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**

<table>
<thead>
<tr>
<th>Method (Group)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates a series</td>
</tr>
<tr>
<td>GetData</td>
<td>Gets series data</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, 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 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**
  - [in] Timeseries symbol.

- **period**
  - [in] Timeseries timeframe ([ENUM_TIMEFRAMES](#) enumeration value).

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.
```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.
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.

<table>
<thead>
<tr>
<th>Class/group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CiADX</td>
<td>Average Directional Index</td>
</tr>
<tr>
<td>CiADXWilder</td>
<td>Average Directional Index by Welles Wilder</td>
</tr>
<tr>
<td>CiBands</td>
<td>Bollinger Bands®</td>
</tr>
<tr>
<td>CiEnvelopes</td>
<td>Envelopes</td>
</tr>
<tr>
<td>CiIchimoku</td>
<td>Ichimoku Kinko Hyo</td>
</tr>
<tr>
<td>CiMA</td>
<td>Moving Average</td>
</tr>
<tr>
<td>CiSAR</td>
<td>Parabolic Stop And Reverse System</td>
</tr>
<tr>
<td>CiStdDev</td>
<td>Standard Deviation</td>
</tr>
<tr>
<td>CiDEMA</td>
<td>Double Exponential Moving Average</td>
</tr>
<tr>
<td>CiTEMA</td>
<td>Triple Exponential Moving Average</td>
</tr>
<tr>
<td>CiFrAMA</td>
<td>Fractal Adaptive Moving Average</td>
</tr>
<tr>
<td>CiAMA</td>
<td>Adaptive Moving Average</td>
</tr>
<tr>
<td>CiVIDyA</td>
<td>Variable Index Dynamic Average</td>
</tr>
</tbody>
</table>
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

```cpp
class CiADX: public CIndicator
```

Title

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiADX

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>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer element of the main line</td>
</tr>
<tr>
<td>Plus</td>
<td>Returns the buffer element of the +DI line</td>
</tr>
<tr>
<td>Minus</td>
<td>Returns the buffer element of the -DI line</td>
</tr>
</tbody>
</table>

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, 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.

```csharp
bool Create(
    string symbol,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period    // averaging period
)
```

**Parameters**

- **symbol**
  - `[in]` Symbol.

- **period**
  - `[in]` Timeframe ([`ENUM_TIMEFRAMES` enumeration value]).

- **ma_period**

**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
virtual 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

```cpp
class CiADXWilder: public CIndicator
{
public:
    #include <Indicators\Trend.mqh>
}
```

Inheritance hierarchy

`CObject`  
`CArray`  
`CArrayObj`  
`CSeries`  
`CIndicator`  
`CiADXWilder`

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>Create</code></td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><code>Main</code></td>
<td>Returns the buffer data of the main line</td>
</tr>
<tr>
<td><code>Plus</code></td>
<td>Returns the buffer data of the +DI line</td>
</tr>
<tr>
<td><code>Minus</code></td>
<td>Returns the buffer data of the -DI line</td>
</tr>
<tr>
<td><code>Input/output</code></td>
<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 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.
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.

```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.

```cpp
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

class CiBands: public CIndicator

Title

#include <Indicators\Trend.mqh>

Inheritance hierarchy

CObject
    CArray
        CArrayObj
            CSeries
                CIndicator
                    CiBands

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>MaShift</td>
<td>Returns the horizontal shift</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></td>
<td></td>
</tr>
<tr>
<td>Base</td>
<td>Returns the buffer element of the base line</td>
</tr>
<tr>
<td>Upper</td>
<td>Returns the buffer element of the upper line</td>
</tr>
<tr>
<td>Lower</td>
<td>Returns the buffer element of the lower line</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
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.

```cpp
int MaShift() const
```

Return Value

Returns the horizontal shift value, defined at the indicator creation.
Deviation

Returns the deviation.

```c
double Deviation() const
```

Return Value

Returns the deviation, 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.

```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**
  - [in] 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.

```c
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

<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>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>
<td></td>
</tr>
</tbody>
</table>

Data Access

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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>
<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
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.

```
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, defined at the indicator creation (ENUM_MA_METHOD enumeration value).
Deviation

Returns the value of deviation.

```cpp
double Deviation() const
```

**Return Value**

Returns the value of deviation, 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
    ENUM_MA_METHOD ma_method, // averaging method
    int applied, // price type, handle
    double deviation // deviation
)
```

**Parameters**

- **symbol**
  - [in] Symbol.
- **period**
  - [in] Timeframe ([`ENUM_TIMEFRAMES` enumeration value]).
- **ma_period**
- **ma_shift**
  - [in] Price axis shift.
- **ma_method**
  - [in] Averaging method ([`ENUM_MA_METHOD` enumeration value]).
- **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.

```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_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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TenkanSenPeriod</td>
<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>Create the indicator</td>
</tr>
<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>
## ChinkouSpan

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ChinkouSpan</td>
<td>Returns the buffer element of the ChikouSpan line</td>
</tr>
</tbody>
</table>

### Input/output

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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, 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
TenkanSenPeriod

Returns the TenkanSen period.

```cpp
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.

```cpp
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.

```c
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.

```cpp
virtual int Type() const
```

**Return Value**

Indicator type (IND_ICHIKOMO 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

```
class CiMA: public CIndicator
```

Title

```
#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>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>Create</td>
<td></td>
</tr>
<tr>
<td>Data Access</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 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.

```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.

```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 string,       // 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

- **string**: Symbol.
- **period**: Timeframe (`ENUM_TIMEFRAMES` enumeration value).
- **ma_period**: Averaging period.
- **ma_shift**: Horizontal shift.
- **ma_method**: Averaging method (`ENUM_MA_METHOD` enumeration value).
- **applied**: 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, 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>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<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>
</tbody>
</table>

Create Methods

Create

Creates the indicator

Data Access Methods

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
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.

```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\_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>
</tr>
</thead>
<tbody>
<tr>
<td><strong>MaPeriod</strong></td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td><strong>MaShift</strong></td>
<td>Returns the horizontal shift</td>
</tr>
<tr>
<td><strong>MaMethod</strong></td>
<td>Returns the averaging method</td>
</tr>
<tr>
<td><strong>Applied</strong></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><strong>Main</strong></td>
<td>Returns the buffer data</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td></td>
</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
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.
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**
  - [in] 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.

```
virtual int Type() const
```

Return Value

Indicator type (`IND_STDDEV` for CiStdDev).
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

```
#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>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>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>Main</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

```
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.
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.

\[
\text{int Applied() const}
\]

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 string,  // symbol
    ENUM_TIMEFRAMES period,  // period
    int ma_period,  // averaging period
    int ind_shift,  // shift
    int applied  // price type, handle
)
```

#### Parameters

- **string**
  - [in] Symbol.

- **period**

- **ma_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.

\[
\text{virtual int Type() const}
\]

Return Value

Indicator type (\text{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></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></td>
<td></td>
</tr>
<tr>
<td>Data Access</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 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, Redraw, 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.

```
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.

```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**
  - [in] Timeframe (**ENUM_TIMEFRAMES** enumeration value).

- **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, or `EMPTY_VALUE` if there is no correct data.
Type

Virtual identification method.

```cpp
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

```cpp
#include <Indicators\Trend.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiFrAMA
```

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>Data Access</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 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.
**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.

```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.

```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>
<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>FastEmaPeriod</strong></td>
<td>Returns the averaging period for the fast EMA</td>
</tr>
<tr>
<td><strong>SlowEmaPeriod</strong></td>
<td>Returns the averaging period for the slow EMA</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>
<tr>
<td><strong>Create</strong></td>
<td></td>
</tr>
</tbody>
</table>

Data Access

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Main</strong></td>
<td>Returns the buffer element</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td></td>
</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

- 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.
FastEmaPeriod

Returns the averaging period for the fast EMA.

```c
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.

```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.

```
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 string, // 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.

```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.

```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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CmoPeriod</td>
<td>Returns the period for Momentum</td>
</tr>
<tr>
<td>EmaPeriod</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 Methods</td>
<td></td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access Methods</td>
<td></td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer element</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
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.

```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 cmo_period, // momentum period
    int ema_period, // averaging period
    int ind_shift, // shift
    int applied // price type, handle
)
```

**Parameters**

- **symbol**
  - [in] 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.

<table>
<thead>
<tr>
<th>Class/group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CiATR</td>
<td>Average True Range</td>
</tr>
<tr>
<td>CiBearsPower</td>
<td>Bears Power</td>
</tr>
<tr>
<td>CiBullsPower</td>
<td>Bulls Power</td>
</tr>
<tr>
<td>CiCICI</td>
<td>Commodity Channel Index</td>
</tr>
<tr>
<td>CiChaikin</td>
<td>Chaikin Oscillator</td>
</tr>
<tr>
<td>CiDeMarker</td>
<td>DeMarker</td>
</tr>
<tr>
<td>CiForce</td>
<td>Force Index</td>
</tr>
<tr>
<td>CiMACD</td>
<td>Moving Averages Convergence-Divergence</td>
</tr>
<tr>
<td>CiMomentum</td>
<td>Momentum</td>
</tr>
<tr>
<td>CiOsMA</td>
<td>Moving Average of Oscillator (MACD histogram)</td>
</tr>
<tr>
<td>CiRSI</td>
<td>Relative Strength Index</td>
</tr>
<tr>
<td>CiRVI</td>
<td>Relative Vigor Index</td>
</tr>
<tr>
<td>CiStochastic</td>
<td>Stochastic Oscillator</td>
</tr>
<tr>
<td>CiWPR</td>
<td>Williams’ Percent Range</td>
</tr>
<tr>
<td>CiTriX</td>
<td>Triple Exponential Moving Averages Oscillator</td>
</tr>
</tbody>
</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

<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>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Main</td>
<td>Returns the buffer data</td>
</tr>
<tr>
<td>Input/output</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
Standard Library

**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.

```
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`


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_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**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaPeriod</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>
<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

- FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
Standard Library

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


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

```csharp
class CiBullsPower: public CIndicator
```

Title

```csharp
#include <Indicators\Oscilators.mqh>
```

Inheritance hierarchy

```
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiBullsPower
```

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>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><code>Main</code></td>
<td>Returns the buffer element</td>
</tr>
<tr>
<td>Input/output</td>
<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

- `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`
Standard Library

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`


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_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**

```cpp
class CiCCI: public CIndicator
```

**Title**

```cpp
#include <Indicators\Oscilators.mqh>
```

**Inheritance hierarchy**

- CObject
- CArray
  - CArrayObj
  - CSeries
  - CIndicator
  - CiCCI

**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>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>Input/output</code></td>
<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

- Step, Step, Total, Available, Max, IsSorted, SortMode, Clear, Sort

Methods inherited from class CArrayObj
Standard Library

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.

```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.

```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.

```c
double Main(
    int index  // index
)
```

Parameters

index


Return Value

Buffer element by the specified index, or \texttt{EMPTY\_VALUE} if there is no correct data.
Type

Virtual identification method.

```cpp
virtual int Type() const
```

Return Value

Indicator type ([IND_CCI](#) for CiCCI).
**CiChaikin**

CiChaikin is a class intended for using the Chaikin Oscillator technical indicator.

**Description**

CiChaikin class provides the creation, setup, and access to the data of the Chaikin Oscillator indicator.

**Declaration**

```cpp
class CiChaikin: public CIndicator
```

**Title**

```cpp
#include <Indicators\Oscillators.mqh>
```

**Inheritance hierarchy**

`CObject`

`CArray`

`CArrayObj`

`CSeries`

`CIndicator`

`CiChaikin`

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Attributes</strong></td>
<td></td>
</tr>
<tr>
<td>FastMaPeriod</td>
<td>Returns the averaging period for the fast MA</td>
</tr>
<tr>
<td>SlowMaPeriod</td>
<td>Returns the averaging period for the slow MA</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></td>
</tr>
<tr>
<td><code>Create</code></td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><strong>Data Access</strong></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**
Standard Library

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.

```cpp
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.

```cpp
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.

```c
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**
  - [in] Symbol.

- **period**
  - [in] Timeframe ([`ENUM_TIMEFRAMES`](#) enumeration value).

- **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**
  - [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_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

class CiDeMarker: public CIndicator

Title

#include <Indicators\Oscillators.mqh>

Inheritance hierarchy

CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiDeMarker

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>MaPeriod</td>
<td>Returns the averaging period</td>
</tr>
<tr>
<td>Create</td>
<td></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</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

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear
Standard Library

- 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.

```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`


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\Oscillators.mqh>

Inheritance hierarchy

CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiForce

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>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>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

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, Redraw, 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.
**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`


`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**
  - [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.

```c
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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FastEmaPeriod</td>
<td>Returns the averaging period of the fast EMA</td>
</tr>
<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>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>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject
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
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.

```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.

```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

- `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.

```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


**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.

```
virtual int Type() const
```

Return Value

Indicator type (IND_MACD 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\Oscillators.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiMomentum

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MapPeriod</td>
<td>Returns the averaging period</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>Main</td>
<td>Returns the buffer element</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
Standard Library

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.

```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_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\Oscillators.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiOsMA

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FastEmaPeriod</strong></td>
<td>Returns the averaging period of the fast EMA</td>
</tr>
<tr>
<td><strong>SlowEmaPeriod</strong></td>
<td>Returns the averaging period of the slow EMA</td>
</tr>
<tr>
<td><strong>SignalPeriod</strong></td>
<td>Returns the averaging period of the signal line</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>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Main</strong></td>
<td>Returns the buffer element</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td></td>
</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

- 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
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.

```c
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.

```
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 line period
    int applied // price type, handle)
```

### Parameters

- **symbol**
  - [in] Symbol.

- **period**
  - [in] Timeframe ([ENUM_TIMEFRAMES](#) enumeration value).

- **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 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_OSM 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>MaPeriod</td>
<td>Returns the averaging period</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>
</tbody>
</table>

Data Access

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main</td>
<td>Returns the buffer element</td>
</tr>
<tr>
<td>Input/output</td>
<td>virtual Type</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
Standard Library

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.

```
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 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


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 ([ND\_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**

```cpp
class CiRVI: public CIndicator
```

**Title**

```cpp
#include <Indicators\Oscilators.mqh>
```

**Inheritance hierarchy**

- CObject
- CArray
  - CArrayObj
    - CSeries
      - CIndicator
        - CiRVI

**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>Create Methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Create</strong></td>
<td>Creates the indicator</td>
</tr>
<tr>
<td><strong>Data Access Methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Main</strong></td>
<td>Returns the buffer data of the main line</td>
</tr>
<tr>
<td><strong>Signal</strong></td>
<td>Returns the buffer data of the signal line</td>
</tr>
<tr>
<td><strong>Input/output</strong></td>
<td></td>
</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
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.
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.

```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`


**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.

```
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**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kperiod</td>
<td>Returns the averaging period for the %K line</td>
</tr>
<tr>
<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>
</tr>
<tr>
<td>PriceField</td>
<td>Price type (Low/High or Close/Close) to apply</td>
</tr>
</tbody>
</table>

- Create
  - Create: Creates the indicator

- Data Access
  - Main: Returns the buffer data of the main line
  - Signal: Returns the buffer data of the signal line
  - Input/output: Virtual identification method

**Methods inherited from class CObject**
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.

```c
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.

```java
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.

```csharp
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**
  - `[in]` Timeframe ([`ENUM_TIMEFRAMES` enumeration value]).

- **Kperiod**
  - `[in]` Averaging period of %K indicator.

- **Dperiod**
  - `[in]` Averaging period of %D indicator.

- **slowing**
  - `[in]` Slowing period.

- **ma_method**
  - `[in]` Averaging method ([`ENUM_MA_METHOD` enumeration value]).

- **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


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.

```
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

```
#include <Indicators\Oscillators.mqh>
```

Inheritance hierarchy

```
CObject
CArray
CArrayObj
CSeries
CIndicator
CiTriX
```

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>
</tbody>
</table>

Data Access

- **Main**: Returns the buffer data
- **Input/output**: 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, 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.
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 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

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_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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CalcPeriod</td>
<td>Returns the calculation period</td>
</tr>
<tr>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</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 CArrayObj

© 2000-2021, MetaQuotes Ltd
**Standard Library**

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
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.

```c
bool Create(
    string symbol,     // symbol
    ENUM_TIMEFRAMES period,  // period
    int calc_period    // calculation period
)
```

Parameters

- **symbol**
  - [in] 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.

```
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.

<table>
<thead>
<tr>
<th>Class/group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CiAD</td>
<td>Accumulation/Distribution</td>
</tr>
<tr>
<td>CiMFI</td>
<td>Money Flow Index</td>
</tr>
<tr>
<td>CiOBV</td>
<td>On Balance Volume</td>
</tr>
<tr>
<td>CiVolumes</td>
<td>Volumes</td>
</tr>
</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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Applied</td>
<td>Returns the calculation period</td>
</tr>
<tr>
<td>Create</td>
<td></td>
</tr>
<tr>
<td>Create</td>
<td>Creates the indicator</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 CArrayObj
Standard Library

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.

```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


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

```
class CiMFI: public CIndicator
```

Title

```
#include <Indicators\Volumes.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiMFI

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>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>
<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
Standard Library

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.

```cpp
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.

```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_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**

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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>
<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,
Standard Library

*Comparator functions:*
- `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**
  - [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.

```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.

```
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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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>
<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

- FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
Standard Library

*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.

```c
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_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.

<table>
<thead>
<tr>
<th>Class/group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CiAC</td>
<td>Accelerator Oscillator</td>
</tr>
<tr>
<td>CiAlligator</td>
<td>Alligator</td>
</tr>
<tr>
<td>CiAO</td>
<td>Awesome Oscillator</td>
</tr>
<tr>
<td>CiFractals</td>
<td>Fractals</td>
</tr>
<tr>
<td>CiGator</td>
<td>Gator Oscillator</td>
</tr>
<tr>
<td>CiBWMFI</td>
<td>Market Facilitation Index</td>
</tr>
</tbody>
</table>
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

```
class CiAC: public CIndicator
```

Title

```
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
    - CSeries
      - CIndicator
      - CiAC

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</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

- 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
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.
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

```cpp
class CiAlligator: public CIndicator
```

Title

```cpp
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
          - CiAlligator

Class Methods by Groups

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>JawPeriod</td>
<td>Returns the averaging period for the Jaws line</td>
</tr>
<tr>
<td>JawShift</td>
<td>Returns the horizontal shift of the Jaws line</td>
</tr>
<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>
</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>Jaw</td>
<td>Returns the buffer data of the Jaws line buffer</td>
</tr>
<tr>
<td>Teeth</td>
<td>Returns the buffer data of the Teeth line buffer</td>
</tr>
</tbody>
</table>
Lips

Input/output returns the buffer data of the Lips line buffer

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 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.

```c
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.

```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.

```cpp
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.

```c
double Jaw(
    int index // index
)
```

Parameters

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

```cpp
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

- CObject
  - CArray
    - CArrayObj
      - CSeries
        - CIndicator
        - CiAO

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th>Data Access</th>
<th>Input/output</th>
<th>virtual Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Main</td>
<td>virtual Type</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>virtual Type</td>
<td></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, 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
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`
  - `[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

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

```cpp
class CiFractals: public CIndicator
```

Title

```cpp
#include <Indicators\BillWilliams.mqh>
```

Inheritance hierarchy

```cpp
CObject
  CArray
    CArrayObj
      CSeries
        CIndicator
          CiFractals
```

Class Methods by Groups

<table>
<thead>
<tr>
<th>Methods</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates the indicator</td>
</tr>
<tr>
<td>Data Access</td>
<td></td>
</tr>
<tr>
<td>Upper</td>
<td>Returns the data of the upper buffer</td>
</tr>
<tr>
<td>Lower</td>
<td>Returns the data of the lower buffer</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

FreeMode, FreeMode, Save, Load, CreateElement, Reserve, Resize, Shutdown, Add, AddArray, Insert, InsertArray, AssignArray, At, Update, Shift, Detach, Delete, DeleteRange, Clear,
Standard Library

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, 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.

```c
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.

```cpp
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_FRAXTALS` 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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>JawPeriod</td>
<td>Returns the averaging period for the Jaws line</td>
</tr>
<tr>
<td>JawShift</td>
<td>Returns the horizontal shift of the Jaws line</td>
</tr>
<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>
</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>Upper</td>
<td>Returns the data of the upper buffer</td>
</tr>
<tr>
<td>Lower</td>
<td>Returns the data of the lower buffer</td>
</tr>
</tbody>
</table>
### 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**, **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

JawPeriod

Returns the averaging period for the Jaws line.

```c
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.

```
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.

```cpp
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.

| 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.
- `jaw_shift` ([in]) Jaws horizontal shift.
- `teeth_period` ([in]) Teeth averaging period.
- `teeth_shift` ([in]) Teeth horizontal shift.
- `lips_period` ([in]) Lips averaging period.
- `lips_shift` ([in]) Lips horizontal shift.
- `ma_method` ([in]) Averaging method (ENUM_MA_METHOD enumeration value).
- `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.

```cpp
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.

```cpp
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

<table>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<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>
<tr>
<td>Input/output</td>
<td></td>
</tr>
<tr>
<td>virtual Type</td>
<td>Virtual identification method</td>
</tr>
</tbody>
</table>
StdLib

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.

```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.

```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 ([ND_BWMF] for CIBWMF).
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>
<thead>
<tr>
<th>Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>NumBuffers</td>
<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 PARAMTYPE { 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.

```cpp
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.

```cpp
string ParamString(
    int index // index
) const
```

**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 CIUser).
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.

<table>
<thead>
<tr>
<th>Class/Group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CAccountInfo</td>
<td>Class for working with trade account properties</td>
</tr>
<tr>
<td>CSymbolInfo</td>
<td>Class for working with trade instrument properties</td>
</tr>
<tr>
<td>COrderInfo</td>
<td>Class for working with pending order properties</td>
</tr>
<tr>
<td>CHistoryOrderInfo</td>
<td>Class for working with history order properties</td>
</tr>
<tr>
<td>CPositionInfo</td>
<td>Class for working with open position properties</td>
</tr>
<tr>
<td>CDealInfo</td>
<td>Class for working with history deal properties</td>
</tr>
<tr>
<td>CTrade</td>
<td>Class for trade operations execution</td>
</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

<table>
<thead>
<tr>
<th>Access to integer type properties</th>
<th></th>
</tr>
</thead>
<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>
</tr>
</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>
### Standard Library

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Margin</strong></td>
<td>Gets the amount of reserved margin</td>
</tr>
<tr>
<td><strong>FreeMargin</strong></td>
<td>Gets the amount of free margin</td>
</tr>
<tr>
<td><strong>MarginLevel</strong></td>
<td>Gets the level of margin</td>
</tr>
<tr>
<td><strong>MarginCall</strong></td>
<td>Gets the level of margin for deposit</td>
</tr>
<tr>
<td><strong>MarginStopOut</strong></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><strong>Name</strong></td>
<td>Gets the client name</td>
</tr>
<tr>
<td><strong>Server</strong></td>
<td>Gets the trade server name</td>
</tr>
<tr>
<td><strong>Currency</strong></td>
<td>Gets the deposit currency name</td>
</tr>
<tr>
<td><strong>Company</strong></td>
<td>Gets the company name that serves an account</td>
</tr>
</tbody>
</table>

#### Access to MQL5 API functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>InfoInteger</strong></td>
<td>Gets the value of specified integer type property</td>
</tr>
<tr>
<td><strong>InfoDouble</strong></td>
<td>Gets the value of specified double type property</td>
</tr>
<tr>
<td><strong>InfoString</strong></td>
<td>Gets the value of specified string type property</td>
</tr>
</tbody>
</table>

#### Additional methods

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OrderProfitCheck</strong></td>
<td>Gets the evaluated profit based on the parameters passed</td>
</tr>
<tr>
<td><strong>MarginCheck</strong></td>
<td>Gets the amount of margin required to execute trade operation</td>
</tr>
<tr>
<td><strong>FreeMarginCheck</strong></td>
<td>Gets the amount of free margin left after execution of trade operation</td>
</tr>
<tr>
<td><strong>MaxLotCheck</strong></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_ACCNT_TRADE_MODE  TradeMode() const
```

Return Value

Trade mode from the `ENUM_ACCNT_TRADE_MODE` enumeration.
TradeModeDescription

Gets the trade mode as a string.

\[
\text{string} \quad \text{TradeModeDescription}() \quad \text{const}
\]

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
ENUM_ACCOUNT_MARGIN_MODE MarginMode() const
```

**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.

```cpp
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.

```cpp
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.

```c
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.

```cpp
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.

```
string Name() const
```

Return Value

Client name.
Server

Gets the trade server name.

```cpp
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.

```cpp
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.

```cpp
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.

```c++
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**
  - [in] Open price.

- **price_close**
  - [in] Close price.

### 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.

```cpp
double MarginCheck(  
  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 margin required for trade operation.
FreeMarginCheck

Gets the amount of free margin left after trade operation.

```
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.

```cpp
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:  
) 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**

<table>
<thead>
<tr>
<th>Controlling</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<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>
</tbody>
</table>
### Standard Library

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>StopsLevel</td>
<td>Gets the minimal indent for orders (in points)</td>
</tr>
<tr>
<td>FreezeLevel</td>
<td>Gets the distance of freezing trade operations (in points)</td>
</tr>
<tr>
<td>Bid</td>
<td>Gets the current Bid price</td>
</tr>
<tr>
<td>BidHigh</td>
<td>Gets the maximal Bid price for a day</td>
</tr>
<tr>
<td>BidLow</td>
<td>Gets the minimal Bid price for a day</td>
</tr>
<tr>
<td>Ask</td>
<td>Gets the current Ask price</td>
</tr>
<tr>
<td>AskHigh</td>
<td>Gets the maximal Ask price for a day</td>
</tr>
<tr>
<td>AskLow</td>
<td>Gets the minimal Ask price for a day</td>
</tr>
<tr>
<td>Last</td>
<td>Gets the current Last price</td>
</tr>
<tr>
<td>LastHigh</td>
<td>Gets the maximal Last price for a day</td>
</tr>
<tr>
<td>LastLow</td>
<td>Gets the minimal Last price for a day</td>
</tr>
<tr>
<td>TradeCalcMode</td>
<td>Gets the mode of contract cost calculation</td>
</tr>
<tr>
<td>TradeCalcModeDescription</td>
<td>Gets the mode of contract cost calculation as a string</td>
</tr>
<tr>
<td>TradeMode</td>
<td>Gets the type of order execution</td>
</tr>
<tr>
<td>TradeModeDescription</td>
<td>Gets the type of order execution as a string</td>
</tr>
<tr>
<td>TradeExecution</td>
<td>Gets the trade execution mode</td>
</tr>
<tr>
<td>TradeExecutionDescription</td>
<td>Gets the execution mode as a string</td>
</tr>
<tr>
<td>SwapMode</td>
<td>Gets the swap calculation mode</td>
</tr>
<tr>
<td>SwapModeDescription</td>
<td>Gets the swap calculation mode as a string</td>
</tr>
<tr>
<td>SwapRollover3days</td>
<td>Gets the day of triple swap charge</td>
</tr>
<tr>
<td>SwapRollover3daysDescription</td>
<td>Gets the day of triple swap charge as a string</td>
</tr>
<tr>
<td>MarginInitial</td>
<td>Gets the value of initial margin</td>
</tr>
<tr>
<td>MarginMaintenance</td>
<td>Gets the value of maintenance margin</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>------------------</td>
<td>-------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>MarginLong</td>
<td>Gets the rate of margin charging for long positions</td>
</tr>
<tr>
<td>MarginShort</td>
<td>Gets the rate of margin charging for short positions</td>
</tr>
<tr>
<td>MarginLimit</td>
<td>Gets the rate of margin charging for Limit orders</td>
</tr>
<tr>
<td>MarginStop</td>
<td>Gets the rate of margin charging for Stop orders</td>
</tr>
<tr>
<td>MarginStopLimit</td>
<td>Gets the rate of margin charging for StopLimit orders</td>
</tr>
<tr>
<td>TradeTimeFlags</td>
<td>Gets the flags of allowed expiration modes</td>
</tr>
<tr>
<td>TradeFillFlags</td>
<td>Gets the flags of allowed filling modes</td>
</tr>
<tr>
<td>Quantization</td>
<td></td>
</tr>
<tr>
<td>Digits</td>
<td>Gets the number of digits after period</td>
</tr>
<tr>
<td>Point</td>
<td>Gets the value of one point</td>
</tr>
<tr>
<td>TickValue</td>
<td>Gets the tick value (minimal change of price)</td>
</tr>
<tr>
<td>TickValueProfit</td>
<td>Gets the calculated tick price for a profitable position</td>
</tr>
<tr>
<td>TickValueLoss</td>
<td>Gets the calculated tick price for a losing position</td>
</tr>
<tr>
<td>TickSize</td>
<td>Gets the minimal change of price</td>
</tr>
<tr>
<td>Contracts sizes</td>
<td></td>
</tr>
<tr>
<td>ContractSize</td>
<td>Gets the amount of trade contract</td>
</tr>
<tr>
<td>LotsMin</td>
<td>Gets the minimal volume to close a deal</td>
</tr>
<tr>
<td>LotsMax</td>
<td>Gets the maximal volume to close a deal</td>
</tr>
<tr>
<td>LotsStep</td>
<td>Gets the minimal step of volume change to close a deal</td>
</tr>
<tr>
<td>LotsLimit</td>
<td>Gets the maximal allowed volume of opened position and pending orders (direction insensitive) for one symbol</td>
</tr>
<tr>
<td>Swaps sizes</td>
<td></td>
</tr>
<tr>
<td>SwapLong</td>
<td>Gets the value of long position swap</td>
</tr>
<tr>
<td>SwapShort</td>
<td>Gets the value of short position swap</td>
</tr>
<tr>
<td>Text properties</td>
<td></td>
</tr>
<tr>
<td>CurrencyBase</td>
<td>Gets the name of symbol base currency</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CurrencyProfit</td>
<td>Gets the profit currency name</td>
</tr>
<tr>
<td>CurrencyMargin</td>
<td>Gets the margin currency name</td>
</tr>
<tr>
<td>Bank</td>
<td>Gets the name of current quote source</td>
</tr>
<tr>
<td>Description</td>
<td>Gets the string description of symbol</td>
</tr>
<tr>
<td>Path</td>
<td>Gets the path in symbols tree</td>
</tr>
<tr>
<td>Symbol properties</td>
<td></td>
</tr>
<tr>
<td>SessionDeals</td>
<td>Gets the number of deals in the current session</td>
</tr>
<tr>
<td>SessionBuyOrders</td>
<td>Gets the number of Buy orders at the moment</td>
</tr>
<tr>
<td>SessionSellOrders</td>
<td>Gets the number of Sell orders at the moment</td>
</tr>
<tr>
<td>SessionTurnover</td>
<td>Gets the summary of turnover of the current session</td>
</tr>
<tr>
<td>SessionInterest</td>
<td>Gets the summary of open interest of the current session</td>
</tr>
<tr>
<td>SessionBuyOrdersVolume</td>
<td>Gets the current volume of Buy orders</td>
</tr>
<tr>
<td>SessionSellOrdersVolume</td>
<td>Gets the current volume of Sell orders</td>
</tr>
<tr>
<td>SessionOpen</td>
<td>Gets the open price of the current session</td>
</tr>
<tr>
<td>SessionClose</td>
<td>Gets the close price of the current session</td>
</tr>
<tr>
<td>SessionAW</td>
<td>Gets the average weighted price of the current session</td>
</tr>
<tr>
<td>SessionPriceSettlement</td>
<td>Gets the settlement price of the current session</td>
</tr>
<tr>
<td>SessionPriceLimitMin</td>
<td>Gets the minimal price of the current session</td>
</tr>
<tr>
<td>SessionPriceLimitMax</td>
<td>Gets the maximal price of the current session</td>
</tr>
<tr>
<td>Access to MQL5 API functions</td>
<td></td>
</tr>
<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>
</tr>
<tr>
<td>Service functions</td>
<td></td>
</tr>
<tr>
<td>NormalizePrice</td>
<td>Returns the value of price, normalized using the symbol properties</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type, Compare
Refresh

Refreshes the symbol data.

```cpp
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.

```cpp
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.

```cpp
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).

```
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.

```cpp
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).

```cpp
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).

```cpp
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.

    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.

\[
\text{double LastHigh() const}
\]

**Return Value**

Maximal Last price of the day.

**Note**

The symbol should be selected by \texttt{Name} method.
**LastLow**

Gets the minimal Last price of the day.

```cpp
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.

```cpp
enum TradeCalcMode { ENUM_SYMBOL_CALC_MODE } 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
enum ENUM_SYMBOL_TRADE_MODE
{
    TRADE_MODE_SOME
};

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.

```cpp
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.

```cpp
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.

```csharp
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.

    double MarginLong() const

Return Value

Rate of margin charging on long positions.

Note

The symbol should be selected by Name method.
MargiShort

Gets the rate of margin charging on short positions.

```cpp
double MargiShort() 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.

```plaintext
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.

```cpp
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.

```c
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.

```c
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.

```cpp
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

Minimal 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.

```cpp
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.

```cpp
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.

```cpp
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.

\texttt{string \ Path() const}

Return Value

Gets the path in symbols tree.

Note

The symbol should be selected by \texttt{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.

```
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.

```cpp
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.

```cpp
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.

```cpp
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.

```cpp
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.

```cpp
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.

```
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.

```cpp
    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.

```c
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.

```cpp
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`


**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

<table>
<thead>
<tr>
<th>Access to integer type properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ticket</td>
<td>Gets the ticket of an order, previously selected for access</td>
</tr>
<tr>
<td>TimeSetup</td>
<td>Gets the time of order placement</td>
</tr>
<tr>
<td>TimeSetupMsc</td>
<td>Receives the time of placing an order in milliseconds since 01.01.1970</td>
</tr>
<tr>
<td>OrderType</td>
<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>
</tr>
<tr>
<td>TimeDoneMsc</td>
<td>Receives order execution or cancellation time in milliseconds since 01.01.1970</td>
</tr>
<tr>
<td>TypeFilling</td>
<td>Gets the type of order execution by remainder</td>
</tr>
<tr>
<td>TypeFillingDescription</td>
<td>Gets the type of order execution by remainder as a string</td>
</tr>
<tr>
<td>TypeTime</td>
<td>Gets the type of order at the time of the expiration</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>TypeTimeDescription</strong></td>
<td>Gets the order type by expiration time as a string</td>
</tr>
<tr>
<td><strong>Magic</strong></td>
<td>Gets the ID of expert that placed the order</td>
</tr>
<tr>
<td><strong>PositionId</strong></td>
<td>Gets the ID of position</td>
</tr>
<tr>
<td><strong>Access to double type properties</strong></td>
<td></td>
</tr>
<tr>
<td><strong>VolumeInitial</strong></td>
<td>Gets the initial volume of order</td>
</tr>
<tr>
<td><strong>VolumeCurrent</strong></td>
<td>Gets the unfilled volume of order</td>
</tr>
<tr>
<td><strong>PriceOpen</strong></td>
<td>Gets the order price</td>
</tr>
<tr>
<td><strong>StopLoss</strong></td>
<td>Gets the order’s Stop Loss</td>
</tr>
<tr>
<td><strong>TakeProfit</strong></td>
<td>Gets the order’s Take Profit</td>
</tr>
<tr>
<td><strong>PriceCurrent</strong></td>
<td>Gets the current price by order symbol</td>
</tr>
<tr>
<td><strong>PriceStopLimit</strong></td>
<td>Gets the price of a Limit order</td>
</tr>
<tr>
<td><strong>Access to text properties</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Symbol</strong></td>
<td>Gets the name of order symbol</td>
</tr>
<tr>
<td><strong>Comment</strong></td>
<td>Gets the order comment</td>
</tr>
<tr>
<td><strong>Access to MQL5 API functions</strong></td>
<td></td>
</tr>
<tr>
<td><strong>InfoInteger</strong></td>
<td>Gets the value of specified integer type property</td>
</tr>
<tr>
<td><strong>InfoDouble</strong></td>
<td>Gets the value of specified double type property</td>
</tr>
<tr>
<td><strong>InfoString</strong></td>
<td>Gets value of specified string type property</td>
</tr>
<tr>
<td><strong>State</strong></td>
<td></td>
</tr>
<tr>
<td><strong>StoreState</strong></td>
<td>Saves the order parameters</td>
</tr>
<tr>
<td><strong>CheckState</strong></td>
<td>Checks the current parameters against the saved parameters</td>
</tr>
<tr>
<td><strong>Selection</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Select</strong></td>
<td>Selects an order by ticket for further access to its properties</td>
</tr>
<tr>
<td><strong>SelectByIndex</strong></td>
<td>Selects an order by index for further access to its properties</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject
- Prev, Prev, Next, Next, Save, Load, Type, Compare
Ticket

Gets the ticket of an order.

```cpp
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.

```
datetime TimeSetup() const
```

**Return Value**

Time of order placement.

**Note**

The order should be selected using the `Select` (by ticket) or `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.

```c
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
const datetime TimeDone()
```

**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.

```cpp
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.

```c
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.

```
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.

```cpp
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.

```cpp
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.

```cpp
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.

```
    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.

```cpp
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.

```c
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.

```
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.

```c
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.

```csharp
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**

<table>
<thead>
<tr>
<th>Access to integer type properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TimeSetup</strong></td>
<td>Gets the time of order placement</td>
</tr>
<tr>
<td><strong>TimeSetupMsc</strong></td>
<td>Receives the time of placing an order in milliseconds since 01.01.1970</td>
</tr>
<tr>
<td><strong>OrderType</strong></td>
<td>Gets the order type</td>
</tr>
<tr>
<td><strong>OrderTypeDescription</strong></td>
<td>Gets the order type as a string</td>
</tr>
<tr>
<td><strong>State</strong></td>
<td>Gets the order state</td>
</tr>
<tr>
<td><strong>StateDescription</strong></td>
<td>Gets the order state as a string</td>
</tr>
<tr>
<td><strong>TimeExpiration</strong></td>
<td>Gets the time of order expiration</td>
</tr>
<tr>
<td><strong>TimeDone</strong></td>
<td>Gets the time of order execution or cancellation</td>
</tr>
<tr>
<td><strong>TimeDoneMsc</strong></td>
<td>Receives order execution or cancellation time in milliseconds since 01.01.1970</td>
</tr>
<tr>
<td><strong>TypeFilling</strong></td>
<td>Gets the type of order execution by remainder</td>
</tr>
<tr>
<td><strong>TypeFillingDescription</strong></td>
<td>Gets the type of order execution by remainder as a string</td>
</tr>
<tr>
<td><strong>TypeTime</strong></td>
<td>Gets the type of order at the time of the expiration</td>
</tr>
<tr>
<td><strong>TypeTimeDescription</strong></td>
<td>Gets the order type by expiration time as a string</td>
</tr>
<tr>
<td><strong>Magic</strong></td>
<td>Gets the ID of expert that placed the order</td>
</tr>
<tr>
<td><strong>PositionId</strong></td>
<td>Gets the ID of position</td>
</tr>
<tr>
<td><strong>VolumeInitial</strong></td>
<td>Gets the initial volume of order</td>
</tr>
<tr>
<td><strong>VolumeCurrent</strong></td>
<td>Gets the unfilled volume of order</td>
</tr>
<tr>
<td><strong>PriceOpen</strong></td>
<td>Gets the order price</td>
</tr>
<tr>
<td><strong>StopLoss</strong></td>
<td>Gets the order’s Stop Loss</td>
</tr>
<tr>
<td><strong>TakeProfit</strong></td>
<td>Gets the order’s Take Profit</td>
</tr>
<tr>
<td><strong>PriceCurrent</strong></td>
<td>Gets the current price by order symbol</td>
</tr>
<tr>
<td><strong>PriceStopLimit</strong></td>
<td>Gets the price of a Limit order</td>
</tr>
</tbody>
</table>

**Access to text properties**

| **Symbol**         | Gets the order symbol |
| **Comment**        | Gets the order comment |

**Access to MQL5 API functions**

| **InfoInteger**    | Gets the value of specified integer type property |
| **InfoDouble**     | Gets the value of specified double type property |
| **InfoString**     | Gets value of specified string type property |
| **Selection**      |  |
| **Ticket**         | Gets the ticket/selects the order |
| **SelectByIndex**  | Selects the order by index |

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Save, Load, Type, Compare
TimeSetup

Gets the time of order placement.

```cpp
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.

\[\text{ulong TimeSetupMsc()} \text{ const}\]

**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.

```
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.

```cpp
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**

**Receive 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.

```c
ENUM_ORDER_TYPE_FILLING TypeFilling() const
```

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.

```
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.

`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.

```cpp
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.

```cpp
    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.

```
string Comment() const
```

Return Value

Order comment.

Note

The historical order should be selected using the Ticket (by ticket) or SelectByIdex (by index) methods.
**InfoInteger**

Gets the value of specified integer type property.

