HEDGE FUND SCRIPT

input DisplayTrailStop = yes;

input DisplayBreakOutLines = yes;

input AlertsOn = yes;

input DotSpace = 0.25;

input EntryDotSize = 5;

input TrailDotSize = 2;

def \_EntryDotSize = max(1, min(EntryDotSize, 5));

def \_TrailDotSize = max(1, min(TrailDotSize, 5));

def LastBuyTrailStop;

def LastSellTrailStop;

def Period = 9;

def BuyEntry = (55);

def SellEntry = (55);

def BuyExit = (20);

def SellExit = (20);

def VarDot = (ATR(21, AverageType.SIMPLE)[0] \* DotSpace);

def HH = Highest( Max(open, close), Period ) ;

def ProRange = HH - Lowest( Min(open, close), Period ) ;

def VProR = If(ProRange <> 0, 100 - ( ( HH - close ) / ProRange ) \* 100, 0);

def VPosition = If (VProR < 30 and VProR[1] >= 30 and VPosition[1]>-1, -1, If (VProR > 70 and VProR[1] <= 70 and VPosition[1]<1, 1, VPosition[1]));

def buySignal = VPosition == 1 and VPosition[1] < 1;

def sellSignal = VPosition == -1 and VPosition[1] > -1;

def buyTrend = (VPosition == 1 and VPosition[1] == 1) or ((VPosition == -1 and VPosition[1] > -1) and VPosition[1] <> 0);

def sellTrend = (VPosition == -1 and VPosition[1] == -1) or ((VPosition == 1 and VPosition[1] < 1) and VPosition[1] <> 0);

plot Sell = if sellSignal then high + VarDot else double.NaN;

Sell.DefineColor("SellDotColor", Color.RED);

Sell.AssignValueColor(Sell.Color("SellDotColor"));

Sell.SetPaintingStrategy(PaintingStrategy.POINTS);

Sell.SetLineWeight(\_EntryDotSize);

plot Buy = if buySignal then Low- VarDot else double.NaN;

Buy.DefineColor("BuyDotColor", Color.BLUE);

Buy.AssignValueColor(Buy.Color("BuyDotColor"));

Buy.SetPaintingStrategy(PaintingStrategy.POINTS);

Buy.SetLineWeight(\_EntryDotSize);

def BuyTrailStart = if (buySignal, Lowest(Low,4), BuyTrailStart[1]);

def BuyTrail= if (buySignal, BuyTrailStart, if (buyTrend, LastBuyTrailStop[1],double.NaN));

def BuyDotGap = if (buySignal, (Close - Lowest(Low,4))\*1, BuyDotGap[1]);

def BuyIncrement = if (buyTrend and High[1] > Highest(High,5)[2],(Close[1] - Highest(High,3)[2]),0);

def BuyGap = if (buyTrend and Low - BuyTrail > ATR(10,AverageType.SIMPLE)\*2 ,((Low - BuyTrail) - ATR(10, AverageType.SIMPLE)\*2), if (buyTrend and (Low - LastBuyTrailStop[1])-BuyDotGap > 0, (Low - LastBuyTrailStop[1])-BuyDotGap, 0));

def SellTrailStart = if (sellSignal, Highest(High,4), SellTrailStart[1]) ;

def SellTrail = if (sellSignal, SellTrailStart, if (sellTrend, LastSellTrailStop[1],double.NaN));

def SellDotGap = if (sellSignal,(Close - Highest(High,4))\*1.0,SellDotGap[1]);

def SellIncrement = if (sellTrend and Low[1] < Lowest(Low,5)[2], (Close[1] - Lowest(Low,3)[2]), 0);

def SellGap = if (sellTrend and SellTrail - High > ATR(10,AverageType.SIMPLE)\*2, ATR(10, AverageType.SIMPLE)\*2 - (SellTrail - High), if (sellTrend and (High - LastSellTrailStop[1])-SellDotGap < 0 , ((High - LastSellTrailStop[1])-SellDotGap), 0));

def \_TrailStop = if (buySignal) then BuyTrail else if (buyTrend) then Max(LastBuyTrailStop[1],LastBuyTrailStop[1] + Max(BuyIncrement,BuyGap)) else if (sellSignal) then SellTrail else if (sellTrend) then Min(LastSellTrailStop[1],LastSellTrailStop[1]+ Min(SellIncrement,SellGap)) else double.NaN;

plot TrailStop = if (DisplayTrailStop) then \_TrailStop else double.NaN;

TrailStop.DefineColor("BuyStopColor", Color.GREEN);

TrailStop.DefineColor("SellStopColor", Color.MAGENTA);

TrailStop.AssignValueColor(if buySignal or buyTrend then TrailStop.Color("BuyStopColor") else TrailStop.Color("SellStopColor"));

TrailStop.SetPaintingStrategy(PaintingStrategy.POINTS);

TrailStop.SetLineWeight(\_TrailDotSize);

LastBuyTrailStop = if (buySignal, buyTrail, if (buyTrend, TrailStop, double.NaN));

LastSellTrailStop = if (sellSignal,SellTrail, if (sellTrend, TrailStop, double.NaN));

def BuyLevel = Highest(High, BuyEntry)[1];

def SellLevel = Lowest(Low, SellEntry)[1];

def SwitchSide = if (High > BuyLevel and SwitchSide[1] < 1, 1, If (Low < SellLevel and SwitchSide[1] > -1, -1, SwitchSide[1]));

def condition1 = Switchside == 1 and SwitchSide[1] == 1;

def condition2 = Switchside == -1 and SwitchSide[1] == -1;

#plot PlotSwitchSide = Switchside;

def BuyExitLevel = compoundvalue(1, if (condition1, if (isNan(BuyExitLevel[1]), Lowest(Low, BuyExit)[1], max(BuyExitLevel[1],Lowest(Low, BuyExit)[1])), if (condition2, SellLevel, BuyExitLevel[1])), double.Nan);

def SellExitLevel = compoundvalue(1, if (condition1, BuyLevel, if (condition2, if (isNan(SellExitLevel[1]), Highest(High,SellExit )[1], min(SellExitLevel[1],Highest(High,SellExit )[1])), SellExitLevel[1])), double.Nan);

DefineGlobalColor("LongColor", Color.green);

DefineGlobalColor("ShortColor", Color.red);

plot BEntry = if (SwitchSide<>0 and DisplayBreakoutLines) then BuyLevel else double.NaN;

BEntry.AssignValueColor(if SwitchSide==1 then GlobalColor("LongColor") else GlobalColor("ShortColor"));

plot BExit = if (SwitchSide<>0 and DisplayBreakoutLines) then BuyExitLevel else double.NaN;

BExit.SetDefaultColor(Color.RED);

BExit.SetStyle(Curve.LONG\_DASH);

plot SEntry = if (SwitchSide<>0 and DisplayBreakoutLines) then SellLevel else double.NaN;

SEntry.AssignValueColor(if SwitchSide==1 then GlobalColor("LongColor") else GlobalColor("ShortColor"));

plot SExit = if (SwitchSide<>0 and DisplayBreakoutLines) then SellExitLevel else double.NaN;

SExit.SetDefaultColor(Color.GREEN);

SExit.SetStyle(Curve.LONG\_DASH);

Alert(buySignal and AlertsOn, "Hedge Fund Trender Buy Alert", Alert.BAR );

Alert(sellSignal and AlertsOn, "Hedge Fund Trender Sell Alert", Alert.BAR ) ;