

```

int start()
{
    int limit = Bars - IndicatorCounted(); ← (1)

    if(Bars < Highest_Period || Bars < Lowest_Period)
    {
        return(0);
    }

    //実体の計算
    for(int i = limit - 1; i >= 0; i--)
    {
        Real_Body[i] = MathAbs(Open[i] - Close[i]); ← ア
        if(Real_Body[i] == 0)
        {
            Real_Body[i] = Real_Body[i] + Pips; ← イ
        }
    }

    //上ヒゲの計算
    for(i = limit - 1; i >= 0; i--)
    {
        Upper_Shadow[i] = MathMin(High[i] - Open[i],High[i] - Close[i]);
    }

    //下ヒゲの計算
    for(i = limit - 1; i >= 0; i--)
    {
        Lower_Shadow[i] = MathMin(Open[i] - Low[i],Close[i] - Low[i]);
    }

    //矢印の設定
    for(i = limit - 1; i >= 0; i--)
    {
        //上矢印の設定
        if(Real_Body[i] * Magnification <= Lower_Shadow[i] &&
            Minimum_Length * Pips <= Lower_Shadow[i] &&
            Low[i] < Low[iLowest(NULL,0,MODE_LOW,Lowest_Period,i+1)])
        {
            Arrow_Up[i] = Low[i] - Pips;
        }

        //下矢印の設定
        if(Real_Body[i] * Magnification <= Upper_Shadow[i] &&
            Minimum_Length * Pips <= Upper_Shadow[i] &&
            High[i] > High[iHighest(NULL,0,MODE_HIGH,Highest_Period,i+1)])
        {
            Arrow_Down[i] = High[i] + Pips;
        }
    }

    return(0);
}

```