

int AdjustSlippage(string Currency,int Slippage_Pips)

{
int Calculated_Slippage = 0; ← ア (1)

int Symbol_Digits =
(int)MarketInfo(Currency,MODE_DIGITS); ← イ

if(Symbol_Digits == 2 || Symbol_Digits == 4) ← ウ

{
Calculated_Slippage = Slippage_Pips; ← エ
}

else if(Symbol_Digits == 3 || Symbol_Digits == 5) ← オ
{
Calculated_Slippage = Slippage_Pips * 10; ← カ
}

return(Calculated_Slippage); ← キ

}