```c
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_ORDERPROPERTY_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.

```c
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.

```cpp
bool InfoString(
    ENUM_ORDERPROPERTYSTRING prop_id, // property ID
    string& var // reference to variable
) const
```

Parameters

- **prop_id**
  
  [in] ID of text property from `ENUM_ORDERPROPERTYSTRING` 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.

```plaintext
ulong Ticket() const
```

Return Value

Order ticket.

Ticket (Set method)

Select the order for further work.

```plaintext
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**

<table>
<thead>
<tr>
<th>Access to integer type properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Time</strong></td>
<td>Gets the time of position opening</td>
</tr>
<tr>
<td><strong>TimeMsc</strong></td>
<td>Receives the time of position opening in milliseconds since 01.01.1970</td>
</tr>
<tr>
<td><strong>TimeUpdate</strong></td>
<td>Receives the time of position changing in seconds since 01.01.1970</td>
</tr>
<tr>
<td><strong>TimeUpdateMsc</strong></td>
<td>Receives the time of position changing in milliseconds since 01.01.1970</td>
</tr>
<tr>
<td><strong>PositionType</strong></td>
<td>Gets the position type</td>
</tr>
<tr>
<td><strong>TypeDescription</strong></td>
<td>Gets the position type as a string</td>
</tr>
<tr>
<td><strong>Magic</strong></td>
<td>Gets the ID of expert, that opened the position</td>
</tr>
<tr>
<td><strong>Identifier</strong></td>
<td>Gets the ID of position</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Access to double type properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Volume</strong></td>
<td>Gets the volume of position</td>
</tr>
<tr>
<td><strong>PriceOpen</strong></td>
<td>Gets the price of position opening</td>
</tr>
<tr>
<td><strong>StopLoss</strong></td>
<td>Gets the price of position's Stop Loss</td>
</tr>
<tr>
<td><strong>TakeProfit</strong></td>
<td>Gets the price of position's Take Profit</td>
</tr>
<tr>
<td><strong>PriceCurrent</strong></td>
<td>Gets the current price by position symbol</td>
</tr>
<tr>
<td><strong>Commission</strong></td>
<td>Gets the amount of commission by position</td>
</tr>
</tbody>
</table>
### Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Swap</strong></td>
<td>Gets the amount of swap by position</td>
</tr>
<tr>
<td><strong>Profit</strong></td>
<td>Gets the amount of current profit by position</td>
</tr>
<tr>
<td><strong>Symbol</strong></td>
<td>Gets the name of position symbol</td>
</tr>
<tr>
<td><strong>Comment</strong></td>
<td>Gets the comment of the position</td>
</tr>
<tr>
<td><strong>InfoInteger</strong></td>
<td>Gets the value of specified integer type property</td>
</tr>
<tr>
<td><strong>InfoDouble</strong></td>
<td>Gets the value of specified double type property</td>
</tr>
<tr>
<td><strong>InfoString</strong></td>
<td>Gets the value of specified string type property</td>
</tr>
<tr>
<td><strong>Select</strong></td>
<td>Selects the position</td>
</tr>
<tr>
<td><strong>SelectByIndex</strong></td>
<td>Selects the position by index</td>
</tr>
<tr>
<td><strong>SelectByMagic</strong></td>
<td>Selects a position with the specified symbol name and magic number</td>
</tr>
<tr>
<td><strong>SelectByTicket</strong></td>
<td>Selects the position by ticket</td>
</tr>
<tr>
<td><strong>StoreState</strong></td>
<td>Saves the position parameters</td>
</tr>
<tr>
<td><strong>CheckState</strong></td>
<td>Checks the current parameters against the saved parameters</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, **Save**, **Load**, **Type**, **Compare**
Time

Gets the time of position opening.

```cpp
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.

```
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.

```c
  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.

```c
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.

```c
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.

```cpp
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.

```cpp
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.

```cpp
  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.

```cpp
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.

```cpp
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.

```c
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.

```cpp
bool InfoDouble(
    ENUM_POSITION_PROPERTY_DOUBLE 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.

```cpp
bool InfoString(
    ENUM_POSITION_PROPERTY_STRING prop_id,  // property ID
    string& var  // reference to variable
) const
```

**Parameters**

- **prop_id**
  - [in] ID of text property from ENUM_POSITION_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 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

- true - 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.

```cpp
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

<table>
<thead>
<tr>
<th>Access to integer type properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Order</td>
<td>Gets the order by which the deal is executed</td>
</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>
<td>DealType</td>
<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>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Access to double type properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Volume</td>
<td>Gets the volume of deal</td>
</tr>
<tr>
<td>Price</td>
<td>Gets the deal price</td>
</tr>
<tr>
<td>Commision</td>
<td>Gets the amount of commission of the deal</td>
</tr>
<tr>
<td>Swap</td>
<td>Gets the amount of swap when position is closed</td>
</tr>
<tr>
<td>Profit</td>
<td>Gets the financial result of deal</td>
</tr>
</tbody>
</table>
### Access to text properties

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Gets the name of deal symbol</th>
</tr>
</thead>
<tbody>
<tr>
<td>Comment</td>
<td>Gets the deal comment</td>
</tr>
</tbody>
</table>

### Access to MQL5 API functions

| InfoInteger | Gets the value of specified integer type property |
| InfoDouble  | Gets the value of specified double type property  |
| InfoString  | Gets value of specified string type property      |

### Selection

<table>
<thead>
<tr>
<th>Ticket</th>
<th>Gets ticket/selects the deal</th>
</tr>
</thead>
</table>

| SelectByIndex | Selects the deal by index |

### 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.

```cpp
enum DealType

const 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.

```cpp
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.

```c++
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.

```
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.

```cpp
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.

```cpp
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(
    ENUM_DEAL_PROPERTY_DOUBLE prop_id,  // property ID
    double& var,  // reference to variable
) const
```

**Parameters**

- **prop_id**
  - [in] ID of double type property from `ENUM_DEAL_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 deal 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 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.

```
ulong Ticket() const
```

**Return Value**

Deal ticket.

**Ticket (Set method)**

Select the position for further work.

```
void Ticket(
    ulong ticket  // ticket
)
```

**Parameters**

- `ticket`
  
  [in] Deal ticket.
SelectByIndex

Selects the deal by index for further access to its properties.

```c
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

```cpp
class CTrade : public CObject
```

Title

```cpp
#include <Trade\Trade.mqh>
```

Inheritance hierarchy

- CObject
- CTrade

Direct descendants

- CExpertTrade

Class methods by groups

<table>
<thead>
<tr>
<th>Setting parameters</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LogLevel</td>
<td>Sets logging level</td>
</tr>
<tr>
<td>SetExpertMagicNumber</td>
<td>Sets the expert ID</td>
</tr>
<tr>
<td>SetDeviationInPoints</td>
<td>Sets the allowed deviation</td>
</tr>
<tr>
<td>SetTypeFilling</td>
<td>Sets filling type of the order</td>
</tr>
<tr>
<td>SetTypeFillingBySymbol</td>
<td>Sets filling type of the order according to the specified symbol settings</td>
</tr>
<tr>
<td>SetAsyncMode</td>
<td>Sets asynchronous mode for trade operations</td>
</tr>
<tr>
<td>SetMarginMode</td>
<td>Sets margin calculation mode in accordance with the current account settings</td>
</tr>
</tbody>
</table>

Operations with orders

- **OrderOpen**
  - Places a pending order with specified parameters

- **OrderModify**
  - Modifies the pending order parameters

- **OrderDelete**
  - Deletes a pending order

Operations with positions

- **PositionOpen**
  - Opens a position with specified parameters
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PositionModify</strong></td>
<td>Modifies position parameters by the specified symbol or position ticket</td>
</tr>
<tr>
<td><strong>PositionClose</strong></td>
<td>Closes a position for the specified symbol</td>
</tr>
<tr>
<td><strong>PositionClosePartial</strong></td>
<td>Partially closes a position on a specified symbol or having a specified ticket</td>
</tr>
<tr>
<td><strong>PositionCloseBy</strong></td>
<td>Closes a position with the specified ticket by an opposite position</td>
</tr>
</tbody>
</table>

**Additional methods**

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Buy</strong></td>
<td>Opens a long position with specified parameters</td>
</tr>
<tr>
<td><strong>Sell</strong></td>
<td>Opens a short position with specified parameters</td>
</tr>
<tr>
<td><strong>BuyLimit</strong></td>
<td>Places a pending order of the Buy Limit type with specified parameters</td>
</tr>
<tr>
<td><strong>BuyStop</strong></td>
<td>Places a pending order of the Buy Stop type with specified parameters</td>
</tr>
<tr>
<td><strong>SellLimit</strong></td>
<td>Places a pending order of the Sell Limit type with specified parameters</td>
</tr>
<tr>
<td><strong>SellStop</strong></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>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Request</strong></td>
<td>Gets the copy of the last request structure</td>
</tr>
<tr>
<td><strong>RequestAction</strong></td>
<td>Gets the trade operation type</td>
</tr>
<tr>
<td><strong>RequestActionDescription</strong></td>
<td>Gets the trade operation type as string</td>
</tr>
<tr>
<td><strong>RequestMagic</strong></td>
<td>Gets the magic number of the Expert Advisor</td>
</tr>
<tr>
<td><strong>RequestOrder</strong></td>
<td>Gets the order ticket used in the last request</td>
</tr>
<tr>
<td><strong>RequestSymbol</strong></td>
<td>Gets the name of the symbol used in the last request</td>
</tr>
<tr>
<td><strong>RequestVolume</strong></td>
<td>Gets the trade volume (in lots) used in the last request</td>
</tr>
<tr>
<td><strong>RequestPrice</strong></td>
<td>Gets the price used in the last request</td>
</tr>
<tr>
<td><strong>RequestStopLimit</strong></td>
<td>Gets the price of pending order of Stop Limit type used in the last request</td>
</tr>
<tr>
<td><strong>RequestSL</strong></td>
<td>Gets the Stop Loss price of the order used in the last request</td>
</tr>
<tr>
<td><strong>RequestTP</strong></td>
<td>Gets the Take Profit price of the order used in the last request</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------------</td>
<td>----------------------------------------------------------------------------</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>
<tr>
<td><code>CheckResultProfit</code></td>
<td>Gets the value of the floating profit after executing a trading operation.</td>
</tr>
<tr>
<td><code>CheckResultMargin</code></td>
<td>Gets the value of the margin field of <code>MqlTradeCheckResult</code> type, filled while checking</td>
</tr>
<tr>
<td>Method Name</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td>CheckResultMarginFree</td>
<td>Gets the value of the margin_free field of MqlTradeCheckResult type, filled while checking the request correctness</td>
</tr>
<tr>
<td>CheckResultMarginLevel</td>
<td>Gets the value of the margin_level field of MqlTradeCheckResult type, filled while checking the request correctness</td>
</tr>
<tr>
<td>CheckResultComment</td>
<td>Gets the value of the comment field of MqlTradeCheckResult type, filled while checking the request correctness</td>
</tr>
<tr>
<td>Access to the last request execution results</td>
<td></td>
</tr>
<tr>
<td>Result</td>
<td>Gets the copy of the structure of the last request result</td>
</tr>
<tr>
<td>ResultRetcode</td>
<td>Gets the code of request result</td>
</tr>
<tr>
<td>ResultRetcodeDescription</td>
<td>Gets the code of request result as a string</td>
</tr>
<tr>
<td>ResultDeal</td>
<td>Gets the deal ticket</td>
</tr>
<tr>
<td>ResultOrder</td>
<td>Gets the order ticket</td>
</tr>
<tr>
<td>ResultVolume</td>
<td>Gets the volume of deal or order</td>
</tr>
<tr>
<td>ResultPrice</td>
<td>Gets the price, confirmed by broker</td>
</tr>
<tr>
<td>ResultBid</td>
<td>Gets the current bid price (the requote)</td>
</tr>
<tr>
<td>ResultAsk</td>
<td>Gets the current ask price (the requote)</td>
</tr>
<tr>
<td>ResultComment</td>
<td>Gets the broker comment</td>
</tr>
<tr>
<td>Auxiliary methods</td>
<td></td>
</tr>
<tr>
<td>PrintRequest</td>
<td>Prints the last request parameters into journal</td>
</tr>
<tr>
<td>PrintResult</td>
<td>Prints the results of the last request into journal</td>
</tr>
<tr>
<td>FormatRequest</td>
<td>Prepares the formatted string with last request parameters</td>
</tr>
<tr>
<td>FormatRequestResult</td>
<td>Prepares the formatted string with results of the last request execution</td>
</tr>
</tbody>
</table>

Methods inherited from class CObject

Prev, Prev, Next, Next, Save, Load, Type, Compare
**LogLevel**

Sets logging level for messages.

```cpp
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.

```c
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.

```c
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.

```cpp
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.

```csharp
bool PositionModify(
    const string symbol,  // symbol
    double sl,           // Stop Loss price
    double tp            // Take Profit price
)
```

Modifies position parameters by the specified ticket.

```csharp
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.

```csharp
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.

```csharp
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.

```cpp
bool PositionCloseBy(
    const ulong ticket,  // position ticket
    const ulong ticket_by  // opposite position ticket
)
```

**Parameters**

- `ticket`
  - [in] Ticket of the closed position.

- `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.

```c
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**

- **volume**
  - [in] Requested order 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 `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.

```cpp
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**

- `volume`  

- `price`  

- `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.

```cpp
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

- **volume**
  - [in] Requested order 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 `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.

```cpp
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.

```c
void Request(
    MqlTradeRequest& request // reference
) const
```

Parameters

`request`

[out] Reference to the copied structure.

Return Value

None.
**RequestAction**

Gets the trade operation type.

```cpp
enum ENUM_TRADE_REQUEST_ACTIONS

const 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.

```
string RequestActionDescription() const
```

Return Value

Trade operation type (as string) used in the last request.
RequestMagic

Gets the magic number of the Expert Advisor.

```cpp
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.

```cpp
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.

\[
\text{double } \text{RequestTP()} \text{ const}
\]

Return Value

The Take Profit price used in the last request.
RequestDeviation

Gets the maximum price deviation from a requested price.

```plaintext
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.

```
ENUM_ORDER_TYPE RequestType() const
```

**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.**

```cpp
enum 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.

```cpp
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.

```c
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.

```cpp
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.

```c
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.

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.

```cpp
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).

```
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 MqITradeCheckResult type, filled while checking the request correctness.

```c
uint CheckResultRetcode() const
```

Return Value

The value of the retcode field (error code) of MqITradeCheckResult 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 `MqlTradeCheckResult` 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 `MqlTradeCheckResult` 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.

```cpp
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.

```cpp
void PrintResult() const
```

Return Value

None.
FormatRequest

Prepares the formatted string with last request parameters.

```cpp
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.
CTerminalInfo

CTerminalInfo is a class for simplified access to the properties of mql5 program environment.

Description

CTerminalInfo 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

<table>
<thead>
<tr>
<th>Methods for access to the properties of integer type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Build</td>
<td>Gets the build number of the client terminal</td>
</tr>
<tr>
<td>IsConnected</td>
<td>Gets the information about connection to trade server</td>
</tr>
<tr>
<td>IsDLLsAllowed</td>
<td>Gets the information about permission of DLL usage</td>
</tr>
<tr>
<td>IsTradeAllowed</td>
<td>Gets the information about permission to trade</td>
</tr>
<tr>
<td>IsEmailEnabled</td>
<td>Gets the information about permission to send e-mails to SMTP server and login, specified in the terminal settings</td>
</tr>
<tr>
<td>IsFtpEnabled</td>
<td>Gets the information about permission to send trade reports to FTP server and login, specified in the terminal settings</td>
</tr>
<tr>
<td>MaxBars</td>
<td>Gets the information about maximum number of bars on chart</td>
</tr>
<tr>
<td>CodePage</td>
<td>Gets the information about the code page of the language in the client terminal</td>
</tr>
<tr>
<td>CPUCores</td>
<td>Gets the information about the CPU cores</td>
</tr>
<tr>
<td>MemoryPhysical</td>
<td>Gets the information about the physical memory (in Mb)</td>
</tr>
</tbody>
</table>
### Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MemoryTotal</td>
<td>Gets the information about the total memory available for the terminal/agent process (in Mb)</td>
</tr>
<tr>
<td>MemoryAvailable</td>
<td>Gets the information about the free memory available for the terminal/agent process (in Mb)</td>
</tr>
<tr>
<td>MemoryUsed</td>
<td>Gets the information about the memory used by the terminal/agent process (in Mb)</td>
</tr>
<tr>
<td>IsX64</td>
<td>Gets the information about the type of the client terminal</td>
</tr>
<tr>
<td>OpenCLSupport</td>
<td>Gets the information about the version of OpenCL supported by video card</td>
</tr>
<tr>
<td>DiskSpace</td>
<td>Gets the information about free disk space (in Mb)</td>
</tr>
</tbody>
</table>

### Methods for access to the properties of string type

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Language</td>
<td>Gets the language of the client terminal</td>
</tr>
<tr>
<td>Name</td>
<td>Gets the name of the client terminal</td>
</tr>
<tr>
<td>Company</td>
<td>Gets the company name of the client terminal</td>
</tr>
<tr>
<td>Path</td>
<td>Gets the folder of the client terminal</td>
</tr>
<tr>
<td>DataPath</td>
<td>Gets the data folder of the client terminal</td>
</tr>
<tr>
<td>CommonDataPath</td>
<td>Gets the common data folder of all client terminals, installed on the computer</td>
</tr>
</tbody>
</table>

### Access to MQL5 API functions

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>InfoInteger</td>
<td>Gets the value of the property of integer type</td>
</tr>
<tr>
<td>InfoString</td>
<td>Gets the value of property of string type</td>
</tr>
</tbody>
</table>

**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 `TerminalInfoInteger()` 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.

```
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.

```
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).

```cpp
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).

```cpp
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 `TerminalInfInteger()` 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).

```c
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 = "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.

```
string Path() const
```

Return Value

The client terminal folder.

Note

The client terminal folder is used by `TerminalInfoString()` 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.

```cpp
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.

<table>
<thead>
<tr>
<th>Base classes</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>

<table>
<thead>
<tr>
<th>Trading signal classes</th>
<th>Description</th>
</tr>
</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>
### Standard Library

<table>
<thead>
<tr>
<th>Class Name</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
class CExpertBase : public CObject
```

Title

```
#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>Parameters</th>
<th>Indicators and Timeseries</th>
<th>Access to Protected Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual Init</td>
<td>virtual ValidationSettings</td>
<td>virtual SetPriceSeries</td>
<td>InitPhase</td>
</tr>
<tr>
<td></td>
<td></td>
<td>virtual SetOtherSeries</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>virtual InitIndicators</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
### Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TrendType</td>
<td>Sets trend type</td>
</tr>
<tr>
<td>UsedSeries</td>
<td>Gets bitmask of timeseries used</td>
</tr>
<tr>
<td>EveryTick</td>
<td>Sets the “Every tick” flag</td>
</tr>
</tbody>
</table>

### Access to Timeseries

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Open</td>
<td>Gets the element of the Open timeseries by index</td>
</tr>
<tr>
<td>High</td>
<td>Gets the element of the High timeseries by index</td>
</tr>
<tr>
<td>Low</td>
<td>Gets the element of the Low timeseries by index</td>
</tr>
<tr>
<td>Close</td>
<td>Gets the element of the Close timeseries by index</td>
</tr>
<tr>
<td>Spread</td>
<td>Gets the element of the Spread timeseries by index</td>
</tr>
<tr>
<td>Time</td>
<td>Gets the element of the Time timeseries by index</td>
</tr>
<tr>
<td>TickVolume</td>
<td>Gets the element of the TickVolume timeseries by index</td>
</tr>
<tr>
<td>RealVolume</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>InitOpen</td>
<td>Open timeseries initialization method</td>
</tr>
<tr>
<td>InitHigh</td>
<td>High timeseries initialization method</td>
</tr>
<tr>
<td>InitLow</td>
<td>Low timeseries initialization method</td>
</tr>
<tr>
<td>InitClose</td>
<td>Close timeseries initialization method</td>
</tr>
<tr>
<td>InitSpread</td>
<td>Spread timeseries initialization method</td>
</tr>
<tr>
<td>InitTime</td>
<td>Time timeseries initialization method</td>
</tr>
<tr>
<td>InitTickVolume</td>
<td>TickVolume timeseries initialization method</td>
</tr>
<tr>
<td>InitRealVolume</td>
<td>RealVolume timeseries initialization method</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual PriceLevelUnit</td>
<td>Gets the price level unit</td>
</tr>
<tr>
<td>virtual StartIndex</td>
<td>Gets the index of starting bar to analyze</td>
</tr>
</tbody>
</table>
### virtual `CompareMagic`

| virtual `CompareMagic` | Compares the Expert Advisor ID with the specified value |

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, Save, Load, Type, Compare
InitPhase

Gets the current phase of the object initialization.

<table>
<thead>
<tr>
<th>ENUM_INIT_PHASE</th>
<th>InitPhase()</th>
</tr>
</thead>
</table>

**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 the Symbol(...), Period(...) and InitIndicators(...) methods
   - not allowed - call of the ValidationSettings(), SetPriceSeries(...), SetOtherSeries(...) and InitIndicators(...) methods

3. Checking of parameters.
   - start - after successful completion of the ValidationSettings() method
   - finished - 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_TREND 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.

```c
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.

```c
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.

```c
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
virtual 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.

```cpp
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.

```c
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.

```c
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.

```cpp
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.

```cpp
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.

```cpp
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

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Init</strong></td>
<td>Class instance initialization method</td>
</tr>
<tr>
<td>virtual <strong>InitSignal</strong></td>
<td>Initializes Trading Signal object</td>
</tr>
<tr>
<td>virtual <strong>InitTrailing</strong></td>
<td>Initializes Trailing Stop object</td>
</tr>
<tr>
<td>virtual <strong>InitMoney</strong></td>
<td>Initializes Money Management object</td>
</tr>
<tr>
<td>virtual <strong>InitTrade</strong></td>
<td>Initializes Trade object</td>
</tr>
<tr>
<td>virtual <strong>ValidationSettings</strong></td>
<td>Checks the settings</td>
</tr>
<tr>
<td>virtual <strong>InitIndicators</strong></td>
<td>Initializes indicators and timeseries</td>
</tr>
<tr>
<td>Method</td>
<td>Description</td>
</tr>
<tr>
<td>-----------------</td>
<td>---------------------------------------------------------------</td>
</tr>
<tr>
<td>virtual <code>InitParameters</code></td>
<td>Expert Advisor parameters initialization method</td>
</tr>
<tr>
<td>virtual <code>Deinit</code></td>
<td>Class instance deinitialization method</td>
</tr>
<tr>
<td>virtual <code>DeinitSignal</code></td>
<td>Deinitializes Trading Signal object</td>
</tr>
<tr>
<td>virtual <code>DeinitTrailing</code></td>
<td>Deinitializes Trailing Stop object</td>
</tr>
<tr>
<td>virtual <code>DeinitMoney</code></td>
<td>Deinitializes Money Management object</td>
</tr>
<tr>
<td>virtual <code>DeinitTrade</code></td>
<td>Deinitializes Trade object</td>
</tr>
<tr>
<td>virtual <code>DeinitIndicators</code></td>
<td>Deinitializes indicators and timeseries</td>
</tr>
</tbody>
</table>

**Parameters**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Magic</code></td>
<td>Sets the Expert Advisor ID</td>
</tr>
<tr>
<td><code>MaxOrders</code></td>
<td>Gets/sets the maximum amount of allowed orders</td>
</tr>
</tbody>
</table>

**Event Processing Methods**

<table>
<thead>
<tr>
<th>Event</th>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnTick</code></td>
<td><code>OnTickProcess</code></td>
</tr>
<tr>
<td><code>OnTrade</code></td>
<td><code>OnTradeProcess</code></td>
</tr>
<tr>
<td><code>OnTimer</code></td>
<td><code>OnTimerProcess</code></td>
</tr>
<tr>
<td><code>OnChartEvent</code></td>
<td><code>OnChartEventProcess</code></td>
</tr>
<tr>
<td><code>OnBookEvent</code></td>
<td><code>OnBookEventProcess</code></td>
</tr>
</tbody>
</table>

**Update Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Refresh</code></td>
<td>Updates all data</td>
</tr>
</tbody>
</table>

**Market Entry Methods**

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>CheckOpen</code></td>
<td>Checks position opening conditions</td>
</tr>
<tr>
<td><code>CheckOpenLong</code></td>
<td>Checks conditions to open long position</td>
</tr>
<tr>
<td><code>CheckOpenShort</code></td>
<td>Checks conditions to open short position</td>
</tr>
<tr>
<td><code>OpenLong</code></td>
<td>Opens a long position</td>
</tr>
<tr>
<td><code>OpenShort</code></td>
<td>Opens a short position</td>
</tr>
</tbody>
</table>
### Market Exit Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CheckClose</td>
<td>Checks conditions to close current position</td>
</tr>
<tr>
<td>CheckCloseLong</td>
<td>Checks conditions to close long position</td>
</tr>
<tr>
<td>CheckCloseShort</td>
<td>Checks conditions to close short position</td>
</tr>
<tr>
<td>CloseAll</td>
<td>Closes the opened position and deletes all orders</td>
</tr>
<tr>
<td>Close</td>
<td>Closes the opened position</td>
</tr>
<tr>
<td>CloseLong</td>
<td>Closes the long position</td>
</tr>
<tr>
<td>CloseShort</td>
<td>Closes the short position</td>
</tr>
</tbody>
</table>

### Position Reverse Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CheckReverse</td>
<td>Checks conditions to reverse opened position</td>
</tr>
<tr>
<td>CheckReverseLong</td>
<td>Checks conditions to reverse long position</td>
</tr>
<tr>
<td>CheckReverseShort</td>
<td>Checks conditions to reverse short position</td>
</tr>
<tr>
<td>ReverseLong</td>
<td>Performs reverse operation of long position</td>
</tr>
<tr>
<td>ReverseShort</td>
<td>Performs reverse operation of short position</td>
</tr>
</tbody>
</table>

### Position/Order Trailing Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CheckTrailingStop</td>
<td>Checks conditions to modify position parameters</td>
</tr>
<tr>
<td>CheckTrailingStopLong</td>
<td>Checks Trailing Stop conditions of long position</td>
</tr>
<tr>
<td>CheckTrailingStopShort</td>
<td>Checks Trailing Stop conditions of short position</td>
</tr>
<tr>
<td>TrailingStopLong</td>
<td>Performs Trailing Stop for long position</td>
</tr>
<tr>
<td>TrailingStopShort</td>
<td>Performs Trailing Stop for short position</td>
</tr>
<tr>
<td>CheckTrailingOrderLong</td>
<td>Checks Trailing Stop conditions of Buy Limit/Stop order</td>
</tr>
<tr>
<td>CheckTrailingOrderShort</td>
<td>Checks Trailing Stop conditions of Sell Limit/Stop order</td>
</tr>
<tr>
<td>TrailingOrderLong</td>
<td>Performs Trailing Stop for Buy Limit/Stop order</td>
</tr>
<tr>
<td>TrailingOrderShort</td>
<td>Performs Trailing Stop for Sell Limit/Stop order</td>
</tr>
</tbody>
</table>

### Order Delete Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CheckDeleteOrderLong</td>
<td>Checks conditions to delete Buy order</td>
</tr>
<tr>
<td>CheckDeleteOrderShort</td>
<td>Checks conditions to delete Sell order</td>
</tr>
<tr>
<td>DeleteOrders</td>
<td>Deletes all orders</td>
</tr>
</tbody>
</table>
### Trade Order Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DeleteOrder</strong></td>
<td>Deletes Stop/Limit order</td>
</tr>
<tr>
<td><strong>DeleteOrderLong</strong></td>
<td>Deletes Buy Limit/Stop order</td>
</tr>
<tr>
<td><strong>DeleteOrderShort</strong></td>
<td>Deletes Sell Limit/Stop order</td>
</tr>
</tbody>
</table>

### Trade Volume Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>LotOpenLong</strong></td>
<td>Gets trade volume for buy operation</td>
</tr>
<tr>
<td><strong>LotOpenShort</strong></td>
<td>Gets trade volume for sell operation</td>
</tr>
<tr>
<td><strong>LotReverse</strong></td>
<td>Gets trade volume for position reverse operation</td>
</tr>
</tbody>
</table>

### Trade History Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PrepareHistoryDate</strong></td>
<td>Sets starting date for trade history tracking</td>
</tr>
<tr>
<td><strong>HistoryPoint</strong></td>
<td>Creates a checkpoint of trade history (saves number of positions, orders, deals and historical orders)</td>
</tr>
<tr>
<td><strong>CheckTradeState</strong></td>
<td>Compares the current state with the saved one and calls the corresponding event handler</td>
</tr>
</tbody>
</table>

### Event flags

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>WaitEvent</strong></td>
<td>Sets the trading event waiting flag</td>
</tr>
<tr>
<td><strong>NoWaitEvent</strong></td>
<td>Resets the trading event waiting flag</td>
</tr>
</tbody>
</table>

### Trade Event Processing Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TradeEventPositionStopTake</strong></td>
<td>Event handler of the “Position Stop Loss/Take Profit triggered” event</td>
</tr>
<tr>
<td><strong>TradeEventOrderTriggered</strong></td>
<td>Event handler of the “Pending Order Triggered” event</td>
</tr>
<tr>
<td><strong>TradeEventPositionOpened</strong></td>
<td>Event handler of the “Position Opened” event</td>
</tr>
<tr>
<td><strong>TradeEventPositionVolumeChanged</strong></td>
<td>Event handler of the “Position Volume Changed” event</td>
</tr>
<tr>
<td><strong>TradeEventPositionModified</strong></td>
<td>Event handler of the “Position Modified” event</td>
</tr>
<tr>
<td><strong>TradeEventPositionClosed</strong></td>
<td>Event handler of the “Position Closed” event</td>
</tr>
<tr>
<td><strong>TradeEventOrderPlaced</strong></td>
<td>Event handler of the “Pending Order Placed” event</td>
</tr>
<tr>
<td><strong>TradeEventOrderModified</strong></td>
<td>Event handler of the “Pending Order Modified” event</td>
</tr>
<tr>
<td><strong>TradeEventOrderDeleted</strong></td>
<td>Event handler of the “Pending Order Deleted” event</td>
</tr>
<tr>
<td><strong>TradeEventNotIdentified</strong></td>
<td>Event handler of the non-identified event</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
Service methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>TimeframeAdd</td>
<td>Adds a timeframe to track</td>
</tr>
<tr>
<td>TimeframesFlags</td>
<td>Forms timeframe flags</td>
</tr>
<tr>
<td>SelectPosition</td>
<td>Selects a position to work with</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, Symbol, Period, Magic, SetMarginMode, SetPriceSeries, SetOtherSeries
**Init**

Class instance initialization method.

```c
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).

```c
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**

```c
//+------------------------------------------------------------------+
//| Sets magic number for object and its dependent objects           |
//| INPUUT:  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.

```cpp
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.

```
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.

| 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.

```cpp
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.

```c
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.

```cpp
CExpertSignal* Signal() const
```

**Return Value**

Pointer to the trade signal object.
**ValidationSettings**

Checks the settings.

```cpp
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.

```cpp
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.

```cpp
virtual bool InitParameters()
```

Return Value

- true - successful, otherwise - false.

Note

The InitParameters() function of CEExpert 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.

```
virtual void DeinitMoney()
```

Return Value

None.
DeinitIndicators

Deinitializes indicators and timeseries.

```cpp
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
//+------------------------------------------------------------------+
//| Position select                                                  |
//| INPUT:  no.                                                      |
//| OUTPUT: no.                                                      |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::SelectPosition(void)
{
    bool res=false;
    //---
    if(m_margin_mode==ACCOUNT_MARGIN_MODERetail_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
//+------------------------------------------------------------------+
//| Check for position open or limit/stop order set                  |
//| INPU                                                                 |
//| OUTP: true-if trade operation processed, false otherwise.          |
//| REMARK: no.                                                        |
//+------------------------------------------------------------------+
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.

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
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

ture - 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            |
//|  INPU: no.                                                      |
//|  OUTU: true-if trade operation processed, false otherwise.      |
//|  REMARK: no.                                                   |
//+------------------------------------------------------------------+
bool CSpecial::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
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
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.

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                                                                 |
//| T: no.                                                      |
//| OUTP                                                                |
//| T: 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**

```cpp
//+------------------------------------------------------------------+
//| Check for long position reverse                                  |
//| INPU:  no.                                                      |
//| OUPU: 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,expiration)};
  //--- 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**
// Long position reverse
// INPUT: price - price,
// sl    - stop loss,
// tp    - take profit.
// OUTPUT: true-if trade operation processed, false otherwise.
// REMARK: no.
bool CExpert::ReverseLong(double price, double sl, double tp)
{
    if (price == EMPTY_VALUE)
        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

- `sl` [in] Stop Loss 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
// Short position reverse
// INPUT: price - price,
//       sl  - stop loss,
//       tp  - take profit.
// OUTPUT: true-if trade operation processed, false otherwise.
// REMARK: no.

bool CExpert::ReverseLong(double price, double sl, double tp)
{
    if (price == EMPTY_VALUE)
        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);
}
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              |
//| INPU:  no.                                                      |
//| OUTPU: 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.

```cpp
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

```cpp
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.

```cpp
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
bool CExpert::CloseAll(double lot)
{
    bool result=false;
    //--- check for close operations
    if(m_margin_mode==ACCOUNT_MARGIN_MODE_NETTING)
        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
class CTrade
{
public:
    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|T:  price - price for close.                                   |
//| O|U|TP|UT: 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
//+------------------------------------------------------------------+
//| Short position close                                             |
//| INPU: price - price for close.                                  |
//| OUTPUT: true-if trade operation successful, false otherwise.    |
//| REMARK: no.                                                     |
//+------------------------------------------------------------------+
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                          |
//| INPUT: no.                                                      |
//| OUTPUT: true-if trade operation processed, false otherwise.      |
//| REMARK: 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                                                          |
//| OUTPUT: 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
//+------------------------------------------------------------------+
//| Check for trailing stop/profit short position                    |
//| INPU:  no.                                                      |
//| OUTPUT: true-if trade operation processed, false otherwise.      |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
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
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.

```csharp
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**

```csharp
//+------------------------------------------------------------------+
//| Trailing stop/profit short position                              |
//| INP
//|     sl - new stop loss,                                        |
//|     tp - new take profit.                                      |
//| O
//|     OUTPUT: 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

```
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
//+------------------------------------------------------------------+
//| Check for trailing short limit/stop order                        |
//| INPU                                                                 |
//| UT: no.                                                            |
//| OFF: true-if trade operation processed, false otherwise.          |
//| REMA                                                                |
//+------------------------------------------------------------------+
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.

```cpp
virtual bool TrailingOrderLong(
    double delta  // delta
)
```

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                                   |
//| INP:  delta - price change.                                    |
//| OUPUT: true-if trade operation successful, false otherwise.     |
//| REMARK: 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

ture - 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                                |
//| INP U T:  delta - price change.                               |
//| O U T P U T: true-if trade operation successful, false otherwise. |
//| R E M A R K: 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                           |
//| INPUT:  no.                                                      |
//| OUTPUT: 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                          |
//| INPUT: no.                                                      |
//| OUTPUT: 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
//+------------------------------------------------------------------+
//| Delete all limit/stop orders                                      |
//| INPU:  no.                                                      |
//| OUTPU: true-if trade operation successful, false otherwise.     |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
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
//+------------------------------------------------------------------+
//| Delete limit/stop order                                       |
//| INPUT: no.                                                     |
//| OUTPUT: true-if trade operation successful, false otherwise.   |
//| REMARK: no.                                                    |
//+------------------------------------------------------------------+
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
//+------------------------------------------------------------------+
//| Delete long limit/stop order                                    |
//| INPUT:  no.                                                      |
//| OUTPUT: true-if trade operation successful, false otherwise.     |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
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
//+------------------------------------------------------------------+
//| Delete short limit/stop order                                    |
//| INPUT:  no.                                                      |
//| OUTPUT: true-if trade operation successful, false otherwise.     |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
bool CExpert::DeleteOrderShort()
{
    return m_trade.OrderDelete(m_order.Ticket());
}
```
LotOpenLong

Gets trade volume for buy operation.

```c
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

```c
//+------------------------------------------------------------------+
//| Method of getting the lot for open long position.                  |
//| INPUT:  price - price,                                           |
//|         sl    - stop loss.                                       |
//| OUTPUT: lot for open.                                            |
//| REMARK: no.                                                      |
//+------------------------------------------------------------------+
double CEExpert::LotOpenLong(double price, double sl)
{
    return (m_money.CheckOpenLong(price,sl));
}
```
**LotOpenShort**

Gets trade volume for sell operation.

```cpp
double LotOpenShort(
    double price,  // price
    double sl      // Stop Loss
)
```

**Parameters**

- **price**

- **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**

```cpp
//+------------------------------------------------------------------+
//| 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.

def 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.

```c
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 of position volume"
    TRADE_EVENT_POSITION_MODIFY = 0x4,  // flag of expecting of the "modification of position"
    TRADE_EVENT_POSITION_CLOSE = 0x8,   // flag of expecting of the "closing
    TRADE_EVENT_POSITION_STOP_TAKE = 0x10, // flag of expecting of the "triggering of stop order of position"
    TRADE_EVENT_ORDER_PLACE = 0x20,    // flag of expecting of the "placing of pending order"
    TRADE_EVENT_ORDER_MODIFY = 0x40,   // flag of expecting of the "modification of pending order"
    TRADE_EVENT_ORDER_DELETE = 0x80,   // flag of expecting of the "deletion of pending order"
    TRADE_EVENT_ORDER_TRIGGER = 0x100, // flag of expecting of the "triggering of pending order"
};
```
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 of the "modification of position volume" event
    TRADE_EVENT_POSITION_MODIFY =0x4,  // flag of expecting of the "modification of position" event
    TRADE_EVENT_POSITION_CLOSE =0x8,   // flag of expecting of the "closing of position" event
    TRADE_EVENT_POSITION_STOP_TAKE =0x10,  // flag of expecting of the "trigger of stop order of position"
    TRADE_EVENT_ORDER_PLACE =0x20,    // flag of expecting of the "placing of pending order" event
    TRADE_EVENT_ORDER_MODIFY =0x40,   // flag of expecting of the "modification of pending order" event
    TRADE_EVENT_ORDER_DELETE =0x80,   // flag of expecting of the "deletion of pending order" event
    TRADE_EVENT_ORDER_TRIGGER =0x100  // flag of expecting of the "trigger of pending order"
};
```
TradeEventPositionStopTake

Event handler of the "Position Stop Loss/Take Profit triggered" event.

```cpp
virtual bool TradeEventPositionStopTake()
```

Return Value

The `CExpert` class method does nothing and always returns true.
TradeEventOrderTriggered

Event handler of the "Pending Order triggered" event.

```cpp
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.

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() {
    // Implementation
}
```

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
virtual bool TradeEventOrderDeleted()
```

Return Value

The CExpert 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.

```cpp
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 examples of trading signal classes in the Expert\Signal\ folder.

Description

CExpertSignal is a base class for implementation of trading signal algorithms.

Declaration

```cpp
#include <Expert\ExpertSignal.mqh>

class CExpertSignal : public CExpertBase
```

Inheritance hierarchy

CObject
   CExpertBase
       CExpertSignal

Direct descendants

CSignalAC, CSignalAMA, CSignalAO, CSignalBearsPower, CSignalBullsPower, CSignalCCI, CSignalDeM, CSignalDEMA, CSignalEnvelopes, CSignalFrAMA, CSignalRSI, CSignalRVI, CSignalSAR, CSignalStoch, CSignalTEMA, CSignalTriX, CSignalWPR

Class Methods by Groups

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual InitIndicators</td>
<td>Initializes indicators and timeseries</td>
</tr>
<tr>
<td>virtual ValidationSettings</td>
<td>Checks the object settings</td>
</tr>
<tr>
<td>virtual AddFilter</td>
<td>Adds a filter to combined signal</td>
</tr>
</tbody>
</table>

Access to Protected Data

| BasePrice         | Sets base price level                   |
| UsedSeries        | Gets the flags of timeseries used       |

Parameters Setting
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Weight</td>
<td>Sets the value of “Weight” parameter</td>
</tr>
<tr>
<td>PatternsUsage</td>
<td>Sets the value of “PatternsUsage” parameter</td>
</tr>
<tr>
<td>General</td>
<td>Sets the value of “General” parameter</td>
</tr>
<tr>
<td>Ignore</td>
<td>Sets the value of “Ignore” parameter</td>
</tr>
<tr>
<td>Invert</td>
<td>Sets the value of “Invert” parameter</td>
</tr>
<tr>
<td>ThresholdOpen</td>
<td>Sets the value of “ThresholdOpen” parameter</td>
</tr>
<tr>
<td>ThresholdClose</td>
<td>Sets the value of “ThresholdClose” parameter</td>
</tr>
<tr>
<td>PriceLevel</td>
<td>Sets the value of “PriceLevel” parameter</td>
</tr>
<tr>
<td>StopLevel</td>
<td>Sets the value of “StopLevel” parameter</td>
</tr>
<tr>
<td>TakeLevel</td>
<td>Sets the value of “TakeLevel” parameter</td>
</tr>
<tr>
<td>Expiration</td>
<td>Sets the value of “Expiration” parameter</td>
</tr>
<tr>
<td>Magic</td>
<td>Sets the value of “Magic” parameter</td>
</tr>
</tbody>
</table>

Checking Trading Conditions
- virtual CheckOpenLong
  Checks conditions to open long position
- virtual CheckCloseLong
  Checks conditions to close long position
- virtual CheckOpenShort
  Checks conditions to open short position
- virtual CheckCloseShort
  Checks conditions to close short position
- virtual CheckReverseLong
  Checks conditions of long position reversal
- virtual CheckReverseShort
  Checks conditions of short position reversal

Trade Parameters Setting
- virtual OpenLongParams
  Sets parameters for long position opening
- virtual OpenShortParams
  Sets parameters for short position opening
- virtual CloseLongParams
  Sets parameters for long position closing
- virtual CloseShortParams
  Sets parameters for short position closing

Checking of Order Trailing Conditions
- virtual CheckTrailingOrderLong
  Checks conditions to modify parameters of Buy Pending order
- virtual CheckTrailingOrderShort
  Checks conditions to modify parameters of Sell Pending order

Methods to Check Formation of Market Orders
- virtual LongCondition
  Gets the result of checking buy conditions
virtual **ShortCondition**  
Gets the result of checking sell conditions

virtual **Direction**  
Gets the “weighted” direction of price

Methods inherited from class **CObject**

- Prev, Prev, Next, Next, **Save**, **Load**, **Type**, **Compare**

Methods inherited from class **CExpertBase**

BasePrice

Sets base price level.

