

Aterna Expert Advisor Development

The Framework will be shown here below

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- Close

Money Management - *Component 1: Risk*

Risk	-----<Risk>-----
Type	Fixed Lot / Variable Risk %
Risk	0

Type

- Fixed Lot or Variable Risk %

Risk

- For Fixed Lot, a numeric value of “1” would mean that the EA opens at 1 Lot for all entries, and a numerical value of “0.01” would be the smallest size opened by the EA as 0.01 lot.
- In Variable Risk %, it means the EA would open trades at a percentage of the account balance, for example in a \$1000 account balance, with a numeric number of “1”, which is 1%, the EA would open a lot size has a stop loss that result in 1% of the account balance.

Filter - Component 1: Manual Direction

Manual Direction	-----<Manual Direction>-----
Direction	BUY / SELL / OFF

Direction

- BUY / SELL / OFF
- Manually adjust the direction of the EA trade.
- “BUY” where buy limits allowed only
- “SELL” where sell limits allowed only
- “OFF” EA trade as usual.

Filter - Component 2: Day

Day	-----<Day>-----
Monday	Enabled / Disabled
Tuesday	Enabled / Disabled
Wednesday	Enabled / Disabled
Thursday	Enabled / Disabled
Friday	Enabled / Disabled

- When it is “Enabled”, there is no trading for that particular day.
- Default is all ‘Disabled’, meaning trading will take place everyday.

Filter - Component 3: Exponential Moving Average

Exponential Moving Average	-----<Exponential Moving Average>-----
Timeframe	M30 / H1 / H2 / H4 / H8 / H12 / D1 / W1 / MN / None
Fast Period	0
Slow Period	0

Using the default Moving Average with settings as Exponential and on “Close” , where 2 lines are present with different Periods.

Timeframe

- M30 / H1 / H2 / H4 / H8 / H12 / D1 / W1 / MN / None
- When the Timeframe is set to None, it is turned Off as usual.

Fast Period

- Value have to be smaller than “Slow Period”

Slow Period

- Value have to be higher than “Fast Period”

When Fast Period is below Slow Period, it is a Sell only limit trades.

When Fast Period is above Slow Period, it is a Buy only limit trades.

The sell and buy direction to be determined on every candle close for the selected timeframe.

For example when Fast Period is set to “10”, slow period is set to “20” on a Daily Chart.



Filter - Component 4: William Percent R

William Percent R	-----<William Percent R>-----
Timeframe #1	M30 / H1 / H2 / H4 / H8 / H12 / D1 / W1 / MN / None
Period #1	0
Levels #1	0
Timeframe #2	M30 / H1 / H2 / H4 / H8 / H12 / D1 / W1 / MN / None
Period #2	0
Levels #2	0

Timeframe (#1, #2)

- M30 / H1 / H2 / H4 / H8 / H12 / D1 / W1 / MN / None
- When the Timeframe is set to None, it is turned Off as usual.

Period (#1, #2)

- Period in the indicator settings

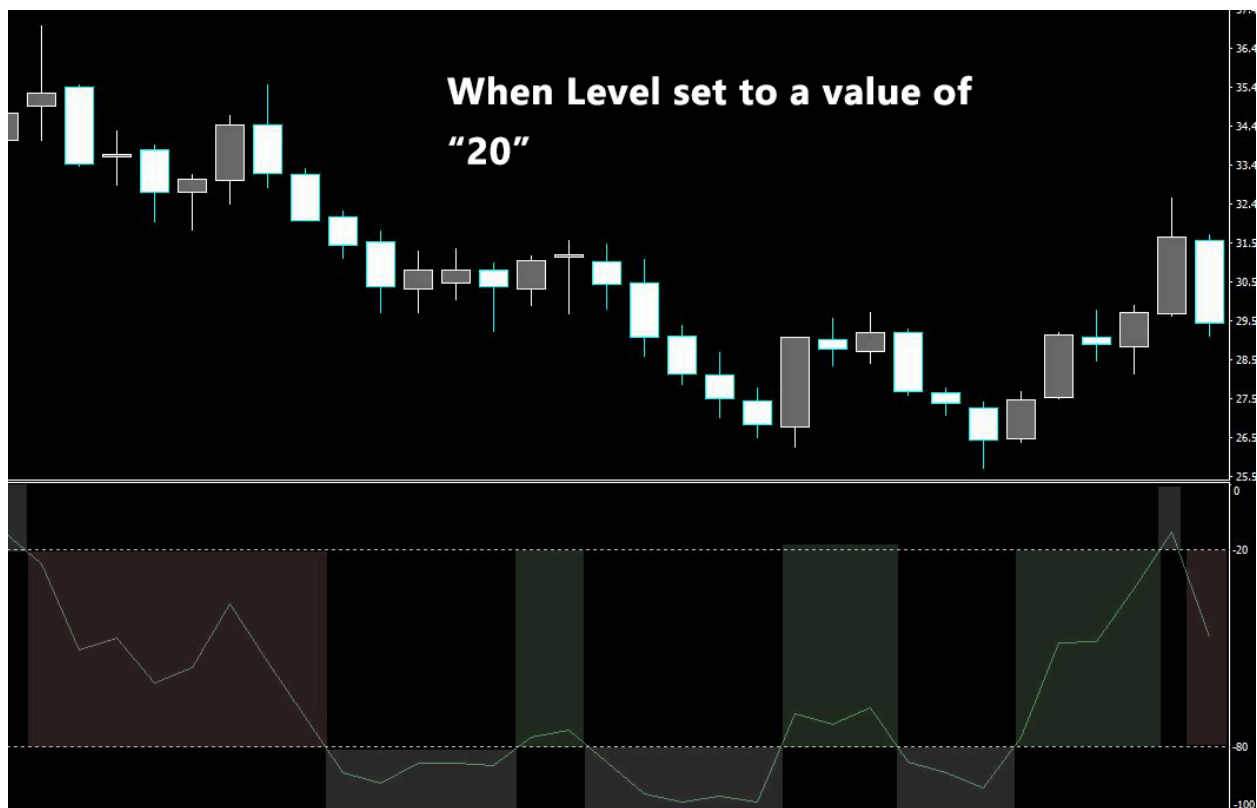
Levels (#1, #2)

