

arrow size - fix - **OK**

allow closer S&R lines - fix - Auto working but cant modify distance via price - **WIP**

check manual S&R lines, are they working and make sure they don't disappear when changing TF - **OK**

auto adjust lines to the current price, so i dont need to keep updating the indicator to the price its at - **OK**

add option to add more buffer times lines (verticle lines) - **OK**

add ON/OFF option so trades trigger short when below EMA oopp for long. This is to help trend trading - Addition \$10 (although TMA will do this mostly) - **OK**

Add TMA cross over 0 trigger - Addition \$10 - **OK**

When changing EMA, it still acts if its at 20, rather than using the new value. So arrows trigger when breaking 20 instead of custom setting. - **OK**

double arrows appearing when cross over. Check trend of TEA and only trigger arrow in that direction, - **OK**

Check why cant back test indicator in strat tester. Could in old version. **OK**

Short trigger - not triggering in direction of EMA, Rename to "MA Trigger" .. WHen price is above the EMA and all other rules are met, then long... opp for short - **OK**

Some arrows trigger when not even near S&R lines.. pls check - **OK**

Features to add

Audio alert triggers but no notification bo. Please notification box eg... " UJ Short " - **OK**

Option to turn off auto s&r lines and use manual only. Auto lines will disappear when off

Option to hide the buffer time vertical lines (hidden so cant be seen but still active) -**\$10 -OK**

Option to make buffer times, (vertical) to repeat longer back in history, ,, currently set to 5 days, let me be able to set it manually in setting to how many days I want. - **\$10 -OK**

active interval setting add these added options, Min 15, H4, so I can use on higher Time Frames **\$10 -OK**

Alerts are backwards, eg.. its staying UJ is shorting , when its actually a buy arrow - **OK**

Alerts sometimes continue to alert, but not always,. Like doesn't stop for a whole min, continuous alert, - **WIP not yet tested**

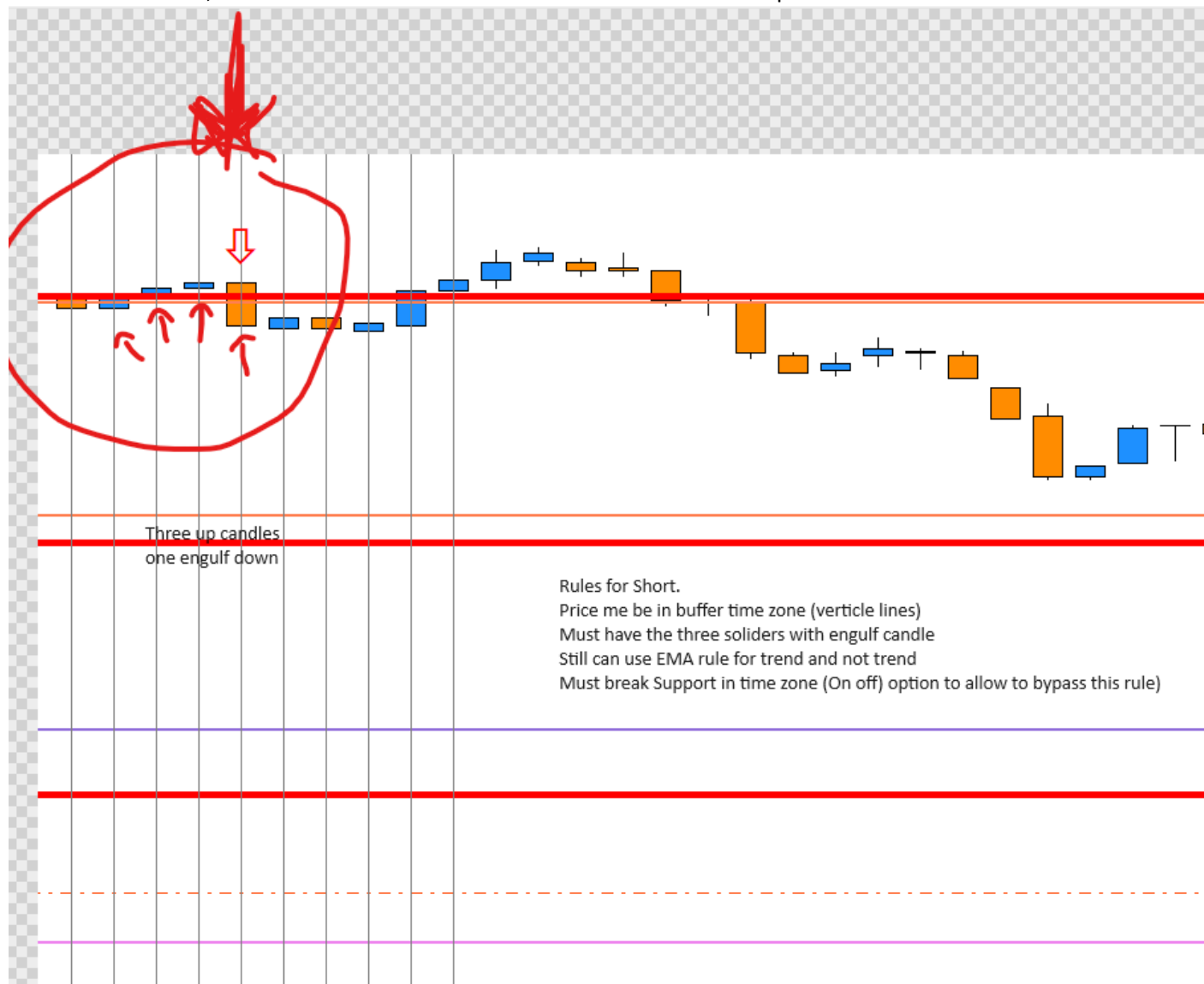
Add white soldiers for signal trigger. - **\$10 -OK**

