

```
//変数の宣言
extern int Magic = 1111;
extern int Trailing_Stop = 50;
double Pips = 0;
```

← 1 .

```
//関数の定義
double AdjustPoint(string Currency)
{
    int Symbol_Digits = 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);
}
```

← 2 .

```
int init()
{
    Pips = AdjustPoint(Symbol());
    return(0);
}
```

← 3 .

```
int start()
{
    保有ポジションの決済処理を記述

    エントリー処理を記述

    //トレーリングストップ
    for(int i = OrdersTotal() - 1; i >= 0; i--)
    {
        if(OrderSelect(i,SELECT_BY_POS,MODE_TRADES) == true)
        {
            //買いポジションの場合
            if(OrderType() == OP_BUY)
            {
                double Max_Stop_Loss = Bid - Trailing_Stop * Pips;
                Max_Stop_Loss = NormalizeDouble(Max_Stop_Loss,MarketInfo(Symbol(),MODE_DIGITS));

                double Current_Stop = NormalizeDouble(OrderStopLoss(),MarketInfo(Symbol(),MODE_DIGITS));

                //損切り価格の変更
                if(OrderMagicNumber() == Magic && OrderSymbol() == Symbol() && Current_Stop < Max_Stop_Loss)
                {
                    bool Modified = OrderModify(OrderTicket(),OrderOpenPrice(),Max_Stop_Loss,0,0);
                }
            }

            //売りポジションの場合
            else if(OrderType() == OP_SELL)
            {
                Max_Stop_Loss = Ask + Trailing_Stop * Pips;
                Max_Stop_Loss = NormalizeDouble(Max_Stop_Loss,MarketInfo(Symbol(),MODE_DIGITS));

                Current_Stop = NormalizeDouble(OrderStopLoss(),MarketInfo(Symbol(),MODE_DIGITS));

                //損切り価格の変更
                if(OrderMagicNumber() == Magic && OrderSymbol() == Symbol() && (Current_Stop > Max_Stop_Loss || Current_Stop == 0))
                {
                    Modified = OrderModify(OrderTicket(),OrderOpenPrice(),Max_Stop_Loss,0,0);
                }
            }
        }
    }
}
```

← 4 .

```
return(0);
}
```