- Since William Percent R values range between 0 to -100, a value of “20” means the upper level is set at “-20” and “lower level is set at “-80”. Eg, a value of “10” set the upper level at “-10” and lower level at “-90”.

Sell, buy, or no-trade direction to be determined on every candle close for the selected timeframes.

Eg. when it is set to value of "20"

- It means if the price is in the -20 and above, or -80 value and below, there is no trade.
- When price enters above the -20 range and once price drops below -20, only sell limits are allowed
- When price enters below the -80 range and once price goes above -20, only buy limits are allowed



You can see that Grey zone indicates no buy or sell limit allowed

Green zone indicates Buy limits only

Red zone indicates Sell limits only

Candles have to close for the particular selected timeframe for EA to decide the outcome.

If 2 timeframes are selected, when there is conflicting direction such as Timeframe#1 is a buy direction and Timeframe#2 is a sell direction, there will be no limits allowed. All timeframes have to align in the same direction for EA to have buy or sell limits.

Filter - Component 5: Heiken Ashi

Heiken Ashi	-----<Heiken Ashi>-----
Timeframe #1	M30 / H1 / H2 / H4 / H8 / H12 / D1 / W1 / MN / None
Timeframe #2	M30 / H1 / H2 / H4 / H8 / H12 / D1 / W1 / MN / None

When shown a blue bullish candle, only buy limits are allowed.

When shown a red bearish candle, only sell limits are allowed.

Up to 2 timeframes, if one time frame is selected, it will always be either buy or sell limit.

If 2 timeframes are selected, when there is conflicting direction such as Timeframe#1 is a buy direction and Timeframe#2 is a sell direction, there will be no limits allowed. All timeframes have to align in the same direction for EA to have buy or sell limits.

Timeframe (#1, #2)

- M30 / H1 / H2 / H4 / H8 / H12 / D1 / W1 / MN / None
- When the Timeframe is set to None, it is turned Off as usual.

Entry - Component 1: Time in Candle

Time in Candle	-----<Time in Candle>-----
Start	0:00
End	0:00

The time in candle indicates the time on the server that the EA will be looking for on that particular candle on that particular timeframe for setups.

The timeframe to look at for entry will be at the timeframe the EA is attached to the chart for live trading, or as the timeframe runs in a backtest.

Start

- The start of the time that matches the candle, for example it is set as 15:30, thus the candle at 15:30 will be the taken note as the start, where setups can be recognised,