```c
void BasePrice(
    double value // value
)
```

Parameters

- `value`
  - [in] New value of the parameter.

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.

```c
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.

```cpp
void ThresholdClose(
    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.

```c
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.

```cpp
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.

```c++
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

Adds 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.

```cpp
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.

```c
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.

- `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.
OpenShortParams

Sets parameters to open a short position.

```cpp
virtual bool OpenShortParams(
    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 - 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.

```c++
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`. 
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.
- `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.

```cpp
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 is no 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

```
class CExpertTrailing : public CExpertBase
```

Title

```
#include <Expert\ExpertTrailing.mqh>
```

Inheritance hierarchy

CObject
  CExpertBase
    CExpertTrailing

Direct descendants

 CTrailingFixedPips, CTrailingMA, CTrailingNone, CTrailingPSAR

Class Methods by Groups

<table>
<thead>
<tr>
<th>Checking of Trailing Stop Conditions</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual CheckTrailingStopLong</td>
<td>Checks conditions to modify parameters of the long position</td>
</tr>
<tr>
<td>virtual CheckTrailingStopShort</td>
<td>Checks conditions to modify parameters of the 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

© 2000-2021, MetaQuotes Ltd
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 &quot;Risk percent&quot; 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
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.

```
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.

```cpp
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.

```cpp
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 Arithmetical 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 Arithmetical 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 Arithmetical 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>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>· The indicator value is above 0 and it falls at the analyzed and at the two previous bars.</td>
</tr>
<tr>
<td>· The indicator value grows at the analyzed bar.</td>
</tr>
<tr>
<td>· The indicator value falls at the analyzed bar.</td>
</tr>
</tbody>
</table>

**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 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>• <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) but the indicator rises (weak indicator line roll-back signal).</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>
<tr>
<td><strong>True breakout.</strong></td>
<td>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>
</tr>
</tbody>
</table>

![Image of EURUSD.H1 chart showing True Breakout]

| 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) but the indicator falls (weak indicator line roll-back signal). |

![Image of EURUSD.H1 chart showing Failed Breakout]

| For selling | **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). |

![Image of EURUSD.H1 chart showing Moving Average Crossover]
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<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>For buying</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>
<tr>
<td>For selling</td>
<td>• Saucer — value of the indicator at the analyzed bar falls, and it rose at the previous bars; at that, both values are below 0.</td>
</tr>
<tr>
<td></td>
<td>• Crossing the zero line — value of the indicator is below 0 at the analyzed bar, and it is above 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 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 falls below the zero level.</td>
</tr>
</tbody>
</table>

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>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<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>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<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><strong>For buying</strong></td>
<td></td>
</tr>
</tbody>
</table>
- 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).  
- 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. |

![Diagram 1](image1.png)

![Diagram 2](image2.png)
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Double divergence</strong></td>
<td>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>

![Diagram of EUR/USD H1 with CCI(14) indicator for April 2020 showing divergence at points A, B, and C.](image)

| 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 100). |

![Diagram of EUR/USD H1 with CCI(14) indicator for January 2020 showing divergence and reverse at points A, B, and C.](image)

| **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. |

![Diagram of EUR/USD H1 with CCI(14) indicator for January 2020 showing divergence and reverse at points A, B, and C.](image)
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Double divergence</strong></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>
</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>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>
</tbody>
</table>
### Signal Type

**Description of Conditions**

<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 0.7).  

  ![EURUSD_H1](image1)  

  ![DeM(14)](image2)  

  ![EURUSD_H1](image3)  

  ![DeM(14)](image4)  

- **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.  

  ![EURUSD_H1](image5)  

  ![DeM(14)](image6)
### Signal Type

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>· Double divergence</strong> — 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>
</tbody>
</table>

<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).
# 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>• <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>
**Signal Type** | **Description of Conditions**
--- | ---
- **Formed breakout.** 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).

![EURUSD.png](attachment:EURUSD.png)

- **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).

![EURUSD.png](attachment:EURUSD.png)

- **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).

![EURUSD.png](attachment:EURUSD.png)
<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 <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></td>
<td><img src="image" alt="EURUSD chart" /></td>
</tr>
<tr>
<td></td>
<td>• The price crossed the lower line of the indicator at the analyzed bar.</td>
</tr>
<tr>
<td>No objections to buying</td>
<td>No signals.</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>PeriodMA</td>
<td>Period of calculation 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>
<tr>
<td>Deviation</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>
</tbody>
</table>
### Description of Conditions

- **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).

- **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 | Description of Conditions
--- | ---

* **Formed breakout.** 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).

| 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>• Reverse — the oscillator turned upwards (the oscillator rises at the analyzed bar and falls at the previous one).</td>
</tr>
<tr>
<td></td>
<td>• Crossover 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>• 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>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Divergence</strong></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><strong>Double divergence</strong></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>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>For selling</strong></td>
</tr>
<tr>
<td>· <strong>Reverse</strong> – the oscillator turned downwards (the oscillator falls at the analyzed bar and rises at the previous one).</td>
</tr>
<tr>
<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>
<tr>
<td>Signal Type</td>
</tr>
<tr>
<td>-------------</td>
</tr>
<tr>
<td>Crossing the zero level</td>
</tr>
<tr>
<td>Divergence</td>
</tr>
<tr>
<td>Signal Type</td>
</tr>
<tr>
<td>---------------------</td>
</tr>
<tr>
<td>Double divergence</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>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 <a href="#">price series</a> 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>• <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>
<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 (weak signal for a roll-back from the indicator line).</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) and the indicator falls (weak signal).</td>
</tr>
<tr>
<td><strong>Moving Average crossover.</strong></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 falls (strong signal).</td>
</tr>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>---------------------</td>
<td>--------------------------------------------------------------------------------------------</td>
</tr>
<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 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><strong>Reverse</strong> — 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><strong>Reverse</strong> — 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>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>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>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td><strong>Double divergence</strong></td>
<td>The oscillator forms three consequent bottoms, each of them is higher than the previous one; and the price forms three corresponding bottoms, and each of them is lower than the previous one.</td>
</tr>
</tbody>
</table>

**Head/Shoulders** — the oscillator forms three consequent bottoms, and the middle one is lower than the others.
### Signal Type

<table>
<thead>
<tr>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>For selling</strong></td>
</tr>
<tr>
<td>- 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).</td>
</tr>
<tr>
<td>- Failed swing – the oscillator falls lower than the previous bottom at the analyzed bar.</td>
</tr>
<tr>
<td>Signal Type</td>
</tr>
<tr>
<td>-------------</td>
</tr>
<tr>
<td>Divergence</td>
</tr>
<tr>
<td>Double divergence</td>
</tr>
</tbody>
</table>
### Signal Type

<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<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 price series 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** | **Description of Conditions**
--- | ---
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>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>· 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 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 forms three consecutive bottoms, each of them is higher than the previous one; and the price forms 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>

For selling
<table>
<thead>
<tr>
<th>Signal Type</th>
<th>Description of Conditions</th>
</tr>
</thead>
<tbody>
<tr>
<td>· Crossing of the main and signal line</td>
<td>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</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>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 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><strong>No objections to buying</strong></td>
<td>Value of the oscillator grows at the analyzed bar.</td>
</tr>
<tr>
<td><strong>No objections to selling</strong></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>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>• <strong>Divergence</strong> — 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>
<td></td>
</tr>
<tr>
<td><strong>For selling</strong></td>
<td>• <strong>Reverse</strong> — the oscillator turned downwards (the oscillator falls at the analyzed bar and rises at the previous one).</td>
</tr>
<tr>
<td>• <strong>Crossing the zero level</strong> — the main line is below the zero level at the analyzed bar and above the zero level at the previous one.</td>
<td></td>
</tr>
</tbody>
</table>
### Signal Type | Description of Conditions
--- | ---

**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.

- 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>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>
<tr>
<td>Signal Type</td>
<td>Description of Conditions</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>· Formed breakout. 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 line).</td>
<td></td>
</tr>
</tbody>
</table>

![Diagram 1](image1)

| 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 of a roll-back from the indicator line). |

![Diagram 2](image2)

<p>| · 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). |</p>
<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 of 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 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></td>
</tr>
<tr>
<td></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>For selling</td>
<td>• Reverse behind the overbought level — 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>• 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>
</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

```cpp
#include <Expert\Trailing\CTrailingFixedPips.mqh>
```

Inheritance hierarchy

CObject
  CExpertBase
    CExpertTrailing
      CTrailingFixedPips

Class Methods by Groups

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Sets the value of Stop Loss level</th>
</tr>
</thead>
<tbody>
<tr>
<td>StopLevel</td>
<td></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>
<tr>
<td>Check Trailing Methods</td>
<td></td>
</tr>
</tbody>
</table>
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.

```cpp
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

```cpp
class CTrailingMA: public CExpertTrailing
```

Title

```cpp
#include <Expert\Trailing\TrailingMA.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertTrailing
      - CTrailingMA

Class Methods by Groups

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Period</td>
<td>Sets period of moving average</td>
</tr>
<tr>
<td>Shift</td>
<td>Sets shift of moving average</td>
</tr>
<tr>
<td>Method</td>
<td>Sets smoothing method of moving average</td>
</tr>
<tr>
<td>Applied</td>
<td>Sets applied price of moving average</td>
</tr>
<tr>
<td>virtual InitIndicators</td>
<td>Initializes indicators and timeseries</td>
</tr>
<tr>
<td>virtual ValidationSettings</td>
<td>Checks the settings</td>
</tr>
</tbody>
</table>

Check Trailing Methods

<table>
<thead>
<tr>
<th>virtual CheckTrailingStopLong</th>
<th>Check Trailing Stop conditions of a long position</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual CheckTrailingStopShort</td>
<td>Check 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, 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
class CPositionInfo
{
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></th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual CheckTrailingStopLong</td>
<td>A stub method for checking Trailing Stop conditions of a long position</td>
</tr>
<tr>
<td>virtual CheckTrailingStopShort</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 <Expert\Trailing\TrailingParabolicSAR.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertTrailing
      - CTrailingPSAR

Class Methods by Groups

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step</strong></td>
<td>Sets the value of step of Parabolic SAR indicator</td>
</tr>
<tr>
<td><strong>Maximum</strong></td>
<td>Sets the value of maximum of Parabolic SAR indicator</td>
</tr>
<tr>
<td>virtual <strong>InitIndicators</strong></td>
<td>Initializes indicators and timeseries</td>
</tr>
</tbody>
</table>

Check Trailing Methods

| virtual **CheckTrailingStopLong** | Check conditions of trailing stop of a long position |
| virtual **CheckTrailingStopShort** | Check conditions of trailing stop 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, 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 (CExpert 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.

<table>
<thead>
<tr>
<th>Class</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMoneyFixedLot</td>
<td>This class implements money management algorithm based on trading with predefined fixed lot size.</td>
</tr>
<tr>
<td>CMoneyFixedMargin</td>
<td>This class implements money management algorithm based on trading with predefined fixed margin.</td>
</tr>
<tr>
<td>CMoneyFixedRisk</td>
<td>This class implements money management algorithm based on trading with predefined risk.</td>
</tr>
<tr>
<td>CMoneyNone</td>
<td>This class implements money management algorithm based on trading with minimal allowed lot size.</td>
</tr>
<tr>
<td>CMoneySizeOptimized</td>
<td>This class implements money management algorithm based on trading with variable lot size, depending on results of the previous deals.</td>
</tr>
</tbody>
</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

Class Methods by Groups

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Money and Risk Management Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lots</td>
<td>virtual CheckOpenLong</td>
</tr>
<tr>
<td>virtual ValidationSettings</td>
<td>virtual CheckOpenShort</td>
</tr>
<tr>
<td></td>
<td>Gets trade volume for a long position</td>
</tr>
<tr>
<td></td>
<td>Gets trade volume for 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, 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**
  - [in] Estimated open price.

- **sl**
  - [in] Estimated Stop Loss order price.

**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


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

<table>
<thead>
<tr>
<th>Money and Risk Management Methods</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual CheckOpenLong</td>
<td>Gets trade volume for a long position</td>
</tr>
<tr>
<td>virtual CheckOpenShort</td>
<td>Gets trade volume for 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, 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

```
class CMoneyFixedRisk: public CExpertMoney
```

Title

```
#include <Expert\Money\MoneyFixedRisk.mqh>
```

Inheritance hierarchy

- CObject
  - CExpertBase
    - CExpertMoney
      - CMoneyFixedRisk

Class Methods by Groups

<table>
<thead>
<tr>
<th>Money and Risk Management Methods</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual CheckOpenLong</td>
<td>Gets trade volume for a long position</td>
</tr>
<tr>
<td>virtual CheckOpenShort</td>
<td>Gets trade volume for 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, 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

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Money and Risk Management Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>virtual ValidationSettings</td>
<td>Checks the settings</td>
</tr>
<tr>
<td>virtual CheckOpenLong</td>
<td>Gets trade volume for a long position</td>
</tr>
<tr>
<td>virtual CheckOpenShort</td>
<td>Gets trade volume for 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, 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`


`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

<table>
<thead>
<tr>
<th>Initialization</th>
<th>Money and Risk Management Methods</th>
</tr>
</thead>
<tbody>
<tr>
<td>DecreaseFactor</td>
<td>virtual CheckOpenLong</td>
</tr>
<tr>
<td>virtual ValidationSettings</td>
<td>virtual CheckOpenShort</td>
</tr>
</tbody>
</table>

Sets the parameter value

Checks the settings

Gets trade volume for a long position

Gets trade volume for 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

Methods inherited from class CExpertMoney

Percent, CheckReverse, CheckClose
DecreaseFactor

Sets the value of decrease factor.

```c
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.

```
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`  

- `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.

<table>
<thead>
<tr>
<th>Auxiliary structures</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CRect</td>
<td>Structure of the rectangular area</td>
</tr>
<tr>
<td>CDateTime</td>
<td>Structure for working with date and time</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Base classes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CWnd</td>
<td>Base class for all controls</td>
</tr>
<tr>
<td>CWndObj</td>
<td>Base class for controls and dialogs</td>
</tr>
<tr>
<td>CWndContainer</td>
<td>Base class for complex controls</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Simple controls</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLabel</td>
<td>Control, based on &quot;Text label&quot; graphic object</td>
</tr>
<tr>
<td>CBmpButton</td>
<td>Control, based on &quot;Bitmap label&quot; graphic object</td>
</tr>
<tr>
<td>CButton</td>
<td>Control, based on &quot;Button&quot; graphic object</td>
</tr>
<tr>
<td>CEdit</td>
<td>Control, based on &quot;Edit field&quot; graphic object</td>
</tr>
<tr>
<td>CPanel</td>
<td>Control, based on &quot;Rectangle label&quot;</td>
</tr>
<tr>
<td>CPicture</td>
<td>Control, based on &quot;Bitmap label&quot;</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Complex controls</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class</td>
<td>Description</td>
</tr>
<tr>
<td>---------------</td>
<td>-------------------------------------------------------</td>
</tr>
<tr>
<td>CScroll</td>
<td>Base class of the scroll bar</td>
</tr>
<tr>
<td>CScrollV</td>
<td>Vertical scroll bar</td>
</tr>
<tr>
<td>CScrollH</td>
<td>Horizontal scroll bar</td>
</tr>
<tr>
<td>CWndClient</td>
<td>Base class of the client area with scroll bars</td>
</tr>
<tr>
<td>CListView</td>
<td>List view</td>
</tr>
<tr>
<td>CComboBox</td>
<td>Combo box</td>
</tr>
<tr>
<td>CCheckBox</td>
<td>Check box</td>
</tr>
<tr>
<td>CCheckGroup</td>
<td>Check group</td>
</tr>
<tr>
<td>CRadioButton</td>
<td>Radio button</td>
</tr>
<tr>
<td>CRadioGroup</td>
<td>Radio group</td>
</tr>
<tr>
<td>CSpinEdit</td>
<td>Increment/decrement field</td>
</tr>
<tr>
<td>CDialog</td>
<td>Dialog</td>
</tr>
<tr>
<td>CAppDialog</td>
<td>Main dialog of MQL5 application</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Properties</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Left</strong></td>
<td>Gets/sets the X coordinate of the upper-left corner</td>
</tr>
<tr>
<td><strong>Top</strong></td>
<td>Gets/sets the Y coordinate of the upper-left corner</td>
</tr>
<tr>
<td><strong>Right</strong></td>
<td>Gets/sets the X coordinate of the lower-right corner</td>
</tr>
<tr>
<td><strong>Bottom</strong></td>
<td>Gets/sets the Y coordinate of the lower-right corner</td>
</tr>
<tr>
<td><strong>Width</strong></td>
<td>Gets/sets the width</td>
</tr>
<tr>
<td><strong>Height</strong></td>
<td>Gets/sets the height</td>
</tr>
<tr>
<td><strong>SetBound</strong></td>
<td>Sets new coordinates of the area</td>
</tr>
<tr>
<td><strong>Move</strong></td>
<td>Performs the absolute displacement of the area coordinates</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Performs the relative displacement (shift) of the area coordinates</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Checks if the point is inside the area</td>
</tr>
<tr>
<td><strong>Additional methods</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Format</strong></td>
<td>Gets the area coordinates as a string</td>
</tr>
</tbody>
</table>
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.

```cpp
int Width()
```

Return Value

Width of the area.

Width (Set Method)

Sets new width of the area.

```cpp
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.

```c
void SetBound(
    const &CRect rect  // CRect class
)
```

Return Value

None.

SetBound

Sets new coordinates of the area.

```c
void SetBound(
    const int l  // left
    const int t  // top
    const int r  // right
    const int b  // bottom
)
```

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.

```cpp
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.

```c
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.

Return Value

- true - the point is inside the area (including borders), otherwise - false.
Format

Gets the area coordinates as a string.

```cpp
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 used for operation with date and time in controls.

**Declaration**

```c
struct CDateTime
```

**Title**

```c
#include <Tools\DateTime.mqh>
```

**Methods**

<table>
<thead>
<tr>
<th>Properties</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MonthName</td>
<td>Gets month name</td>
</tr>
<tr>
<td>ShortMonthName</td>
<td>Gets short name of the month</td>
</tr>
<tr>
<td>DayName</td>
<td>Gets full name of the day in a week</td>
</tr>
<tr>
<td>ShortDayName</td>
<td>Gets short name of the day in a week</td>
</tr>
<tr>
<td>DaysInMonth</td>
<td>Gets number of days in month</td>
</tr>
<tr>
<td>DateTime</td>
<td>Gets/sets date and time</td>
</tr>
<tr>
<td>Date</td>
<td>Sets date</td>
</tr>
<tr>
<td>Time</td>
<td>Sets time</td>
</tr>
<tr>
<td>Sec</td>
<td>Sets seconds</td>
</tr>
<tr>
<td>Min</td>
<td>Sets minutes</td>
</tr>
<tr>
<td>Hour</td>
<td>Sets hour</td>
</tr>
<tr>
<td>Day</td>
<td>Sets day of the month</td>
</tr>
<tr>
<td>Mon</td>
<td>Sets month</td>
</tr>
<tr>
<td>Year</td>
<td>Sets year</td>
</tr>
</tbody>
</table>

**Get/Set methods**

<table>
<thead>
<tr>
<th>Methods</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>SecDec</td>
<td>Subtracts specified number of seconds</td>
</tr>
<tr>
<td>SecInc</td>
<td>Adds specified number of seconds</td>
</tr>
<tr>
<td>MinDec</td>
<td>Subtracts specified number of minutes</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-----------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>MinInc</td>
<td>Adds specified number of minutes</td>
</tr>
<tr>
<td>HourDec</td>
<td>Subtracts specified number of hours</td>
</tr>
<tr>
<td>HourInc</td>
<td>Adds specified number of hours</td>
</tr>
<tr>
<td>DayDec</td>
<td>Subtracts specified number of days</td>
</tr>
<tr>
<td>DayInc</td>
<td>Adds specified number of days</td>
</tr>
<tr>
<td>MonDec</td>
<td>Subtracts specified number of months</td>
</tr>
<tr>
<td>MonInc</td>
<td>Adds specified number of months</td>
</tr>
<tr>
<td>YearDec</td>
<td>Subtracts specified number of years</td>
</tr>
<tr>
<td>YearInc</td>
<td>Adds specified number of years</td>
</tr>
</tbody>
</table>
**MonthName**

*Gets month name.*

```c++
string MonthName() const
```

*Gets month name by index.*

```c++
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
) const
```

**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.

```cpp
void Date(
    const datetime value // date
)
```

Parameters

`value`


Return Value

None.

Date (Set Method MqlDateTime)

Sets date with `MqlDateTime` type.

```cpp
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`  

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.

```c
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.

```cpp
void Hour(
    const int value  // hour
)
```

Parameters

- `value`
  
  [in] Hour.

Return Value

None.
Day

Sets day of the month.

```c
void Day(
    const int value       // day of month
)
```

Parameters

- `value`
  

Return Value

None.
Mon

Sets month.

```c
void Mon(
    const int value  // month
)
```

Parameters

- `value`
  - [in] Month.

Return Value

- None.
Year

Sets year.

```c
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.

```c
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.

```c
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
class CWnd : public CObject
```

## Title

```cpp
#include <Controls\Wnd.mqh>
```

## Inheritance hierarchy

- CObject
- CWnd

Direct descendants
- CDragWnd, CWndContainer, CWndObj

## Class Methods by Groups

<table>
<thead>
<tr>
<th>Create and destroy</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates control</td>
</tr>
<tr>
<td>Destroy</td>
<td>Destroys control</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Chart event handlers</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>OnEvent</td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td>OnMouseEvent</td>
<td>Event handler for the CHARTEVENT_MOUSE_MOVE event</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Name</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Gets control name</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Access to container</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>ControlsTotal</td>
<td>Gets the number of controls in the container</td>
</tr>
<tr>
<td>Control</td>
<td>Gets the control by index</td>
</tr>
<tr>
<td>ControlFind</td>
<td>Gets the control by ID</td>
</tr>
<tr>
<td>Geometry</td>
<td></td>
</tr>
<tr>
<td>Rect</td>
<td>Gets the control coordinates</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Left</strong></td>
<td>Gets/sets the X coordinate of the upper-left corner</td>
</tr>
<tr>
<td><strong>Top</strong></td>
<td>Gets/sets the Y coordinate of the upper-left corner</td>
</tr>
<tr>
<td><strong>Right</strong></td>
<td>Gets/sets the X coordinate of the lower-right corner</td>
</tr>
<tr>
<td><strong>Bottom</strong></td>
<td>Gets/sets the Y coordinate of the lower-right corner</td>
</tr>
<tr>
<td><strong>Width</strong></td>
<td>Gets/sets the control width</td>
</tr>
<tr>
<td><strong>Height</strong></td>
<td>Gets/sets the control height</td>
</tr>
<tr>
<td><strong>Move</strong></td>
<td>Control absolute displacement</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Control relative displacement</td>
</tr>
<tr>
<td><strong>Resize</strong></td>
<td>Changes control size</td>
</tr>
<tr>
<td><strong>Contains</strong></td>
<td>Checks if the point/control is inside the control area</td>
</tr>
<tr>
<td><strong>Align</strong></td>
<td>Sets alignment properties of the control</td>
</tr>
<tr>
<td><strong>Alignment</strong></td>
<td>Performs control alignment in the specified chart area</td>
</tr>
<tr>
<td><strong>Id</strong></td>
<td>Gets/sets the control ID</td>
</tr>
<tr>
<td><strong>State</strong></td>
<td>Checks the control ability to respond to user’s actions</td>
</tr>
<tr>
<td><strong>IsEnabled</strong></td>
<td>Enables the control ability to respond to user’s actions</td>
</tr>
<tr>
<td><strong>Enable</strong></td>
<td>Enables the control ability to respond to user’s actions</td>
</tr>
<tr>
<td><strong>Disable</strong></td>
<td>Disables the control ability to respond to user’s actions</td>
</tr>
<tr>
<td><strong>IsVisible</strong></td>
<td>Checks the visibility flag</td>
</tr>
<tr>
<td><strong>Visible</strong></td>
<td>Sets the visibility flag</td>
</tr>
<tr>
<td><strong>Show</strong></td>
<td>Shows the control</td>
</tr>
<tr>
<td><strong>Hide</strong></td>
<td>Hides the control</td>
</tr>
<tr>
<td><strong>IsActive</strong></td>
<td>Checks the control activity</td>
</tr>
<tr>
<td><strong>Activate</strong></td>
<td>Activates the control</td>
</tr>
<tr>
<td><strong>Deactivate</strong></td>
<td>Deactivates the control</td>
</tr>
</tbody>
</table>
### State flags

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>StateFlags</code></td>
<td>Gets/sets the control state flags</td>
</tr>
<tr>
<td><code>StateFlagsSet</code></td>
<td>Sets the control state flags</td>
</tr>
<tr>
<td><code>StateFlagsReset</code></td>
<td>Resets the control state flags</td>
</tr>
</tbody>
</table>

### Properties flags

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>PropFlags</code></td>
<td>Gets/sets the control properties flags</td>
</tr>
<tr>
<td><code>PropFlagsSet</code></td>
<td>Sets the control properties flags</td>
</tr>
<tr>
<td><code>PropFlagsReset</code></td>
<td>Resets the control properties flags</td>
</tr>
</tbody>
</table>

### Mouse operations

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>MouseX</code></td>
<td>Gets/saves the mouse X coordinate</td>
</tr>
<tr>
<td><code>MouseY</code></td>
<td>Gets/saves the mouse Y coordinate</td>
</tr>
<tr>
<td><code>MouseFlags</code></td>
<td>Gets/saves the mouse buttons state</td>
</tr>
<tr>
<td><code>MouseFocusKill</code></td>
<td>Kills mouse focus</td>
</tr>
</tbody>
</table>

### Internal event handlers

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnCreate</code></td>
<td>“Create” event handler</td>
</tr>
<tr>
<td><code>OnDestroy</code></td>
<td>“Destroy” event handler</td>
</tr>
<tr>
<td><code>OnMove</code></td>
<td>“Move” event handler</td>
</tr>
<tr>
<td><code>OnResize</code></td>
<td>“Resize” event handler</td>
</tr>
<tr>
<td><code>OnEnable</code></td>
<td>“Enable” event handler</td>
</tr>
<tr>
<td><code>OnDisable</code></td>
<td>“Disable” event handler</td>
</tr>
<tr>
<td><code>OnShow</code></td>
<td>“Show” event handler</td>
</tr>
<tr>
<td><code>OnHide</code></td>
<td>“Hide” event handler</td>
</tr>
<tr>
<td><code>OnActivate</code></td>
<td>“Activate” event handler</td>
</tr>
<tr>
<td><code>OnDeactivate</code></td>
<td>“Deactivate” event handler</td>
</tr>
<tr>
<td><code>OnClick</code></td>
<td>“Click” event handler</td>
</tr>
<tr>
<td><code>OnChange</code></td>
<td>“Change” event handler</td>
</tr>
</tbody>
</table>

### Mouse event handlers

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnMouseDown</code></td>
<td>“MouseDown” event handler</td>
</tr>
<tr>
<td><code>OnMouseUp</code></td>
<td>“MouseUp” event handler</td>
</tr>
</tbody>
</table>

### Drag event handlers

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>OnDragStart</code></td>
<td>“DragStart” event handler</td>
</tr>
</tbody>
</table>
### OnDragProcess

“DragProcess” event handler

### OnDragEnd

“DragEnd” event handler

### Drag object

#### DragObjectCreate

Creates drag object

#### DragObjectDestroy

Destroys drag object

---

**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`.
Name

Gets control name.

```cpp
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
HWND* 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.

```
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.

```c
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.

```c
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.

```c
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.

```c
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.

```cpp
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.

```cpp
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.

```cpp
int Height()
```

**Return Value**

Height of the control.

**Height (Set Method)**

Sets new height of the control.

```cpp
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**

- true - successful, otherwise - false.
Resize

Sets a size of the control.

```cpp
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.

```c
virtual bool Show()
```

Return Value

true - successful, otherwise - false.
Hide

Hides the control.

```cpp
virtual bool Hide()
```

**Return Value**

true - 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.

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.

```c
int StateFlags()
```

Return Value

The control state flags.

StateFlags (Set Method)

Sets the control state flags.

```c
virtual void StateFlags(
    const int flags // flags
)
```

Parameters

* `flags`
  

Return Value

None.
StateFlagsSet

Sets the control state flags.

```cpp
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.

```c
void PropFlags(
    const int  flags  // flags
)
```

Return Value

The control properties flags.

PropFlags (Set Method)

Sets the control properties flags.

```c
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.

```cpp
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.

```
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.

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.

```
virtual bool DragObjectDestroy()
```

Return Value

`true` - successful, otherwise - `false`.  

**CWndObj**

CWndObj is a base class for simple controls (based on chart objects) of the Standard Library.

**Description**

CWndObj class implements base methods of the simple control.

**Declaration**

```cpp
class CWndObj : public CWnd
```

**Title**

```cpp
#include <Controls/WndObj.mqh>
```

**Inheritance hierarchy**

- **CObject**
- **CWnd**
- **CWndObj**

**Direct descendants**

- **CBmpButton**, **CButton**, **CEdit**, **CLabel**, **CPanel**, **CPicture**

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Chart events processing</th>
<th>Properties</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnEvent</strong></td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td><strong>Text</strong></td>
<td>Gets/sets the <strong>OBJPROP_TEXT</strong> property of the chart object</td>
</tr>
<tr>
<td><strong>Color</strong></td>
<td>Gets/sets the <strong>OBJPROP_COLOR</strong> property of the chart object</td>
</tr>
<tr>
<td><strong>ColorBackgroundColor</strong></td>
<td>Gets/sets the <strong>OBJPROP_BGCOLOR</strong> property of the chart object</td>
</tr>
<tr>
<td><strong>ColorBorder</strong></td>
<td>Gets/sets the <strong>OBJPROP_BORDER_COLOR</strong> property of the chart object</td>
</tr>
<tr>
<td><strong>Font</strong></td>
<td>Gets/sets the <strong>OBJPROP_FONT</strong> property of the chart object</td>
</tr>
<tr>
<td><strong>FontSize</strong></td>
<td>Gets/sets the <strong>OBJPROP_FONTSIZE</strong> property of the chart object</td>
</tr>
<tr>
<td><strong>ZOrder</strong></td>
<td>Gets/sets the <strong>OBJPROP_ZORDER</strong> property of the chart object</td>
</tr>
<tr>
<td>Chart objects event handlers</td>
<td></td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------------------------------------------------</td>
</tr>
<tr>
<td>OnObjectCreate</td>
<td>CHARTEVENT_OBJECT_CREATE event handler</td>
</tr>
<tr>
<td>OnObjectChange</td>
<td>CHARTEVENT_OBJECT_CHANGE event handler</td>
</tr>
<tr>
<td>OnObjectDelete</td>
<td>CHARTEVENT_OBJECT_DELETE event handler</td>
</tr>
<tr>
<td>OnObjectDrag</td>
<td>CHARTEVENT_OBJECT_DRAG event handler</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Properties change event handlers</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>OnSetText</td>
<td>“SetText” event handler</td>
</tr>
<tr>
<td>OnSetColor</td>
<td>“SetColor” event handler</td>
</tr>
<tr>
<td>OnSetColorBackground</td>
<td>“SetColorBackground” event handler</td>
</tr>
<tr>
<td>OnSetFont</td>
<td>“SetFont” event handler</td>
</tr>
<tr>
<td>OnSetFontSize</td>
<td>“SetFontSize” event handler</td>
</tr>
<tr>
<td>OnSetZOrder</td>
<td>“SetZOrder” event handler</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Internal event handlers</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>OnDestroy</td>
<td>“Destroy” internal event handler</td>
</tr>
<tr>
<td>OnChange</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

- Create, 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
OnEvent

Chart event handler.

```cpp
virtual bool OnEvent(const int id, const long& lparam, const double& dparam, const string& sparam)
```

**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 the OBJPROP_TEXT (text) property of the chart object.

```cpp
string Text();
```

Return Value

The value of the OBJPROP_TEXT property.

Text (Set method)

Sets the OBJPROP_TEXT (text) property of the chart object.

```cpp
bool Text(const string value);  // value
```

Parameters

value


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.

```mql5
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.

```mql5
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.

```csharp
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.

```csharp
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.

```csharp
string Font()
```

Return Value

The value of the OBJPROP_FONT property.

Font (Set method)

Sets the OBJPROP_FONT (font) property of the chart object.

```csharp
bool Font(
    const string value  // value
)
```

Parameters

value


Return Value

true - successful, otherwise - false.
FontSize (Get method)

Gets the OBJPROP_FONTSIZE (font size) property of the chart object.

```c
int FontSize()
```

Return Value

The value of the OBJPROP_FONTSIZE property.

FontSize (Set method)

Sets the OBJPROP_FONTSIZE (font size) property of the chart object.

```c
bool FontSize(
    const int value  // value
)
```

Parameters

value

[in] New value of the OBJPROP_FONTSIZE property.

Return Value

true - successful, otherwise - false.
ZOrder (Get method)

Gets the OBJPROP_ZORDER property of the chart object.

```c
long ZOrder();
```

Return Value

The value of the OBJPROP_ZORDER property.

ZOrder (Set method)

Sets the OBJPROP_ZORDER property of the chart object.

```c
bool ZOrder(const long value); // value
```

Parameters


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 `CHARTEVENT_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.

```cpp
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.

```cpp
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.

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.

```cpp
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, ComboBox, CDateDropList, CDatePicker, CDialog, CRadioButton, CScroll, CSpinEdit, CWndClient

Class Methods by Groups

<table>
<thead>
<tr>
<th>Methods</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Destroy</strong></td>
<td>Destroys all the container controls</td>
</tr>
<tr>
<td><strong>Chart event handlers</strong></td>
<td></td>
</tr>
<tr>
<td>OnEvent</td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td>OnMouseEvent</td>
<td>The CHARTEVENT_MOUSE_MOVE event handler</td>
</tr>
<tr>
<td><strong>Access to container</strong></td>
<td></td>
</tr>
<tr>
<td>ControlsTotal</td>
<td>Gets the number of controls in the container</td>
</tr>
<tr>
<td>Control</td>
<td>Gets control by index</td>
</tr>
<tr>
<td>ControlFind</td>
<td>Gets control by ID</td>
</tr>
<tr>
<td><strong>Add/Delete</strong></td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td>Adds control to a group (container)</td>
</tr>
<tr>
<td>Delete</td>
<td>Deletes control from a group (container)</td>
</tr>
<tr>
<td>Geometry</td>
<td></td>
</tr>
</tbody>
</table>
### Methods

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Move</strong></td>
<td>Performs an absolute displacement of an element group</td>
</tr>
<tr>
<td><strong>Shift</strong></td>
<td>Performs a relative displacement of an element group</td>
</tr>
<tr>
<td><strong>Identification</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Id</strong></td>
<td>Sets the ID for all controls of the container</td>
</tr>
<tr>
<td><strong>State</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Enable</strong></td>
<td>Enables all controls of the container</td>
</tr>
<tr>
<td><strong>Disable</strong></td>
<td>Disables all controls of the container</td>
</tr>
<tr>
<td><strong>Show</strong></td>
<td>Shows all controls of the container</td>
</tr>
<tr>
<td><strong>Hide</strong></td>
<td>Hides all controls of the container</td>
</tr>
<tr>
<td><strong>Mouse operations</strong></td>
<td></td>
</tr>
<tr>
<td><strong>MouseFocusKill</strong></td>
<td>Kills mouse focus</td>
</tr>
<tr>
<td><strong>File operations</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Save</strong></td>
<td>Saves container information to file</td>
</tr>
<tr>
<td><strong>Load</strong></td>
<td>Loads container information from file</td>
</tr>
<tr>
<td><strong>Internal event handlers</strong></td>
<td></td>
</tr>
<tr>
<td><strong>OnResize</strong></td>
<td>“Resize” event handler</td>
</tr>
<tr>
<td><strong>OnActivate</strong></td>
<td>“Activate” event handler</td>
</tr>
<tr>
<td><strong>OnDeactivate</strong></td>
<td>“Deactivate” event handler</td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**

- Prev, Prev, Next, Next, **Type**, **Compare**

**Methods inherited from class CWnd**

**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`  

- `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
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 processed, otherwise - `false`. 
**ControlsTotal**

Gets the number of controls in the container.

```c
int ControlsTotal() 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).

```c
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.

```cpp
virtual bool Enable()
```

Return Value

- true - successful, otherwise - false.
Disable

Disables all controls of the container.

virtual bool Disable()

Return Value

true - successful, otherwise - false.
Show

Shows all controls of the container.

virtual bool Show()

Return Value

true - successful, otherwise - false.
Hide

Hides all controls of the container.

virtual bool Hide()

Return Value

ture - 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.

```cpp
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:

![Graph showing data](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>
Properties change event handlers

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnSetText</td>
<td>“SetText” event handler</td>
</tr>
<tr>
<td>OnSetColor</td>
<td>“SetColor” event handler</td>
</tr>
<tr>
<td>OnSetFont</td>
<td>“SetFont” event handler</td>
</tr>
<tr>
<td>OnSetFontSize</td>
<td>“SetFontSize” event handler</td>
</tr>
</tbody>
</table>

Internal event handlers

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnCreate</td>
<td>“Create” internal event handler</td>
</tr>
<tr>
<td>OnShow</td>
<td>“Show” internal event handler</td>
</tr>
<tr>
<td>OnHide</td>
<td>“Hide” internal event handler</td>
</tr>
<tr>
<td>OnMove</td>
<td>“Move” 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, 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:

```c
#include <Controls\Dialog.mqh>
#include <Controls\Label.mqh>

//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps

#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"
```
```cpp
#include "controls.h"

#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:
  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
  //--- 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(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 (!CreateLabel())
        return (false);

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

// Create the "Label"
bool CControlsDialog::CreateLabel(void)
{
    //--- 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()
{
    //--- 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 new CLabel control.

