

//関数の定義

```
double AdjustPoint(string Currency)
```

```
{
```

```
    int Symbol_Digits = (int)MarketInfo(Currency,MODE_DIGITS);
```

```
    if(Symbol_Digits == 2 || Symbol_Digits == 3)
```

```
    {
```

```
        double Calculated_Point = 0.01;
```

```
    }
```

```
    else if(Symbol_Digits == 4 || Symbol_Digits == 5)
```

```
    {
```

```
        Calculated_Point = 0.0001;
```

```
    }
```

```
    return(Calculated_Point);
```

```
}
```

```
int AdjustSlippage(string Currency,int Slippage_Pips)
```

```
{
```

```
    int Symbol_Digits = (int)MarketInfo(Currency,MODE_DIGITS);
```

```
    if(Symbol_Digits == 2 || Symbol_Digits == 4)
```

```
    {
```

```
        int Calculated_Slippage = Slippage_Pips;
```

```
    }
```

```
    else if(Symbol_Digits == 3 || Symbol_Digits == 5)
```

```
    {
```

```
        Calculated_Slippage = Slippage_Pips * 10;
```

```
    }
```

```
    return(Calculated_Slippage);
```

```
}
```