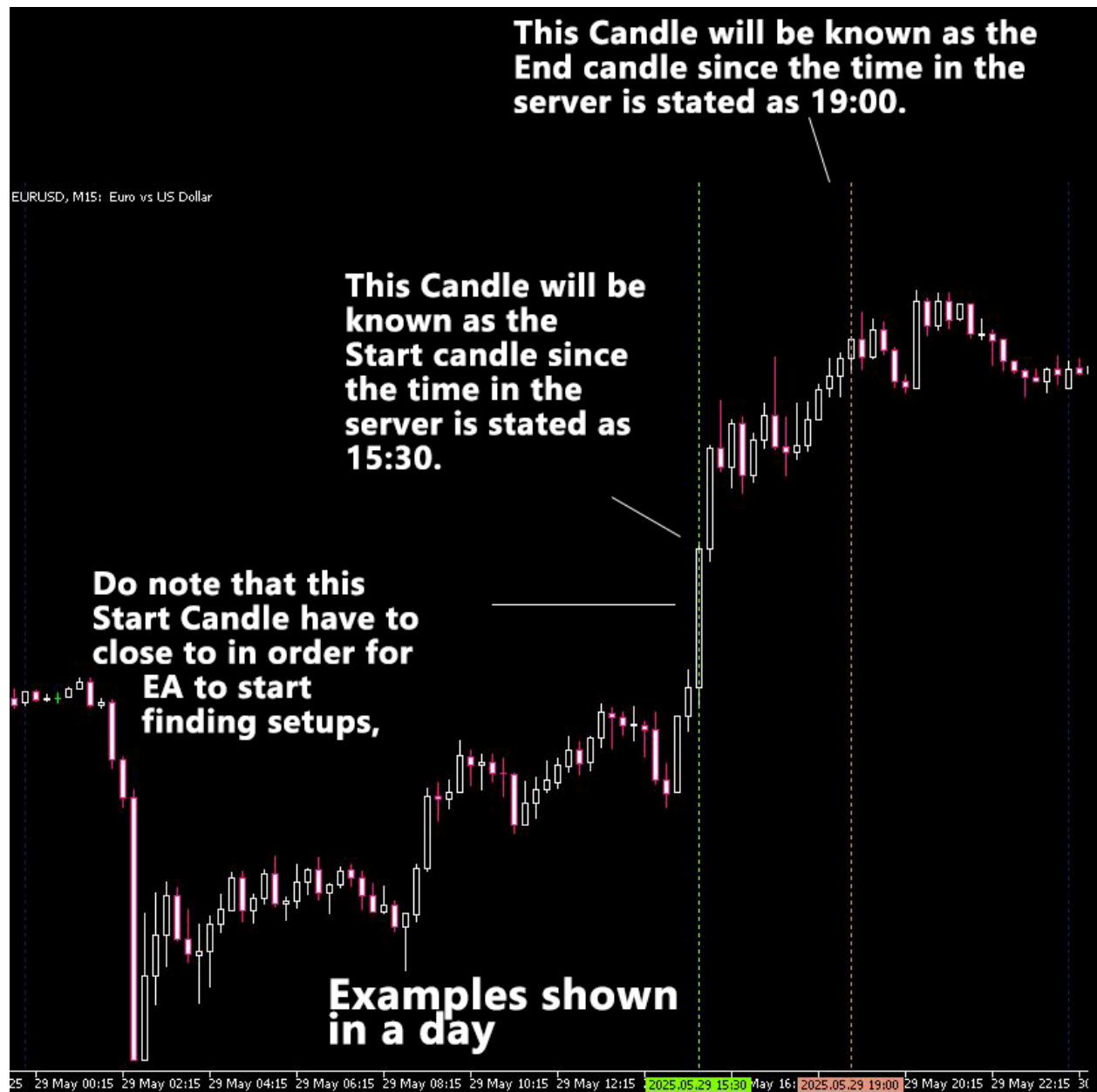
End

- The end of time in candle where EA no longer looks for any setups.

The “Entry - Component 1: Time in Candle” will be used along with “Entry - Component 2: Fractal” as well as “Entry - Component 3: Displacement“ when looking for setups, here it is just the explanation for “Entry - Component 1: Time in Candle”.

Since it is timebased that the EA will look for setups, everyday between the time range, the EA will look for specific setups starting from the Start Candle, and will stop looking at the End Candle.

In this example shown here, the “Start” is set as 15:30 while the “End” is set as 19:00, here will be shown an example of it on a M15 chart,





Same time window shown for next day as well.

Entry - Component 2: Fractal

Fractal	-----<Fractal>-----
Period	0

Fractals are significant highs and lows.

Where in a Fractal High candle, there is a lower high candle between the Fractal High Candle.

Where in a Fractal Low candle, there is a higher low candle between the Fractal High Candle.

