

Martingale Strategy EA

1. General Requirements

- (i) "Class" should **NOT** be used in the code. "Pointer" should **NOT** be used in the code. "Trade.mqh" in "Standard Library" **must be used**.
- (ii) As I would change this EA to be "Multi-symbol" EA, **"Code Optimization" is necessary, e.g. "use less unnecessary for loop"**.
- (iii) **The programmer should fully consider all possible issues that may arise in live trading and implement the necessary preventive measures. For example, if there is a delay due to long ping times, which functions would be affected? What preventive measures can be taken to ensure that the Expert Advisor (EA) operates smoothly and correctly?**
- (iv) Please ensure that the EA is applicable in "IC Markets" Broker.

2. Whole_Account_Setting (Applied to the Whole Account)

2.1	Floating_Take_Profit_Dollar	:	Input: 500 [If input == 0, this function is turned off.] To close all position when AccountInfoDouble (ACCOUNT_PROFIT) is <u>higher</u> than USD500 .
2.2	Floating_Stop_Loss_Dollar	:	Input: 3,000 [If input == 0, this function is turned off.] To close all position when AccountInfoDouble (ACCOUNT_PROFIT) is <u>less</u> than "- USD3,000" .

3. General Settings

3.1	Magic_Number	:	Input: 123
3.2	Open_Order_Slippage	:	Input: 10
3.3	Close_Order_Slippage	:	Input: 10
3.4	Buy_or_Sell	:	Enum: 0. Buy_and_Sell 1. Buy_Only 2. Sell_Only
3.5	<u>Bollinger Bands</u> BB_Time_Frame BB_Period BB_Deviation	:	Input: H4 Input: 20 Input: 2.0 Operation: If "Current Price" < Lower Band: Buy If "Current Price" > Upper Band: Sell (applicable to both First Order and Martingale Orders)

4. Order_Management_Setting

4.1	Points_Distance	:	Input: 400 points Taking "Buy" as example, if the open price of the last buy order is 1.00000, the next Buy Order must be opened at the price <u>less than</u> [1.00000 - Points_Distance].
4.2	Time_Distance	:	Input: 240 minutes [If input == 0, this function is turn off.] Example:- If the open time of the last order is 18:30, the next order must be opened after 240 minutes, i.e. after 22:30.
4.3	Max_Order_Number	:	Input: 15 [If input == 0, this function is turned off, mean there is no restriction.] [Buy and Sell should be calculated separately.]

4.4	First_Order_Lot_Size	:	Input: 0.01																						
4.5	Martingale_Multiplier	:	1.5																						
<table><tr><td>Level</td><td>Lot Size</td></tr><tr><td>1</td><td>0.01</td></tr><tr><td>2</td><td>$0.01 \times 1.5^1 = 0.02$</td></tr><tr><td>3</td><td>$0.01 \times 1.5^2 = 0.02$</td></tr><tr><td>4</td><td>$0.01 \times 1.5^3 = 0.03$</td></tr><tr><td>5</td><td>$0.01 \times 1.5^4 = 0.05$</td></tr><tr><td>6</td><td>$0.01 \times 1.5^5 = 0.08$</td></tr><tr><td>7</td><td>$0.01 \times 1.5^6 = 0.11$</td></tr><tr><td>8</td><td>$0.01 \times 1.5^7 = 0.17$</td></tr><tr><td>9</td><td>$0.01 \times 1.5^8 = 0.26$</td></tr><tr><td>10</td><td>$0.01 \times 1.5^9 = 0.38$</td></tr></table> Based on the numbers of existing orders for the same direction.				Level	Lot Size	1	0.01	2	$0.01 \times 1.5^1 = 0.02$	3	$0.01 \times 1.5^2 = 0.02$	4	$0.01 \times 1.5^3 = 0.03$	5	$0.01 \times 1.5^4 = 0.05$	6	$0.01 \times 1.5^5 = 0.08$	7	$0.01 \times 1.5^6 = 0.11$	8	$0.01 \times 1.5^7 = 0.17$	9	$0.01 \times 1.5^8 = 0.26$	10	$0.01 \times 1.5^9 = 0.38$
Level	Lot Size																								
1	0.01																								
2	$0.01 \times 1.5^1 = 0.02$																								
3	$0.01 \times 1.5^2 = 0.02$																								
4	$0.01 \times 1.5^3 = 0.03$																								
5	$0.01 \times 1.5^4 = 0.05$																								
6	$0.01 \times 1.5^5 = 0.08$																								
7	$0.01 \times 1.5^6 = 0.11$																								
8	$0.01 \times 1.5^7 = 0.17$																								
9	$0.01 \times 1.5^8 = 0.26$																								
10	$0.01 \times 1.5^9 = 0.38$																								
4.6	Max_Lot_Size	:	0.15 [If input == 0, this function is turned off.]																						

5. TP_SL_Setting

[Remarks: Virtual Take Profit and Stop Loss: No TP & SL in points will be set in the MT5 Account.]			
5.1	Average_TP_Enable	:	Input: True/False
5.2	Average_TP_Point	:	Input: 200 points
	Average_TP_Point = 200 points Operation: Taking EURUSD "Buy" as example, 1. If current price of EURUSD $\geq$ the breakeven point of all EURUSD (same magic number), plus Average_TP_Point. 2. Then close all Buy Order of EURUSD (same magic number). [For the avoidance of doubt, each symbol should be calculated separately.]		
5.3	Take_Profit_Dollar	:	Input: 100 [If input == 0, this function is turn off.] Operation: Taking EURUSD as example, 1. If the floating profit of EURUSD Order (same magic number) $\geq$ USD100. 2. Then close all EURUSD Buy and Sell Orders (same magic number). [For the avoidance of doubt, each symbol should be calculated separately.]
5.4	Stop_Loss_Dollar	:	Input: 500 [If input == 0, this function is turn off.] Operation: Taking EURUSD as example, 1. If the floating loss of EURUSD (same magic number) $\geq$ USD500. 2. Then close all EURUSD Buy and Sell Orders (same magic number). [For the avoidance of doubt, each symbol should be calculated separately.]