```csharp
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.

```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.
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.

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:

![Chart with CBmpButton controls](image)

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>
### Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Border</strong></td>
<td>Gets/sets the “Border” property of the control</td>
</tr>
<tr>
<td><strong>BmpNames</strong></td>
<td>Sets the name of bmp files of the control</td>
</tr>
<tr>
<td><strong>BmpOffName</strong></td>
<td>Gets/sets the name of bmp file for the OFF state</td>
</tr>
<tr>
<td><strong>BmpOnName</strong></td>
<td>Gets/sets the name of bmp file for the ON state</td>
</tr>
<tr>
<td><strong>BmpPassiveName</strong></td>
<td>Gets/sets the name of bmp file for the passive state</td>
</tr>
<tr>
<td><strong>BmpActiveName</strong></td>
<td>Gets/sets the name of bmp file for the active state</td>
</tr>
</tbody>
</table>

### State

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pressed</strong></td>
<td>Gets/sets the state of the control</td>
</tr>
<tr>
<td><strong>Locking</strong></td>
<td>Gets/sets the “Locking” property of the control</td>
</tr>
</tbody>
</table>

### Internal event handlers

<table>
<thead>
<tr>
<th>Event</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnSetZOrder</strong></td>
<td>“SetZOrder” internal event handler</td>
</tr>
<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>
<tr>
<td><strong>OnActivate</strong></td>
<td>“Activate” internal event handler</td>
</tr>
<tr>
<td><strong>OnDeactivate</strong></td>
<td>“Deactivate” internal event handler</td>
</tr>
<tr>
<td><strong>OnMouseDown</strong></td>
<td>“MouseDown” internal event handler</td>
</tr>
<tr>
<td><strong>OnMouseUp</strong></td>
<td>“MouseUp” 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, 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 Bitmap label:

```cpp
#include <Controls\Dialog.mqh>
#include <Controls\BmpButton.mqh>

//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
#define INDE < Controls\BmpButton.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 GROUP_WIDTH (150)      // size by X coordinate
#define GROUP_HEIGHT (179)     // size by Y coordinate
#define EDIT_HEIGHT (20)       // size by Y coordinate
#define BUTTON_WIDTH (100)     // size by X coordinate
#define BUTTON_HEIGHT (20)     // size by Y 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
{
    private:
    CBmpButton m_bmpbutton1;  // CBmpButton object
    CBmpButton m_bmpbutton2;  // CBmpButton object

    public:
    CControlsDialog();
    
};
```
virtual bool Create(const long chart, const string name, const int subwin, const int x1, const int y1, const int x2, const int y2);

protected:

bool CreateBmpButton1(void);
bool CreateBmpButton2(void);

void OnClickBmpButton1(void);
void OnClickBmpButton2(void);

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 (!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");
}

void CControlsDialog::ChartEvent(const int id, const long& lparam,
                                const double& dparam, const string& sparam)
{
    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.

```
string BmpOnName() const
```

**Return Value**

Name of bmp file for ON state.

**BmpOnName (Set method)**

Sets the name of bmp file for ON state.

```
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.

```c++
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.

```c++
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.

```cpp
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.

```cpp
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

```cpp
#include <Controls\Button.mqh>
```

Inheritance hierarchy

```cpp
CObject
    CWnd
        CWndObj
            CButton
```

Result of the code provided below:

![Chart 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>
State

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pressed</td>
<td>Gets/sets the “Pressed” property</td>
</tr>
<tr>
<td>Locking</td>
<td>Gets/sets the “Locking” property</td>
</tr>
</tbody>
</table>

Properties change event handlers

<table>
<thead>
<tr>
<th>Event Handler</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnSetText</td>
<td>“SetText” event handler</td>
</tr>
<tr>
<td>OnSetColor</td>
<td>“SetColor” event handler</td>
</tr>
<tr>
<td>OnSetColor</td>
<td>“SetColor” event handler</td>
</tr>
<tr>
<td>OnSetColorBorder</td>
<td>“SetColorBorder” event handler</td>
</tr>
<tr>
<td>OnSetFont</td>
<td>“SetFont” event handler</td>
</tr>
<tr>
<td>OnSetFontSize</td>
<td>“SetFontSize” event handler</td>
</tr>
</tbody>
</table>

Internal event handlers

<table>
<thead>
<tr>
<th>Event Handler</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OnCreate</td>
<td>“Create” internal event handler</td>
</tr>
<tr>
<td>OnShow</td>
<td>“Show” internal event handler</td>
</tr>
<tr>
<td>OnHide</td>
<td>“Hide” internal event handler</td>
</tr>
<tr>
<td>OnMove</td>
<td>“Move” internal event handler</td>
</tr>
<tr>
<td>OnResize</td>
<td>“Resize” internal event handler</td>
</tr>
<tr>
<td>OnMouseDown</td>
<td>“MouseDown” internal event handler</td>
</tr>
<tr>
<td>OnMouseUp</td>
<td>“MouseUp” 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, 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 |
//|                        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
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
                       int id);
  //--- chart event handler
  virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const
                       string &sparam);   
protected:
  //--- 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);

//+------------------------------------------------------------------+
//| Event Handling                                                   |
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_CLICK, m_button1, OnClickButton1)
ON_EVENT(ON_CLICK, m_button2, OnClickButton2)
ON_EVENT(ON_CLICK, m_button3, OnClickButton3)
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(!CreateButton1())
        return(false);
    if(!CreateButton2())
        return(false);
    if(!CreateButton3())
        return(false);

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

//+------------------------------------------------------------------+
//| Create the "Button1" button                                       |
//+------------------------------------------------------------------+
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);

//+------------------------------------------------------------------+
//| Create the "Button2" button                                      |
//+------------------------------------------------------------------+
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);

    //+------------------------------------------------------------------+
    //| Create the "Button3" fixed button                                |
    //+------------------------------------------------------------------+
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("Locked"))
    return(false);
if(!Add(m_button3))
    return(false);
m_button3.Locking(true);
//--- succeed
    return(true);

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.

```
bool Locking() const
```

Return Value

The value of “Locking” property.

Locking (Set method)

Sets the value of “Locking” property of the control.

```
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.

```
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.

```
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.

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.

```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.
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

```
class CEdit : public CWndObj
```

Title

```
#include <Controls\Edit.mqh>
```

Inheritance hierarchy

```
CObject
  CWnd
    CWndObj
      CEdit
```

Result of the code provided below:

![Diagram of CEdit control and chart](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>
## Properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ReadOnly</strong></td>
<td>Gets/sets the &quot;ReadOnly&quot; property</td>
</tr>
<tr>
<td><strong>TextAlign</strong></td>
<td>Gets/sets the &quot;TextAlign&quot; property</td>
</tr>
</tbody>
</table>

## Chart object event handlers

<table>
<thead>
<tr>
<th>Event Handler</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnObjectEndEdit</strong></td>
<td>The CHARTEVENT_OBJECT_ENDED event handler (virtual)</td>
</tr>
</tbody>
</table>

## Properties change event handlers

<table>
<thead>
<tr>
<th>Event Handler</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnSetText</strong></td>
<td>&quot;SetText&quot; event handler</td>
</tr>
<tr>
<td><strong>OnSetColor</strong></td>
<td>&quot;SetColor&quot; event handler</td>
</tr>
<tr>
<td><strong>OnSetColorBackground</strong></td>
<td>&quot;SetColorBackground&quot; event handler</td>
</tr>
<tr>
<td><strong>OnSetColorBorder</strong></td>
<td>&quot;SetColorBorder&quot; event handler</td>
</tr>
<tr>
<td><strong>OnSetFont</strong></td>
<td>&quot;SetFont&quot; event handler</td>
</tr>
<tr>
<td><strong>OnSetFontSize</strong></td>
<td>&quot;SetFontSize&quot; event handler</td>
</tr>
<tr>
<td><strong>OnSetZOrder</strong></td>
<td>&quot;SetZOrder&quot; event handler</td>
</tr>
</tbody>
</table>

## Internal event handlers

<table>
<thead>
<tr>
<th>Event Handler</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnCreate</strong></td>
<td>&quot;Create&quot; internal event handler</td>
</tr>
<tr>
<td><strong>OnShow</strong></td>
<td>&quot;Show&quot; internal event handler</td>
</tr>
<tr>
<td><strong>OnHide</strong></td>
<td>&quot;Hide&quot; internal event handler</td>
</tr>
<tr>
<td><strong>OnMove</strong></td>
<td>&quot;Move&quot; internal event handler</td>
</tr>
<tr>
<td><strong>OnResize</strong></td>
<td>&quot;Resize&quot; internal event handler</td>
</tr>
<tr>
<td><strong>OnChange</strong></td>
<td>&quot;Change&quot; internal event handler</td>
</tr>
<tr>
<td><strong>OnClick</strong></td>
<td>&quot;Click&quot; 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


### Methods inherited from class CWndObj

- **Text**, **Text**, **Color**, **Color**, **ColorBackground**, **ColorBackground**, **ColorBorder**, **ColorBorder**, **Font**, **Font**, **FontSize**, **FontSize**, **ZOrder**, **ZOrder**
Example of creating a panel with Edit control:

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

#include <Controls\Dialog.mq5>
#include <Controls\Edit.mq5>

//+------------------------------------------------------------------+
//| 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 {
  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);
};

CControlsDialog::CControlsDialog(void)
{
    // Constructor
    //--- create dependent controls
    bool res = CreateEdit();
    //--- succeed
    return res;
}

CControlsDialog::~CControlsDialog(void)
{
    // Destructor
    //--- succeed
    return;
}

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 (!CreateEdit())
        return(false);
    //--- succeed
    return(true);
}

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);
CControlsDialog ExtDialog;

int OnInit()
{
    if(!ExtDialog.Create(0, "Controls", 0, 40, 40, 380, 344))
        return INIT_FAILED;

    ExtDialog.Run();
    return INIT_SUCCEEDED;
}

void OnDeinit(const int reason)
{
    Comment(""y);
    ExtDialog.Destroy(reason);
}

void OnChartEvent(const int id, const long& lparam, const double& dparam, const string& sparam)
{
    ExtDialog.ChartEvent(id, lparam, dparam, sparam);
}
Create

Creates CEdit control

```
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.

```c++
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.

```c++
bool TextAlign(
    ENUM_ALIGN_MODE align  // property value
)
```

**Parameters**

- `align`  
  

**Return Value**

- true - successful, false - cannot change the property.
OnObjectEndEdit

The virtual handler of `CHARTEVENT_OBJECT_ENDED` chart object event.

```cpp
virtual bool OnObjectEndEdit()
```

Return Value

true - event processed, 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.
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.

virtual bool OnSetColorBorder()

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_FONT_SIZE property) event.

```cpp
virtual bool OnSetFontSize()
```

Return Value

true - event processed, otherwise - false.
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.
OnResize

The virtual handler of control “Resize” internal event.

virtual bool OnResize()

Return Value

true - event processed, otherwise - false.
OnChange

The virtual handler of control "Change" internal event.

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:

![Chart showing CPanel in action](chart.png)

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>
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

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, MouseX, MouseY, MouseY, MouseFlags, MouseFlags, MouseFlags,MouseFocusKill, BringToTop

Methods inherited from class CWndObj

OnEvent, Text, Text, Color, Color, ColorBackground, ColorBackground, 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"
#property description "Control Panels and Dialogs. Demonstration class CPanel"
#include <Controls\Dialog.mqh>
```
`//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+

```cpp
#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`

```cpp
#define BUTTON_WIDTH (100) // size by X coordinate
#define BUTTON_HEIGHT (20)  // size by Y coordinate
```

`//--- for the indication area`

```cpp
#define EDIT_HEIGHT (20)  // size by Y coordinate
```

`//--- for group controls`

```cpp
#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                                           |
//+------------------------------------------------------------------+

```cpp
class CControlsDialog : public CAppDialog
{
public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    virtual bool Create(const long chart, const string name, const int subwin, const
```

```cpp
protected:
    //--- create dependent controls
    bool CreatePanel(void);
}
```

`//+------------------------------------------------------------------+
//| Constructor                                                      |
//+------------------------------------------------------------------+

```cpp
CControlsDialog::CControlsDialog(void)
{
}
```

`//+------------------------------------------------------------------+
//| Destructor                                                       |
//+------------------------------------------------------------------+

```cpp
CControlsDialog::~CControlsDialog(void)
{
}
```

© 2000-2021, MetaQuotes Ltd
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, // 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);
}

//+------------------------------------------------------------------+
//| 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 { 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.

```
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.
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.

```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.
OnResize

The virtual handler of control "Resize" internal event.

```
virtual bool OnResize()
```

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:

![Image of CPicture control](image_url)

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>
Chart object properties

<table>
<thead>
<tr>
<th>Property</th>
<th>Description</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

- Destory, 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 Bitmap label:

```plaintext
//+------------------------------------------------------------------+
//|                                              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                                                          |
//+------------------------------------------------------------------+
#define INDENT_LEFT (11) // indent from left (with allow...
#define INDENT_TOP (11) // indent from top (with allowar...
```

© 2000-2021, MetaQuotes Ltd
# define INENT_RIGHT (11)  // indent from right (with allowance for border width)
# define INENT_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:
    CPicture m_picture;  // CPicture object

public:
    CControlsDialog(void);
    ~CControlsDialog(void);

    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 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)
{
    }
}
// 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 (!CreatePicture())
        return(false);
    //--- succeed
    return(true);
}

// Create the "Picture"
//+------------------------------------------------------------------+
bool CControlsDialog::CreatePicture(void)
{
    //--- 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(void)
{
    Comment(__FUNCTION__);
}

// Global Variables

© 2000-2021, MetaQuotes Ltd
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 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.

```c
int Border() const
```

**Return Value**

The “Border” property.

**Border (Set method)**

Sets the “Border” (border width) property of the control.

```c
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.

```csharp
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.

```
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

<table>
<thead>
<tr>
<th>Create</th>
<th>Create Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates control</td>
</tr>
<tr>
<td>Chart object event handlers</td>
<td></td>
</tr>
<tr>
<td>OnEvent</td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td>Properties</td>
<td></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>

Dependent controls creation

- CreateBack
- CreateInc
- CreateDec
- Creates background button
- Creates increment button of the scroll bar
- Creates decrement button of the scroll bar
**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, 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, Save, Load
Create

Creates new CScroll control.

```c
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.

```c
int MinPos() const
```

Return Value

New value of "MinPos" property.

MinPos (Set method)

Sets the value of "MinPos" (minimal position) of the CScroll control.

```c
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.

```c
int MaxPos() const
```

Return Value

New value of “MaxPos” property.

MaxPos (Set method)

Sets the value of “MaxPos” (maximal position) of the CScroll control.

```c
void MaxPos(
    const int value // value
)
```

Parameters

- `value`
  - [in] New value of “MaxPos” property.

Return Value

None.
**CurrPos (Get method)**

Gets the value of “CurrPos” (current position) of the CScroll control.

```
int CurrPos() const
```

**Return Value**

New value of “CurrPos” property.

**CurrPos (Set method)**

Sets the value of “CurrPos” (current position) of the CScroll control.

```
void CurrPos(
    const int value  // value
)
```

**Parameters**

- `value`
  

**Return Value**

None.
CreateBack

Creates background button of the CScroll control.

```cpp
virtual bool CreateBack()
```

Return Value

true - successful, otherwise - false.
CreateInc

Creates increment button of CScroll control.

```cpp
virtual bool CreateInc()
```

Return Value

- true - successful, otherwise - false.
CreateDec

Creates decrement button of CScroll control.

virtual bool CreateDec()

Return Value

true - successful, otherwise - false.
CreateThumb

Creates thumb button (can be dragged) of CScroll control.

```c
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.

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
template bool OnThumbDragProcess(
    const int x,    // x coordinate
    const int y    // y coordinate
)
```

**Parameters**

- `x` [in] Current X coordinate of mouse cursor.

**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(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

```c
#include <Controls Scrolls.mqh>
```

Inheritance hierarchy

```
CObject
  CWnd
    CWndContainer
      CScroll
        CScrollIV
```

Result of the code provided below:

Class Methods by Groups

<table>
<thead>
<tr>
<th>Dependent controls</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Function</td>
<td>Description</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<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**

- **OnResize**：“Resize” internal event handler
- **OnChangePos**：“ChangePosition” internal event handler

**Drag event 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**

**Methods inherited from class CScroll**

- **Create, OnEvent, MinPos, MinPos, MaxPos, MaxPos, MaxPos, CurrPos, CurrPos**

**Example of creating a panel with vertical scrollbar:**

```plaintext
//+------------------------------------------------------------------+
//|                                              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 CScroll1V"
```
#include <Controls\Dialog.mqh>
#include <Controls\Scrolls.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

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
    //--- chart event handler
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const

    //--- create dependent controls
    bool CreateScrollV(void);
    //--- handlers of the dependent controls events
    void OnScrollInc(void);
    void OnScrollDec(void);
};
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)

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(!(CreateScrollV()))
        return(false);
    //--- succeed
    return(true);
}

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());
}
//+------------------------------------------------------------------+
//| 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
          const long& lparam, // event parameter of the long type
```cpp
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

d 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.

```
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`
  - [in] Current X coordinate of mouse cursor.
- `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

```cpp
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

<table>
<thead>
<tr>
<th>Dependent controls</th>
</tr>
</thead>
</table>
CreateInc  Creates scroll bar increment button
CreateDec  Creates scroll bar decrement button
CreateThumb Creates scroll bar thumb button (can be dragged)

Internal event handlers
OnResize  “Resize” internal event handler
OnChangePos  “ChangePosition” internal event handler

Drag event 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

Methods inherited from class CScroll
Create, OnEvent, MinPos, MinPos, MaxPos, MaxPos, CurrPos, CurrPos

Example of creating a panel with horizontal scrollbar:

```
//+------------------------------------------------------------------+
//|                                              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"
```
```cpp
#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:
    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
    virtual bool OnEvent(const int id, const long &lparam, const double &dparam, const
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)

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(!CreateScrollsH())
        return(false);
    //--- succeed
    return(true);
}

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());
```c
//--- 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
    const long& lparam, // event parameter of the long type
```
```cpp
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.

```cpp
virtual bool CreateDec()
```

Return Value

- `true` - successful, otherwise - `false`. 
CreateThumb

Creates thumb button (can be dragged) of the control.

```
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.

```c++
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**

```cpp
#include <Controls\WndClient.mqh>
```

**Inheritance hierarchy**

- CObject
  - CWnd
    - CWndContainer
      - CWndClient

**Direct descendants**

- CCheckGroup, CListView, CRadioGroup

**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>
<tr>
<td>Create</td>
<td>Creates control</td>
</tr>
<tr>
<td>Chart event handler</td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td>OnEvent</td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td>Properties</td>
<td>Sets background color</td>
</tr>
<tr>
<td>ColorBackground</td>
<td>Sets background color</td>
</tr>
<tr>
<td>ColorBorder</td>
<td>Sets border color</td>
</tr>
<tr>
<td>BorderType</td>
<td>Sets border type</td>
</tr>
<tr>
<td>Settings</td>
<td>Gets/sets the flag indicating that vertical scroll bar is used</td>
</tr>
<tr>
<td>VScrolled</td>
<td>Gets/sets the flag indicating that vertical scroll bar is used</td>
</tr>
<tr>
<td>HScrolled</td>
<td>Gets/sets the flag indicating that horizontal scroll bar is used</td>
</tr>
<tr>
<td>Dependent controls</td>
<td></td>
</tr>
</tbody>
</table>
## CreateBack

Creates background for scroll bar

## CreateScrollV

Creates vertical scroll bar

## CreateScrollH

Creates horizontal scroll bar

### Internal event handlers

- **OnResize**
  
  “Resize” internal event handler

### Dependent controls event handlers

- **OnVScrollShow**
  
  “Show” internal event handler (virtual) of VScroll dependent control

- **OnVScrollHide**
  
  “Hide” internal event handler (virtual) of VScroll dependent control

- **OnHScrollShow**
  
  “Show” internal event handler (virtual) of HScroll dependent control

- **OnHScrollHide**
  
  “Hide” internal event handler (virtual) of HScroll dependent control

- **OnScrollLineDown**
  
  “ScrollLineDown” internal event handler (virtual) of VScroll dependent control

- **OnScrollLineUp**
  
  “ScrollLineUp” internal event handler (virtual) of VScroll dependent control

- **OnScrollLineLeft**
  
  “ScrollLineLeft” internal event handler (virtual) of HScroll dependent control

- **OnScrollLineRight**
  
  “ScrollLineRight” internal event handler (virtual) of HScroll dependent control

### Resize

Sets 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, Left, Top, 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, 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`  

- `sparam`  

Return Value

- `true` - event processed, otherwise - `false`.
ColorBackground

Sets background color of the control.

```c
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.

```cpp
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.

```cpp
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.

```cpp
virtual bool CreateScrollH()
```

Return Value

- `true` - successful, otherwise `false`. 
OnResize

The virtual handler of the control "Resize" internal event.

```
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**

```cpp
#include <Controls\ListView.mqh>
```

**Inheritance hierarchy**

- CObject
  - CWnd
    - CWndContainer
      - CWndClient
        - CLListView

Result of the [code](#) provided below:

![Diagram of CLListView usage](image)

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
</table>
### Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates control</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>Selects current list element by text</td>
</tr>
<tr>
<td><strong>SelectByValue</strong></td>
<td>Selects current list element by value</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>&quot;Resize&quot; 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>&quot;Show&quot; internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnVScrollHide</strong></td>
<td>&quot;Hide&quot; internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnScrollLineDown</strong></td>
<td>&quot;ScrollLineDown&quot; internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnScrollLineUp</strong></td>
<td>&quot;ScrollLineUp&quot; internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td><strong>OnItemClick</strong></td>
<td>&quot;ItemClick&quot; 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 &quot;visibility&quot; of the specified row</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

OnMouseEvent, ControlsTotal, Control, ControlFind, MouseFocusKill, Add, Add, Delete, Delete, Move, Move, Shift, Enable, Disable, Hide, Save, Load

Methods inherited from class CWndClient

ColorBackground, ColorBorder, BorderType, VScrolled, VScrolled, HScrolled, HScrolled, Id

Example of creating a panel with list view control:

```c
//+------------------------------------------------------------------+
//| 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 CListView"
#include <Controls\Dialog.mqh>
#include <Controls\ListView.mqh>

//+------------------------------------------------------------------+
//| defines |
//+------------------------------------------------------------------+
#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 allow
#define INDENT_BOTTOM      (11)      // indent from bottom (with allow
#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

//+------------------------------------------------------------------+
```

© 2000-2021, MetaQuotes Ltd
/// Usage: main dialog of the Controls application
//+------------------------------------------------------------------+
class CControlsDialog : public CAppDialog
{
private:
    CListView m_list_view; // CListView 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 CreateListView(void);
    //--- handlers of the dependent controls events
    void OnChangeListView(void);
};

//+------------------------------------------------------------------+
//| Event Handling                                                   |
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_CHANGE, m_list_view, OnChangeListView)
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, xl, yl, 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);

//+------------------------------------------------------------------+
//| Event handler                                                    |
//+------------------------------------------------------------------+
void CControlsDialog::OnChangeListView(void)
{
    Comment(__FUNCTION__+" "+m_list_view.Select()+"\n");
}

//+------------------------------------------------------------------+
//| 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, const long& lparam, const double& dparam, const string& sparam) // event ID
{
    ExtDialog.ChartEvent(id,lparam,dparam,sparam);
}
Create

Creates CListView control.

```
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**
  - [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.
TotalView

Sets the number of items shown on the control.

```c
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.

```
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.

```cpp
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.

```
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
virtual bool 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.

```
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:

![ComboBox Example](image)

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
</tr>
</thead>
<tbody>
<tr>
<td>Method</td>
</tr>
<tr>
<td>-----------------</td>
</tr>
<tr>
<td>Create</td>
</tr>
<tr>
<td>Chart event handlers</td>
</tr>
<tr>
<td>OnEvent</td>
</tr>
<tr>
<td>Add</td>
</tr>
<tr>
<td>AddItem</td>
</tr>
<tr>
<td>Settings</td>
</tr>
<tr>
<td>ListViewItems</td>
</tr>
<tr>
<td>Data</td>
</tr>
<tr>
<td>Select</td>
</tr>
<tr>
<td>SelectByText</td>
</tr>
<tr>
<td>SelectByValue</td>
</tr>
<tr>
<td>Read-only data</td>
</tr>
<tr>
<td>Value</td>
</tr>
<tr>
<td>Dependent controls</td>
</tr>
<tr>
<td>CreateEdit</td>
</tr>
<tr>
<td>CreateButton</td>
</tr>
<tr>
<td>CreateList</td>
</tr>
<tr>
<td>Dependent controls event handlers</td>
</tr>
<tr>
<td>OnClickEdit</td>
</tr>
<tr>
<td>OnClickButton</td>
</tr>
<tr>
<td>OnChangeList</td>
</tr>
<tr>
<td>Show/Hide the drop-down list</td>
</tr>
<tr>
<td>ListShow</td>
</tr>
<tr>
<td>ListHide</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
Example of creating a panel with Combobox control:

```cpp
//+------------------------------------------------------------------+
//|                                             ControlsComboBox.mq5 |
//|                        Copyright 2015, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+

#include <Controls\Dialog.mq5>
#include <Controls\ComboBox.mq5>

//+------------------------------------------------------------------+
//| 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:
    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_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
    
    //--- create dependent controls
    if(!CAppDialog::Create(chart,name,subwin,x1,y1,x2,y2))
        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)+
```cpp
(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("\n");
    //--- 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 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

Add an item to the control.

```cpp
bool AddItem(
    const string item,  // text
    const long value    // value
)
```

Parameters

- `item`  
  

- `value`=0  
  
  [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.

```cpp
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).

```
virtual bool CreateButton()
```

Return Value

- true - successful, otherwise - false.
CreateList

Creates dependent control (list view).

```cpp
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 "ClickButton" (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.

```
virtual bool ListHide()
```

Return Value

true - successful, otherwise - false.
**CCheckBox**

CCheckBox is 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**

```cpp
CObject
  CWnd
    CWndContainer
      CCheckBox
```

Result of the code provided below:

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Create</th>
</tr>
</thead>
</table>
## Standard Library

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates control</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>Properties</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Text</strong></td>
<td>Gets/sets text label associated with the control</td>
</tr>
<tr>
<td><strong>Color</strong></td>
<td>Gets/sets color of text label associated with the control</td>
</tr>
<tr>
<td><strong>State</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Checked</strong></td>
<td>Gets/sets a value indicating whether the control is checked</td>
</tr>
<tr>
<td><strong>Data</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Value</strong></td>
<td>Gets/sets the value associated with the control</td>
</tr>
<tr>
<td><strong>Dependent controls</strong></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><strong>Dependent controls event handlers</strong></td>
<td></td>
</tr>
<tr>
<td><strong>ButtonClick</strong></td>
<td>“ButtonClick” 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:

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

© 2000-2021, 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

//--- 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:
    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
                        int id, const long &lparam, const double &dparam, const string &sparam);

    //--- chart event handler
virtual bool     OnEvent( const int id, const long &lparam, const double &dparam, const
                          string &sparam);

protected:

    //--- create dependent controls
bool              CreateCheckBox1( void);
bool              CreateCheckBox2( void);

    //--- handlers of the dependent controls events
void              OnChangeEventCheckBox1( void);
void              OnChangeEventCheckBox2( void);

//+------------------------------------------------------------------+
//| Event Handling                                                   |
//+------------------------------------------------------------------+
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                                                      |
//+------------------------------------------------------------------+
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(!CreateCheckBox1())
        return(false);
    if(!CreateCheckBox2())
        return(false);
    //--- succeed
    return(true);
}
//+------------------------------------------------------------------+
//| Create the "CheckBox" element                                    |
//+------------------------------------------------------------------+
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);

bool CControlsDialog::CreateCheckBox2(void)
{
     //--- 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);
}

void CControlsDialog::OnChangeCheckBox1(void)
{
    Comment(__FUNCTION__+" : Checked="+IntegerToString(m_check_box1.Checked()));
}
void CControlsDialog::OnChangeCheckBox2(void)
{
    Comment(__FUNCTION__" : Checked="+IntegerToString(m_check_box2.Checked()));
}

//+------------------------------------------------------------------+
G
//| 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**
  - [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 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`
  - [in] New label color.

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.

```c
int Value() const
```

**Return Value**

The value associated with the control.

**Value (Set method)**

Sets the value associated with the control.

```c
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**

```
#include <Controls\CheckGroup.mqh>
```

**Inheritance hierarchy**

```
CObject
  CWnd
    CWndContainer
      CWndClient
        CCheckGroup
```

Result of the code provided below:

```plaintext
Class Methods by Groups

Create
```

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates control</td>
</tr>
<tr>
<td>Chart event handlers</td>
<td></td>
</tr>
<tr>
<td>OnEvent</td>
<td>Event handler for all chart events</td>
</tr>
<tr>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>AddItem</td>
<td>Adds new item</td>
</tr>
<tr>
<td>Read-only data</td>
<td></td>
</tr>
<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 CCheckBox 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>
</tr>
<tr>
<td>OnVScrollHide</td>
<td>“Hide” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td>OnScrollLineDown</td>
<td>“ScrollLineUp” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td>OnScrollLineUp</td>
<td>“ScrollLineDown” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td>OnChangeItem</td>
<td>“ChangeItem” internal event handler (virtual) of VScroll dependent control</td>
</tr>
<tr>
<td>Redraw</td>
<td></td>
</tr>
<tr>
<td>Redraw</td>
<td>Redraws the group</td>
</tr>
<tr>
<td>RowState</td>
<td>Sets the state of the specified item of the group</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, 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, Enable, Disable, Hide
Example of creating a panel with Checkbox group control:

```csharp
//+------------------------------------------------------------------+
//|                                           ControlsCheckGroup.mqh |
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mql5.com |
//+------------------------------------------------------------------+
#
#define INDENT_LEFT                         (11)  // indent from left (with allow
#define INDENT_TOP                          (11)  // indent from top (with allowa
#define INDENT_RIGHT                         (11)  // indent from right (with allow
#define INDENT_BOTTOM                        (11)  // indent from bottom (with allow
#define CONTROLS_GAP_X                       (5)   // gap by X coordinate
#define CONTROLS_GAP_Y                        (5)   // gap by Y coordinate
#define BUTTON_WIDTH                        (100)  // size by X coordinate
#define BUTTON_HEIGHT                        (20)   // size by Y coordinate
#define EDIT_HEIGHT                          (20)   // size by Y coordinate
#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 Handling
//+------------------------------------------------------------------+
EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_CHANGE, m_check_group, OnChangeCheckGroup)
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(!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)+

```c
#include <controls.h>

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+CHECK_HEIGHT;

//--- create
if(!m_check_group.Create(m_chart_id,m_name+"CheckGroup",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);
```

//--- Event handler

```c
void CControlsDialog::OnChangeCheckGroup(void)
{
    Comment(_FUNCTION_+" : Value="+IntegerToString(m_check_group.Value()));
}
```

//--- Global Variables

```c
CControlsDialog ExtDialog;
```

//--- Expert initialization function

```c
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

```c
void OnDeinit(const int reason)
```
```cpp
{
//---
    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 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.

```c++
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`.
AddItem

Adds an item (row) to the control.

```cpp
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 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.

```c++
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.

```cpp
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 is used for creation of **CRadioGroup** items.

**Declaration**

```cpp
class CRadioButton : public CWndContainer
```

**Title**

```cpp
#include <Controls\RadioButton.mqh>
```

**Inheritance hierarchy**

- **CObject**
  - **CWnd**
    - **CWndContainer**
      - **CRadioButton**

**Class Methods by Groups**

<table>
<thead>
<tr>
<th>Class Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td><strong>Create</strong> creates control</td>
</tr>
<tr>
<td><strong>Chart event handlers</strong></td>
<td><strong>OnEvent</strong> is the event handler for all chart events</td>
</tr>
<tr>
<td><strong>Properties</strong></td>
<td><strong>Text</strong> gets/sets the text label associated with the control</td>
</tr>
<tr>
<td></td>
<td><strong>Color</strong> gets/sets the color of text label associated with the control</td>
</tr>
<tr>
<td><strong>State</strong></td>
<td><strong>State</strong> gets/sets the state</td>
</tr>
<tr>
<td><strong>Dependent controls</strong></td>
<td><strong>CreateButton</strong> creates button</td>
</tr>
<tr>
<td></td>
<td><strong>CreateLabel</strong> creates label</td>
</tr>
<tr>
<td><strong>Dependent controls event handlers</strong></td>
<td><strong>OnClickButton</strong> “ButtonClick” internal event handler (virtual)</td>
</tr>
<tr>
<td></td>
<td><strong>OnClickLabel</strong> “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
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**

- **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

- [in] New label color.

Return Value
true - successful, otherwise - false.
State (Get method)

Gets the button state.

```cpp
bool State() const
```

Return Value

Button state.

State (Set method)

Sets the button state.

```cpp
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 "ClickButton" (button click) internal event.

```c++
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:

![Image of RadioGroup control](image.png)

Class Methods by Groups

<table>
<thead>
<tr>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
</tr>
<tr>
<td>Create</td>
</tr>
<tr>
<td>--------------</td>
</tr>
<tr>
<td>Chart event handlers</td>
</tr>
<tr>
<td><strong>On Event</strong></td>
</tr>
<tr>
<td>Add</td>
</tr>
<tr>
<td><strong>Add Item</strong></td>
</tr>
<tr>
<td>Read-only data</td>
</tr>
<tr>
<td><strong>Value</strong></td>
</tr>
<tr>
<td>Dependent controls</td>
</tr>
<tr>
<td><strong>Create Button</strong></td>
</tr>
<tr>
<td>Dependent controls event handlers</td>
</tr>
<tr>
<td><strong>On V Scroll Show</strong></td>
</tr>
<tr>
<td><strong>On V Scroll Hide</strong></td>
</tr>
<tr>
<td><strong>On Scroll Line Down</strong></td>
</tr>
<tr>
<td><strong>On Scroll Line Up</strong></td>
</tr>
<tr>
<td><strong>On Change Item</strong></td>
</tr>
<tr>
<td>Redraw</td>
</tr>
<tr>
<td><strong>Select</strong></td>
</tr>
</tbody>
</table>

**Methods inherited from class CObject**
Prev, Prev, Next, Next, **Type**, **Compare**

**Methods inherited from class CWnd**
**Name, Controls Total, 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, State Flags, State Flags, StateFlagsSet, StateFlagsReset, Prop Flags, Prop Flags, Prop Flags Set, Prop Flags Reset, Mouse X, Mouse X, Mouse X, Mouse Y, Mouse X, Mouse Y, Mouse Flags, Mouse Flags,Mouse Focus Kill, Bring To Top**

**Methods inherited from class CWndContainer**
**On Mouse Event, Controls Total, Control, Control Find, Mouse Focus Kill, Add, Add, Delete, Delete, Move, Move, Shift, Enable, Disable, Hide**
Example of creating a panel with group of radio buttons:

```cpp
#include <Controls\Dialog.mqh>
#include <Controls\RadioGroup.mqh>

// --- 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

#define BUTTON_WIDTH (100) // size by X coordinate
#define BUTTON_HEIGHT (20) // size by Y coordinate

#define EDIT_HEIGHT (20) // size by Y coordinate
#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

//--- for buttons
//--- for group controls
//--- for the indication area

class CControlsDialog : public CAppDialog {
public:
    CControlsDialog(void);
    ~CControlsDialog(void);

private:
    CRadioGroup m_radio_group; // CRadioGroup object

    //--- 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 CreateRadioGroup(void);
    //--- handlers of the dependent controls events
    void OnChangeRadioGroup(void);
};

EVENT_MAP_BEGIN(CControlsDialog)
ON_EVENT(ON_CHANGE, m_radio_group, OnChangeRadioGroup)
EVENT_MAP_END(CAppDialog)

CControlsDialog::CControlsDialog(void)
{
}

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(!CreateRadioGroup())
        return(false);
    //--- succeed
    return(true);
}

bool CControlsDialog::CreateRadioGroup(void)
{
    //--- coordinates
    int x1=INDENT_LEFT;
    int y1=INDENT_TOP+(EDIT_HEIGHT+CONTROLS_GAP_Y)+
```c
(BUTTON_HEIGHT+CONTROLS_GAP_Y)+
(Edit_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);

// Event handler
void CControlsDialog::OnChangeRadioGroup(void)
{
    Comment(__FUNCTION__+" : Value="+IntegerToString(m_radio_group.Value()));
}

// Global Variables

// 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 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`  
- `sparam`  

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.

```
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.

```c
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.

```c
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:

![Image of CSpinEdit control](image)

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
</table>
**Create**  Creates control

**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:

```c++
//+------------------------------------------------------------------+
//|                                             ControlsSpinEdit.m |
//|                        Copyright 2017, MetaQuotes Software Corp. |
//|                                             https://www.mq5.com |
//+------------------------------------------------------------------+
#
property copyright "Copyright 2017, MetaQuotes Software Corp."
//+------------------------------------------------------------------+
//| defines                                                          |
//+------------------------------------------------------------------+
//--- indents and gaps
#define INDENT_LEFT (11) // indent from left (with allowe:
#define INDENT_TOP (11) // indent from top (with allowe:
#define INDENT_RIGHT (11) // indent from right (with allowe:
#define INDENT_BOTTOM (11) // indent from bottom (with allowe:
#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:
    CSpinEdit m_spin_edit; // CSpinEdit 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 CreateSpinEdit(void);
    //--- handlers of the dependent controls events
    void OnChangeSpinEdit(void);
};
//+------------------------------------------------------------------+
// Event Handling

EVENT_MAP_BEGIN(CControlsDialog)
    ON_EVENT(ON_CHANGE, m_spin_edit, OnChangeSpinEdit)
EVENT_MAP_END(CAppDialog)

// Constructor
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 (!CreateSpinEdit())
        return(false);
    //--- succeed
    return(true);
}

// Create the "SpinEdit" element
bool CControlsDialog::CreateSpinEdit()
{
    //--- coordinates
    int x1 = INDENT_LEFT;
    int y1 = INDENT_TOP + (EDIT_HEIGHT + CONTROLS_GAP_Y) + (BUTTON_HEIGHT + CONTROLS_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()));

void CControlsDialog::OnChangeSpinEdit(void)
{
    Comment(__FUNCTION__+" : Value="+IntegerToString(m_spin_edit.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);

    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 CSpinEdit control.

```c++
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.

```cpp
int MinValue() const
```

**Return Value**

The value of "MinValue" property.

**MinValue (Set method)**

Sets the value of "MinValue" property (minimal value) of the control.

```cpp
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.

```c
int MaxValue() const
```

Return Value

The value of “MaxValue” property.

MaxValue (Set method)

Sets the value of “MaxValue” property (maximal value) of the control.

```c
void MaxValue(
    const int value  // value
)
```

Parameters

- `value`

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`

[In] New “Value” property.

**Return Value**

None.
CreateEdit

Creates dependent control (CEdit).

```cpp
virtual bool CreateEdit()
```

Return Value

true - successful, otherwise - false.
CreateInc

Creates dependent control (increment button).

```cpp
virtual bool CreateInc()
```

Return Value

- true - successful, otherwise - false.
CreateDec

Creates dependent control (decrement button).

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

true - event processed, otherwise - false.
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 CDialo...g : public CWndContainer
```

Title

```cpp
#include <Controls\Dialog.mqh>
```

Inheritance hierarchy

- CObject
  - CWnd
    - CWndContainer
      - CDialo...g

Direct descendants

- CAppDialog

Class Methods by Groups

<table>
<thead>
<tr>
<th>Create</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Create</td>
<td>Creates control</td>
</tr>
<tr>
<td>Chart event handlers</td>
<td></td>
</tr>
<tr>
<td>On Event</td>
<td>Event handler of all chart events</td>
</tr>
<tr>
<td>Properties</td>
<td></td>
</tr>
<tr>
<td>Caption</td>
<td>Gets/sets the value of the &quot;Caption&quot; property</td>
</tr>
<tr>
<td>Add</td>
<td></td>
</tr>
<tr>
<td>Add</td>
<td>Adds control to the client area</td>
</tr>
<tr>
<td>Dependent controls</td>
<td></td>
</tr>
<tr>
<td>CreateWhiteBorder</td>
<td>Creates dependent control (white border)</td>
</tr>
<tr>
<td>CreateBackground</td>
<td>Creates dependent control (background)</td>
</tr>
<tr>
<td>CreateCaption</td>
<td>Creates dependent control (caption)</td>
</tr>
<tr>
<td>CreateButtonClose</td>
<td>Creates dependent control (close button)</td>
</tr>
<tr>
<td>CreateClientArea</td>
<td>Creates dependent control (client area)</td>
</tr>
<tr>
<td>Dependent controls event handlers</td>
<td></td>
</tr>
<tr>
<td>---------------------------------------------------------------------------------------------------</td>
<td></td>
</tr>
<tr>
<td><strong>OnClickCaption</strong></td>
<td></td>
</tr>
<tr>
<td>“ClickCaption” internal event handler</td>
<td></td>
</tr>
<tr>
<td><strong>OnButtonClickClose</strong></td>
<td></td>
</tr>
<tr>
<td>“ButtonClickClose” internal event handler</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Access to client area properties</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ClientAreaVisible</strong></td>
</tr>
<tr>
<td>Sets a value indicating whether the client area is visible</td>
</tr>
<tr>
<td><strong>ClientAreaLeft</strong></td>
</tr>
<tr>
<td>Gets X coordinate of the upper-left corner of the control client area</td>
</tr>
<tr>
<td><strong>ClientAreaTop</strong></td>
</tr>
<tr>
<td>Gets Y coordinate of the upper-left corner of the control client area</td>
</tr>
<tr>
<td><strong>ClientAreaRight</strong></td>
</tr>
<tr>
<td>Gets X coordinate of the lower-right corner of the control client area</td>
</tr>
<tr>
<td><strong>ClientAreaBottom</strong></td>
</tr>
<tr>
<td>Gets Y coordinate of the lower-right corner of the control client area</td>
</tr>
<tr>
<td><strong>ClientAreaWidth</strong></td>
</tr>
<tr>
<td>Gets the client area width</td>
</tr>
<tr>
<td><strong>ClientAreaHeight</strong></td>
</tr>
<tr>
<td>Gets the client area height</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Drag event handlers</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>OnDialogDragStart</strong></td>
</tr>
<tr>
<td>“DialogDragStart” event handler (virtual)</td>
</tr>
<tr>
<td><strong>OnDialogDragProcess</strong></td>
</tr>
<tr>
<td>“DialogDragProcess” event handler (virtual)</td>
</tr>
<tr>
<td><strong>OnDialogDragEnd</strong></td>
</tr>
<tr>
<td>“DialogDragEnd” event handler (virtual)</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, 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
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`
  

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).

```cpp
virtual bool CreateBackground()
```

Return Value

true - successful, otherwise - false.
CreateCaption

Creates dependent control (caption).

```cpp
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).