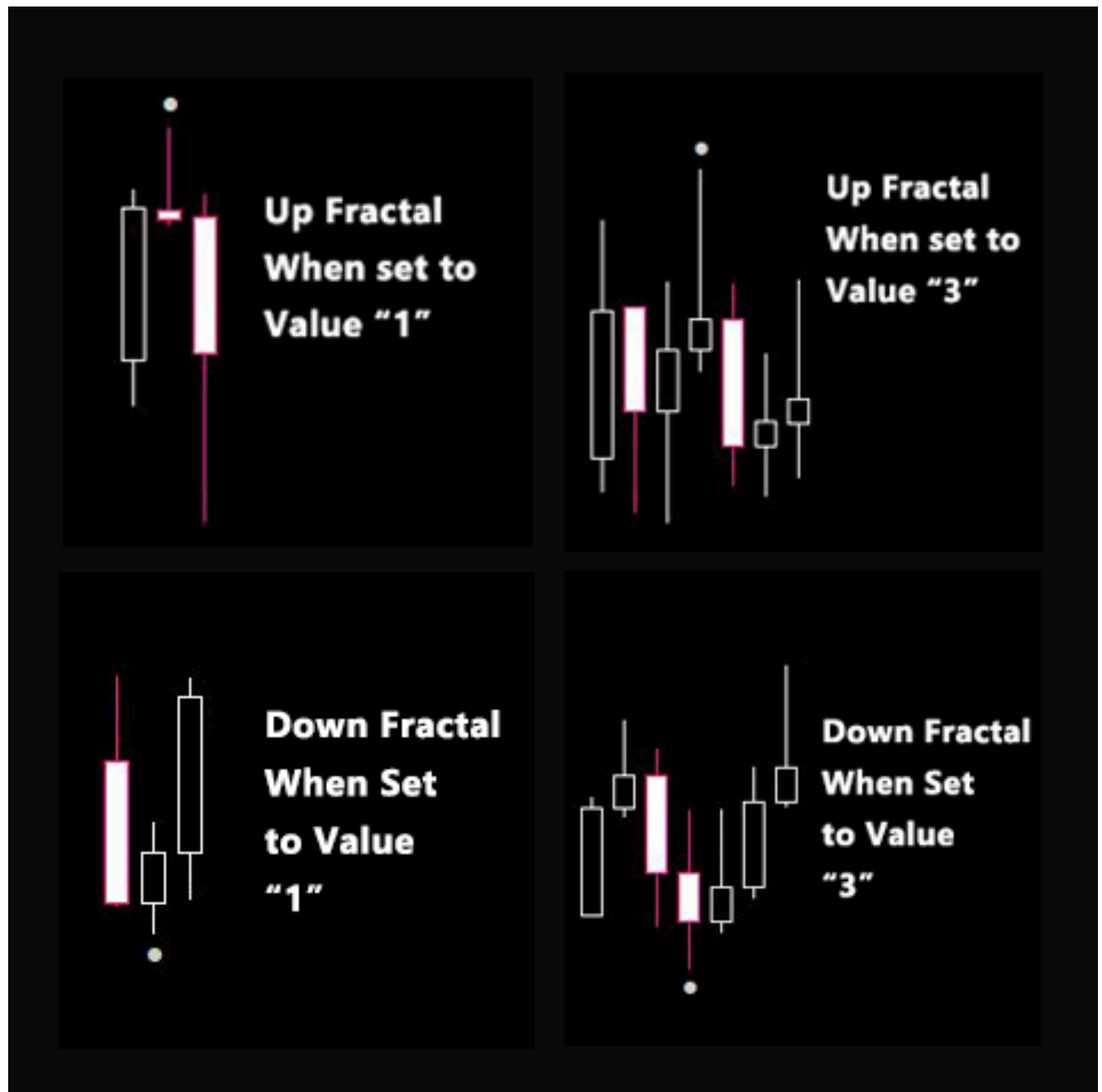
Period

- The number of Candles needed before Fractal Candle, and it also represents the number of candles needed after the Fractal Candle.
- Thus a value of Period “1”, represents 1 candle before and after the Fractal Candle.
- Eg. A value of Period “4”, in a Fractal Low scenario, represents 4 candles before the Fractal Candle have a low higher than the fractal candle, and 4 candles after the Fractal Candle have a low higher than the fractal Candle. .

The fractals will be identified for all time period in candles as usual and it is used for “Entry - Component 3: Displacement”

In all the examples below for the whole project, we will be using Fractal Period: 2, for simplistic state.

An example of Period Value "1" and "3", where Up fractal is same as Fractal High, and Down fractal is same as Fractal Low.



The white dot represents either a Fractal High or Fractal Low, depending if it is a low or high of the candle.

Example of how Period value "1" & "5" shown on a chart.

**Example of
Fractal
Period "1"**



**Example of
Fractal
Period "5"**



Entry - Component 3: Displacement

Displacement	-----<Displacement>-----
Displacement Type	Previous / Current / Next
Displacement Break Type	Body / 2 Candle
Displacement Candle Minimum	0
Displacement Candle Maximum	0
Displacement Range Minimum	0
Displacement Range Maximum	0

Displacement is the action of a candle closing above a fractal high or closing below a fractal low.

In this displacement, it involves using the “Time in Candle” as well as the “Fractal” in looking for setups.

However, the displacement is split into 3 types of different set up under “Displacement Type”, and then there are also 2 variations into the type of displacement break under “Displacement Break Type”.