Here is the code <https://www.mql5.com/en/code/283>

"Turn on Soldiers" (Yes/No)

When this is turn on the Trix indicator is disabled and it uses the new rule for trades

When its turned off, indicator uses the Trix and other rules as normal. Example of sell below



Add ON/OFF option called **EMA Direction**

When this is feature is turned on – OK

Bug – up arrow not working correctly with soldiers with ema enabled. - OK

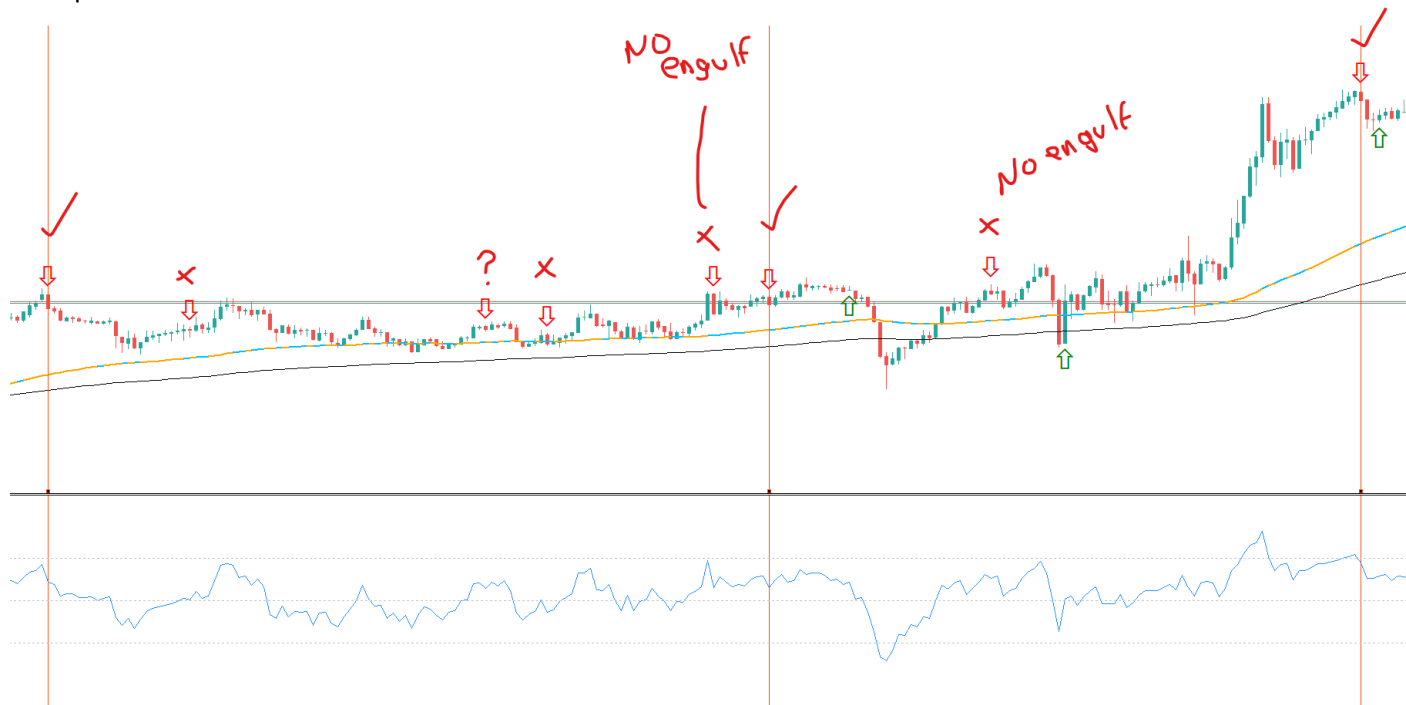
Please add rule for short. Opposite for long-

