

FIG.2.— HOW TO CALCULATE INCREMENT AUTOMATICALLY

**TRIGGER LEVELS ARE THE TOP AND BOTTOM
OF ANY OF THE LAST 3 COMPLETED ZIG-ZAGS**

Trigger Level A

(top of the ZigZag)

This is NOT a complete ZigZag because there is no ZigZag formed in the opposite direction (to the right)

This is NOT a trigger level because we do not have a ZigZag in the opposite direction to the right

This is a complete ZIGZAG because there is ZigZag formed in the opposite direction to the right

Trigger Level B

Bottom of ZigZag



For Trigger Level A:

- If Distance from ZeroLine = 0

$$\text{Increment} = (\text{MathMin}(\text{MathAbs}(A-C), \text{MathAbs}(A-B)) * \text{GridWidthMultiplier}) / (\text{Levels} + 1))$$

- If Distance from ZeroLine > 0

$$\text{Increment} = (\text{MathMin}(\text{MathAbs}(A-C), \text{MathAbs}(A-B)) * \text{GridWidthMultiplier} - \text{Distance From ZeroLine}) / (\text{Levels} + 1)$$

For Trigger Level B:

- If Distance from ZeroLine = 0

$$\text{Increment} = (\text{MathMin}(\text{MathAbs}(B-C), \text{MathAbs}(B-D)) * \text{GridWidthMultiplier}) / (\text{Levels} + 1))$$

- If Distance from ZeroLine > 0

$$\text{Increment} = (\text{MathMin}(\text{MathAbs}(B-C), \text{MathAbs}(B-D)) * \text{GridWidthMultiplier} - \text{Distance From ZeroLine}) / (\text{Levels} + 1)$$