Displacement Type

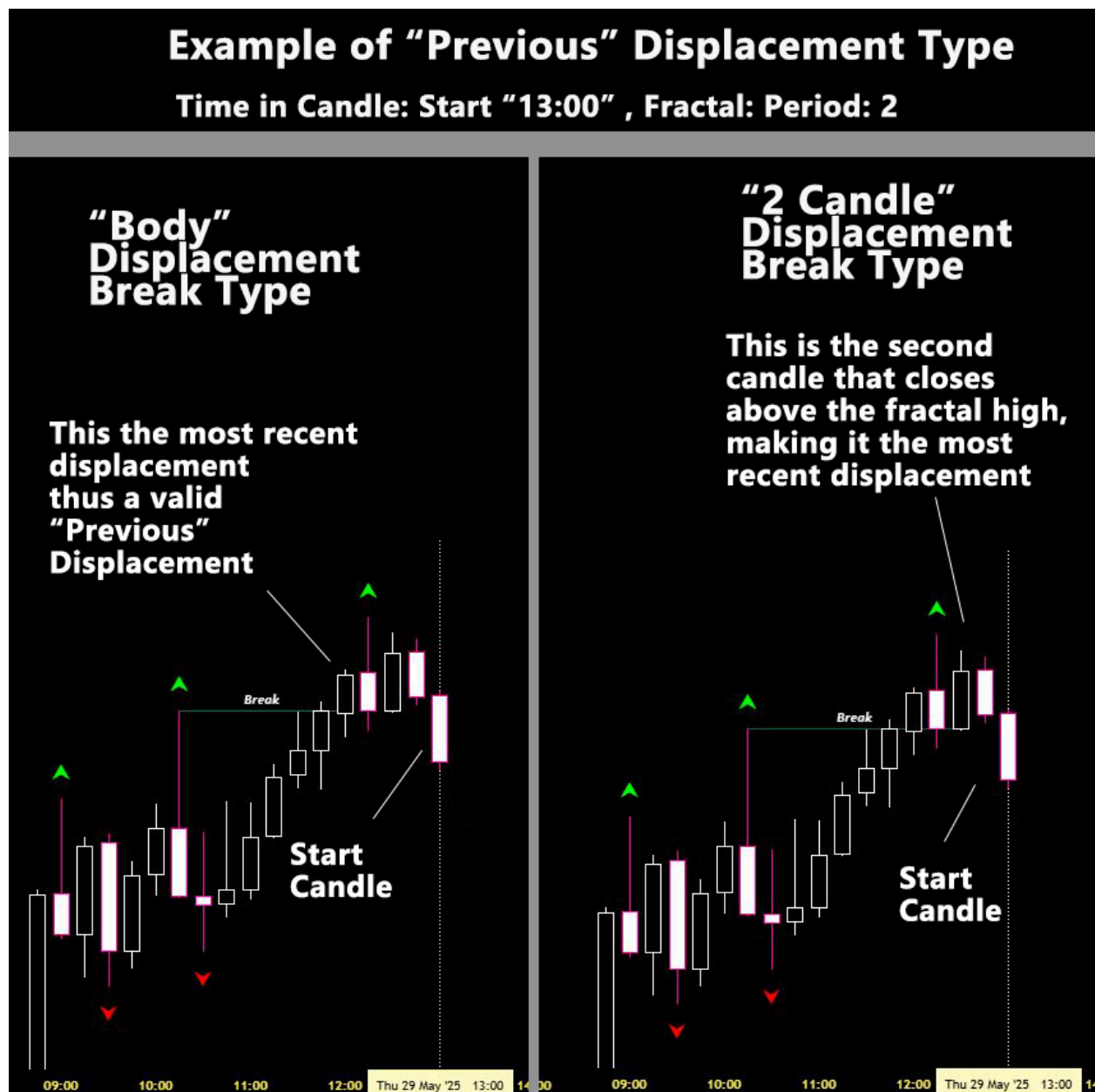
- Previous / Current / Next
- Under “Previous” displacement, once the Start Candle closes, we look at the last displacement that occurred, it starts from the start candle onwards by looking backwards, it does not have to be the most recent fractal low or fractal high for it to be taken out, it has to be the most recent displacement.
- Under “Current” displacement, once the Start Candle closes, we look at the displacement that occurred on the Start Candle or candles onwards with the most recent fractal low or fractal high before and after the start candle.
- Under “Next” displacement, once the Start Candle closes, we look at the displacement of the most recent fractal high or fractal low created from the start candle onwards.

Displacement Break Type

- Body / 2 Candle
- It is how a candle should close above a fractal high or below a fractal low to qualify for a displacement.
- Under “Body”, it means the candle that displaced a fractal high must have a close above it, or the candle displace a fractal low must have a close below it.
- Under “2 Candle”, it means at least 2 candles need to have a closing price above the fractal high, or at least 2 candles need to have a closing price below the fractal low