```cpp
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 "ClickListener" 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.

```c
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.

```c
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 ClientAreaTop()
```

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.

```cpp
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

<table>
<thead>
<tr>
<th>Create and destroy</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Create</strong></td>
<td>Creates control</td>
</tr>
<tr>
<td><strong>Destroy</strong></td>
<td>Destroys control</td>
</tr>
</tbody>
</table>

Events processing

<table>
<thead>
<tr>
<th><strong>OnEvent</strong></th>
<th>Event handler of all chart events</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Run</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Run</strong></td>
<td>Runs control</td>
</tr>
</tbody>
</table>

Chart events processing

<table>
<thead>
<tr>
<th><strong>ChartEvent</strong></th>
<th>Event handler of all chart events</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Settings</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Minimized</strong></td>
<td>Sets a value indicating whether the control is minimized</td>
</tr>
</tbody>
</table>

Save/Load

<table>
<thead>
<tr>
<th><strong>IniFileSave</strong></th>
<th>Saves the control state to file</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IniFileLoad</strong></td>
<td>Loads the control state from file</td>
</tr>
</tbody>
</table>
IniFileName
Sets the file name for loading/saving the control state

IniFileExt
Sets the file extension for loading/saving the control state

Initialization

CreateCommon
Common initialization method

CreateExpert
Initialization method for working in Expert Advisors

CreateIndicator
Initialization method for working in indicators

Dependent controls

CreateButtonMinMax
Creates dependent controls (minimize/maximize buttons)

Dependent controls event handlers

OnClickButtonClose
“ClickButtonClose” internal event handler (virtual)

OnClickButtonMinMax
“ClickButtonMinMax” internal event handler (virtual)

External events

OnAnotherApplicationClose
Event handler of external events (virtual)

Methods

Rebound
Sets new coordinates of the control using CRect class coordinates

Minimize
Shows the control in the minimized state

Maximize
Shows the control in the maximized (restored) state

CreateInstanceId
Creates a unique Id for the names of the control objects

ProgramName
Gets the name of MQL5 program, at which the control is used

SubwinOff
Get the Y offset of the control subwindow

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
Standard Library

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.

    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`  

- `sparam`  

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.

```cpp
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.

```
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.

```c++
virtual void OnClickButtonClose()
```

Return Value

None.
OnClickButtonMinMax

The virtual handler of the control "ButtonClickMinMax" (mouse click on minimize/maximize button) internal event.

```cpp
virtual void OnClickButtonClose()
```

Return Value

None.
OnAnotherApplicationClose

The virtual handler of the control external events.

```cpp
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.