For soldiers, RSI must be above 50 for short

Last candle must engulf the previous /Optional on off feature

I need to be able to change the RSI settings if need be, - \$10

Example



31/12/2023

Bug – Soldiers are not effected by the EMA when turned on. If EMA is true and its set to 200, then we should only see down solider arrows when under the EMA, opposite for long,. -**URGENT**

Bug – I am getting NO alerts at all for audio, popup, or push notification. – **URGENT**

Please enable me to add the indicator twice to the chart. I can do this but the arrows mess with each other. I try to set one indicator colour or size and it interferes with the other, - **URGENT**

Bug – Please check manual S&R lines, they don't seem to be working correctly when hiding S&R lines but activating the rule. Especially with Soldier activated,

-- [1] Support and Resistance Levels ---	
➔ Turn On/Off S&R Rule	true ←
↵ Gap between Levels	10.0
-- [2] EMA ---	
↵ EMA period	1000
➔ Turn On/Off MA Trigger	true
-- [3] RSI ---	
↵ RSI period	20
-- [4] Soldier ---	
➔ Turn On/Off Soldier	false
↵ RSI value for Soldier	7.0
-- [5] Time Range ---	
☰ Active Interval	30 minutes
↵ Bar Count	10
-- [6] Notify ---	
➔ Turn on/off Email Alert	true
➔ Turn on/off SMS Alert	true
➔ Turn on/off Sound Alert	true
-- [7] Display ---	
➔ Show S&R Line	false ←

Bug RSI not effecting the solider arrows. Will need a buffer range for this to work.

Do as such in setting -

SHORT RSI "55"

LONG RSI "45"

This would mean that for the soldier arrow to trigger RSI would need to be above 55 for short and below 45 for long. I have done this myself with code and it works well.

Check page 7 for more information on this in details

Bug – Horizontal lines disappearing when I add one and change Time Frames

ADD non trigger Feature- ON/OFF option in settings, called (EMA Angle) To stop Ranging we are going to use the angle of the EMA

When the angle is flat or near horizontal, no arrows will trigger. Not sure how you will do this, perhaps make the angle 5degree greater or less then flat. Must be able to disable this in setting - \$10



Examples of soldiers using RSI with No EMA active – No EMA Angle Active



Examples of soldiers using **RSI with EMA** angle active



Settings to add

Variable	Value
--- [1] Support and Resistance Levels ---	
🔗 Turn On/Off S&R Rule	false
½ Gap between Levels	50.0
--- [2] EMA ---	
01 EMA period	100
🔗 Turn On/Off MA Trigger	false
--- [3] RSI ---	
01 RSI period	20
01 SoldierRSIHigh	55
01 SoldierRSILow	45
01 TrixRSIHigh	55
01 TrixRSILow	45
--- [3] TRIX ---	
01 TrixSensitivity	5
--- [4] Soldier ---	
🔗 Turn On/Off Soldier	false
½ RSI value for Soldier	25.0
01 Soldier Candle Count	2
--- [5] Time Range ---	
📅 Active Interval	15 minutes
01 Bar Count	10
--- [6] Notify ---	
🔗 Turn on/off Email Alert	true
🔗 Turn on/off SMS Alert	true
🔗 Turn on/off Sound Alert	true
--- [7] Display ---	
🔗 Show S&R Line	false
🔗 Show Time Line	false
01 Set Number of Days for History	20
01 Set Arrow Size	5
🎨 Set Buy Arrow Color	LightGreen
🎨 Set Sell Arrow Color	Red

Please create these new variables in settings

SolierRSIHIGH/LOW is the RSI level over and above 50 level.

eg for long.. if (close[i] > close[i-1] && (bufferRsi[i]<=SoldierRSILow)){

TrixRSIHigh/Low – This RSI level for the Trix arrow.

eg for long.. if (close[i] > close[i-1] && (bufferRsi[i]<=TrixRSILow)){

TrixSen is the Trix level (TrixSensitivity) how fast the Trix oscillator moves


```
MA_handle=iCustom(NULL, 0, "Examples\\TRIX", TrixSen, 0, MODE_EMA, PRICE_CLOSE);
```

Solider count candle. Allows me to change the amount of times the candle needs to trend before trigger opp engulfing trade.

```
if (rates_total > SoldierCount){  
    bool areLastThreeBarsBullish = true;  
    for (int j = 1; j <= SoldierCount; ++j){
```