

```
//Elder-Ray.mq4
```

```
#property indicator_separate_window
```

```
#property indicator_buffers 2
```

```
#property indicator_color1 Magenta
```

```
#property indicator_color2 Aqua
```

```
#property indicator_level1 0
```

```
#property indicator_levelcolor Gray
```

```
#property indicator_levelstyle STYLE_DOT
```

#property命令を記述

```
//インジケータバッファの宣言
```

```
double Bulls[];
```

```
double Bears[];
```

インジケータバッファを宣言

```
//変数の宣言
```

```
extern int Bulls_Period = 13;
```

```
extern int Bulls_Applied_Price = PRICE_HIGH;
```

```
extern int Bears_Period = 13;
```

```
extern int Bears_Applied_Price = PRICE_LOW;
```

変数を宣言

```
int init()
```

```
{
```

```
//インジケータバッファのインデックス
```

```
SetIndexBuffer(0,Bulls);
```

```
SetIndexBuffer(1,Bears);
```

```
//インジケータのラベル
```

```
SetIndexLabel(0,"Bulls");
```

```
SetIndexLabel(1,"Bears");
```

```
IndicatorShortName("Elder-Ray ("+(string)Bulls_Period+",  
                    "+(string)Bears_Period+)");
```

```
//インジケータのスタイル
```

```
SetIndexStyle(0,DRAW_LINE,STYLE_SOLID);
```

```
SetIndexStyle(1,DRAW_LINE,STYLE_SOLID);
```

```
//インジケータの描画開始時点
```

```
SetIndexDrawBegin(0,Bulls_Period);
```

```
SetIndexDrawBegin(1,Bears_Period);
```

```
return(0);
```

```
}
```

```
int start()
```

```
{
```

```
int limit = Bars - IndicatorCounted();
```

```
//ブルパワーとベアパワーの計算
```

```
for(int i = limit - 1; i >= 0; i--)
```

```
{  
    Bulls[i] = iBullsPower(NULL,0,Bulls_Period,Bulls_Applied_Price,i);
```

```
    Bears[i] = iBearsPower(NULL,0,Bears_Period,Bears_Applied_Price,i);
```

```
}
```

```
return(0);
```

```
}
```

基本設定を記述

具体的な処理内容を記述