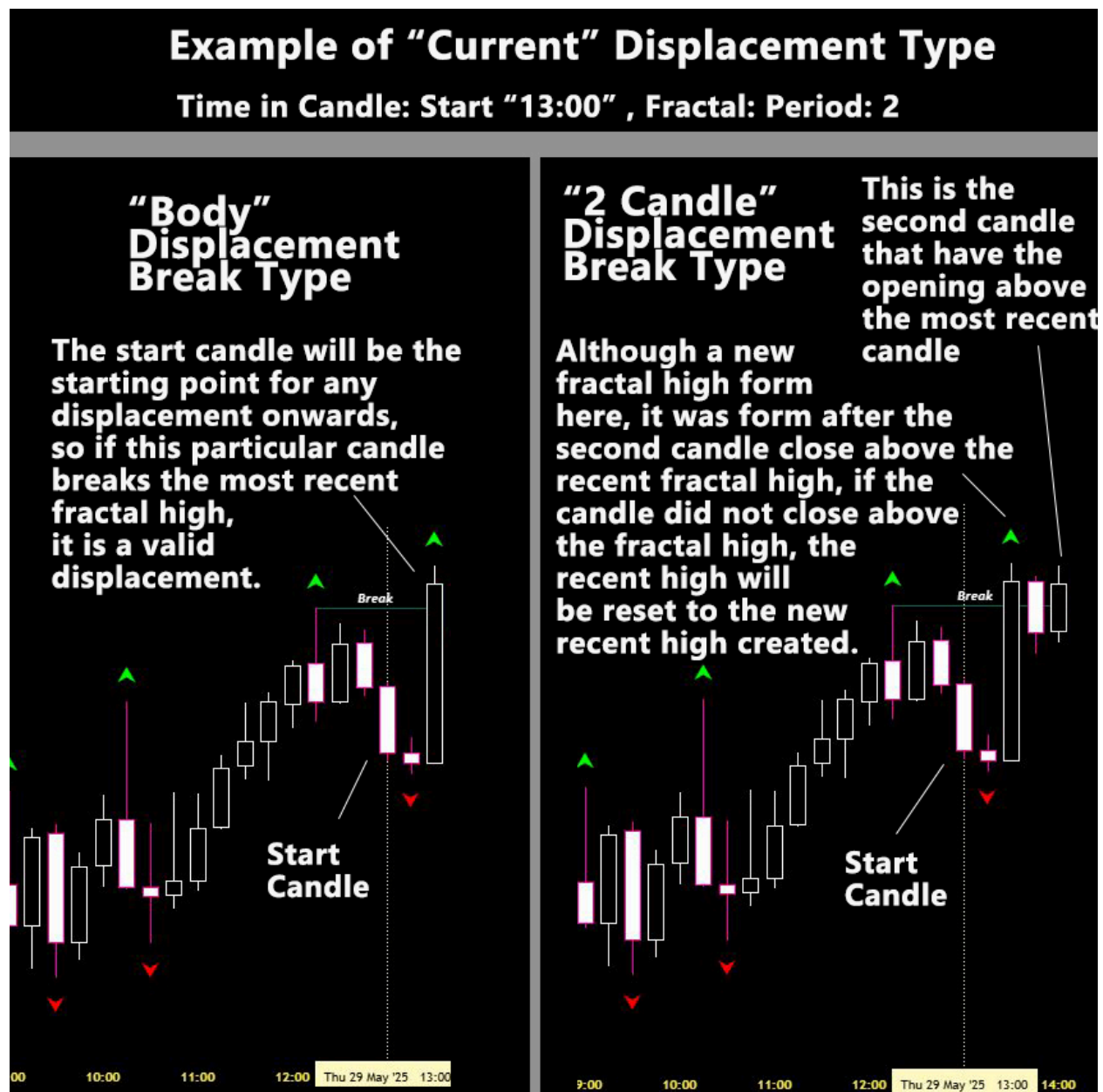
These are all occurring on the same entry time frame.

An example of “Previous” Displacement Type, Time in Candle: Start as “13:00”, Fractal Period “2”, With both “Body” & “2 Candle” Displacement Break Type scenarios.



Do note that we are looking for the most recent displacement regardless of the newly created fractal that was yet to have displaced.