```cpp
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();
```
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>ArrayBsearch</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>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ArrayMaximum</strong></td>
<td>Searches for the largest element in the first dimension of a multidimensional numeric array</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArrayMinimum</strong></td>
<td>Searches for the lowest element in the first dimension of a multidimensional numeric array</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArrayRange</strong></td>
<td>Returns the number of elements in the specified dimension of the array</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArrayResize</strong></td>
<td>Sets the new size in the first dimension of the array</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArraySetAsSeries</strong></td>
<td>Sets the direction of array indexing</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArraySize</strong></td>
<td>Returns the number of elements in the array</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArraySort</strong></td>
<td>Sorting of numeric arrays by the first dimension</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArrayPrint</strong></td>
<td>Prints an array of a simple type or a simple structure into journal</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArrayInsert</strong></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><strong>ArrayRemove</strong></td>
<td>Removes the specified number of elements from the array starting with a specified index</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArrayReverse</strong></td>
<td>Reverses the specified number of elements in the array starting with a specified index</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>ArraySwap</strong></td>
<td>Swaps the contents of two dynamic arrays of the same type</td>
<td>Array Functions</td>
</tr>
<tr>
<td><strong>asin</strong></td>
<td>Returns the arc sine of x in radians</td>
<td>Math Functions</td>
</tr>
<tr>
<td><strong>atan</strong></td>
<td>Returns the arc tangent of x in radians</td>
<td>Math Functions</td>
</tr>
<tr>
<td><strong>Bars</strong></td>
<td>Returns the number of bars the history for a specified symbol and period</td>
<td>Timeseries and Indicators, Access</td>
</tr>
<tr>
<td>Function Name</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------------------------------</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 Access</td>
</tr>
<tr>
<td>CalendarCountryByld</td>
<td>Get a country description by its ID</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarEventByld</td>
<td>Get an event description by its ID</td>
<td>Economic Calendar</td>
</tr>
<tr>
<td>CalendarValueByld</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>CalendarValueHistoryByEvent</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>CalendarValueLastByEvent</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>ceil</td>
<td>Returns integer numeric value closest from above</td>
<td>Math Functions</td>
</tr>
<tr>
<td>CharArrayToString</td>
<td>Converting symbol code (ansi) into one-symbol array</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>ChartApplyTemplate</td>
<td>Applies a specific template from a specified file to the chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartClose</td>
<td>Closes the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartFirst</td>
<td>Returns the ID of the first chart of the client terminal</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartGetDouble</td>
<td>Returns the double value property of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartGetInteger</td>
<td>Returns the integer value property of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartGetString</td>
<td>Returns the string value property of the specified chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartID</td>
<td>Returns the ID of the current chart</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartIndicatorAdd</td>
<td>Adds an indicator with the specified handle into a specified chart window</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartIndicatorDelete</td>
<td>Removes an indicator with a specified name from the specified chart window</td>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartIndicatorGet</td>
<td>Returns the handle of the indicator with the specified short name in the specified chart window</td>
<td>Chart Operations</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>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartIndicatorsTotal</td>
<td>Returns the number of all indicators applied to the specified chart window.</td>
<td>Chart Operations</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>
<td>Chart Operations</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>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------------</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>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>
<tr>
<td>Function Name</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------</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>
<td>Chart Operations</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>
<td>Chart Operations</td>
</tr>
<tr>
<td>ChartXYToTimePrice</td>
<td>Converts the X and Y coordinates on a chart to the time and price values</td>
<td>Chart Operations</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>
<td>Chart Operations</td>
</tr>
<tr>
<td>CheckPointer</td>
<td>Returns the type of the object pointer</td>
<td>Common Functions</td>
</tr>
<tr>
<td>CLBufferCreate</td>
<td>Creates an OpenCL buffer</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLBufferFree</td>
<td>Deletes an OpenCL buffer</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLBufferRead</td>
<td>Reads an OpenCL buffer into an array</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLBufferWrite</td>
<td>Writes an array into an OpenCL buffer</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLContextCreate</td>
<td>Creates an OpenCL context</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLContextFree</td>
<td>Removes an OpenCL context</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLEXecute</td>
<td>Runs an OpenCL program</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLGetDeviceInfo</td>
<td>Receives device property from OpenCL driver</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLGetInfoInteger</td>
<td>Returns the value of an integer property for an OpenCL object or device</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLHandleType</td>
<td>Returns the type of an OpenCL handle as a value of the ENUM_OPENCL_HANDLE_TYPE enumeration</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLKernelCreate</td>
<td>Creates an OpenCL start function</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLKernelFree</td>
<td>Removes an OpenCL start function</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>-------------------------</td>
<td>----------------------------------------------------------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>CLProgramCreate</td>
<td>Creates an OpenCL program from a source code</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLProgramFree</td>
<td>Removes an OpenCL program</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLSetKernelArg</td>
<td>Sets a parameter for the OpenCL function</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>CLSetKernelArgMem</td>
<td>Sets an OpenCL buffer as a parameter of the OpenCL function</td>
<td>Working with OpenCL</td>
</tr>
<tr>
<td>ColorToARGB</td>
<td>Converting color type to uint type to receive ARGB representation of the color.</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>ColorToString</td>
<td>Converting color value into string as &quot;R,G,B&quot;</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>Comment</td>
<td>Outputs a comment in the left top corner of the chart</td>
<td>Common Functions</td>
</tr>
<tr>
<td>CopyBuffer</td>
<td>Gets data of a specified buffer from a specified indicator into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyClose</td>
<td>Gets history data on bar closing price for a specified symbol and period into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyHigh</td>
<td>Gets history data on maximal bar price for a specified symbol and period into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyLow</td>
<td>Gets history data on minimal bar price for a specified symbol and period into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyOpen</td>
<td>Gets history data on bar opening price for a specified symbol and period into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyRates</td>
<td>Gets history data of the Rates structure for a specified symbol and period into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyRealVolume</td>
<td>Gets history data on trade volumes for a specified symbol and period into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>----------------------------</td>
<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>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyTicks</td>
<td>Gets ticks accumulated by the terminal for the current working session into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyTickVolume</td>
<td>Gets history data on tick volumes for a specified symbol and period into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>CopyTime</td>
<td>Gets history data on bar opening time for a specified symbol and period into an array</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>cos</td>
<td>Returns the cosine of a number</td>
<td>Math Functions</td>
</tr>
<tr>
<td>CryptDecode</td>
<td>Performs the inverse transformation of the data from array</td>
<td>Common Functions</td>
</tr>
<tr>
<td>CryptEncode</td>
<td>Transforms the data from array with the specified method</td>
<td>Common Functions</td>
</tr>
<tr>
<td>CustomSymbolCreate</td>
<td>Create a custom symbol with the specified name in the specified group</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td>CustomSymbolDelete</td>
<td>Delete a custom symbol with the specified name</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td>CustomSymbolSetInteger</td>
<td>Set the integer type property value for a custom symbol</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td>CustomSymbolSetDouble</td>
<td>Set the real type property value for a custom symbol</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td>CustomSymbolSetString</td>
<td>Set the string type property value for a custom symbol</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td>CustomSymbolSetMarginRate</td>
<td>Set the margin rates depending on the order type and direction for a custom symbol</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td>CustomSymbolSetSessionQuote</td>
<td>Set the start and end time of the specified quotation session for the specified symbol and week day</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td>CustomSymbolSetSessionTrade</td>
<td>Set the start and end time of the specified trading session</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td><code>CustomRatesDelete</code></td>
<td>Delete all bars from the price history of the custom symbol in the specified time interval</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td><code>CustomRatesReplace</code></td>
<td>Fully replace the price history of the custom symbol within the specified time interval with the data from the MqlRates type array</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td><code>CustomRatesUpdate</code></td>
<td>Add missing bars to the custom symbol history and replace existing data with the ones from the MqlRates type array</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td><code>CustomTicksAdd</code></td>
<td>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</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td><code>CustomTicksDelete</code></td>
<td>Delete all ticks from the price history of the custom symbol in the specified time interval</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td><code>CustomTicksReplace</code></td>
<td>Fully replace the price history of the custom symbol within the specified time interval with the data from the MqlTick type array</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td><code>CustomBookAdd</code></td>
<td>Passes the status of the Depth of Market for a custom symbol</td>
<td>Custom Symbols</td>
</tr>
<tr>
<td><code>DatabaseOpen</code></td>
<td>Opens or creates a database in a specified file</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseClose</code></td>
<td>Closes a database</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseImport</code></td>
<td>Imports data from a file into a table</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseExport</code></td>
<td>Exports a table or an SQL request execution result to a CSV file</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabasePrint</code></td>
<td>Prints a table or an SQL request execution result in the Experts journal</td>
<td>Working with databases</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td><code>DatabaseTableExists</code></td>
<td>Checks the presence of the table in a database</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseExecute</code></td>
<td>Executes a request to a specified database</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabasePrepare</code></td>
<td>Creates a handle of a request, which can then be executed using <code>DatabaseRead()</code></td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseReset</code></td>
<td>Resets a request, like after calling <code>DatabasePrepare()</code></td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseBind</code></td>
<td>Sets a parameter value in a request</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseBindArray</code></td>
<td>Sets an array as a parameter value</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseRead</code></td>
<td>Moves to the next entry as a result of a request</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseReadBind</code></td>
<td>Moves to the next record and reads data into the structure from it</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseFinalize</code></td>
<td>Removes a request created in <code>DatabasePrepare()</code></td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseTransactionBegin</code></td>
<td>Starts transaction execution</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseTransactionCommit</code></td>
<td>Completes transaction execution</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseTransactionRollback</code></td>
<td>Rolls back transactions</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseColumnsCount</code></td>
<td>Gets the number of fields in a request</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseColumnName</code></td>
<td>Gets a field name by index</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseColumnType</code></td>
<td>Gets a field type by index</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseColumnSize</code></td>
<td>Gets a field size in bytes</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseColumnText</code></td>
<td>Gets a field value as a string from the current record</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseColumnInteger</code></td>
<td>Gets the int type value from the current record</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseColumnLong</code></td>
<td>Gets the long type value from the current record</td>
<td>Working with databases</td>
</tr>
<tr>
<td><code>DatabaseColumnDouble</code></td>
<td>Gets the double type value from the current record</td>
<td>Working with databases</td>
</tr>
</tbody>
</table>
### List of MQL5 Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>DatabaseColumnBlob</td>
<td>Gets a field value as an array from the current record</td>
<td>Working with databases</td>
</tr>
<tr>
<td>DebugBreak</td>
<td>Program breakpoint in debugging</td>
<td>Common Functions</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>
<td>Checkup</td>
</tr>
<tr>
<td>DoubleToString</td>
<td>Converting a numeric value to a text line with a specified accuracy</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>DXContextCreate</td>
<td>Creates a graphic context for rendering frames of a specified size</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXContextSetSize</td>
<td>Changes a frame size of a graphic context created in DXContextCreate()</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXContextSetSize</td>
<td>Gets a frame size of a graphic context created in DXContextCreate()</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXContextClearColors</td>
<td>Sets a specified color to all pixels for the rendering buffer</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXContextClearDepth</td>
<td>Clears the depth buffer</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXContextGetColors</td>
<td>Gets an image of a specified size and offset from a graphic context</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXContextGetDepth</td>
<td>Gets the depth buffer of a rendered frame</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXBufferCreate</td>
<td>Creates a buffer of a specified type based on a data array</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXTextrueCreate</td>
<td>Creates a 2D texture out of a rectangle of a specified size cut from a passed image</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXInputCreate</td>
<td>Creates shader inputs</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXInputSet</td>
<td>Sets shader inputs</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXShaderCreate</td>
<td>Creates a shader of a specified type</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXShaderSetLayout</td>
<td>Sets vertex layout for the vertex shader</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXShaderInputsSet</td>
<td>Sets shader inputs</td>
<td>Working with DirectX</td>
</tr>
</tbody>
</table>
## List of MQL5 Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>DXShaderTexturesSet</td>
<td>Sets shader textures</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXDraw</td>
<td>Renders the vertices of the vertex buffer set in DXBufferSet()</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXDrawIndexed</td>
<td>Renders graphic primitives described by the index buffer from DXBufferSet()</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXPrimiveTopologySet</td>
<td>Sets the type of primitives for rendering using DXDrawIndexed()</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXBufferSet</td>
<td>Sets a buffer for the current rendering</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXShaderSet</td>
<td>Sets a shader for rendering</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXHandleType</td>
<td>Returns a handle type</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>DXRelease</td>
<td>Releases a handle</td>
<td>Working with DirectX</td>
</tr>
<tr>
<td>EnumToString</td>
<td>Converting an enumeration value of any type to string</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>EventChartCustom</td>
<td>Generates a custom event for the specified chart</td>
<td>Working with Events</td>
</tr>
<tr>
<td>EventKillTimer</td>
<td>Stops the generation of events by the timer in the current chart</td>
<td>Working with Events</td>
</tr>
<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>
<td>Working with Events</td>
</tr>
<tr>
<td>EventSetTimer</td>
<td>Starts the timer event generator with the specified periodicity for the current chart</td>
<td>Working with Events</td>
</tr>
<tr>
<td>exp</td>
<td>Returns exponent of a number</td>
<td>Math Functions</td>
</tr>
<tr>
<td>ExpertRemove</td>
<td>Stops Expert Advisor and unloads it from the chart</td>
<td>Common Functions</td>
</tr>
<tr>
<td>fabs</td>
<td>Returns absolute value (modulus) of the specified numeric value</td>
<td>Math Functions</td>
</tr>
<tr>
<td>FileClose</td>
<td>Closes a previously opened file</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileCopy</td>
<td>Copies the original file from a local or shared folder to another file</td>
<td>File Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------</td>
</tr>
<tr>
<td>FileDelete</td>
<td>Deletes a specified file</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileFindClose</td>
<td>Closes search handle</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileFindFirst</td>
<td>Starts the search of files in a directory in accordance with the specified filter</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileFindNext</td>
<td>Continues the search started by the FileFindFirst() function</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileFlush</td>
<td>Writes to a disk all data remaining in the input/output file buffer</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileGetInteger</td>
<td>Gets an integer property of a file</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileIsEnding</td>
<td>Defines the end of a file in the process of reading</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileIsExist</td>
<td>Checks the existence of a file</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileIsLineEnding</td>
<td>Defines the end of a line in a text file in the process of reading</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileMove</td>
<td>Moves or renames a file</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileOpen</td>
<td>Opens a file with a specified name and flag</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadArray</td>
<td>Reads arrays of any type except for string from the file of the BIN type</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadBool</td>
<td>Reads a string from the current position till a delimiter (or till the end of a text line) and converts the read string to a value of bool type</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadDateTime</td>
<td>Reads a string of one of the formats: “YYYY.MM.DD HH:MM:SS”, “YYYY.MM.DD” or “HH:MM:SS” - and converts it into a datetime value</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadDouble</td>
<td>Reads a double value from the current position of the file pointer</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadFloat</td>
<td>Reads a float value from the current position of the file</td>
<td>File Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>-------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>FileReadInteger</td>
<td>Reads int, short or char value from the current position of the file pointer</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadLong</td>
<td>Reads a long type value from the current position of the file pointer</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadNumber</td>
<td>Reads from the file of the CSV type a string from the current position till a delimiter (or till the end of a text line) and converts the read string into double value</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadString</td>
<td>Reads a string from the current position of a file pointer from a file</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileReadStruct</td>
<td>Reads the contents from a binary file into a structure passed as a parameter, from the current position of the file pointer</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileSeek</td>
<td>Moves the position of the file pointer by a specified number of bytes relative to the specified position</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileSize</td>
<td>Returns the size of a corresponding open file</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileTell</td>
<td>Returns the current position of the file pointer of a corresponding open file</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileWrite</td>
<td>Writes data to a file of CSV or TXT type</td>
<td>File Functions</td>
</tr>
<tr>
<td>FileWriteArray</td>
<td>Writes arrays of any type except for string into a file of BIN type</td>
<td>File Functions</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>
<td>File Functions</td>
</tr>
<tr>
<td>FileWriteFloat</td>
<td>Writes value of the float type from the current position of a file pointer into a binary file</td>
<td>File Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Section</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>----------------------------------</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>
<td>File Functions</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>
<td>File Functions</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>
<td>File Functions</td>
</tr>
<tr>
<td>FileWriteStruct</td>
<td>Writes the contents of a structure passed as a parameter into a binary file, starting from the current position of the file pointer</td>
<td>File Functions</td>
</tr>
<tr>
<td>floor</td>
<td>Returns integer numeric value closest from below</td>
<td>Math Functions</td>
</tr>
<tr>
<td>fmax</td>
<td>Returns the maximal value of the two numeric values</td>
<td>Math Functions</td>
</tr>
<tr>
<td>fmin</td>
<td>Returns the minimal value of the two numeric values</td>
<td>Math Functions</td>
</tr>
<tr>
<td>fmod</td>
<td>Returns the real remainder after the division of two numbers</td>
<td>Math Functions</td>
</tr>
<tr>
<td>FolderClean</td>
<td>Deletes all files in the specified folder</td>
<td>File Functions</td>
</tr>
<tr>
<td>FolderCreate</td>
<td>Creates a folder in the Files directory</td>
<td>File Functions</td>
</tr>
<tr>
<td>FolderDelete</td>
<td>Removes a selected directory. If the folder is not empty, then it can’t be removed</td>
<td>File Functions</td>
</tr>
<tr>
<td>FrameAdd</td>
<td>Adds a frame with data</td>
<td>Working with Optimization Results</td>
</tr>
<tr>
<td>FrameFilter</td>
<td>Sets the frame reading filter and moves the pointer to the beginning</td>
<td>Working with Optimization Results</td>
</tr>
<tr>
<td>FrameFirst</td>
<td>Moves a pointer of frame reading to the beginning and resets the previously set filter</td>
<td>Working with Optimization Results</td>
</tr>
<tr>
<td>Framelinputs</td>
<td>Receives input parameters, on which the frame is formed</td>
<td>Working with Optimization Results</td>
</tr>
</tbody>
</table>
### List of MQL5 Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>FrameNext</td>
<td>Reads a frame and moves the pointer to the next one</td>
<td>Working with Optimization Results</td>
</tr>
<tr>
<td>GetLastError</td>
<td>Returns the last error</td>
<td>Checkup</td>
</tr>
<tr>
<td>GetPointer</td>
<td>Returns the object pointer</td>
<td>Common Functions</td>
</tr>
<tr>
<td>GetTickCount</td>
<td>Returns the number of milliseconds that have elapsed since the system was started</td>
<td>Common Functions</td>
</tr>
<tr>
<td>GlobalVariableCheck</td>
<td>Checks the existence of a global variable with the specified name</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariableDel</td>
<td>Deletes a global variable</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariableGet</td>
<td>Returns the value of a global variable</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariableName</td>
<td>Returns the name of a global variable by its ordinal number in the list of global variables</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariablesDeleteAll</td>
<td>Deletes global variables with the specified prefix in their names</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariableSet</td>
<td>Sets the new value to a global variable</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariableSetOnCondition</td>
<td>Sets the new value of the existing global variable by condition</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariablesFlush</td>
<td>Forcibly saves contents of all global variables to a disk</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariablesTotal</td>
<td>Returns the total number of global variables</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariableTemp</td>
<td>Sets the new value to a global variable, that exists only in the current session of the terminal</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>GlobalVariableTime</td>
<td>Returns time of the last accessing the global variable</td>
<td>Global Variables of the Terminal</td>
</tr>
<tr>
<td>HistoryDealGetDouble</td>
<td>Returns the requested property of a deal in the history (double)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryDealGetInteger</td>
<td>Returns the requested property of a deal in the</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>HistoryDealGetString</td>
<td>Returns the requested property of a deal in the history (string)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryDealGetTicket</td>
<td>Returns a ticket of a corresponding deal in the history</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryDealSelect</td>
<td>Selects a deal in the history for further calling it through appropriate functions</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryDealsTotal</td>
<td>Returns the number of deals in the history</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryOrderGetDouble</td>
<td>Returns the requested property of an order in the history (double)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryOrderGetInteger</td>
<td>Returns the requested property of an order in the history (datetime or int)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryOrderGetString</td>
<td>Returns the requested property of an order in the history (string)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryOrderGetTicket</td>
<td>Return order ticket of a corresponding order in the history</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryOrderSelect</td>
<td>Selects an order in the history for further working with it</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistoryOrdersTotal</td>
<td>Returns the number of orders in the history</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistorySelect</td>
<td>Retrieves the history of transactions and orders for the specified period of the server time</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>HistorySelectByPosition</td>
<td>Requests the history of deals with a specified position identifier.</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>iBars</td>
<td>Returns the number of bars of a corresponding symbol and period, available in history</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>iBarShift</td>
<td>Returns the index of the bar corresponding to the specified time</td>
<td>Timeseries and Indicators Access</td>
</tr>
</tbody>
</table>
## List of MQL5 Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Access</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>iClose</code></td>
<td>Returns the Close price of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iHigh</code></td>
<td>Returns the High price of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iHighest</code></td>
<td>Returns the index of the highest value found on the corresponding chart (shift relative to the current bar)</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iLow</code></td>
<td>Returns the Low price of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iLowest</code></td>
<td>Returns the index of the smallest value found on the corresponding chart (shift relative to the current bar)</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iOpen</code></td>
<td>Returns the Open price of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iTime</code></td>
<td>Returns the opening time of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iTickVolume</code></td>
<td>Returns the tick volume of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iRealVolume</code></td>
<td>Returns the real volume of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iVolume</code></td>
<td>Returns the tick volume of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><code>iSpread</code></td>
<td>Returns the spread value of the bar (indicated by the 'shift' parameter) on the corresponding chart</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------------------</td>
</tr>
<tr>
<td>iAD</td>
<td>Accumulation/Distribution</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iADX</td>
<td>Average Directional Index</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iADXWilder</td>
<td>Average Directional Index by Welles Wilder</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iAlligator</td>
<td>Alligator</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iAMA</td>
<td>Adaptive Moving Average</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iAO</td>
<td>Awesome Oscillator</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iATR</td>
<td>Average True Range</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iBands</td>
<td>Bollinger Bands®</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iBearsPower</td>
<td>Bears Power</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iBullsPower</td>
<td>Bulls Power</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iBWMFI</td>
<td>Market Facilitation Index by Bill Williams</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iCCI</td>
<td>Commodity Channel Index</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iChaikin</td>
<td>Chaikin Oscillator</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iCustom</td>
<td>Custom indicator</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iDEMA</td>
<td>Double Exponential Moving Average</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iDeMarker</td>
<td>DeMarker</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iEnvelopes</td>
<td>Envelopes</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iForce</td>
<td>Force Index</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iFractals</td>
<td>Fractals</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iFrAMA</td>
<td>Fractal Adaptive Moving Average</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iGator</td>
<td>Gator Oscillator</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iIchimoku</td>
<td>Ichimoku Kinko Hyo</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iMA</td>
<td>Moving Average</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iMACD</td>
<td>Moving Averages Convergence-Divergence</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iMFI</td>
<td>Money Flow Index</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>iMomentum</td>
<td>Momentum</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>IndicatorCreate</td>
<td>Returns the handle to the specified technical indicator</td>
<td>Timeseries and Indicators Access</td>
</tr>
</tbody>
</table>
### List of MQL5 Functions

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>IndicatorParameters</strong></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>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><strong>IndicatorRelease</strong></td>
<td>Removes an indicator handle and releases the calculation block of the indicator, if it's not used by anyone else</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td><strong>IndicatorSetDouble</strong></td>
<td>Sets the value of an indicator property of the double type</td>
<td>Custom Indicators</td>
</tr>
<tr>
<td><strong>IndicatorSetInteger</strong></td>
<td>Sets the value of an indicator property of the int type</td>
<td>Custom Indicators</td>
</tr>
<tr>
<td><strong>IndicatorSetString</strong></td>
<td>Sets the value of an indicator property of the string type</td>
<td>Custom Indicators</td>
</tr>
<tr>
<td><strong>IntegerToString</strong></td>
<td>Converting int into a string of preset length</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td><strong>iOBV</strong></td>
<td>On Balance Volume</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iOsMA</strong></td>
<td>Moving Average of Oscillator (MACD histogram)</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iRSI</strong></td>
<td>Relative Strength Index</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iRVI</strong></td>
<td>Relative Vigor Index</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iSAR</strong></td>
<td>Parabolic Stop And Reverse System</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>IsStopped</strong></td>
<td>Returns true, if an mql5 program has been commanded to stop its operation</td>
<td>Checkup</td>
</tr>
<tr>
<td><strong>iStdDev</strong></td>
<td>Standard Deviation</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iStochastic</strong></td>
<td>Stochastic Oscillator</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iTEMA</strong></td>
<td>Triple Exponential Moving Average</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iTriX</strong></td>
<td>Triple Exponential Moving Averages Oscillator</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iVIDyA</strong></td>
<td>Variable Index Dynamic Average</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iVolumes</strong></td>
<td>Volumes</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td><strong>iWPR</strong></td>
<td>Williams’ Percent Range</td>
<td>Technical Indicators</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td><code>log</code></td>
<td>Returns natural logarithm</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>log10</code></td>
<td>Returns the logarithm of a number by base 10</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MarketBookAdd</code></td>
<td>Provides opening of Depth of Market for a selected symbol, and subscribes for receiving notifications of the DOM changes</td>
<td>Market Info</td>
</tr>
<tr>
<td><code>MarketBookGet</code></td>
<td>Returns a structure array <code>MqlBookInfo</code> containing records of the Depth of Market of a specified symbol</td>
<td>Market Info</td>
</tr>
<tr>
<td><code>MarketBookRelease</code></td>
<td>Provides closing of Depth of Market for a selected symbol, and cancels the subscription for receiving notifications of the DOM changes</td>
<td>Market Info</td>
</tr>
<tr>
<td><code>MathAbs</code></td>
<td>Returns absolute value (modulus) of the specified numeric value</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathArccos</code></td>
<td>Returns the arc cosine of x in radians</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathArcsin</code></td>
<td>Returns the arc sine of x in radians</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathArctan</code></td>
<td>Returns the arc tangent of x in radians</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathCeil</code></td>
<td>Returns integer numeric value closest from above</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathCos</code></td>
<td>Returns the cosine of a number</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathExp</code></td>
<td>Returns exponent of a number</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathFloor</code></td>
<td>Returns integer numeric value closest from below</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathIsValidNumber</code></td>
<td>Checks the correctness of a real number</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathLog</code></td>
<td>Returns natural logarithm</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathLog10</code></td>
<td>Returns the logarithm of a number by base 10</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>MathMax</code></td>
<td>Returns the maximal value of the two numeric values</td>
<td>Math Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td>MathMin</td>
<td>Returns the minimal value of the two numeric values</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MathMod</td>
<td>Returns the real remainder after the division of two numbers</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MathPow</td>
<td>Raises the base to the specified power</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MathRand</td>
<td>Returns a pseudorandom value within the range of 0 to 32767</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MathRound</td>
<td>Rounds of a value to the nearest integer</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MathSin</td>
<td>Returns the sine of a number</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MathSqrt</td>
<td>Returns a square root</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MathSrand</td>
<td>Sets the starting point for generating a series of pseudorandom integers</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MathTan</td>
<td>Returns the tangent of a number</td>
<td>Math Functions</td>
</tr>
<tr>
<td>MessageBox</td>
<td>Creates, displays a message box and manages it</td>
<td>Common Functions</td>
</tr>
<tr>
<td>MQLInfoInteger</td>
<td>Returns an integer value of a corresponding property of a running mql5 program</td>
<td>Checkup</td>
</tr>
<tr>
<td>MQLInfoString</td>
<td>Returns a string value of a corresponding property of a running mql5 program</td>
<td>Checkup</td>
</tr>
<tr>
<td>MT5Initialize</td>
<td>Establish a connection with the MetaTrader 5 terminal</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>MT5Shutdown</td>
<td>Close the previously established connection to the MetaTrader 5 terminal</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>MT5TerminalInfo</td>
<td>Get status and parameters of the connected MetaTrader 5 terminal</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>MT5Version</td>
<td>Return the MetaTrader 5 terminal version</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>MT5CopyRatesFrom</td>
<td>Get bars from the MetaTrader 5 terminal starting from the specified date</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------------------</td>
</tr>
<tr>
<td>MT5CopyRatesFromPos</td>
<td>Get bars from the MetaTrader 5 terminal starting from the specified index</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>MT5CopyRatesRange</td>
<td>Get bars in the specified date range from the MetaTrader 5 terminal</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>MT5CopyTicksFrom</td>
<td>Get ticks from the MetaTrader 5 terminal starting from the specified date</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>MT5CopyTicksRange</td>
<td>Get ticks for the specified date range from the MetaTrader 5 terminal</td>
<td>MetaTrader for Python</td>
</tr>
<tr>
<td>NormalizeDouble</td>
<td>Rounding of a floating point number to a specified accuracy</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>ObjectCreate</td>
<td>Creates an object of the specified type in a specified chart</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectDelete</td>
<td>Removes the object with the specified name from the specified chart (from the specified chart subwindow)</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectFind</td>
<td>Searches for an object with the specified ID by the name</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectGetDouble</td>
<td>Returns the double value of the corresponding object property</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectGetInteger</td>
<td>Returns the integer value of the corresponding object property</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectGetString</td>
<td>Returns the string value of the corresponding object property</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectGetTimeByValue</td>
<td>Returns the time value for the specified object price value</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectGetValueByTime</td>
<td>Returns the price value of an object for the specified time</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectMove</td>
<td>Changes the coordinates of the specified object anchor point</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectName</td>
<td>Returns the name of an object of the corresponding type in the specified chart (specified chart subwindow)</td>
<td>Object Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>----------------</td>
</tr>
<tr>
<td>ObjectsDeleteAll</td>
<td>Removes all objects of the specified type from the specified chart (from the specified chart subwindow)</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectSetDouble</td>
<td>Sets the value of the corresponding object property</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectSetInteger</td>
<td>Sets the value of the corresponding object property</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectSetString</td>
<td>Sets the value of the corresponding object property</td>
<td>Object Functions</td>
</tr>
<tr>
<td>ObjectsTotal</td>
<td>Returns the number of objects of the specified type in the specified chart (specified chart subwindow)</td>
<td>Object Functions</td>
</tr>
<tr>
<td>OnStart</td>
<td>The function is called when the Start event occurs to perform actions set in the script</td>
<td>Event Handling</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>
<td>Event Handling</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>
<td>Event Handling</td>
</tr>
<tr>
<td>OnTick</td>
<td>The function is called in EAs when the NewTick event occurs to handle a new quote</td>
<td>Event Handling</td>
</tr>
<tr>
<td>OnCalculate</td>
<td>The function is called in indicators when the Calculate event occurs to handle price data changes</td>
<td>Event Handling</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>
<td>Event Handling</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>
<td>Event Handling</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td><strong>OnTradeTransaction</strong></td>
<td>The function is called in EAs when the TradeTransaction event occurs to process a trade request execution results</td>
<td>Event Handling</td>
</tr>
<tr>
<td><strong>OnBookEvent</strong></td>
<td>The function is called in EAs when the BookEvent event occurs to process changes in the market depth</td>
<td>Event Handling</td>
</tr>
<tr>
<td><strong>OnChartEvent</strong></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>
<td>Event Handling</td>
</tr>
<tr>
<td><strong>OnTester</strong></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>
<td>Event Handling</td>
</tr>
<tr>
<td><strong>OnTesterInit</strong></td>
<td>The function is called in EAs when the TesterInit event occurs to perform necessary actions before optimization in the strategy tester</td>
<td>Event Handling</td>
</tr>
<tr>
<td><strong>OnTesterDeinit</strong></td>
<td>The function is called in EAs when the TesterDeinit event occurs after EA optimization in the strategy tester</td>
<td>Event Handling</td>
</tr>
<tr>
<td><strong>OnTesterPass</strong></td>
<td>The function is called in EAs when the TesterPass even occurs to handle an arrival of a new data frame during EA optimization in the strategy tester</td>
<td>Event Handling</td>
</tr>
<tr>
<td><strong>OrderCalcMargin</strong></td>
<td>Calculates the margin required for the specified order type, in the deposit currency</td>
<td>Trade Functions</td>
</tr>
<tr>
<td><strong>OrderCalcProfit</strong></td>
<td>Calculates the profit based on the parameters passed, in the deposit currency</td>
<td>Trade Functions</td>
</tr>
<tr>
<td><strong>OrderCheck</strong></td>
<td>Checks if there are enough funds to execute the required trade operation.</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------</td>
</tr>
<tr>
<td>OrderGetDouble</td>
<td>Returns the requested property of the order (double)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>OrderGetInteger</td>
<td>Returns the requested property of the order (datetime or int)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>OrderGetString</td>
<td>Returns the requested property of the order (string)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>OrderGetTicket</td>
<td>Return the ticket of a corresponding order</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>OrderSelect</td>
<td>Selects a order for further working with it</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>OrderSend</td>
<td>Sends trade requests to a server</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>OrderSendAsync</td>
<td>Asynchronously sends trade requests without waiting for the trade response of the trade server</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>OrdersTotal</td>
<td>Returns the number of orders</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>ParameterGetRange</td>
<td>Receives data on the values range and the change step for an input variable when optimizing an Expert Advisor in the Strategy Tester</td>
<td>Working with Optimization Results</td>
</tr>
<tr>
<td>ParameterSetRange</td>
<td>Specifies the use of input variable when optimizing an Expert Advisor in the Strategy Tester: value, change step, initial and final values</td>
<td>Working with Optimization Results</td>
</tr>
<tr>
<td>Period</td>
<td>Returns the current chart timeframe</td>
<td>Checkup</td>
</tr>
<tr>
<td>PeriodSeconds</td>
<td>Returns the number of seconds in the period</td>
<td>Common Functions</td>
</tr>
<tr>
<td>PlaySound</td>
<td>Plays a sound file</td>
<td>Common Functions</td>
</tr>
<tr>
<td>PlotIndexGetInteger</td>
<td>Returns the value of an indicator line property of the integer type</td>
<td>Custom Indicators</td>
</tr>
<tr>
<td>PlotIndexSetDouble</td>
<td>Sets the value of an indicator line property of the type double</td>
<td>Custom Indicators</td>
</tr>
<tr>
<td>PlotIndexSetInteger</td>
<td>Sets the value of an indicator line property of the int type</td>
<td>Custom Indicators</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>------------------------</td>
<td>--------------------------------------------------------------------------------------------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>PlotIndexSetString</td>
<td>Sets the value of an indicator line property of the string type</td>
<td>Custom Indicators</td>
</tr>
<tr>
<td>Point</td>
<td>Returns the point size of the current symbol in the quote currency</td>
<td>Checkup</td>
</tr>
<tr>
<td>PositionGetDouble</td>
<td>Returns the requested property of an open position (double)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>PositionGetInteger</td>
<td>Returns the requested property of an open position (datetime or int)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>PositionGetString</td>
<td>Returns the requested property of an open position (string)</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>PositionGetSymbol</td>
<td>Returns the symbol corresponding to the open position</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>PositionGetTicket</td>
<td>Returns the ticket of the position with the specified index in the list of open positions</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>PositionSelect</td>
<td>Chooses an open position for further working with it</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>PositionSelectByTicket</td>
<td>Selects a position to work with by the ticket number specified in it</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>PositionsTotal</td>
<td>Returns the number of open positions</td>
<td>Trade Functions</td>
</tr>
<tr>
<td>pow</td>
<td>Raises the base to the specified power</td>
<td>Math Functions</td>
</tr>
<tr>
<td>Print</td>
<td>Displays a message in the log</td>
<td>Common Functions</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>
<td>Common Functions</td>
</tr>
<tr>
<td>rand</td>
<td>Returns a pseudorandom value within the range of 0 to 32767</td>
<td>Math Functions</td>
</tr>
<tr>
<td>ResetLastError</td>
<td>Sets the value of a predetermined variable _LastError to zero</td>
<td>Common Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>------------------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td>ResourceCreate</td>
<td>Creates an image resource based on a data set</td>
<td>Common Functions</td>
</tr>
<tr>
<td>ResourceFree</td>
<td>Deletes <em>dynamically created resource</em> (freeing the memory allocated for it)</td>
<td>Common Functions</td>
</tr>
<tr>
<td>ResourceReadImage</td>
<td>Reads data from the graphical resource <em>created by ResourceCreate()</em> function or saved in EX5 file during compilation</td>
<td>Common Functions</td>
</tr>
<tr>
<td>ResourceSave</td>
<td>Saves a resource into the specified file</td>
<td>Common Functions</td>
</tr>
<tr>
<td>round</td>
<td>Rounds of a value to the nearest integer</td>
<td>Math Functions</td>
</tr>
<tr>
<td>SendFTP</td>
<td>Sends a file at the address specified in the settings window of the “FTP” tab</td>
<td>Common Functions</td>
</tr>
<tr>
<td>SendMail</td>
<td>Sends an email at the address specified in the settings window of the “Email” tab</td>
<td>Common Functions</td>
</tr>
<tr>
<td>SendNotification</td>
<td>Sends push notifications to mobile terminals, whose MetaQuotes ID are specified in the “Notifications” tab</td>
<td>Common Functions</td>
</tr>
<tr>
<td>SeriesInfoInteger</td>
<td>Returns information about the state of historical data</td>
<td>Timeseries and Indicators Access</td>
</tr>
<tr>
<td>SetIndexBuffer</td>
<td>Binds the specified indicator buffer with one-dimensional dynamic array of the double type</td>
<td>Custom Indicators</td>
</tr>
<tr>
<td>ShortArrayToString</td>
<td>Copying array part into a string</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>ShortToString</td>
<td>Converting symbol code (unicode) into one-symbol string</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>SignalBaseGetDouble</td>
<td>Returns the value of double type property for selected signal</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalBaseGetInteger</td>
<td>Returns the value of integer type property for selected signal</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>------------------------------------------------------------------</td>
<td>----------------</td>
</tr>
<tr>
<td>SignalBaseGetString</td>
<td>Returns the value of string type property for selected signal</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalBaseSelect</td>
<td>Selects a signal from signals, available in terminal for further working with it</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalBaseTotal</td>
<td>Returns the total amount of signals, available in terminal</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalInfoGetDouble</td>
<td>Returns the value of double type property of signal copy settings</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalInfoGetInteger</td>
<td>Returns the value of integer type property of signal copy settings</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalInfoGetString</td>
<td>Returns the value of string type property of signal copy settings</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalInfoSetDouble</td>
<td>Sets the value of double type property of signal copy settings</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalInfoSetInteger</td>
<td>Sets the value of integer type property of signal copy settings</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalSubscribe</td>
<td>Subscribes to the trading signal</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>SignalUnsubscribe</td>
<td>Cancels subscription</td>
<td>Trade Signals</td>
</tr>
<tr>
<td>sin</td>
<td>Returns the sine of a number</td>
<td>Math Functions</td>
</tr>
<tr>
<td>Sleep</td>
<td>Suspends execution of the current Expert Advisor or script within a specified interval</td>
<td>Common Functions</td>
</tr>
<tr>
<td>SocketCreate</td>
<td>Create a socket with specified flags and return its handle</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocketClose</td>
<td>Close a socket</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocketConnect</td>
<td>Connect to the server with timeout control</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocketIsConnected</td>
<td>Checks if the socket is currently connected</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocketIsReadable</td>
<td>Get a number of bytes that can be read from a socket</td>
<td>Network Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>SocNetIsWritable</td>
<td>Check whether data can be written to a socket at the current time</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocNetTimeouts</td>
<td>Set timeouts for receiving and sending data for a socket system object</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocNetRead</td>
<td>Read data from a socket</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocNetSend</td>
<td>Write data to a socket</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocNetTlsHandshake</td>
<td>Initiate secure TLS (SSL) connection to a specified host via TLS Handshake protocol</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocNetTlsCertificate</td>
<td>Get data on the certificate used to secure network connection</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocNetTlsRead</td>
<td>Read data from secure TLS connection</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocNetTlsReadAvailable</td>
<td>Read all available data from secure TLS connection</td>
<td>Network Functions</td>
</tr>
<tr>
<td>SocNetTlsSend</td>
<td>Send data via secure TLS connection</td>
<td>Network Functions</td>
</tr>
<tr>
<td>sqrt</td>
<td>Returns a square root</td>
<td>Math Functions</td>
</tr>
<tr>
<td>srand</td>
<td>Sets the starting point for generating a series of pseudorandom integers</td>
<td>Math Functions</td>
</tr>
<tr>
<td>StringAdd</td>
<td>Adds a string to the end of another string</td>
<td>String Functions</td>
</tr>
<tr>
<td>StringBufferLen</td>
<td>Returns the size of buffer allocated for the string</td>
<td>String Functions</td>
</tr>
<tr>
<td>StringCompare</td>
<td>Compares two strings and returns 1 if the first string is greater than the second; 0 - if the strings are equal; -1 (minus 1) - if the first string is less than the second one</td>
<td>String Functions</td>
</tr>
<tr>
<td>StringConcatenate</td>
<td>Forms a string of parameters passed</td>
<td>String Functions</td>
</tr>
<tr>
<td>StringFill</td>
<td>Fills out a specified string by selected symbols</td>
<td>String Functions</td>
</tr>
<tr>
<td>StringFind</td>
<td>Search for a substring in a string</td>
<td>String Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>---------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------</td>
</tr>
<tr>
<td><strong>StringFormat</strong></td>
<td>Converting number into string according to preset format</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td><strong>StringGetCharacter</strong></td>
<td>Returns the value of a number located in the specified string position</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringInit</strong></td>
<td>Initializes string by specified symbols and provides the specified string length</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringLen</strong></td>
<td>Returns the number of symbols in a string</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringReplace</strong></td>
<td>Replaces all the found substrings of a string by a set sequence of symbols</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringSetCharacter</strong></td>
<td>Returns a copy of a string with a changed value of a symbol in a specified position</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringSplit</strong></td>
<td>Gets substrings by a specified separator from the specified string, returns the number of substrings obtained</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringSubstr</strong></td>
<td>Extracts a substring from a text string starting from a specified position</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringToCharArray</strong></td>
<td>Symbol-wise copying a string converted from Unicode to ANSI, to a selected place of array of uchar type</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td><strong>StringToColor</strong></td>
<td>Converting “R,G,B” string or string with color name into color type value</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td><strong>StringToDouble</strong></td>
<td>Converting a string containing a symbol representation of number into number of double type</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td><strong>StringToInteger</strong></td>
<td>Converting a string containing a symbol representation of number into number of int type</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td><strong>StringToLower</strong></td>
<td>Transforms all symbols of a selected string to lowercase</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringToShortArray</strong></td>
<td>Symbol-wise copying a string to a selected part of array of</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------------------</td>
</tr>
<tr>
<td><strong>StringToTime</strong></td>
<td>Converting a string containing time or date in &quot;yyyy.mm.dd [hh:mm]&quot; format into datetime type</td>
<td>Conversion Functions</td>
</tr>
<tr>
<td><strong>StringToUpper</strong></td>
<td>Transforms all symbols of a selected string into capitals</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringTrimLeft</strong></td>
<td>Cuts line feed characters, spaces and tabs in the left part of the string</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StringTrimRight</strong></td>
<td>Cuts line feed characters, spaces and tabs in the right part of the string</td>
<td>String Functions</td>
</tr>
<tr>
<td><strong>StructToTime</strong></td>
<td>Converts a variable of MqlDateTime structure type into a datetime value</td>
<td>Date and Time</td>
</tr>
<tr>
<td><strong>Symbol</strong></td>
<td>Returns the name of a symbol of the current chart</td>
<td>Checkup</td>
</tr>
<tr>
<td><strong>SymbolInfoDouble</strong></td>
<td>Returns the double value of the symbol for the corresponding property</td>
<td>Market Info</td>
</tr>
<tr>
<td><strong>SymbolInfoInteger</strong></td>
<td>Returns a value of an integer type (long, datetime, int or bool) of a specified symbol for the corresponding property</td>
<td>Market Info</td>
</tr>
<tr>
<td><strong>SymbolInfoMarginRate</strong></td>
<td>Returns the margin rates depending on the order type and direction</td>
<td>Market Info</td>
</tr>
<tr>
<td><strong>SymbolInfoSessionQuote</strong></td>
<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><strong>SymbolInfoSessionTrade</strong></td>
<td>Allows receiving time of beginning and end of the specified trading sessions for a specified symbol and day of week.</td>
<td>Market Info</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>Market Info</td>
</tr>
</tbody>
</table>
### List of MQL5 Functions

<table>
<thead>
<tr>
<th>Function Name</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>SymbolInfoTick</code></td>
<td>Returns the current prices for the specified symbol in a variable of the <code>MqlTick</code> type</td>
<td>Market Info</td>
</tr>
<tr>
<td><code>SymbolSynchronized</code></td>
<td>Checks whether data of a selected symbol in the terminal are synchronized with data on the trade server</td>
<td>Market Info</td>
</tr>
<tr>
<td><code>SymbolName</code></td>
<td>Returns the name of a specified symbol</td>
<td>Market Info</td>
</tr>
<tr>
<td><code>SymbolSelect</code></td>
<td>Selects a symbol in the Market Watch window or removes a symbol from the window</td>
<td>Market Info</td>
</tr>
<tr>
<td><code>SymbolsTotal</code></td>
<td>Returns the number of available (selected in Market Watch or all) symbols</td>
<td>Market Info</td>
</tr>
<tr>
<td><code>tan</code></td>
<td>Returns the tangent of a number</td>
<td>Math Functions</td>
</tr>
<tr>
<td><code>TerminalClose</code></td>
<td>Commands the terminal to complete operation</td>
<td>Common Functions</td>
</tr>
<tr>
<td><code>TerminalInfoDouble</code></td>
<td>Returns an double value of a corresponding property of the mql5 program environment</td>
<td>Checkup</td>
</tr>
<tr>
<td><code>TerminalInfoInteger</code></td>
<td>Returns an integer value of a corresponding property of the mql5 program environment</td>
<td>Checkup</td>
</tr>
<tr>
<td><code>TerminalInfoString</code></td>
<td>Returns a string value of a corresponding property of the mql5 program environment</td>
<td>Checkup</td>
</tr>
<tr>
<td><code>TesterStatistics</code></td>
<td>It returns the value of a specified statistic calculated based on testing results</td>
<td>Common Functions</td>
</tr>
<tr>
<td><code>TextGetSize</code></td>
<td>Returns the string's width and height at the current font settings</td>
<td>Object Functions</td>
</tr>
<tr>
<td><code>TextOut</code></td>
<td>Transfers the text to the custom array (buffer) designed for creation of a graphical resource</td>
<td>Object Functions</td>
</tr>
<tr>
<td><code>TextSetFont</code></td>
<td>Sets the font for displaying the text using drawing methods (Arial 20 used by default)</td>
<td>Object Functions</td>
</tr>
<tr>
<td>Function</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>TimeCurrent</td>
<td>Returns the last known server time (time of the last quote receipt) in the datetime format</td>
<td>Date and Time</td>
</tr>
<tr>
<td>TimeDaylightSavings</td>
<td>Returns the sign of Daylight Saving Time switch</td>
<td>Date and Time</td>
</tr>
<tr>
<td>TimeGMT</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>
<td>Date and Time</td>
</tr>
<tr>
<td>TimeGMTOffset</td>
<td>Returns the current difference between GMT time and the local computer time in seconds, taking into account DST switch</td>
<td>Date and Time</td>
</tr>
<tr>
<td>TimeLocal</td>
<td>Returns the local computer time in datetime format</td>
<td>Date and Time</td>
</tr>
<tr>
<td>TimeToString</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>Conversion Functions</td>
</tr>
<tr>
<td>TimeToStruct</td>
<td>Converts a datetime value into a variable of MqlDateTime structure type</td>
<td>Date and Time</td>
</tr>
<tr>
<td>TimeTradeServer</td>
<td>Returns the current calculation time of the trade server</td>
