


```

42     arg = (mom + nz(mom[1])) / 2
43
44 // Super Smoother Filter
45 ssf = ssfPoles == 2
46     |? get2PoleSSF(arg, ssfLength)
47     |: get3PoleSSF(arg, ssfLength)
48
49 // Accumulate 'Closes Up' and 'Closes Down'
50 ssfMom = change(ssf)
51 upSum = sum(ssfMom > 0 ? ssfMom : 0, rsilength)
52 downSum = sum(ssfMom > 0 ? 0 : abs(ssfMom), rsilength)
53
54 tmp = 0.0
55 tmp := upSum + downSum != 0
56     |? (upSum + downSum) / (upSum + downSum)
57     |: nz(tmp[1])
58
59 // Limit RocketRSI output to +/- 3 Standard Deviations
60 if tmp > 0.999
61     tmp := 0.999
62
63 if tmp < -0.999
64     tmp := -0.999
65
66 normMult = (applyNormalization ? 25 : 1)
67
68 // Apply Fisher Transform to establish Gaussian Probability Distribution
69 rocketRSI = 0.5 * fixnan(log((1 + tmp) / (1 - tmp)))
70 rocketRSI := rocketRSI * normMult
71
72 obLevel = obLevel * normMult
73 osLevel = -obLevel * normMult
74
75 rocketRSIColor = rocketRSI > obLevel ? green : rocketRSI < osLevel ? red : #ff9370
76
77 plot(rocketRSI, title="RRSI", linewidth=2, color=rocketRSIColor, transp=0)
78
79 plot(obLevel, title="OB", style=circles, color=#3d85c6, transp=0)
80 hline(0, title="Zero Level", linestyle=dotted)
81 plot(osLevel, title="OS", color=#3d85c6, transp=0)
82

```

Yorumlar



Yararlı veya teşvik edici bir yorum bırakın. Piyasalarla birlikte hâkim olalım

[Alışıklarla yorum](#)

[Yorum Paylaş](#)

AlexMayorov · Eki 13, 2019

awesome man

[+2](#) [Cevap Gönder](#)

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@AlexMayorov, thank you!

[▲](#) [Cevap Gönder](#)

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```

get2PoleSSF(src, length) =>
arg = sqrt(2) * PI / length
a1 = exp(-arg)
b1 = 2 * a1 * cos(arg)
c2 = b1
c3 = -pov(a1, 2)
c1 = 1 - c2 - c3

```

```

ssf = 0.0
ssf := c1 * src + c2 * nz(ssf) + c3 * nz(ssf)

```

src? arg?

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@levith, ? they were defined in the code, what's a problem?

[▲](#) [Cevap Gönder](#)

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@everget, Sorry, I was wrong. Thank you for your answer.
Because arg was used twice, I was wrong.

[▲](#) [Cevap Gönder](#)