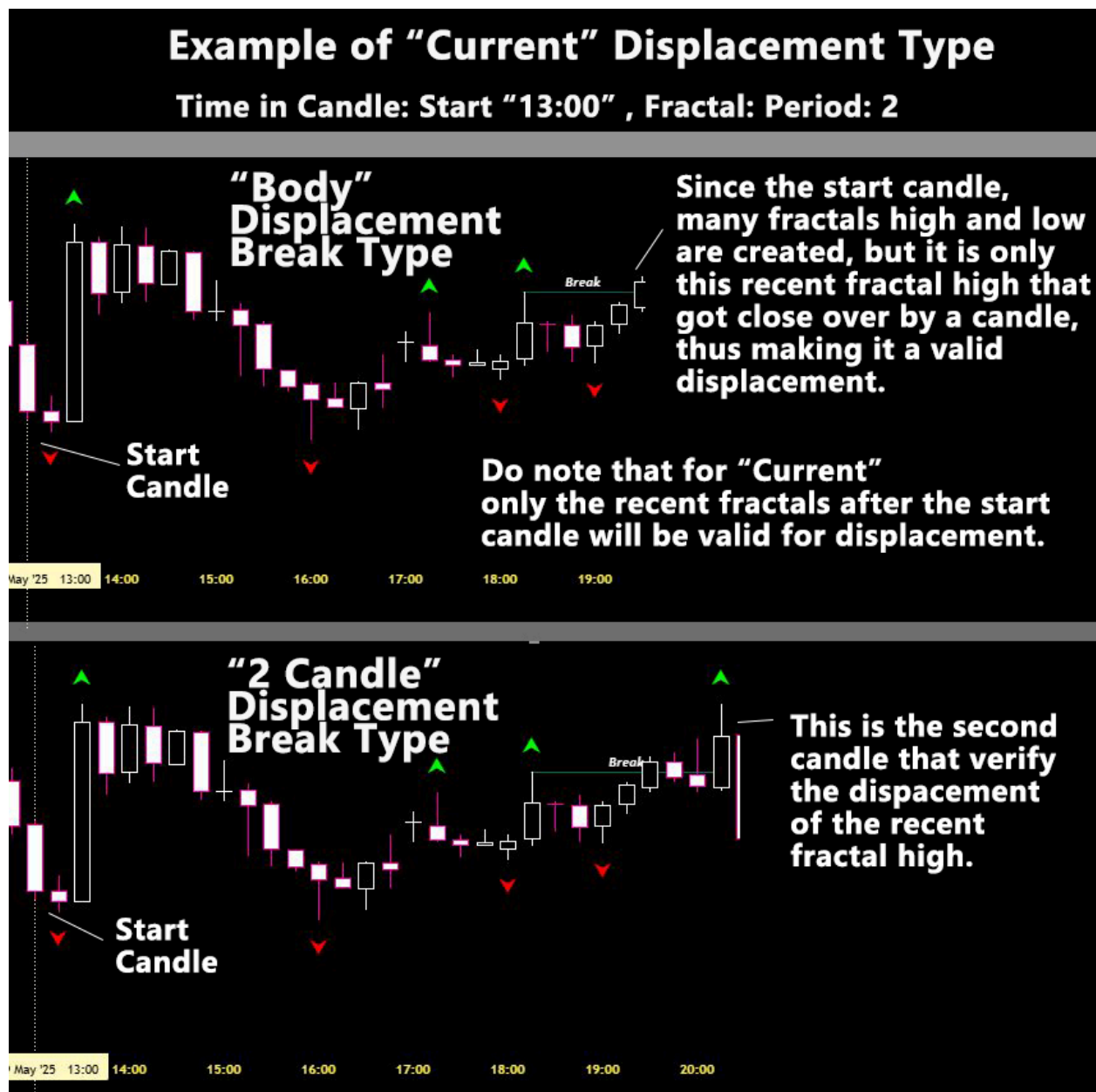
An example of “Current” Displacement Type, Time in Candle: Start as “13:00”, Fractal Period “2”, With both “Body” & “2 Candle” Displacement Break Type scenarios.



It has to be the start candle or candles after the start candle that cause the displacement, but the most recent fractal can be before the start candle, thus in this case, you can see the start candle causing a displacement.

For the 2 Candle displacement break type, there will be cases where the second candle have yet to cause a close above a fractal high or close below a fractal low, for example above, if that particular second candle close lower than the fractal high, then the EA will look for the new recent fractal high for displacement and disregard the initial fractal high with one candle closing above.

An example of “Next” Displacement Type, Time in Candle: Start as “13:00”, Fractal Period “2”,
With both “Body” & “2 Candle” Displacement Break Type scenarios.



Do note that the recent fractals used for displacement have to be created after the start candle, where the start candle can be the first fractal high or low if it is a valid fractal candle.

As you can see the End candle was not mentioned here as it is just a time where the EA stopped looking for a valid displacement and will continue the next day, and in the examples above we are showing you how a displacement occurs based on the Start Candle.

Displacement Candle Minimum

- Displacement Candle is that one particular candle that close above fractal high or fractal low that validates a displacement, even if it is a 2 Candle Break type, it will be included to look at the first candle.
- Expressed as Points, where “10” points is “1” pip.
- It is the minimum amount of points required for the displacement candle size, essentially from the high to the low.
- For example the displacement candle high to low is 10 pips , and the minimum is set as “150” points which is 15 pips, the displacement candle did not meet the minimum value and is thus not a valid displacement.

Displacement Candle Maximum

- Expressed as Points, where “10” points is “1” pip.
- It is the maximum amount of points the displacement candle size should not exceed, essentially from the high to the low.
- For example the displacement candle high to low is 10 pips , and the maximum is set as “50” points which is 5 pips, the displacement candle exceeds the maximum value and is thus not a valid displacement.

Displacement Range Minimum

- The minimum amount of points needed from the fractal high to lowest point between the displacement candle and the fractal high, this lowest point include the displacement candle and fractal high, or from the fractal low to highest point between the displacement candle and the fractal low, this highest point include the displacement candle and fractal low.
- Expressed as Points, where “10” points is “1” pip.