<td>Date and Time</td>
</tr>
<tr>
<td>UninitializeReason</td>
<td>Returns the code of the reason for deinitialization</td>
<td>Checkup</td>
</tr>
<tr>
<td>WebRequest</td>
<td>Sends HTTP request to the specified server</td>
<td>Common Functions</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>
<td>Common Functions</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><strong>DATE</strong></td>
<td>File compilation date without time (hours, minutes and seconds are equal to 0)</td>
<td>Print</td>
</tr>
<tr>
<td><strong>DATETIME</strong></td>
<td>File compilation date and time</td>
<td>Print</td>
</tr>
<tr>
<td><strong>FILE</strong></td>
<td>Name of the currently compiled file</td>
<td>Print</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>
<td>Print</td>
</tr>
<tr>
<td><strong>FUNCTION</strong></td>
<td>Name of the function, in whose body the macro is located</td>
<td>Print</td>
</tr>
<tr>
<td><strong>LINE</strong></td>
<td>Line number in the source code, in which the macro is located</td>
<td>Print</td>
</tr>
<tr>
<td><strong>MQLBUILD</strong>, <strong>MQL5BUILD</strong></td>
<td>Compiler build number</td>
<td>Print</td>
</tr>
<tr>
<td><strong>PATH</strong></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 Name</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<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>
</tr>
<tr>
<td>ACCOUNT_STOPOUT_MODE_MONEY</td>
<td>Account stop out mode in money</td>
<td>AccountInfoInteger</td>
</tr>
<tr>
<td>Constant Name</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>--------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------------------</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>ANCHORLOWER</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>ANCHOR_RIGHT_UPPER</td>
<td>Anchor point at the upper right corner</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ANCHOR_UPPER</td>
<td>Anchor point above in the center</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Related Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>BASE_LINE</td>
<td>Main line</td>
<td></td>
</tr>
<tr>
<td>BOOK_TYPE_BUY</td>
<td>Buy order (Bid)</td>
<td>MqBookInfo</td>
</tr>
<tr>
<td>BOOK_TYPE_BUY_MARKET</td>
<td>Buy order by Market</td>
<td>MqBookInfo</td>
</tr>
<tr>
<td>BOOK_TYPE_SELL</td>
<td>Sell order (Offer)</td>
<td>MqBookInfo</td>
</tr>
<tr>
<td>BOOK_TYPE_SELL_MARKET</td>
<td>Sell order by Market</td>
<td>MqBookInfo</td>
</tr>
<tr>
<td>BORDER_FLAT</td>
<td>Flat form</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>BORDER_RAISED</td>
<td>Prominent form</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<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>
</tr>
<tr>
<td>CHAR_MIN</td>
<td>Minimal value, which can be represented by char type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>CHART_AUTOSCROLL</td>
<td>Mode of automatic moving to the right border of the chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_BARS</td>
<td>Display as a sequence of bars</td>
<td>ChartSetInteger</td>
</tr>
<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>
</tr>
<tr>
<td>CHART_CANDLES</td>
<td>Display as Japanese candlesticks</td>
<td>ChartSetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_ASK</td>
<td>Ask price level color</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_BACKGROUND</td>
<td>Chart background color</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_BID</td>
<td>Bid price level color</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_COLOR_CANDLE_BEAR</td>
<td>Body color of a bear candlestick</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<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>Constant Name</td>
<td>Description</td>
<td>Function Call</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------------------------</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>
</tr>
<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) to all mql5-programs on a chart</td>
<td>ChartSetInteger, ChartGetInteger</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>Constant</td>
<td>Description</td>
<td>Set/Get Method</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
<td>----------------</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 &quot;Chart&quot; (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, CHART_SCALEFIX_11 or CHART_SCALE_PT_PER_BAR</td>
<td>ChartSetInteger, ChartGetInteger</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>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant Name</th>
<th>Description</th>
<th>Functionality</th>
</tr>
</thead>
<tbody>
<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>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SCALEFIX_11</td>
<td>Scale 1:1 mode</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHIFT</td>
<td>Mode of price chart indent from the right border</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHIFT_SIZE</td>
<td>The size of the zero bar indent from the right border in percents</td>
<td>ChartSetDouble, ChartGetDouble</td>
</tr>
<tr>
<td>CHART_SHOW_ASK_LINE</td>
<td>Display Ask values as a horizontal line in a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_BID_LINE</td>
<td>Display Bid values as a horizontal line in a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_DATE_SCALE</td>
<td>Showing the time scale on a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_GRID</td>
<td>Display grid in the chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_LAST_LINE</td>
<td>Display Last values as a horizontal line in a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_OBJECT_DESCR</td>
<td>Pop-up descriptions of graphical objects</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_OHLC</td>
<td>Show OHLC values in the upper left corner</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_ONE_CLICK</td>
<td>Showing the &quot;One click trading&quot; panel on a chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_PERIOD_SEP</td>
<td>Display vertical separators between adjacent periods</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_PRICE_SCALE</td>
<td>Showing the price scale on a chart</td>
<td>ChartSetInteger, ChartGetInteger</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>ChartSetInteger, ChartGetInteger</td>
</tr>
<tr>
<td>CHART_SHOW_VOLUMES</td>
<td>Display volume in the chart</td>
<td>ChartSetInteger, ChartGetInteger</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHART_VISIBLE_BARS</td>
<td>The number of bars on the chart that can be displayed</td>
<td>ChartSetInteger,</td>
</tr>
<tr>
<td></td>
<td>альные</td>
<td>ChartGetInteger</td>
</tr>
<tr>
<td>CHART_VOLUME_HIDE</td>
<td>Volumes are not shown</td>
<td>ChartSetInteger</td>
</tr>
<tr>
<td>CHART_VOLUME_REAL</td>
<td>Trade volumes</td>
<td>ChartSetInteger</td>
</tr>
<tr>
<td>CHART_VOLUME_TICK</td>
<td>Tick volumes</td>
<td>ChartSetInteger</td>
</tr>
<tr>
<td>CHART_WIDTH_IN_BARS</td>
<td>Chart width in bars</td>
<td>ChartSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ChartGetInteger</td>
</tr>
<tr>
<td>CHART_WIDTH_IN_PIXELS</td>
<td>Chart width in pixels</td>
<td>ChartSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ChartGetInteger</td>
</tr>
<tr>
<td>CHART_WINDOW_HANDLE</td>
<td>Chart window handle (HWND)</td>
<td>ChartSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ChartGetInteger</td>
</tr>
<tr>
<td>CHART_WINDOW_IS_VISIBLE</td>
<td>Visibility of subwindows</td>
<td>ChartSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ChartGetInteger</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 with the graphical objects, whose coordinates are set relative to the upper left corner of the subwindow frame.</td>
<td>ChartSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ChartGetInteger</td>
</tr>
<tr>
<td>CHART_WINDOWS_TOTAL</td>
<td>The total number of chart windows, including indicator subwindows</td>
<td>ChartSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ChartGetInteger</td>
</tr>
<tr>
<td>CHARTEVENT_CHART_CHANGE</td>
<td>Change of the chart size or modification of chart</td>
<td>OnChartEvent</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHARTEVENT_CLICK</td>
<td>Clicking on a chart</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_CUSTOM</td>
<td>Initial number of an event from a range of custom events</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_CUSTOM_LAST</td>
<td>The final number of an event from a range of custom events</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_KEYDOWN</td>
<td>Keystrokes</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_MOUSE_MOVE</td>
<td>Mouse move, mouse clicks (if CHART_EVENT_MOUSE_MOVE=true is set for the chart)</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_CHANGE</td>
<td>Graphical object property changed via the properties dialog</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_CLICK</td>
<td>Clicking on a graphical object</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_CREATE</td>
<td>Graphical object created (if CHART_EVENT_OBJECT_CREATE=true is set for the chart)</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_DELETE</td>
<td>Graphical object deleted (if CHART_EVENT_OBJECT_DELETE=true is set for the chart)</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_DRAG</td>
<td>Drag and drop of a graphical object</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTEVENT_OBJECT_ENDEDIT</td>
<td>End of text editing in the graphical object Edit</td>
<td>OnChartEvent</td>
</tr>
<tr>
<td>CHARTS_MAX</td>
<td>The maximum possible number of simultaneously open charts in the terminal</td>
<td>Other Constants</td>
</tr>
<tr>
<td>CHIKOUSPAN_LINE</td>
<td>Chikou Span line</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>clrAliceBlue</td>
<td>Alice Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrAntiqueWhite</td>
<td>Antique White</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrAqua</td>
<td>Aqua</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrAquamarine</td>
<td>Aquamarine</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrBeige</td>
<td>Beige</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrBisque</td>
<td>Bisque</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrBlack</td>
<td>Black</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrBlanchedAlmond</td>
<td>Blanched Almond</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrBlue</td>
<td>Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>-----------------</td>
<td>-----------------</td>
<td>----------------</td>
</tr>
<tr>
<td>clrBlueViolet</td>
<td>Blue Violet</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrBrown</td>
<td>Brown</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrBurlyWood</td>
<td>Burly Wood</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrCadetBlue</td>
<td>Cadet Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrChartreuse</td>
<td>Chartreuse</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrChocolate</td>
<td>Chocolate</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrCoral</td>
<td>Coral</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrCornflowerBlue</td>
<td>Cornflower Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrCorn silk</td>
<td>Corn sik</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrCrimson</td>
<td>Crimson</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDarkBlue</td>
<td>Dark Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDarkGoldenrod</td>
<td>Dark Goldenrod</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDarkGray</td>
<td>Dark Gray</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDarkGreen</td>
<td>Dark Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Khaki</td>
<td>Dark Khaki</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Olive Green</td>
<td>Dark Olive Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Orange</td>
<td>Dark Orange</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Orchid</td>
<td>Dark Orchid</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Salmon</td>
<td>Dark Salmon</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Sea Green</td>
<td>Dark Sea Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Slate Blue</td>
<td>Dark Slate Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Slate Gray</td>
<td>Dark Slate Gray</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Turquoise</td>
<td>Dark Turquoise</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDark Violet</td>
<td>Dark Violet</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDeep Pink</td>
<td>Deep Pink</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDeep Sky Blue</td>
<td>Deep Sky Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDim Gray</td>
<td>Dim Gray</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrDodger Blue</td>
<td>Dodger Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrFire Brick</td>
<td>Fire Brick</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrForest Green</td>
<td>Forest Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrGainsboro</td>
<td>Gainsboro</td>
<td>Web Colors</td>
</tr>
<tr>
<td>-------------------</td>
<td>------------------------</td>
<td>------------</td>
</tr>
<tr>
<td>clrGold</td>
<td>Gold</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrGoldenrod</td>
<td>Goldenrod</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrGray</td>
<td>Gray</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrGreen</td>
<td>Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrGreenYellow</td>
<td>Green Yellow</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrHoneydew</td>
<td>Honeydew</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrHotPink</td>
<td>Hot Pink</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrIndianRed</td>
<td>Indian Red</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrIndigo</td>
<td>Indigo</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrIvory</td>
<td>Ivory</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrKhaki</td>
<td>Khaki</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLavender</td>
<td>Lavender</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLavenderBlush</td>
<td>Lavender Blush</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLawnGreen</td>
<td>Lawn Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLemonChiffon</td>
<td>Lemon Chiffon</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightBlue</td>
<td>Light Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightCoral</td>
<td>Light Coral</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightCyan</td>
<td>Light Cyan</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightGoldenrod</td>
<td>Light Goldenrod</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightGray</td>
<td>Light Gray</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightGreen</td>
<td>Light Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightPink</td>
<td>Light Pink</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightSalmon</td>
<td>Light Salmon</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightSeaGreen</td>
<td>Light Sea Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightSkyBlue</td>
<td>Light Sky Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightSlateGray</td>
<td>Light Slate Gray</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightSteelBlue</td>
<td>Light Steel Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLightYellow</td>
<td>Light Yellow</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLime</td>
<td>Lime</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrLimeGreen</td>
<td>Lime Green</td>
<td>Web Colors</td>
</tr>
</tbody>
</table>
## List of MQL5 Constants

<table>
<thead>
<tr>
<th>clrLinen</th>
<th>Linen</th>
<th>Web Colors</th>
</tr>
</thead>
<tbody>
<tr>
<td>clrMagenta</td>
<td>Magenta</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMaroon</td>
<td>Maroon</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumAquamarine</td>
<td>Medium Aquamarine</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumBlue</td>
<td>Medium Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumOrchid</td>
<td>Medium Orchid</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumPurple</td>
<td>Medium Purple</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumSeaGreen</td>
<td>Medium Sea Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumSlateBlue</td>
<td>Medium Slate Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumSpringGreen</td>
<td>Medium Spring Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumTurquoise</td>
<td>Medium Turquoise</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMediumVioletRed</td>
<td>Medium Violet Red</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMidnightBlue</td>
<td>Midnight Blue</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMintCream</td>
<td>Mint Cream</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMistyRose</td>
<td>Misty Rose</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrMoccasin</td>
<td>Moccasin</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrNavajoWhite</td>
<td>Navajo White</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrNavy</td>
<td>Navy</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrNONE</td>
<td>Absence of color</td>
<td>Other Constants</td>
</tr>
<tr>
<td>clrOldLace</td>
<td>Old Lace</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrOlive</td>
<td>Olive</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrOliveDrab</td>
<td>Olive Drab</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrOrange</td>
<td>Orange</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrOrangeRed</td>
<td>Orange Red</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrOrchid</td>
<td>Orchid</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrPaleGoldenrod</td>
<td>Pale Goldenrod</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrPaleGreen</td>
<td>Pale Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrPaleTurquoise</td>
<td>Pale Turquoise</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrPaleVioletRed</td>
<td>Pale Violet Red</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrPapayaWhip</td>
<td>Papaya Whip</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clrPeachPuff</td>
<td>Peach Puff</td>
<td>Web Colors</td>
</tr>
<tr>
<td>clr</td>
<td>Web Colors</td>
<td>Color Name</td>
</tr>
<tr>
<td>---------</td>
<td>------------</td>
<td>----------------</td>
</tr>
<tr>
<td>clrPeru</td>
<td>Web Colors</td>
<td>Peru</td>
</tr>
<tr>
<td>clrPink</td>
<td>Web Colors</td>
<td>Pink</td>
</tr>
<tr>
<td>clrPlum</td>
<td>Web Colors</td>
<td>Plum</td>
</tr>
<tr>
<td>clrPowderBlue</td>
<td>Web Colors</td>
<td>Powder Blue</td>
</tr>
<tr>
<td>clrPurple</td>
<td>Web Colors</td>
<td>Purple</td>
</tr>
<tr>
<td>clrRed</td>
<td>Web Colors</td>
<td>Red</td>
</tr>
<tr>
<td>clrRosyBrown</td>
<td>Web Colors</td>
<td>Rosy Brown</td>
</tr>
<tr>
<td>clrRoyalBlue</td>
<td>Web Colors</td>
<td>Royal Blue</td>
</tr>
<tr>
<td>clrSaddleBrown</td>
<td>Web Colors</td>
<td>Saddle Brown</td>
</tr>
<tr>
<td>clrSalmon</td>
<td>Web Colors</td>
<td>Salmon</td>
</tr>
<tr>
<td>clrSandyBrown</td>
<td>Web Colors</td>
<td>Sandy Brown</td>
</tr>
<tr>
<td>clrSeaGreen</td>
<td>Web Colors</td>
<td>Sea Green</td>
</tr>
<tr>
<td>clrSeashell</td>
<td>Web Colors</td>
<td>Seashell</td>
</tr>
<tr>
<td>clrSienna</td>
<td>Web Colors</td>
<td>Sienna</td>
</tr>
<tr>
<td>clrSilver</td>
<td>Web Colors</td>
<td>Silver</td>
</tr>
<tr>
<td>clrSkyBlue</td>
<td>Web Colors</td>
<td>Sky Blue</td>
</tr>
<tr>
<td>clrSlateBlue</td>
<td>Web Colors</td>
<td>Slate Blue</td>
</tr>
<tr>
<td>clrSlateGray</td>
<td>Web Colors</td>
<td>Slate Gray</td>
</tr>
<tr>
<td>clrSnow</td>
<td>Web Colors</td>
<td>Snow</td>
</tr>
<tr>
<td>clrSpringGreen</td>
<td>Web Colors</td>
<td>Spring Green</td>
</tr>
<tr>
<td>clrSteelBlue</td>
<td>Web Colors</td>
<td>Steel Blue</td>
</tr>
<tr>
<td>clrTan</td>
<td>Web Colors</td>
<td>Tan</td>
</tr>
<tr>
<td>clrTeal</td>
<td>Web Colors</td>
<td>Teal</td>
</tr>
<tr>
<td>clrThistle</td>
<td>Web Colors</td>
<td>Thistle</td>
</tr>
<tr>
<td>clrTomato</td>
<td>Web Colors</td>
<td>Tomato</td>
</tr>
<tr>
<td>clrTurquoise</td>
<td>Web Colors</td>
<td>Turquoise</td>
</tr>
<tr>
<td>clrViolet</td>
<td>Web Colors</td>
<td>Violet</td>
</tr>
<tr>
<td>clrWheat</td>
<td>Web Colors</td>
<td>Wheat</td>
</tr>
<tr>
<td>clrWhite</td>
<td>Web Colors</td>
<td>White</td>
</tr>
<tr>
<td>clrWhiteSmoke</td>
<td>Web Colors</td>
<td>White Smoke</td>
</tr>
<tr>
<td>clrYellow</td>
<td>Web Colors</td>
<td>Yellow</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Functions</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------</td>
</tr>
<tr>
<td>clrYellowGreen</td>
<td>Yellow Green</td>
<td>Web Colors</td>
</tr>
<tr>
<td>CORNER_LEFT_LOWER</td>
<td>Center of coordinates is in the lower left corner of the chart</td>
<td></td>
</tr>
<tr>
<td>CORNER_LEFT_UPPER</td>
<td>Center of coordinates is in the upper left corner of the chart</td>
<td></td>
</tr>
<tr>
<td>CORNER_RIGHT_LOWER</td>
<td>Center of coordinates is in the lower right corner of the chart</td>
<td></td>
</tr>
<tr>
<td>CORNER_RIGHT_UPPER</td>
<td>Center of coordinates is in the upper right corner of the chart</td>
<td></td>
</tr>
<tr>
<td>CP_ACP</td>
<td>The current Windows ANSI code page.</td>
<td></td>
</tr>
<tr>
<td>CP_MACCP</td>
<td>The current system Macintosh code page.</td>
<td></td>
</tr>
<tr>
<td>CP_OEMCP</td>
<td>The current system OEM code page.</td>
<td></td>
</tr>
<tr>
<td>CP_SYMBOL</td>
<td>Symbol code page</td>
<td></td>
</tr>
<tr>
<td>CP_THREAD_ACP</td>
<td>The Windows ANSI code page for the current thread.</td>
<td></td>
</tr>
<tr>
<td>CP_UTF7</td>
<td>UTF-7 code page</td>
<td></td>
</tr>
<tr>
<td>CP_UTF8</td>
<td>UTF-8 code page</td>
<td></td>
</tr>
<tr>
<td>CRYPT_AES128</td>
<td>AES encryption with 128 bit key (16 bytes)</td>
<td></td>
</tr>
<tr>
<td>CRYPT_AES256</td>
<td>AES encryption with 256 bit key (32 bytes)</td>
<td></td>
</tr>
<tr>
<td>CRYPT_ARCH_ZIP</td>
<td>ZIP archives</td>
<td></td>
</tr>
<tr>
<td>CRYPT_BASE64</td>
<td>BASE64</td>
<td></td>
</tr>
<tr>
<td>CRYPT_DES</td>
<td>DES encryption with 56 bit key (7 bytes)</td>
<td></td>
</tr>
<tr>
<td>CRYPT_HASH_MD5</td>
<td>MD5 HASH calculation</td>
<td></td>
</tr>
<tr>
<td>CRYPT_HASH_SHA1</td>
<td>SHA1 HASH calculation</td>
<td></td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Reference</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>----------------------------</td>
</tr>
<tr>
<td>CRYPT_HASH_SHA256</td>
<td>SHA256 HASH calculation</td>
<td>CryptEncode, CryptDecode</td>
</tr>
<tr>
<td>DBL_DIG</td>
<td>Number of significant decimal digits for double type</td>
<td>Numerical Type Constants</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>Numerical Type Constants</td>
</tr>
<tr>
<td>DBL_MANT_DIG</td>
<td>Bits count in a mantissa for double type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>DBL_MAX</td>
<td>Maximal value, which can be represented by double type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>DBL_MAX_10_EXP</td>
<td>Maximal decimal value of exponent degree for double type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>DBL_MAX_EXP</td>
<td>Maximal binary value of exponent degree for double type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>DBL_MIN</td>
<td>Minimal positive value, which can be represented by double type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>DBL_MIN_10_EXP</td>
<td>Minimal decimal value of exponent degree for double type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>DBL_MIN_EXP</td>
<td>Minimal binary value of exponent degree for double type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>DEAL_COMMENT</td>
<td>Deal comment</td>
<td>HistoryDealGetString</td>
</tr>
<tr>
<td>DEAL_COMMISSION</td>
<td>Deal commission</td>
<td>HistoryDealGetDouble</td>
</tr>
<tr>
<td>DEAL_ENTRY</td>
<td>Deal entry - entry in, entry out, reverse</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_ENTRY_IN</td>
<td>Entry in</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_ENTRY_INOUT</td>
<td>Reverse</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_ENTRY_OUT</td>
<td>Entry out</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_MAGIC</td>
<td>Deal magic number (see ORDER_MAGIC)</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_ORDER</td>
<td>Deal order number</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_POSITION_ID</td>
<td>Identifier of a position, in the opening, modification or change of which this deal took</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>------------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>---------------------------------</td>
</tr>
<tr>
<td>DEAL_PRICE</td>
<td>Deal price</td>
<td>HistoryDealGetDouble</td>
</tr>
<tr>
<td>DEAL_PROFIT</td>
<td>Deal profit</td>
<td>HistoryDealGetDouble</td>
</tr>
<tr>
<td>DEAL_SWAP</td>
<td>Cumulative swap on close</td>
<td>HistoryDealGetDouble</td>
</tr>
<tr>
<td>DEAL_SYMBOL</td>
<td>Deal symbol</td>
<td>HistoryDealGetString</td>
</tr>
<tr>
<td>DEAL_TIME</td>
<td>Deal time</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TIME_MSC</td>
<td>The time of a deal execution in milliseconds since 01.01.1970</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE</td>
<td>Deal type</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_BALANCE</td>
<td>Balance</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_BONUS</td>
<td>Bonus</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_BUY</td>
<td>Buy</td>
<td>HistoryDealGetInteger</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>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_CHARGE</td>
<td>Additional charge</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION</td>
<td>Additional commission</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION_AGENT_DAILY</td>
<td>Daily agent commission</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION_AGENT_MONTHLY</td>
<td>Monthly agent commission</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION_DAILY</td>
<td>Daily commission</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_COMMISSION_MONTHLY</td>
<td>Monthly commission</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>Constant Name</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>DEAL_TYPE_CORRECTION</td>
<td>Correction</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_CREDIT</td>
<td>Credit</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_INTEREST</td>
<td>Interest rate</td>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_TYPE_SELL</td>
<td>Sell</td>
<td>HistoryDealGetInteger</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>
<td>HistoryDealGetInteger</td>
</tr>
<tr>
<td>DEAL_VOLUME</td>
<td>Deal volume</td>
<td>HistoryDealGetDouble</td>
</tr>
<tr>
<td>DRAW_ARROW</td>
<td>Drawing arrows</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_BARS</td>
<td>Display as a sequence of bars</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_CANDLES</td>
<td>Display as a sequence of candlesticks</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_COLOR_ARROW</td>
<td>Drawing multicolored arrows</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_COLOR_BARS</td>
<td>Multicolored bars</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_COLOR_CANDLES</td>
<td>Multicolored candlesticks</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_COLOR_HISTOGRAM</td>
<td>Multicolored histogram from the zero line</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_COLOR_HISTOGRAM2</td>
<td>Multicolored histogram of the two indicator buffers</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_COLOR_LINE</td>
<td>Multicolored line</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_COLOR_SECTION</td>
<td>Multicolored section</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_COLOR_ZIGZAG</td>
<td>Multicolored ZigZag</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_FILLING</td>
<td>Color fill between the two levels</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_HISTOGRAM</td>
<td>Histogram from the zero line</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_HISTOGRAM2</td>
<td>Histogram of the two indicator buffers</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_LINE</td>
<td>Line</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------------------</td>
</tr>
<tr>
<td>DRAW_NONE</td>
<td>Not drawn</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_SECTION</td>
<td>Section</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>DRAW_ZIGZAG</td>
<td>Style Zigzag allows vertical section on the bar</td>
<td>Drawing Styles</td>
</tr>
<tr>
<td>ELLIOTT_CYCLE</td>
<td>Cycle</td>
<td>Other Constants</td>
</tr>
<tr>
<td>ELLIOTT_GRAND_SUPERCYCLE</td>
<td>Grand Supercycle</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ELLIOTT_INTERMEDIATE</td>
<td>Intermediate</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ELLIOTT_MINOR</td>
<td>Minor</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ELLIOTT_MINUETTE</td>
<td>Minuette</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ELLIOTT_MINUTE</td>
<td>Minute</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ELLIOTT_PRIMARY</td>
<td>Primary</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ELLIOTT_SUBMINUETTE</td>
<td>Subminuette</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ELLIOTT_SUPERCYCLE</td>
<td>Supercycle</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>EMPTY_VALUE</td>
<td>Empty value in an indicator buffer</td>
<td>Other Constants</td>
</tr>
<tr>
<td>ERR_ACCOUNT_WRONG_PROPERTY</td>
<td>Wrong account property ID</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_ARRAY_BAD_SIZE</td>
<td>Requested array size exceeds 2 GB</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_ARRAY_RESIZE_ERROR</td>
<td>Not enough memory for the relocation of an array, or an attempt to change the size of a static array</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_BOOKS_CANNOT_ADD</td>
<td>Depth Of Market can not be added</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_BOOKS_CANNOT_DELETE</td>
<td>Depth Of Market can not be removed</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_BOOKS_CANNOT_GET</td>
<td>The data from Depth Of Market can not be obtained</td>
<td>GetLastError</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>ERR_BOOKS_CANNOT_SUBSCRIBE</td>
<td>Error in subscribing to receive new data from Depth Of Market</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_BUFFERS_NO_MEMORY</td>
<td>Not enough memory for the distribution of indicator buffers</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_BUFFERS_WRONG_INDEX</td>
<td>Wrong indicator buffer index</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CANNOT_CLEAN_DIRECTORY</td>
<td>Failed to clear the directory (probably one or more files are blocked and removal operation failed)</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CANNOT_DELETE_DIRECTORY</td>
<td>The directory cannot be removed</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CANNOT_DELETE_FILE</td>
<td>File deleting error</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CANNOT_OPEN_FILE</td>
<td>File opening error</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHAR_ARRAY_ONLY</td>
<td>Must be an array of type char</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_CANNOT_CHANGE</td>
<td>Failed to change chart symbol and period</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_CANNOT_CREATE_TIMER</td>
<td>Failed to create timer</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_CANNOT_OPEN</td>
<td>Chart opening error</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_INDICATOR_CANNOT_ADD</td>
<td>Error adding an indicator to chart</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_INDICATOR_CANNOT_DEL</td>
<td>Error deleting an indicator from the chart</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_INDICATOR_NOT_FOUND</td>
<td>Indicator not found on the specified chart</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_NAVIGATE_FAILED</td>
<td>Error navigating through chart</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_NO_EXPERT</td>
<td>No Expert Advisor in the chart that could handle the event</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_NO_REPLY</td>
<td>Chart does not respond</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_NOT_FOUND</td>
<td>Chart not found</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_SCREENSHOT_FAILED</td>
<td>Error creating screenshots</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_TEMPLATE_FAILED</td>
<td>Error applying template</td>
<td>GetLastError</td>
</tr>
<tr>
<td>Error Code</td>
<td>Description</td>
<td>Function Call</td>
</tr>
<tr>
<td>------------</td>
<td>-------------</td>
<td>---------------</td>
</tr>
<tr>
<td>ERR_CHART_WINDOW_NOT_FOUND</td>
<td>Subwindow containing the indicator was not found</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_WRONG_ID</td>
<td>Wrong chart ID</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_WRONG_PARAMETER</td>
<td>Error value of the parameter for the function of working with charts</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CHART_WRONG_PROPERTY</td>
<td>Wrong chart property ID</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_CUSTOM_WRONG PROPERTY</td>
<td>Wrong ID of the custom indicator property</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERRDIRECTORY_NOT_EXIST</td>
<td>Directory does not exist</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_DOUBLE_ARRAY_ONLY</td>
<td>Must be an array of type double</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_BINSTINGSTRINGSIZE</td>
<td>String size must be specified, because the file is opened as binary</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_CACHEBUFFER_ERROR</td>
<td>Not enough memory for cache to read</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_CANNOT_REWRITE</td>
<td>File can not be rewritten</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_IS_DIRECTORY</td>
<td>This is not a file, this is a directory</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_ISNOT_DIRECTORY</td>
<td>This is a file, not a directory</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_NOT_EXIST</td>
<td>File does not exist</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_NOTBIN</td>
<td>The file must be opened as a binary one</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_NOTCSV</td>
<td>The file must be opened as CSV</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_NOTTOREAD</td>
<td>The file must be opened for reading</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_NOTTOWRITE</td>
<td>The file must be opened for writing</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_NOTTXT</td>
<td>The file must be opened as a text</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_NOTTXTORCSV</td>
<td>The file must be opened as a text or CSV</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_READERERROR</td>
<td>File reading error</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_FILE_WRITEERROR</td>
<td>Failed to write a resource to a file</td>
<td>GetLastError</td>
</tr>
<tr>
<td>List of MQL5 Constants</td>
<td></td>
<td></td>
</tr>
<tr>
<td>------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>ERR_FLOAT_ARRAY_ONLY</strong></td>
<td>Must be an array of type float</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_FTP_SEND_FAILED</strong></td>
<td>File sending via ftp failed</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_FUNCTION_NOT_ALLOWED</strong></td>
<td>Function is not allowed for call</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_GLOBAL_VARIABLE_EXISTS</strong></td>
<td>Global variable of the client terminal with the same name already exists</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_GLOBAL_VARIABLE_NOT_FOUND</strong></td>
<td>Global variable of the client terminal is not found</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_HISTORY_NOT_FOUND</strong></td>
<td>Requested history not found</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_HISTORY_WRONG_PROPERTY</strong></td>
<td>Wrong ID of the history property</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INCOMPATIBLE ARRAYS</strong></td>
<td>Copying incompatible arrays. String array can be copied only to a string array, and a numeric array - in numeric array only</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INCOMPATIBLE_FILE</strong></td>
<td>A text file must be for string arrays, for other arrays - binary</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_CANT_ADD</strong></td>
<td>Error applying an indicator to chart</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_CANT_APPLY</strong></td>
<td>The indicator cannot be applied to another indicator</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_CANT_CREATE</strong></td>
<td>Indicator cannot be created</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_CUSTOM_NAME</strong></td>
<td>The first parameter in the array must be the name of the custom indicator</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_DATA_NOT_FOUND</strong></td>
<td>Requested data not found</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_NO_MEMORY</strong></td>
<td>Not enough memory to add the indicator</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_PARAMETER_TYPE</strong></td>
<td>Invalid parameter type in the array when creating an indicator</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_PARAMETERS_MISSING</strong></td>
<td>No parameters when creating an indicator</td>
<td>GetLastError</td>
</tr>
<tr>
<td><strong>ERR_INDICATOR_UNKNOWN_SYMBOL</strong></td>
<td>Unknown symbol</td>
<td>GetLastError</td>
</tr>
<tr>
<td>Error Code</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>ERR_INDICATOR_WRONG_HANDLE</td>
<td>Wrong indicator handle</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INDICATOR_WRONG_INDEX</td>
<td>Wrong index of the requested indicator buffer</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INDICATOR_WRONG_PARAMETERS</td>
<td>Wrong number of parameters when creating an indicator</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INT_ARRAY_ONLY</td>
<td>Must be an array of type int</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INTERNAL_ERROR</td>
<td>Unexpected internal error</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INVALID_ARRAY</td>
<td>Array of a wrong type, wrong size, or a damaged object of a dynamic array</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INVALID_DATETIME</td>
<td>Invalid date and/or time</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INVALID_FILEHANDLE</td>
<td>A file with this handle was closed, or was not opening at all</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INVALID_PARAMETER</td>
<td>Wrong parameter when calling the system function</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INVALID_POINTER</td>
<td>Wrong pointer</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_INVALID_POINTER_TYPE</td>
<td>Wrong type of pointer</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_LONG_ARRAY_ONLY</td>
<td>Must be an array of type long</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_MAIL_SEND_FAILED</td>
<td>Email sending failed</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_MARKET_LASTTIME_UNKNOWN</td>
<td>Time of the last tick is not known (no ticks)</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_MARKET_NOT_SELECTED</td>
<td>Symbol is not selected in MarketWatch</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_MARKET_SELECT_ERROR</td>
<td>Error adding or deleting a symbol in MarketWatch</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_MARKET_UNKNOWN_SYMBOL</td>
<td>Unknown symbol</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_MARKET_WRONG_PROPERTY</td>
<td>Wrong identifier of a symbol property</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_MQL5_WRONG_PROPERTY</td>
<td>Wrong identifier of the program property</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_NO_STRING_DATE</td>
<td>No date in the string</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_NOT_ENOUGH_MEMORY</td>
<td>Not enough memory to perform the system function</td>
<td>GetLastError</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>GetLastError</th>
</tr>
</thead>
<tbody>
<tr>
<td>ERR_NOTIFICATION_SEND_FAILED</td>
<td>Failed to send a notification</td>
<td></td>
</tr>
<tr>
<td>ERR_NOTIFICATION_TOO_FREQUENT</td>
<td>Too frequent sending of notifications</td>
<td></td>
</tr>
<tr>
<td>ERR_NOTIFICATION_WRONG_PARAMETER</td>
<td>Invalid parameter for sending a notification - an empty string or NULL has been passed to the SendNotification() function</td>
<td></td>
</tr>
<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></td>
</tr>
<tr>
<td>ERR_NOTINITIALIZED_STRING</td>
<td>Not initialized string</td>
<td></td>
</tr>
<tr>
<td>ERR_NUMBERARRAYSONLY</td>
<td>Must be a numeric array</td>
<td></td>
</tr>
<tr>
<td>ERR_OBJECT_ERROR</td>
<td>Error working with a graphical object</td>
<td></td>
</tr>
<tr>
<td>ERR_OBJECT_GETDATE_FAILED</td>
<td>Unable to get date corresponding to the value</td>
<td></td>
</tr>
<tr>
<td>ERR_OBJECT_GETVALUE_FAILED</td>
<td>Unable to get value corresponding to the date</td>
<td></td>
</tr>
<tr>
<td>ERR_OBJECT_NOT_FOUND</td>
<td>Graphical object was not found</td>
<td></td>
</tr>
<tr>
<td>ERR_OBJECT_WRONGPROPERTY</td>
<td>Wrong ID of a graphical object property</td>
<td></td>
</tr>
<tr>
<td>ERR_ONEDIMARRAYSONLY</td>
<td>Must be a one-dimensional array</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_BUFFER_CREATE</td>
<td>Failed to create an OpenCL buffer</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_CONTEXT_CREATE</td>
<td>Error creating the OpenCL context</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_EXECUTE</td>
<td>OpenCL program runtime error</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_INTERNAL</td>
<td>Internal error occurred when running OpenCL</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_INVALIDHANDLE</td>
<td>Invalid OpenCL handle</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_KERNEL_CREATE</td>
<td>Error creating an OpenCL kernel</td>
<td></td>
</tr>
<tr>
<td>ERR_OPENCL_NOT_SUPPORTED</td>
<td>OpenCL functions are not supported on this computer</td>
<td></td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Error Message</td>
</tr>
<tr>
<td>-----------</td>
<td>-------------</td>
<td>---------------</td>
</tr>
<tr>
<td>ERR_OPENCL_PROGRAM_CREATE</td>
<td>Error occurred when compiling an OpenCL program</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_OPENCL_QUEUE_CREATE</td>
<td>Failed to create a run queue in OpenCL</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_OPENCL_SET_KERNEL_PARAMETER</td>
<td>Error occurred when setting parameters for the OpenCL kernel</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_OPENCL_TOO_LONG_KERNEL_NAME</td>
<td>Too long kernel name (OpenCL kernel)</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_OPENCL_WRONG_BUFFER_OFFSET</td>
<td>Invalid offset in the OpenCL buffer</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_OPENCL_WRONG_BUFFER_SIZE</td>
<td>Invalid size of the OpenCL buffer</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_PLAY_SOUND_FAILED</td>
<td>Sound playing failed</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERRRESOURCE_NAME_DUPLICATED</td>
<td>The names of the dynamic and the static resource match</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR RESOURCE_NAME_TOO_LONG</td>
<td>The resource name exceeds 63 characters</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_RESOURCE_NOT_FOUND</td>
<td>Resource with this name has not been found in EX5</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR RESOURCE_UNSUPPORTED_TYPE</td>
<td>Unsupported resource type or its size exceeds 16Mb</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR SERIES ARRAY</td>
<td>Timeseries cannot be used</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR SHORT ARRAY ONLY</td>
<td>Must be an array of type short</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_SMALL ARRAY</td>
<td>Too small array, the starting position is outside the array</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR SMALL ASSERIES_ARRAY</td>
<td>The receiving array is declared as AS_SERIES, and it is of insufficient size</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR STRING OUT OF MEMORY</td>
<td>Not enough memory for the string</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR STRING Resize ERROR</td>
<td>Not enough memory for the relocation of string</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR STRING SMALL LEN</td>
<td>The string length is less than expected</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR STRING TIME ERROR</td>
<td>Error converting string to date</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR STRING TOO BIG NUMBER</td>
<td>Too large number, more than ULONG_MAX</td>
<td>GetLastError</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Error Code</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
<td>------------</td>
</tr>
<tr>
<td>ERR_STRING_UNKNOWNTYPE</td>
<td>Unknown data type when converting to a string</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_STRING_ZEROADDED</td>
<td>0 added to the string end, a useless operation</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_STRINGPOS_OUTOFRANGE</td>
<td>Position outside the string</td>
<td>GetLastError</td>
</tr>
<tr>
<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>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_SUCCESS</td>
<td>The operation completed successfully</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TERMINAL_WRONG_PROPERTY</td>
<td>Wrong identifier of the terminal property</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TOO_LONG_FILENAME</td>
<td>Too long file name</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TOO_MANY_FILES</td>
<td>More than 64 files cannot be opened at the same time</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TOO_MANY_FORMATTERS</td>
<td>Amount of format specifiers more than the parameters</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TOO_MANY_PARAMETERS</td>
<td>Amount of parameters more than the format specifiers</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TRADE_DEAL_NOT_FOUND</td>
<td>Deal not found</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TRADE_DISABLED</td>
<td>Trading by Expert Advisors prohibited</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TRADE_ORDER_NOT_FOUND</td>
<td>Order not found</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TRADE_POSITION_NOT_FOUND</td>
<td>Position not found</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TRADE_SEND_FAILED</td>
<td>Trade request sending failed</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_TRADE_WRONG_PROPERTY</td>
<td>Wrong trade property ID</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_USER_ERROR_FIRST</td>
<td>User defined errors start with this code</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WEBREQUEST_CONNECT_FAILED</td>
<td>Failed to connect to specified URL</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WEBREQUEST_INVALID_ADDRESS</td>
<td>Invalid URL</td>
<td>GetLastError</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>ERR_WEBREQUEST_REQUEST_FAILED</td>
<td>HTTP request failed</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WEBREQUEST_TIMEOUT</td>
<td>Timeout exceeded</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_DIRECTORYNAME</td>
<td>Wrong directory name</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_FILEHANDLE</td>
<td>Wrong file handle</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_FILENAME</td>
<td>Invalid file name</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_FORMATSTRING</td>
<td>Invalid format string</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_INTERNAL_PARAMETER</td>
<td>Wrong parameter in the inner call of the client terminal function</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_STRING_DATE</td>
<td>Wrong date in the string</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_STRING_OBJECT</td>
<td>Damaged string object</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_STRING_PARAMETER</td>
<td>Damaged parameter of string type</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_WRONG_STRING_TIME</td>
<td>Wrong time in the string</td>
<td>GetLastError</td>
</tr>
<tr>
<td>ERR_ZEROSIZE_ARRAY</td>
<td>An array of zero length</td>
<td>GetLastError</td>
</tr>
<tr>
<td>FILE_ACCESS_DATE</td>
<td>Date of the last access to the file</td>
<td>FileGetInteger</td>
</tr>
<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</td>
<td>FileOpen, FileCopy, FileMove, FileIsExist</td>
</tr>
<tr>
<td>FILE_CREATE_DATE</td>
<td>Date of creation</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_CSV</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 FileOpen().</td>
<td>FileOpen</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>-------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>FILE_END</td>
<td>Get the end of file sign</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_EXISTS</td>
<td>Check the existence</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_IS_ANSI</td>
<td>The file is opened as ANSI (see FILE_ANSI)</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_IS_BINARY</td>
<td>The file is opened as a binary file (see FILE_BIN)</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_IS_COMMON</td>
<td>The file is opened in a shared folder of all terminals (see FILE_COMMON)</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_IS_CSV</td>
<td>The file is opened as CSV (see FILE_CSV)</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_IS_READABLE</td>
<td>The opened file is readable (see FILE_READ)</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_IS_TEXT</td>
<td>The file is opened as a text file (see FILE_TXT)</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_IS_WRITABLE</td>
<td>The opened file is writable (see FILE_WRITE)</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_LINE_END</td>
<td>Get the end of line sign</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_MODIFY_DATE</td>
<td>Date of the last modification</td>
<td>FileGetInteger</td>
</tr>
<tr>
<td>FILE_POSITION</td>
<td>Position of a pointer in the file</td>
<td>FileGetInteger</td>
</tr>
<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>
</tr>
<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>
</tr>
<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>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>-------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-------------------</td>
</tr>
<tr>
<td>FILE_SIZE</td>
<td>File size in bytes</td>
<td></td>
</tr>
<tr>
<td>FILE_TXT</td>
<td>Simple text file (the same as csv file, but without taking into account the separators). Flag is used in FileOpen().</td>
<td></td>
</tr>
<tr>
<td>FILE_UNICODE</td>
<td>Strings of UNICODE type (two byte symbols). Flag is used in FileOpen().</td>
<td></td>
</tr>
<tr>
<td>FILE_WRITE</td>
<td>File is opened for writing. Flag is used in FileOpen(). When opening a file specification of FILE_WRITE and/or FILE_READ is required.</td>
<td></td>
</tr>
<tr>
<td>FLT_DIG</td>
<td>Number of significant decimal digits for float type</td>
<td></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></td>
</tr>
<tr>
<td>FLT_MANT_DIG</td>
<td>Bits count in a mantissa for float type</td>
<td></td>
</tr>
<tr>
<td>FLT_MAX</td>
<td>Maximal value, which can be represented by float type</td>
<td></td>
</tr>
<tr>
<td>FLT_MAX_10_EXP</td>
<td>Maximal decimal value of exponent degree for float type</td>
<td></td>
</tr>
<tr>
<td>FLT_MAX_EXP</td>
<td>Maximal binary value of exponent degree for float type</td>
<td></td>
</tr>
<tr>
<td>FLT_MIN</td>
<td>Minimal positive value, which can be represented by float type</td>
<td></td>
</tr>
<tr>
<td>FLT_MIN_10_EXP</td>
<td>Minimal decimal value of exponent degree for float type</td>
<td></td>
</tr>
<tr>
<td>FLT_MIN_EXP</td>
<td>Minimal binary value of exponent degree for float type</td>
<td></td>
</tr>
<tr>
<td>FRIDAY</td>
<td>Friday</td>
<td></td>
</tr>
</tbody>
</table>

replace the necessity to indicate FILE_WRITE and/or the FILE_READ flag when opening a file.

FileGetInteger

FileOpen

FileOpen

FileOpen

FileOpen

Numerical Type Constants

Numerical Type Constants

Numerical Type Constants

Numerical Type Constants

Numerical Type Constants

Numerical Type Constants

Numerical Type Constants

Numerical Type Constants

Numerical Type Constants

SymbolInfoInteger, SymbolInfoSessionQuote, SymbolInfoSessionTrade

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>GANN_DOWN_TREND</td>
<td>Line corresponding to the downward trend</td>
<td><code>ObjectSetInteger</code>, <code>ObjectGetInteger</code></td>
</tr>
<tr>
<td>GANN_UP_TREND</td>
<td>Line corresponding to the uptrend line</td>
<td><code>ObjectSetInteger</code>, <code>ObjectGetInteger</code></td>
</tr>
<tr>
<td>GATORJAW_LINE</td>
<td>Jaw line</td>
<td><code>Indicators Lines</code></td>
</tr>
<tr>
<td>GATORLIPS_LINE</td>
<td>Lips line</td>
<td><code>Indicators Lines</code></td>
</tr>
<tr>
<td>GATORTEETH_LINE</td>
<td>Teeth line</td>
<td><code>Indicators Lines</code></td>
</tr>
<tr>
<td>IDABORT</td>
<td>“Abort” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IDCANCEL</td>
<td>“Cancel” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IDCONTINUE</td>
<td>“Continue” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IDIGNORE</td>
<td>“Ignore” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IDNO</td>
<td>“No” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IDOK</td>
<td>“OK” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IDRETRY</td>
<td>“Retry” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IDTRYAGAIN</td>
<td>“Try Again” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IDYES</td>
<td>“Yes” button has been pressed</td>
<td><code>MessageBox</code></td>
</tr>
<tr>
<td>IND_AC</td>
<td>Accelerator Oscillator</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_AD</td>
<td>Accumulation/Distribution</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_ADX</td>
<td>Average Directional Index</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_ADWX</td>
<td>ADX by Welles Wilder</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_ALLIGATOR</td>
<td>Alligator</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_AMA</td>
<td>Adaptive Moving Average</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_AO</td>
<td>Awesome Oscillator</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</td>
<td>Create Function</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------</td>
<td>------------------------------</td>
</tr>
<tr>
<td>IND_ATR</td>
<td>Average True Range</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_BANDS</td>
<td>Bollinger Bands®</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_BEARS</td>
<td>Bears Power</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_BULLS</td>
<td>Bulls Power</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_BWMFI</td>
<td>Market Facilitation Index</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_CCI</td>
<td>Commodity Channel Index</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_CHAIKIN</td>
<td>Chaikin Oscillator</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_CUSTOM</td>
<td>Custom indicator</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_DEMA</td>
<td>Double Exponential Moving Average</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_DEMARKER</td>
<td>DeMarker</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_ENVELOPES</td>
<td>Envelopes</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_FORCE</td>
<td>Force Index</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_FRACTALS</td>
<td>Fractals</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_FRAMA</td>
<td>Fractal Adaptive Moving Average</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_GATOR</td>
<td>Gator Oscillator</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_ICHIKOKU</td>
<td>Ichimoku Kinko Hyo</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_MA</td>
<td>Moving Average</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_MACD</td>
<td>MACD</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>IND_MFI</td>
<td>Money Flow Index</td>
<td><code>IndicatorCreate</code></td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Functions</td>
</tr>
<tr>
<td>------------------</td>
<td>------------------------------------</td>
<td>----------------------------------------</td>
</tr>
<tr>
<td>IND_MOMENTUM</td>
<td>Momentum</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_OBV</td>
<td>On Balance Volume</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_OSMAS</td>
<td>OsMA</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_RSI</td>
<td>Relative Strength Index</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_RVI</td>
<td>Relative Vigor Index</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_SAR</td>
<td>Parabolic SAR</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_STDDEV</td>
<td>Standard Deviation</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_STOCHASTIC</td>
<td>Stochastic Oscillator</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_TEMA</td>
<td>Triple Exponential Moving Average</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_TRIX</td>
<td>Triple Exponential Moving Averages Oscillator</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_VIDYA</td>
<td>Variable Index Dynamic Average</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_VOLUMES</td>
<td>Volumes</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>IND_WPR</td>
<td>Williams’ Percent Range</td>
<td><code>IndicatorCreate</code>, <code>IndicatorParameters</code></td>
</tr>
<tr>
<td>INDICATOR_CALCULATIONS</td>
<td>Auxiliary buffers for intermediate calculations</td>
<td><code>SetIndexBuffer</code></td>
</tr>
<tr>
<td>INDICATOR_COLOR_INDEX</td>
<td>Color</td>
<td><code>SetIndexBuffer</code></td>
</tr>
<tr>
<td>INDICATOR_DATA</td>
<td>Data to draw</td>
<td><code>SetIndexBuffer</code></td>
</tr>
<tr>
<td>INDICATOR_DIGITS</td>
<td>Accuracy of drawing of indicator values</td>
<td><code>IndicatorSetInteger</code></td>
</tr>
<tr>
<td>INDICATOR_HEIGHT</td>
<td>Fixed height of the indicator’s window (the preprocessor command <code>#property indicator_height</code>)</td>
<td><code>IndicatorSetInteger</code></td>
</tr>
<tr>
<td>INDICATOR_LEVELCOLOR</td>
<td>Color of the level line</td>
<td><code>IndicatorSetInteger</code></td>
</tr>
<tr>
<td>INDICATOR_LEVELS</td>
<td>Number of levels in the indicator window</td>
<td><code>IndicatorSetInteger</code></td>
</tr>
<tr>
<td>Constant Name</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>--------------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>INDICATOR_LEVELSTYLE</td>
<td>Style of the level line</td>
<td>IndicatorSetInteger</td>
</tr>
<tr>
<td>INDICATOR_LEVELTEXT</td>
<td>Level description</td>
<td>IndicatorSetString</td>
</tr>
<tr>
<td>INDICATOR_LEVELVALUE</td>
<td>Level value</td>
<td>IndicatorSetString</td>
</tr>
<tr>
<td>INDICATOR_LEVELWIDTH</td>
<td>Thickness of the level line</td>
<td>IndicatorSetInteger</td>
</tr>
<tr>
<td>INDICATOR_MAXIMUM</td>
<td>Maximum of the indicator window</td>
<td>IndicatorSetDouble</td>
</tr>
<tr>
<td>INDICATOR_MINIMUM</td>
<td>Minimum of the indicator window</td>
<td>IndicatorSetDouble</td>
</tr>
<tr>
<td>INDICATOR_SHORTNAME</td>
<td>Short indicator name</td>
<td>IndicatorSetString</td>
</tr>
<tr>
<td>INT_MAX</td>
<td>Maximal value, which can be represented by int type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>INT_MIN</td>
<td>Minimal value, which can be represented by int type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>INVALID_HANDLE</td>
<td>Incorrect handle</td>
<td>Other Constants</td>
</tr>
<tr>
<td>IS_DEBUG_MODE</td>
<td>Flag that a mq5-program operates in debug mode</td>
<td>Other Constants</td>
</tr>
<tr>
<td>IS_PROFILE_MODE</td>
<td>Flag that a mq5-program operates in profiling mode</td>
<td>Other Constants</td>
</tr>
<tr>
<td>KIJUNSEN_LINE</td>
<td>Kijun-sen line</td>
<td>Indicators Lines</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>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>LICENSE_FREE</td>
<td>A free unlimited version</td>
<td>MQLInfoInteger</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>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>LICENSE_TIME</td>
<td>A version with a limited term license</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>LONG_MAX</td>
<td>Maximal value, which can be represented by long type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>LONG_MIN</td>
<td>Minimal value, which can be represented by long type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>LOWER_BAND</td>
<td>Lower limit</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>LOWER_HISTOGRAM</td>
<td>Bottom histogram</td>
<td>Indicators Lines</td>
</tr>
</tbody>
</table>
List of MQL5 Constants

<table>
<thead>
<tr>
<th><strong>LOWER_LINE</strong></th>
<th>Bottom line</th>
<th><strong>Indicators Lines</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>M_1_PIC</td>
<td>1/pi</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_2_PIC</td>
<td>2/pi</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_2_SQRTPI</td>
<td>2/sqrt(pi)</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_E</td>
<td>e</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_LN10</td>
<td>ln(10)</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_LN2</td>
<td>ln(2)</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_LOG10E</td>
<td>log10(e)</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_LOG2E</td>
<td>log2(e)</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_PI</td>
<td>pi</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_PI_2</td>
<td>pi/2</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_PI_4</td>
<td>pi/4</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_SQRT1_2</td>
<td>1/sqrt(2)</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td>M_SQRT2</td>
<td>sqrt(2)</td>
<td>Mathematical Constants</td>
</tr>
<tr>
<td><strong>MAIN_LINE</strong></td>
<td>Main line</td>
<td><strong>Indicators Lines</strong></td>
</tr>
<tr>
<td>MB_ABORTRETRYIGNORE</td>
<td>Message window contains three buttons: Abort, Retry and Ignore</td>
<td>MessageBox</td>
</tr>
<tr>
<td>MB_CANCELTRYCONTINUE</td>
<td>Message window contains three buttons: Cancel, Try Again, Continue</td>
<td>MessageBox</td>
</tr>
<tr>
<td>MB_DEFBUTTON1</td>
<td>The first button is default, if the other buttons MB_DEFBUTTON2, MB_DEFBUTTON3, or MB_DEFBUTTON4 are not specified</td>
<td>MessageBox</td>
</tr>
<tr>
<td>MB_DEFBUTTON2</td>
<td>The second button is default</td>
<td>MessageBox</td>
</tr>
<tr>
<td>MB_DEFBUTTON3</td>
<td>The third button is default</td>
<td>MessageBox</td>
</tr>
<tr>
<td>MB_DEFBUTTON4</td>
<td>The fourth button is default</td>
<td>MessageBox</td>
</tr>
<tr>
<td>MB_ICONEXCLAMATION, MB_ICONWARNING</td>
<td>The exclamation/warning sign icon</td>
<td>MessageBox</td>
</tr>
<tr>
<td>MB_ICONINFORMATION, MB_ICONASTERISK</td>
<td>The encircled i sign</td>
<td>MessageBox</td>
</tr>
<tr>
<td>MB_ICONQUESTION</td>
<td>The question sign icon</td>
<td>MessageBox</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>MB_ICONSTOP, MB_ICONERROR, MB_ICONHAND</td>
<td>The STOP sign icon</td>
<td>MessageBoxButtons</td>
</tr>
<tr>
<td>MB_OK</td>
<td>Message window contains only one button: OK. Default</td>
<td>MessageBoxButtons</td>
</tr>
<tr>
<td>MB_OKCANCEL</td>
<td>Message window contains two buttons: OK and Cancel</td>
<td>MessageBoxButtons</td>
</tr>
<tr>
<td>MB_RETRYCANCEL</td>
<td>Message window contains two buttons: Retry and Cancel</td>
<td>MessageBoxButtons</td>
</tr>
<tr>
<td>MB_YESNO</td>
<td>Message window contains two buttons: Yes and No</td>
<td>MessageBoxButtons</td>
</tr>
<tr>
<td>MB_YESNOCANCEL</td>
<td>Message window contains three buttons: Yes, No and Cancel</td>
<td>MessageBoxButtons</td>
</tr>
<tr>
<td>MINUSDI_LINE</td>
<td>Line - DI</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>MODE_EMA</td>
<td>Exponential averaging</td>
<td>Smoothing Methods</td>
</tr>
<tr>
<td>MODE_LWMA</td>
<td>Linear-weighted averaging</td>
<td>Smoothing Methods</td>
</tr>
<tr>
<td>MODE_SMA</td>
<td>Simple averaging</td>
<td>Smoothing Methods</td>
</tr>
<tr>
<td>MODE_SMMA</td>
<td>Smoothed averaging</td>
<td>Smoothing Methods</td>
</tr>
<tr>
<td>MONDAY</td>
<td>Monday</td>
<td></td>
</tr>
<tr>
<td>MQL_DEBUG</td>
<td>The flag, that indicates the debug mode</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_DLLS_ALLOWED</td>
<td>The permission to use DLL for the given executed program</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_FRAME_MODE</td>
<td>The flag, that indicates the Expert Advisor operating in gathering optimization result frames mode</td>
<td>MQLInfoInteger</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>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_MEMORY_LIMIT</td>
<td>Maximum possible amount of dynamic memory for MQL5 program in MB</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>MQL_MEMORY_USED</td>
<td>The memory size used by MQL5 program in MB</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_OPTIMIZATION</td>
<td>The flag, that indicates the optimization process</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_PROFILER</td>
<td>The flag, that indicates the program operating in the code profiling mode</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_PROGRAM_NAME</td>
<td>Name of the mql5-program executed</td>
<td>MQLInfoString</td>
</tr>
<tr>
<td>MQL_PROGRAM_PATH</td>
<td>Path for the given executed program</td>
<td>MQLInfoString</td>
</tr>
<tr>
<td>MQL_PROGRAM_TYPE</td>
<td>Type of the mql5 program</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_SIGNALS_ALLOWED</td>
<td>The permission to modify the Signals for the given executed program</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_TESTER</td>
<td>The flag, that indicates the tester process</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_TRADE_ALLOWED</td>
<td>The permission to trade for the given executed program</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>MQL_VISUAL_MODE</td>
<td>The flag, that indicates the visual tester process</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>NULL</td>
<td>Zero for any types</td>
<td>Other Constants</td>
</tr>
<tr>
<td>OBJ_ALL_PERIODS</td>
<td>The object is drawn in all timeframes</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_ARROW</td>
<td>Arrow</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_BUY</td>
<td>Buy Sign</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_CHECK</td>
<td>Check Sign</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_DOWN</td>
<td>Arrow Down</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_LEFT_PRICE</td>
<td>Left Price Label</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_RIGHT_PRICE</td>
<td>Right Price Label</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_SELL</td>
<td>Sell Sign</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_STOP</td>
<td>Stop Sign</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_THUMB_DOWN</td>
<td>Thumbs Down</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_THUMB_UP</td>
<td>Thumbs Up</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROW_UP</td>
<td>Arrow Up</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ARROWED_LINE</td>
<td>Arrowed Line</td>
<td>Object Types</td>
</tr>
<tr>
<td>Constant Name</td>
<td>Description</td>
<td>Category</td>
</tr>
<tr>
<td>------------------------</td>
<td>--------------------------------------------------</td>
<td>----------------------</td>
</tr>
<tr>
<td>OBJ_BITMAP</td>
<td>Bitmap</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_BITMAP_LABEL</td>
<td>Bitmap Label</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_BUTTON</td>
<td>Button</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_CHANNEL</td>
<td>Equidistant Channel</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_CHART</td>
<td>Chart</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_CYCLES</td>
<td>Cycle Lines</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_EDIT</td>
<td>Edit</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ELLIOTWAVE3</td>
<td>Elliott Correction Wave</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ELLIOTWAVES</td>
<td>Elliott Motive Wave</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_ELLIPSE</td>
<td>Ellipse</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_EVENT</td>
<td>The “Event” object corresponding to an event in the economic calendar</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_EXPANSION</td>
<td>Fibonacci Expansion</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_FIBO</td>
<td>Fibonacci Retracement</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_FIBOARC</td>
<td>Fibonacci Arcs</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_FIBOCHANNEL</td>
<td>Fibonacci Channel</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_FIBOFAN</td>
<td>Fibonacci Fan</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_FIBOTIMES</td>
<td>Fibonacci Time Zones</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_GANNFAN</td>
<td>Gann Fan</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_GANNGRID</td>
<td>Gann Grid</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_GANNLINE</td>
<td>Gann Line</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_HLINE</td>
<td>Horizontal Line</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_LABEL</td>
<td>Label</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_NO_PERIODS</td>
<td>The object is not drawn in all timeframes</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_D1</td>
<td>The object is drawn in day charts</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_H1</td>
<td>The object is drawn in 1-hour chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_H12</td>
<td>The object is drawn in 12-hour chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_H2</td>
<td>The object is drawn in 2-hour chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Methods</td>
</tr>
<tr>
<td>-----------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>OBJ_PERIOD_H3</td>
<td>The object is drawn in 3-hour chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_H4</td>
<td>The object is drawn in 4-hour chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_H6</td>
<td>The object is drawn in 6-hour chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_H8</td>
<td>The object is drawn in 8-hour chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M1</td>
<td>The object is drawn in 1-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M10</td>
<td>The object is drawn in 10-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M12</td>
<td>The object is drawn in 12-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M15</td>
<td>The object is drawn in 15-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M2</td>
<td>The object is drawn in 2-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M20</td>
<td>The object is drawn in 20-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M3</td>
<td>The object is drawn in 3-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M30</td>
<td>The object is drawn in 30-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M4</td>
<td>The object is drawn in 4-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M5</td>
<td>The object is drawn in 5-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_M6</td>
<td>The object is drawn in 6-minute chart</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_MN1</td>
<td>The object is drawn in month charts</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PERIOD_W1</td>
<td>The object is drawn in week charts</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJ_PITCHFORK</td>
<td>Andrews’ Pitchfork</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_RECTANGLE</td>
<td>Rectangle</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_RECTANGLE_LABEL</td>
<td>The “Rectangle label” object for creating and designing the custom graphical interface.</td>
<td>Object Types</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-------------------------------------------------------</td>
<td>-----------------------------</td>
</tr>
<tr>
<td>OBJ_REGRESSION</td>
<td>Linear Regression Channel</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_STDDEVCHANNEL</td>
<td>Standard Deviation Channel</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_TEXT</td>
<td>Text</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_TREND</td>
<td>Trend Line</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_TRENDBYANGLE</td>
<td>Trend Line By Angle</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_TRIANGLE</td>
<td>Triangle</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJ_VLINE</td>
<td>Vertical Line</td>
<td>Object Types</td>
</tr>
<tr>
<td>OBJPROP_ALIGN</td>
<td>Horizontal text alignment in the “Edit” object (OBJ_EDIT)</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_ANCHOR</td>
<td>Location of the anchor point of a graphical object</td>
<td>ObjectSetInteger, ObjectGetInteger</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>ObjectSetDouble, ObjectGetDouble</td>
</tr>
<tr>
<td>OBJPROP_ARROWCODE</td>
<td>Arrow code for the Arrow object</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_BACK</td>
<td>Object in the background</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_BGCOLOR</td>
<td>The background color for OBJ_EDIT, OBJ_BUTTON, OBJ_RECTANGLE_LABEL</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_BMPFILE</td>
<td>The name of BMP-file for Bitmap Label. See also Resources</td>
<td>ObjectSetString, ObjectGetString</td>
</tr>
<tr>
<td>OBJPROP_BORDER_COLOR</td>
<td>Border color for the OBJ_EDIT and OBJ_BUTTON objects</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_BORDER_TYPE</td>
<td>Border type for the &quot;Rectangle label&quot; object</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_CHART_ID</td>
<td>ID of the “Chart” object (OBJ_CHART). It allows working with the properties of this object like with a normal chart using the functions described in Chart Operations, but there are some exceptions.</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_CHART_SCALE</td>
<td>The scale for the Chart object</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>OBJPROP_COLOR</td>
<td>Color</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_CORNER</td>
<td>The corner of the chart to link a graphical object</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_CREATETIME</td>
<td>Time of object creation</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_DATE_SCALE</td>
<td>Displaying the time scale for the Chart object</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_DEGREE</td>
<td>Level of the Elliott Wave Marking</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_DEVIATION</td>
<td>Deviation for the Standard Deviation Channel</td>
<td>ObjectSetDouble, ObjectGetDouble</td>
</tr>
<tr>
<td>OBJPROP_DIRECTION</td>
<td>Trend of the Gann object</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_DRAWLINES</td>
<td>Displaying lines for marking the Elliott Wave</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_ELLIPSE</td>
<td>Showing the full ellipse of the Fibonacci Arc object (OBJ_FIBOARC)</td>
<td>ObjectSetInteger, ObjectGetInteger</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>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_FONT</td>
<td>Font</td>
<td>ObjectSetString, ObjectGetString</td>
</tr>
<tr>
<td>OBJPROP_FONTSIZE</td>
<td>Font size</td>
<td>ObjectSetInteger, ObjectGetInteger</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>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Getter/Setter</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------------</td>
</tr>
<tr>
<td>OBJPROP_LEVELCOLOR</td>
<td>Color of the line-level</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_LEVELS</td>
<td>Number of levels</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_LEVELSTYLE</td>
<td>Style of the line-level</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_LEVELTEXT</td>
<td>Level description</td>
<td>ObjectSetString,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetString</td>
</tr>
<tr>
<td>OBJPROP_LEVELVALUE</td>
<td>Level value</td>
<td>ObjectSetDouble,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetDouble</td>
</tr>
<tr>
<td>OBJPROP_LEVELWIDTH</td>
<td>Thickness of the line-level</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_NAME</td>
<td>Object name</td>
<td>ObjectSetString,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetString</td>
</tr>
<tr>
<td>OBJPROP_PERIOD</td>
<td>Timeframe for the Chart object</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_PRICE</td>
<td>Price coordinate</td>
<td>ObjectSetDouble,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetDouble</td>
</tr>
<tr>
<td>OBJPROP_PRICE_SCALE</td>
<td>Displaying the price scale for the Chart object</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_RAY</td>
<td>A vertical line goes through all the windows of a chart</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_RAY_LEFT</td>
<td>Ray goes to the left</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_RAY_RIGHT</td>
<td>Ray goes to the right</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_READONLY</td>
<td>Ability to edit text in the Edit object</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_SCALE</td>
<td>Scale (properties of Gann objects and Fibonacci Arcs)</td>
<td>ObjectSetDouble,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetDouble</td>
</tr>
<tr>
<td>OBJPROP_SELECTABLE</td>
<td>Object availability</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_SELECTED</td>
<td>Object is selected</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_STATE</td>
<td>Button state (pressed / depressed)</td>
<td>ObjectSetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_STYLE</td>
<td>Style</td>
<td>(\text{ObjectSetInteger, ObjectGetInteger})</td>
</tr>
<tr>
<td>-----------------------</td>
<td>----------------------------------</td>
<td>---------------------------------------------</td>
</tr>
<tr>
<td>OBJPROP_SYMBOL</td>
<td>Symbol for the Chart object</td>
<td>(\text{ObjectSetString, ObjectGetString})</td>
</tr>
<tr>
<td>OBJPROP_TEXT</td>
<td>Description of the object (the text contained in the object)</td>
<td>(\text{ObjectSetString, ObjectGetString})</td>
</tr>
<tr>
<td>OBJPROP_TIME</td>
<td>Time coordinate</td>
<td>(\text{ObjectSetInteger, ObjectGetInteger})</td>
</tr>
<tr>
<td>OBJPROP_TIMEFRAMES</td>
<td>Visibility of an object at timeframes</td>
<td>(\text{ObjectSetInteger, ObjectGetInteger})</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>(\text{ObjectSetString, ObjectGetString})</td>
</tr>
<tr>
<td>OBJPROP_TYPE</td>
<td>Object type</td>
<td>(\text{ObjectSetInteger, ObjectGetInteger})</td>
</tr>
<tr>
<td>OBJPROP_WIDTH</td>
<td>Line thickness</td>
<td>(\text{ObjectSetInteger, ObjectGetInteger})</td>
</tr>
<tr>
<td>OBJPROP_XDISTANCE</td>
<td>The distance in pixels along the X axis from the binding corner (see note)</td>
<td>(\text{ObjectSetInteger, ObjectGetInteger})</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; (OBJ_BITMAP_LABEL and OBJ_BITMAP). The value is set in pixels relative to the upper left corner of the original image.</td>
<td>(\text{ObjectSetInteger, ObjectGetInteger})</td>
</tr>
<tr>
<td>OBJPROP_XSIZE</td>
<td>The object's width along the X axis in pixels. Specified for OBJ_LABEL (read only), OBJ_BUTTON, OBJ_CHART, OBJ_BITMAP, OBJ_BITMAP_LABEL, OBJ_EDIT, OBJ_RECTANGLE_LABEL objects.</td>
<td>(\text{ObjectSetInteger, ObjectGetInteger})</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Methods</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 (see note)</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_YOFFSET</td>
<td>The Y coordinate of the upper left corner of the rectangular visible area in the graphical objects “Bitmap Label” and “Bitmap” (OBJ_BITMAP_LABEL and OBJ_BITMAP). The value is set in pixels relative to the upper left corner of the original image.</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>OBJPROP_YSIZE</td>
<td>The object’s height along the Y axis in pixels. Specified for OBJ_LABEL (read only), OBJ_BUTTON, OBJ_CHART, OBJ_BITMAP, OBJ_BITMAP_LABEL, OBJ_EDIT, OBJ_RECTANGLE_LABEL objects.</td>
<td>ObjectSetInteger, ObjectGetInteger</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 applying objects one over another, only one of them with the highest priority will receive the CHARTEVENT_CLICK event.</td>
<td>ObjectSetInteger, ObjectGetInteger</td>
</tr>
<tr>
<td>ORDER_COMMENT</td>
<td>Order comment</td>
<td>OrderGetInteger, HistoryOrderGetString</td>
</tr>
<tr>
<td>ORDER_FILLING_FOK</td>
<td>This filling policy means that an order can be filled only in the specified amount. 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>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Related Functions</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>---------------------------------------------------------</td>
</tr>
<tr>
<td>ORDER_FILLING_IOC</td>
<td>This mode means that a trader agrees to execute a deal with the volume maximally available in the market within that indicated in the order. In case the the entire volume of an order cannot be filled, the available volume of it will be filled, and the remaining volume will be canceled.</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<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>
</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>OrderGetInteger, HistoryOrderGetInteger</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</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
</tbody>
</table>
List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_PRICE_CURRENT</td>
<td>The current price of the order symbol</td>
<td>OrderGetDouble, HistoryOrderGetDouble</td>
</tr>
<tr>
<td>ORDER_PRICE_OPEN</td>
<td>Price specified in the order</td>
<td>OrderGetDouble, HistoryOrderGetDouble</td>
</tr>
<tr>
<td>ORDER_PRICE_STOPLIMIT</td>
<td>The Limit order price for the StopLimit order</td>
<td>OrderGetDouble, HistoryOrderGetDouble</td>
</tr>
<tr>
<td>ORDER_SL</td>
<td>Stop Loss value</td>
<td>OrderGetDouble, HistoryOrderGetDouble</td>
</tr>
<tr>
<td>ORDER_STATE</td>
<td>Order state</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_CANCELED</td>
<td>Order canceled by client</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_EXPIRED</td>
<td>Order expired</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_FILLED</td>
<td>Order fully executed</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_PARTIAL</td>
<td>Order partially executed</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_PLACED</td>
<td>Order accepted</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_REJECTED</td>
<td>Order rejected</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_REQUEST_ADD</td>
<td>Order is being registered (placing to the trading system)</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_REQUEST_CANCEL</td>
<td>Order is being deleted (deleting from the trading system)</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_REQUEST_MODIFY</td>
<td>Order is being modified (changing its parameters)</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_STATE_STARTED</td>
<td>Order checked, but not yet accepted by broker</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_SYMBOL</td>
<td>Symbol of the order</td>
<td>OrderGetString, HistoryOrderGetString</td>
</tr>
<tr>
<td>ORDER_TIME_DAY</td>
<td>Good till current trade day order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
</tbody>
</table>

© 2000-2021, MetaQuotes Ltd
<table>
<thead>
<tr>
<th>Constant Name</th>
<th>Description</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_TIME_DONE</td>
<td>Order execution or cancellation time</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TIME_DONE_MSC</td>
<td>Order execution/cancellation time in milliseconds since 01.01.1970</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TIME_EXPIRATION</td>
<td>Order expiration time</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TIME_GTC</td>
<td>Good till cancel order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TIME_SETUP</td>
<td>Order setup time</td>
<td>OrderGetInteger, HistoryOrderGetInteger</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>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TIME_SPECIFIED</td>
<td>Good till expired order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TIME_SPECIFIED_DAY</td>
<td>The order will be effective till 23:59:59 of the specified day. If this time</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td></td>
<td>is outside a trading session, the order expires in the nearest trading time.</td>
<td></td>
</tr>
<tr>
<td>ORDER_TP</td>
<td>Take Profit value</td>
<td>OrderGetDouble, HistoryOrderGetDouble</td>
</tr>
<tr>
<td>ORDER_TYPE</td>
<td>Order type</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TYPE_BUY</td>
<td>Market Buy order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TYPE_BUY_LIMIT</td>
<td>Buy Limit pending order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TYPE_BUY_STOP</td>
<td>Buy Stop pending order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TYPE_BUY_STOP_LIMIT</td>
<td>Upon reaching the order price, a pending Buy Limit order is placed at the</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td></td>
<td>StopLimit price</td>
<td></td>
</tr>
<tr>
<td>ORDER_TYPE_FILLING</td>
<td>Order filling type</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
<tr>
<td>ORDER_TYPE_SELL</td>
<td>Market Sell order</td>
<td>OrderGetInteger, HistoryOrderGetInteger</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>ORDER_TYPE_SELL_LIMIT</td>
<td>Sell Limit pending order</td>
<td><code>OrderGetInteger</code>, <code>HistoryOrderGetInteger</code></td>
</tr>
<tr>
<td>ORDER_TYPE_SELL_STOP</td>
<td>Sell Stop pending order</td>
<td><code>OrderGetInteger</code>, <code>HistoryOrderGetInteger</code></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><code>OrderGetInteger</code>, <code>HistoryOrderGetInteger</code></td>
</tr>
<tr>
<td>ORDER_TYPE_TIME</td>
<td>Order lifetime</td>
<td><code>OrderGetInteger</code>, <code>HistoryOrderGetInteger</code></td>
</tr>
<tr>
<td>ORDER_VOLUME_CURRENT</td>
<td>Order current volume</td>
<td><code>OrderGetDouble</code>, <code>HistoryOrderGetDouble</code></td>
</tr>
<tr>
<td>ORDER_VOLUME_INITIAL</td>
<td>Order initial volume</td>
<td><code>OrderGetDouble</code>, <code>HistoryOrderGetDouble</code></td>
</tr>
<tr>
<td>PERIOD_CURRENT</td>
<td>Current timeframe</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_D1</td>
<td>1 day</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_H1</td>
<td>1 hour</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_H12</td>
<td>12 hours</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_H2</td>
<td>2 hours</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_H3</td>
<td>3 hours</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_H4</td>
<td>4 hours</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_H6</td>
<td>6 hours</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_H8</td>
<td>8 hours</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M1</td>
<td>1 minute</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M10</td>
<td>10 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M12</td>
<td>12 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M15</td>
<td>15 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M2</td>
<td>2 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M20</td>
<td>20 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M3</td>
<td>3 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M30</td>
<td>30 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M4</td>
<td>4 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M5</td>
<td>5 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_M6</td>
<td>6 minutes</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>PERIOD_MN1</td>
<td>1 month</td>
<td><code>Chart Timeframes</code></td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>-----------------------------------------------</td>
</tr>
<tr>
<td>PERIOD_W1</td>
<td>1 week</td>
<td>Chart Timeframes</td>
</tr>
<tr>
<td>PLOT_ARROW</td>
<td>Arrow code for style DRAW_ARROW</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_ARROW_SHIFT</td>
<td>Vertical shift of arrows for style DRAW_ARROW</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_COLOR_INDEXES</td>
<td>The number of colors</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_DRAW_BEGIN</td>
<td>Number of initial bars without drawing and values in the DataWindow</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_DRAW_TYPE</td>
<td>Type of graphical construction</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_EMPTY_VALUE</td>
<td>An empty value for plotting, for which there is no drawing</td>
<td>PPlotIndexSetDouble</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>PPlotIndexSetString</td>
</tr>
<tr>
<td>PLOT_LINE_COLOR</td>
<td>The index of a buffer containing the drawing color</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_LINE_STYLE</td>
<td>Drawing line style</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_LINE_WIDTH</td>
<td>The thickness of the drawing line</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_SHIFT</td>
<td>Shift of indicator plotting along the time axis in bars</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLOT_SHOW_DATA</td>
<td>Sign of display of construction values in the DataWindow</td>
<td>PPlotIndexSetInteger, PPlotIndexGetInteger</td>
</tr>
<tr>
<td>PLUSDI_LINE</td>
<td>Line + DI</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>POINTER_AUTOMATIC</td>
<td>Pointer of any objects created automatically (not using new())</td>
<td>CheckPointer</td>
</tr>
<tr>
<td>POINTER_DYNAMIC</td>
<td>Pointer of the object created by the new() operator</td>
<td>CheckPointer</td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>POINTER_INVALID</td>
<td>Incorrect pointer</td>
<td>CheckPointer</td>
</tr>
<tr>
<td>POSITION_COMMENT</td>
<td>Position comment</td>
<td>PositionGetString</td>
</tr>
<tr>
<td>POSITION_COMMISSION</td>
<td>Commission</td>
<td>PositionGetDouble</td>
</tr>
<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>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_MAGIC</td>
<td>Position magic number (see ORDER_MAGIC)</td>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_PRICE_CURRENT</td>
<td>Current price of the position symbol</td>
<td>PositionGetDouble</td>
</tr>
<tr>
<td>POSITION_PRICE_OPEN</td>
<td>Position open price</td>
<td>PositionGetDouble</td>
</tr>
<tr>
<td>POSITION_PROFIT</td>
<td>Current profit</td>
<td>PositionGetDouble</td>
</tr>
<tr>
<td>POSITION_SL</td>
<td>Stop Loss level of opened position</td>
<td>PositionGetDouble</td>
</tr>
<tr>
<td>POSITION_SWAP</td>
<td>Cumulative swap</td>
<td>PositionGetDouble</td>
</tr>
<tr>
<td>POSITION_SYMBOL</td>
<td>Symbol of the position</td>
<td>PositionGetString</td>
</tr>
<tr>
<td>POSITION_TIME</td>
<td>Position open time</td>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_TIME_MSC</td>
<td>Position opening time in milliseconds since 01.01.1970</td>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_TIME_UPDATE</td>
<td>Position changing time in seconds since 01.01.1970</td>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_TIME_UPDATE_MSC</td>
<td>Position changing time in milliseconds since 01.01.1970</td>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_TP</td>
<td>Take Profit level of opened position</td>
<td>PositionGetDouble</td>
</tr>
<tr>
<td>POSITION_TYPE</td>
<td>Position type</td>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_TYPE_BUY</td>
<td>Buy</td>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_TYPE_SELL</td>
<td>Sell</td>
<td>PositionGetInteger</td>
</tr>
<tr>
<td>POSITION_VOLUME</td>
<td>Position volume</td>
<td>PositionGetDouble</td>
</tr>
<tr>
<td>PRICE_CLOSE</td>
<td>Close price</td>
<td>Price Constants</td>
</tr>
<tr>
<td>PRICE_HIGH</td>
<td>The maximum price for the period</td>
<td>Price Constants</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>-----------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------------------------------</td>
</tr>
<tr>
<td>PRICE_LOW</td>
<td>The minimum price for the period</td>
<td>Price Constants</td>
</tr>
<tr>
<td>PRICE_MEDIAN</td>
<td>Median price, (high + low)/2</td>
<td>Price Constants</td>
</tr>
<tr>
<td>PRICE_OPEN</td>
<td>Open price</td>
<td>Price Constants</td>
</tr>
<tr>
<td>PRICE_TYPICAL</td>
<td>Typical price, (high + low + close)/3</td>
<td>Price Constants</td>
</tr>
<tr>
<td>PRICE_WEIGHTED</td>
<td>Average price, (high + low + close + close)/4</td>
<td>Price Constants</td>
</tr>
<tr>
<td>PROGRAM_EXPERT</td>
<td>Expert</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>PROGRAM_INDICATOR</td>
<td>Indicator</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>PROGRAM_SCRIPT</td>
<td>Script</td>
<td>MQLInfoInteger</td>
</tr>
<tr>
<td>REASON_ACCOUNT</td>
<td>Another account has been activated or reconnection to the trade server has occurred due to changes in the account settings</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_CHARTCHANGE</td>
<td>Symbol or chart period has been changed</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_CHARTCLOSE</td>
<td>Chart has been closed</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_CLOSE</td>
<td>Terminal has been closed</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_INITFAILED</td>
<td>This value means that OnInit() handler has returned a nonzero value</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_PARAMETERS</td>
<td>Input parameters have been changed by a user</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_PROGRAM</td>
<td>Expert Advisor terminated its operation by calling the ExpertRemove() function</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_RECOMPILE</td>
<td>Program has been recompiled</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_REMOVE</td>
<td>Program has been deleted from the chart</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>REASON_TEMPLATE</td>
<td>A new template has been applied</td>
<td>UninitializeReason, OnDeinit</td>
</tr>
<tr>
<td>SATURDAY</td>
<td>Saturday</td>
<td>SymbolInfoInteger, SymbolInfoSessionQuote, SymbolInfoSessionTrade</td>
</tr>
<tr>
<td>SEEK_CUR</td>
<td>Current position of a file pointer</td>
<td>FileSeek</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SEEK_END</td>
<td>File end</td>
<td>FileSeek</td>
</tr>
<tr>
<td>SEEK_SET</td>
<td>File beginning</td>
<td>FileSeek</td>
</tr>
<tr>
<td>SENKOUSPANA_LINE</td>
<td>Senkou Span A line</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>SENKOUSPANB_LINE</td>
<td>Senkou Span B line</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>SERIES_BARS_COUNT</td>
<td>Bars count for the symbol-period for the current moment</td>
<td>SeriesInfoInteger</td>
</tr>
<tr>
<td>SERIES_FIRSTDATE</td>
<td>The very first date for the symbol-period for the current moment</td>
<td>SeriesInfoInteger</td>
</tr>
<tr>
<td>SERIES_LASTBAR_DATE</td>
<td>Open time of the last bar of the symbol-period</td>
<td>SeriesInfoInteger</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>SeriesInfoInteger</td>
</tr>
<tr>
<td>SERIES_SYNCHRONIZED</td>
<td>Symbol/period data synchronization flag for the current moment</td>
<td>SeriesInfoInteger</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>SeriesInfoInteger</td>
</tr>
<tr>
<td>SHORT_MAX</td>
<td>Maximal value, which can be represented by short type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>SHORT_MIN</td>
<td>Minimal value, which can be represented by short type</td>
<td>Numerical Type Constants</td>
</tr>
<tr>
<td>SIGNAL_BASE_AUTHOR_LOGIN</td>
<td>Author login</td>
<td>SignalBaseGetString</td>
</tr>
<tr>
<td>SIGNAL_BASE_BALANCE</td>
<td>Account balance</td>
<td>SignalBaseGetDouble</td>
</tr>
<tr>
<td>SIGNAL_BASE_BROKER</td>
<td>Broker name (company)</td>
<td>SignalBaseGetString</td>
</tr>
<tr>
<td>SIGNAL_BASE_BROKER_SERVER</td>
<td>Broker server</td>
<td>SignalBaseGetString</td>
</tr>
<tr>
<td>SIGNAL_BASE_CURRENCY</td>
<td>Signal base currency</td>
<td>SignalBaseGetString</td>
</tr>
<tr>
<td>SIGNAL_BASE_DATE_PUBLISHED</td>
<td>Publication date (date when it become available for subscription)</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_BASE_DATE_STARTED</td>
<td>Monitoring starting date</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_BASE_EQUITY</td>
<td>Account equity</td>
<td>SignalBaseGetDouble</td>
</tr>
<tr>
<td>SIGNAL_BASE_GAIN</td>
<td>Account gain</td>
<td>SignalBaseGetDouble</td>
</tr>
<tr>
<td>List of MQL5 Constants</td>
<td>Description</td>
<td>Function</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>SIGNAL_BASE_ID</td>
<td>Signal ID</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_BASE_LEVERAGE</td>
<td>Account leverage</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_BASE_MAX_DRAWDOWN</td>
<td>Account maximum drawdown</td>
<td>SignalBaseGetDouble</td>
</tr>
<tr>
<td>SIGNAL_BASE_NAME</td>
<td>Signal name</td>
<td>SignalBaseGetString</td>
</tr>
<tr>
<td>SIGNAL_BASE_PIPS</td>
<td>Profit in pips</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_BASE_PRICE</td>
<td>Signal subscription price</td>
<td>SignalBaseGetDouble</td>
</tr>
<tr>
<td>SIGNAL_BASE_RATING</td>
<td>Position in rating</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_BASE_ROI</td>
<td>Return on Investment (%)</td>
<td>SignalBaseGetDouble</td>
</tr>
<tr>
<td>SIGNAL_BASE_SUBSCRIBERS</td>
<td>Number of subscribers</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_BASE_TRADE_MODE</td>
<td>Account type (0-real, 1-demo, 2-contest)</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_BASE_TRADES</td>
<td>Number of trades</td>
<td>SignalBaseGetInteger</td>
</tr>
<tr>
<td>SIGNAL_INFO_CONFIRMATION_S_DISABLED</td>
<td>The flag enables synchronization without confirmation dialog</td>
<td>SignalInfoGetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetInteger</td>
</tr>
<tr>
<td>SIGNAL_INFO_COPY_SLTP</td>
<td>Copy Stop Loss and Take Profit flag</td>
<td>SignalInfoGetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetInteger</td>
</tr>
<tr>
<td>SIGNAL_INFO_DEPOSIT_PERCENT</td>
<td>Deposit percent (%)</td>
<td>SignalInfoGetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetInteger</td>
</tr>
<tr>
<td>SIGNAL_INFO_EQUITY_LIMIT</td>
<td>Equity limit</td>
<td>SignalInfoGetDouble,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetDouble</td>
</tr>
<tr>
<td>SIGNAL_INFO_ID</td>
<td>Signal id, r/o</td>
<td>SignalInfoGetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetInteger</td>
</tr>
<tr>
<td>SIGNAL_INFO_NAME</td>
<td>Signal name, r/o</td>
<td>SignalInfoGetString</td>
</tr>
<tr>
<td>SIGNAL_INFO_SLIPPAGE</td>
<td>Slippage (used when placing market orders in synchronization of positions and copying of trades)</td>
<td>SignalInfoGetDouble,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetDouble</td>
</tr>
<tr>
<td>SIGNAL_INFO_SUBSCRIPTION_ENABLED</td>
<td>&quot;Copy trades by subscription&quot; permission flag</td>
<td>SignalInfoGetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetInteger</td>
</tr>
<tr>
<td>SIGNAL_INFO_TERMS_AGREE</td>
<td>&quot;Agree to terms of use of Signals service&quot; flag, r/o</td>
<td>SignalInfoGetInteger,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetInteger</td>
</tr>
<tr>
<td>SIGNAL_INFO_VOLUME_PERCENT</td>
<td>Maximum percent of deposit used (%), r/o</td>
<td>SignalInfoGetDouble,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>SignalInfoSetDouble</td>
</tr>
<tr>
<td>SIGNAL_LINE</td>
<td>Signal line</td>
<td>Indicators Lines</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<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>TesterStatistics</td>
</tr>
<tr>
<td>STAT_BALANCE_DD_RELATI</td>
<td>Balance drawdown in monetary terms that was recorded at the moment of the maximum balance drawdown as a percentage (STAT_BALANCE_DDREL_PERCENT).</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_BALANCE_DDREL_PERCE</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>TesterStatistics</td>
</tr>
<tr>
<td>STAT_BALANCEDDD_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>TesterStatistics</td>
</tr>
<tr>
<td>STAT_BALANCEMIN</td>
<td>Minimum balance value</td>
<td>TesterStatistics</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>TesterStatistics</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>TesterStatistics</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>TesterStatistics</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>TesterStatistics</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Description</td>
</tr>
<tr>
<td>------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>STAT_CUSTOM_ONTESTER</td>
<td>The value of the calculated custom optimization criterion returned by the OnTester() function</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_DEALS</td>
<td>The number of deals</td>
<td>TesterStatistics</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>TesterStatistics</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>TesterStatistics</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>TesterStatistics</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>TesterStatistics</td>
</tr>
<tr>
<td>STAT_EQUITYMIN</td>
<td>Minimum equity value</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STATEXPECTED_PAYOFF</td>
<td>Expected payoff</td>
<td>TesterStatistics</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>TesterStatistics</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>TesterStatistics</td>
</tr>
<tr>
<td>STAT_INITIAL_DEPOSIT</td>
<td>The value of the initial deposit</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_LONG_TRADES</td>
<td>Long trades</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_LOSS_TRADES</td>
<td>Losing trades</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Notes</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
<td>-------</td>
</tr>
<tr>
<td>STAT_LOSSTRADES_AVGCON</td>
<td>Average length of a losing series of trades</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_MAX_CONLOSS_TRAD</td>
<td>The number of trades in the longest series of losing trades STAT_MAX_CONLOSSES</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_MAX_CONLOSSES</td>
<td>The total loss of the longest series of losing trades</td>
<td>TesterStatistics</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>TesterStatistics</td>
</tr>
<tr>
<td>STAT_MAX_CONWINS</td>
<td>The total profit of the longest series of profitable trades</td>
<td>TesterStatistics</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>TesterStatistics</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>TesterStatistics</td>
</tr>
<tr>
<td>STAT_MIN_MARGINLEVEL</td>
<td>Minimum value of the margin level</td>
<td>TesterStatistics</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>TesterStatistics</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>TesterStatistics</td>
</tr>
<tr>
<td>STAT_PROFIT_LONGTRADES</td>
<td>Profitable long trades</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_PROFIT_SHORTTRADES</td>
<td>Profitable short trades</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_PROFIT_TRADES</td>
<td>Profitable trades</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_PROFITTRADES_AVGCON</td>
<td>Average length of a profitable series of trades</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_RECOVERY_FACTOR</td>
<td>Recovery factor, equal to the ratio</td>
<td>TesterStatistics</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant Name</th>
<th>Description</th>
<th>Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>STAT_SHARPE_RATIO</td>
<td>STAT_PROFIT/STAT_BALANCE_DD</td>
<td>Sharpe ratio</td>
</tr>
<tr>
<td>STAT_SHORT_TRADES</td>
<td>The number of trades</td>
<td>TesterStatistics</td>
</tr>
<tr>
<td>STAT_TRADES</td>
<td>Money withdrawn from an account</td>
<td><strong>TesterStatistics</strong></td>
</tr>
<tr>
<td>STAT_WITHDRAWAL</td>
<td>Calculation is based on Close/Close prices</td>
<td><strong>Price Constants</strong></td>
</tr>
<tr>
<td>STO_CLOSECLOSE</td>
<td>Calculation is based on Low/High prices</td>
<td><strong>Price Constants</strong></td>
</tr>
<tr>
<td>STYLE_DASH</td>
<td>Broken line</td>
<td><strong>Drawing Styles</strong></td>
</tr>
<tr>
<td>STYLE_DASHDOT</td>
<td>Dash-dot line</td>
<td><strong>Drawing Styles</strong></td>
</tr>
<tr>
<td>STYLE_DASHDOTDOT</td>
<td>Dash - two points</td>
<td><strong>Drawing Styles</strong></td>
</tr>
<tr>
<td>STYLE_DOT</td>
<td>Dotted line</td>
<td><strong>Drawing Styles</strong></td>
</tr>
<tr>
<td>STYLE_SOLID</td>
<td>Solid line</td>
<td><strong>Drawing Styles</strong></td>
</tr>
<tr>
<td>SUNDAY</td>
<td>Sunday</td>
<td><strong>SymbolInfoInteger, SymbolInfoSessionQuote, SymbolInfoSessionTrade</strong></td>
</tr>
<tr>
<td>SYMBOL_ASK</td>
<td>Ask - best buy offer</td>
<td><strong>SymbolInfoDouble</strong></td>
</tr>
<tr>
<td>SYMBOL_ASKHIGH</td>
<td>Maximal Ask of the day</td>
<td><strong>SymbolInfoDouble</strong></td>
</tr>
<tr>
<td>SYMBOL_ASKLOW</td>
<td>Minimal Ask of the day</td>
<td><strong>SymbolInfoDouble</strong></td>
</tr>
<tr>
<td>SYMBOL_BANK</td>
<td>Feeder of the current quote</td>
<td><strong>SymbolInfoString</strong></td>
</tr>
<tr>
<td>SYMBOL_BASIS</td>
<td>The underlying asset of a derivative</td>
<td><strong>SymbolInfoString</strong></td>
</tr>
<tr>
<td>SYMBOL_BID</td>
<td>Bid - best sell offer</td>
<td><strong>SymbolInfoDouble</strong></td>
</tr>
<tr>
<td>SYMBOL_BIDHIGH</td>
<td>Maximal Bid of the day</td>
<td><strong>SymbolInfoDouble</strong></td>
</tr>
<tr>
<td>SYMBOL_BIDLOW</td>
<td>Minimal Bid of the day</td>
<td><strong>SymbolInfoDouble</strong></td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_CFD</td>
<td>CFD mode - calculation of margin and profit for CFD</td>
<td><strong>SymbolInfoInteger</strong></td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_CFDINDEX</td>
<td>CFD index mode - calculation of margin and profit for CFD by indexes</td>
<td><strong>SymbolInfoInteger</strong></td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_CFDLEVERAGE</td>
<td>CFD Leverage mode - calculation of margin and profit for CFD</td>
<td><strong>SymbolInfoInteger</strong></td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
<td>------</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_FUTURES</td>
<td>Futures mode - calculation of margin and profit for trading futures contracts on a stock exchange</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_FUTURES_FORTS</td>
<td>FORTS Futures mode - calculation of margin and profit for trading futures contracts on FORTS.</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_EXCH_STOCKS</td>
<td>Exchange mode - calculation of margin and profit for trading securities on a stock exchange</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_FOREX</td>
<td>Forex mode - calculation of profit and margin for Forex</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_CALC_MODE_FUTURES</td>
<td>Futures mode - calculation of margin and profit for futures</td>
<td>SymbolInfoInteger</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.</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_CURRENCY_BASE</td>
<td>Basic currency of a symbol</td>
<td>SymbolInfoString</td>
</tr>
<tr>
<td>SYMBOL_CURRENCY_MARGIN</td>
<td>Margin currency</td>
<td>SymbolInfoString</td>
</tr>
<tr>
<td>SYMBOL_CURRENCY_PROFIT</td>
<td>Profit currency</td>
<td>SymbolInfoString</td>
</tr>
<tr>
<td>SYMBOL_DESCRIPTION</td>
<td>Symbol description</td>
<td>SymbolInfoString</td>
</tr>
<tr>
<td>SYMBOL_DIGITS</td>
<td>Digits after a decimal point</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_DAY</td>
<td>The order is valid till the end of the day</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_GTC</td>
<td>The order is valid during the unlimited time period, until it is explicitly canceled</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_MODE</td>
<td>Flags of allowed order expiration modes</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_SPECIFIED</td>
<td>The expiration time is specified in the order</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_SPECIFIED_DAY</td>
<td>The expiration date is specified in the order</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_EXPIRATION_TIME</td>
<td>Date of the symbol trade end (usually used for futures)</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
<td>------</td>
</tr>
<tr>
<td>SYMBOL_FILLING_FOK</td>
<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>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_FILLING_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 is determined at the trade server.</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_FILLING_MODE</td>
<td>Flags of allowed order filling modes.</td>
<td>SymbolInfoInteger</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>SymbolInfoString</td>
</tr>
<tr>
<td>SYMBOL_LAST</td>
<td>Price of the last deal</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_LASTHIGH</td>
<td>Maximal Last of the day</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_LASTLOW</td>
<td>Minimal Last of the day</td>
<td>SymbolInfoDouble</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</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>Name</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>------------</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.</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_OPTION_MODE</td>
<td>Option type</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_OPTION_MODE_EUROPEAN</td>
<td>European option may only be exercised on a specified date (expiration, execution date, delivery date)</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_OPTION_MODE_AMERICAN</td>
<td>American option may be exercised on any trading day on or before expiry. The period within which a buyer can exercise the option is specified for it</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_OPTION_RIGHT</td>
<td>Option right (Call/Put)</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_OPTION_RIGHT_CALL</td>
<td>A call option gives you the right to buy an asset at a specified price</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_OPTION_RIGHT_PUT</td>
<td>A put option gives you the right to sell an asset at a specified price</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_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 or buy the appropriate amount of the underlying asset.</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_ORDER_LIMIT</td>
<td>Limit orders are allowed (Buy Limit and Sell Limit)</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_ORDER_MARKET</td>
<td>Market orders are allowed (Buy and Sell)</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_ORDER_MODE</td>
<td>Flags of allowed order types</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Data Type</td>
</tr>
<tr>
<td>---------------------------------------</td>
<td>--------------------------------------------------------------</td>
<td>----------------</td>
</tr>
<tr>
<td>SYMBOL_ORDER_SL</td>
<td>Stop Loss is allowed</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_ORDER_STOP</td>
<td>Stop orders are allowed (Buy Stop and Sell Stop)</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_ORDER_STOP_LIMIT</td>
<td>Stop-limit orders are allowed (Buy Stop Limit and Sell Stop Limit)</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_ORDER_TP</td>
<td>Take Profit is allowed</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_PATH</td>
<td>Path in the symbol tree</td>
<td>SymbolInfoString</td>
</tr>
<tr>
<td>SYMBOL_POINT</td>
<td>Symbol point value</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SELECT</td>
<td>Symbol is selected in Market Watch</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SESSION_AW</td>
<td>Average weighted price of the current session</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_BUY_ORDERS</td>
<td>Number of Buy orders at the moment</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SESSION_BUY_ORDERS_VOLUME</td>
<td>Current volume of Buy orders</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_CLOSE</td>
<td>Close price of the current session</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_DEALS</td>
<td>Number of deals in the current session</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SESSION_INTEREST</td>
<td>Summary open interest</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_OPEN</td>
<td>Open price of the current session</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_PRICE_LIMIT_MAX</td>
<td>Maximal price of the current session</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_PRICE_LIMIT_MIN</td>
<td>Minimal price of the current session</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_PRICE_SETLEMENT</td>
<td>Settlement price of the current session</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_SELL_ORDERS</td>
<td>Number of Sell orders at the moment</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SESSION_SELL_ORDERS_VOLUME</td>
<td>Current volume of Sell orders</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_TURNOVER</td>
<td>Summary turnover of the current session</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SESSION_VOLUME</td>
<td>Summary volume of current session deals</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>---------------</td>
</tr>
<tr>
<td>SYMBOL_SPREAD</td>
<td>Spread value in points</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SPREAD_FLOAT</td>
<td>Indication of a floating spread</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_START_TIME</td>
<td>Date of the symbol trade beginning (usually used for futures)</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SWAP_LONG</td>
<td>Long swap value</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE</td>
<td>Swap calculation model</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_CURRENCY_DEPOSIT</td>
<td>Swaps are charged in money, in client deposit currency</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_CURRENCY_MARGIN</td>
<td>Swaps are charged in money in margin currency of the symbol</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_CURRENCY_SYMBOL</td>
<td>Swaps are charged in money in base currency of the symbol</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_DISABLED</td>
<td>Swaps disabled (no swaps)</td>
<td>SymbolInfoInteger</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 of swap (standard bank year is 360 days)</td>
<td>SymbolInfoInteger</td>
</tr>
<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>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SWAP_MODE_POINTS</td>
<td>Swaps are charged in points</td>
<td>SymbolInfoInteger</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>
<td>SymbolInfoInteger</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</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>Symbol</td>
<td>Description</td>
<td>Data Type</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>------------------</td>
</tr>
<tr>
<td>SYMBOL_SWAP_ROLLOVER3DAYS</td>
<td>Day of week to charge 3 days swap rollover</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_SWAP_SHORT</td>
<td>Short swap value</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_TICKS_BOOKDEPTH</td>
<td>Maximal number of requests shown in <em>Depth of Market</em>. For symbols that have no queue of requests, the value is equal to zero.</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TIME</td>
<td>Time of the last quote</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_CALC_MODE</td>
<td>Contract price calculation mode</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_CONTRACT_SIZE</td>
<td>Trade contract size</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_EXCHANGE</td>
<td>Exchange execution</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_INSTANT</td>
<td>Instant execution</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_MARKET</td>
<td>Market execution</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXECUTION_REQUEST</td>
<td>Execution by request</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_EXEMODE</td>
<td>Deal execution mode</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_FREEZE_LEVEL</td>
<td>Distance to freeze trade operations in points</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE</td>
<td>Order execution type</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_CLOSE_ONLY</td>
<td>Allowed only position close operations</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_DISABLED</td>
<td>Trade is disabled for the symbol</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_FULL</td>
<td>No trade restrictions</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_LONG_ONLY</td>
<td>Allowed only long positions</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_TRADE_MODE_SHORT_ONLY</td>
<td>Allowed only short positions</td>
<td>SymbolInfoInteger</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>SymbolInfoInteger</td>
</tr>
</tbody>
</table>
### List of MQL5 Constants

<table>
<thead>
<tr>
<th>Constant Name</th>
<th>Description</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>SYMBOL_TRADE_TICK_SIZE</td>
<td>Minimal price change</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE</td>
<td>Value of SYMBOL_TRADE_TICK_VALUE_PROFIT</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE_LOSS</td>
<td>Calculated tick price for a losing position</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_TRADE_TICK_VALUE_PROFIT</td>
<td>Calculated tick price for a profitable position</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_VOLUME</td>
<td>Volume of the last deal</td>
<td>SymbolInfoInteger</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 total volume in one direction will exceed the limitation) or place Sell Limit with the volume more than 5 lots.</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_MAX</td>
<td>Maximal volume for a deal</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_MIN</td>
<td>Minimal volume for a deal</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_STEP</td>
<td>Minimal volume change step for deal execution</td>
<td>SymbolInfoDouble</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_HIGH</td>
<td>Maximal day volume</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>SYMBOL_VOLUME_LOW</td>
<td>Minimal day volume</td>
<td>SymbolInfoInteger</td>
</tr>
<tr>
<td>TENKANSEN_LINE</td>
<td>Tenkan-sen line</td>
<td>Indicators Lines</td>
</tr>
<tr>
<td>TERMINAL_BUILD</td>
<td>The client terminal build number</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_CODEPAGE</td>
<td>Number of the code page of the language installed in the client terminal</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_COMMONDATA_PATH</td>
<td>Common path for all of the terminals installed on a computer</td>
<td>TerminalInfoString</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Type</td>
</tr>
<tr>
<td>-----------------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
<td>---------------------------</td>
</tr>
<tr>
<td>TERMINAL_COMMUNITY_ACCOUNT</td>
<td>The flag indicates the presence of MetaQuotes.community authorization data in the terminal</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_COMMUNITY_BALANCE</td>
<td>Balance in MetaQuotes.community</td>
<td>TerminalInfoDouble</td>
</tr>
<tr>
<td>TERMINAL_COMMUNITY_CONNECTION</td>
<td>Connection to MetaQuotes.community</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_COMPANY</td>
<td>Company name</td>
<td>TerminalInfoString</td>
</tr>
<tr>
<td>TERMINAL_CONNECTED</td>
<td>Connection to a trade server</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_CPU_CORES</td>
<td>The number of CPU cores in the system</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_DATA_PATH</td>
<td>Folder in which terminal data are stored</td>
<td>TerminalInfoString</td>
</tr>
<tr>
<td>TERMINAL_DISK_SPACE</td>
<td>Free disk space for the MetaQuotes\Files folder of the terminal (agent), MB</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_DLLS_ALLOWED</td>
<td>Permission to use DLL</td>
<td>TerminalInfoInteger</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>TerminalInfoInteger</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>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_LANGUAGE</td>
<td>Language of the terminal</td>
<td>TerminalInfoString</td>
</tr>
<tr>
<td>TERMINAL_MAXBARS</td>
<td>The maximal bars count on the chart</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_MEMORY_AVAILABLE</td>
<td>Free memory of the terminal (agent) process, MB</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_MEMORY_PHYSICAL</td>
<td>Physical memory in the system, MB</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_MEMORY_TOTAL</td>
<td>Memory available to the process of the terminal (agent), MB</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_MEMORY_USED</td>
<td>Memory used by the terminal (agent), MB</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_MQID</td>
<td>The flag indicates the presence of MetaQuotes ID</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>Data Type</td>
</tr>
<tr>
<td>---------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------------------</td>
</tr>
<tr>
<td>TERMINAL_NAME</td>
<td>Terminal name</td>
<td>TerminalInfoString</td>
</tr>
<tr>
<td>TERMINAL_NOTIFICATIONS_ENABLED</td>
<td>Permission to send notifications to smartphone</td>
<td>TerminalInfoInteger</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; means that OpenCL is not supported</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_PATH</td>
<td>Folder from which the terminal is started</td>
<td>TerminalInfoString</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>TerminalInfoInteger</td>
</tr>
<tr>
<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>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_TRADE_ALLOWED</td>
<td>Permission to trade</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>TERMINAL_X64</td>
<td>Indication of the &quot;64-bit terminal&quot;</td>
<td>TerminalInfoInteger</td>
</tr>
<tr>
<td>THURSDAY</td>
<td>Thursday</td>
<td>SymbolInfoInteger, SymbolInfoSessionQuote, SymbolInfoSessionTrade</td>
</tr>
<tr>
<td>TRADE_ACTION_DEAL</td>
<td>Place a trade order for an immediate execution with the specified parameters (market order)</td>
<td>MqlTradeRequest</td>
</tr>
<tr>
<td>TRADE_ACTION_MODIFY</td>
<td>Modify the parameters of the order placed previously</td>
<td>MqlTradeRequest</td>
</tr>
<tr>
<td>TRADE_ACTION_PENDING</td>
<td>Place a trade order for the execution under specified conditions (pending order)</td>
<td>MqlTradeRequest</td>
</tr>
<tr>
<td>TRADE_ACTION_REMOVE</td>
<td>Delete the pending order placed previously</td>
<td>MqlTradeRequest</td>
</tr>
<tr>
<td>TRADE_ACTION_SLTP</td>
<td>Modify Stop Loss and Take Profit values of an opened position</td>
<td>MqlTradeRequest</td>
</tr>
<tr>
<td>TRADE_RETCODE_CANCEL</td>
<td>Request canceled by trader</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
<td>----------------</td>
</tr>
<tr>
<td>TRADE_RETCODE_CLIENT_DISABLE_AT</td>
<td>Autotrading disabled by client terminal</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_CONNECTTION</td>
<td>No connection with the trade server</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_DONE</td>
<td>Request completed</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_DONE_PARTIAL</td>
<td>Only part of the request was completed</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_ERROR</td>
<td>Request processing error</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_FROZEN</td>
<td>Order or position frozen</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_INVALID</td>
<td>Invalid request</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_INVALID_EXPIRATION</td>
<td>Invalid order expiration date in the request</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_INVALID_FILL</td>
<td>Invalid order filling type</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_INVALID_ORDER</td>
<td>Incorrect or prohibited order type</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_INVALID_PRICE</td>
<td>Invalid price in the request</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_INVALID_STOPS</td>
<td>Invalid stops in the request</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_INVALID_VOLUME</td>
<td>Invalid volume in the request</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_LIMIT_ORDERS</td>
<td>The number of pending orders has reached the limit</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_LIMIT_VOLUME</td>
<td>The volume of orders and positions for the symbol has reached the limit</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_LOCKED</td>
<td>Request locked for processing</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_MARKET_CLOSED</td>
<td>Market is closed</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_NO_CHANGES</td>
<td>No changes in request</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_NO_MONEY</td>
<td>There is not enough money to complete the request</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_ONLY_REAL</td>
<td>Operation is allowed only for live accounts</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_ORDER_CHANGED</td>
<td>Order state changed</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>MQL5 Function</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
<td>---------------</td>
</tr>
<tr>
<td>TRADE_RETCODE_PLACED</td>
<td>Order placed</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_POSITION_CLOSED</td>
<td>Position with the specified POSITION_IDENTIFIER has already been closed</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_PRICE_CHANGED</td>
<td>Prices changed</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_PRICE_OFF</td>
<td>There are no quotes to process the request</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_REJECT</td>
<td>Request rejected</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_REQUOTE</td>
<td>Requote</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_SERVER_DISABLE_AT</td>
<td>Autotrading disabled by server</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_TIMEOUT</td>
<td>Request canceled by timeout</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_TOO_MANY_REQUESTS</td>
<td>Too frequent requests</td>
<td>MqlTradeResult</td>
</tr>
<tr>
<td>TRADE_RETCODE_TRADE_DISABLED</td>
<td>Trade is disabled</td>
<td>MqlTradeResult</td>
</tr>
<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>
</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>
<td>MqlTradeTransaction</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>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>TRADE_TRANSACTION_HISTORY_ADD</td>
<td>Adding an order to the history as a result of execution or</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>Constant</td>
<td>Description</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
<td>---------------------</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>
<td>MqlTradeTransaction</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>
<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_TRANSACTIONPOSITION</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,</td>
<td>MqlTradeTransaction</td>
</tr>
<tr>
<td>List of MQL5 Constants</td>
<td></td>
<td></td>
</tr>
<tr>
<td>------------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>TRADE_TRANSACTION_REQUEST</strong></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 <code>MqlTradeTransaction</code> structure. The second and third parameters of <code>OnTradeTransaction</code> (request and result) must be analyzed for additional data.</td>
<td></td>
</tr>
<tr>
<td><strong>Tuesday</strong></td>
<td>Tuesday</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_BOOL</strong></td>
<td>bool</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_CHAR</strong></td>
<td>char</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_COLOR</strong></td>
<td>color</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_DATE_TIME</strong></td>
<td>datetime</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_DOUBLE</strong></td>
<td>double</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_FLOAT</strong></td>
<td>float</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_INT</strong></td>
<td>int</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_LONG</strong></td>
<td>long</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_SHORT</strong></td>
<td>short</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_STRING</strong></td>
<td>string</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_UCHAR</strong></td>
<td>uchar</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE_UINT</strong></td>
<td>uint</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE ULONG</strong></td>
<td>ulong</td>
<td></td>
</tr>
<tr>
<td><strong>TYPE USHORT</strong></td>
<td>ushort</td>
<td></td>
</tr>
<tr>
<td><strong>UCHAR_MAX</strong></td>
<td>Maximal value, which can be represented by uchar type</td>
<td></td>
</tr>
<tr>
<td><strong>UINT_MAX</strong></td>
<td>Maximal value, which can be represented by uint type</td>
<td></td>
</tr>
</tbody>
</table>
**List of MQL5 Constants**

<table>
<thead>
<tr>
<th>Constant</th>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>ULONG_MAX</td>
<td>Maximal value, which can be represented by ulong type</td>
<td><strong>Numerical Type Constants</strong></td>
</tr>
<tr>
<td>UPPER_BAND</td>
<td>Upper limit</td>
<td><strong>Indicators Lines</strong></td>
</tr>
<tr>
<td>UPPER_HISTOGRAM</td>
<td>Upper histogram</td>
<td><strong>Indicators Lines</strong></td>
</tr>
<tr>
<td>UPPER_LINE</td>
<td>Upper line</td>
<td><strong>Indicators Lines</strong></td>
</tr>
<tr>
<td>USHORT_MAX</td>
<td>Maximal value, which can be represented by ushort type</td>
<td><strong>Numerical Type Constants</strong></td>
</tr>
<tr>
<td>VOLUME_REAL</td>
<td>Trade volume</td>
<td><strong>Price Constants</strong></td>
</tr>
<tr>
<td>VOLUME_TICK</td>
<td>Tick volume</td>
<td><strong>Price Constants</strong></td>
</tr>
<tr>
<td>WEDNESDAY</td>
<td>Wednesday</td>
<td><strong>SymbolInfoInteger, SymbolInfoSessionQuote, SymbolInfoSessionTrade</strong></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><strong>Other Constants</strong></td>
</tr>
<tr>
<td>WRONG_VALUE</td>
<td>The constant can be implicitly cast to any enumeration type</td>
<td><strong>Other Constants</strong></td>
</tr>
</tbody>
</table>