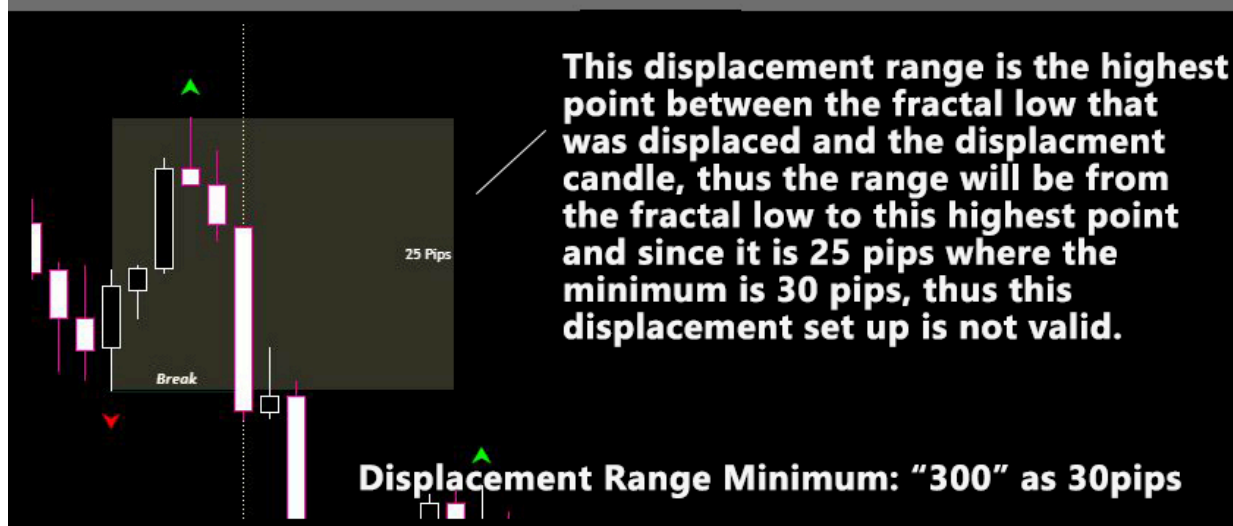
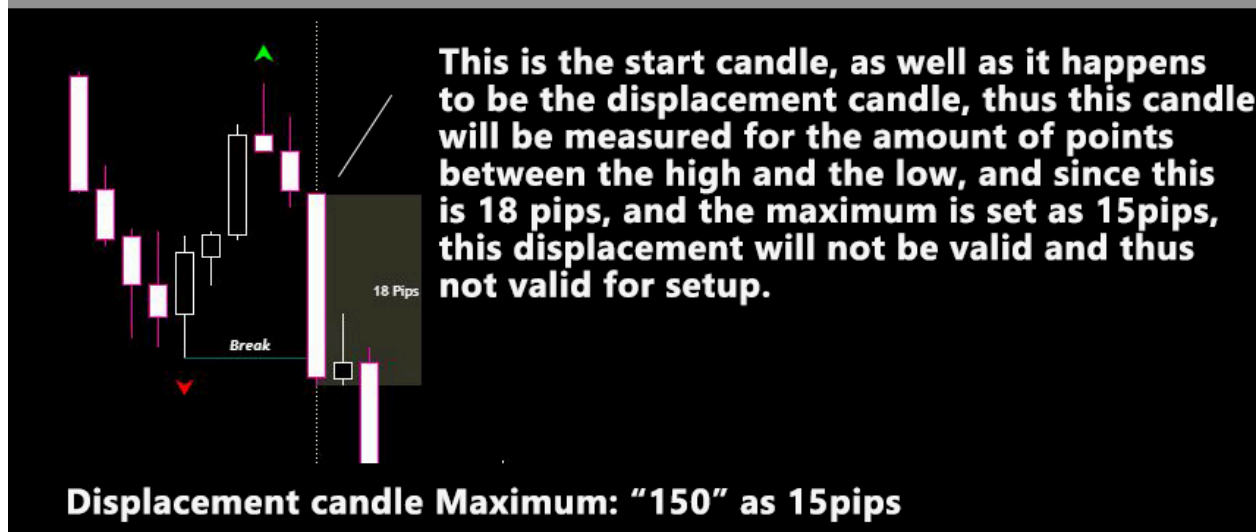
Displacement Range Maximum

- The maximum amount of points as allowed from the fractal high to lowest point between the displacement candle and the fractal high, this lowest point include the displacement candle and fractal high, or from the fractal low to highest point between the displacement candle and the fractal low, this highest point include the displacement candle and fractal low.
- Expressed as Points, where “10” points is “1” pip.

An example of "Current" Displacement Type, Time in Candle: Start as "02:45", Fractal Period "2",
With both "Body" Displacement Break Type, Displacement Candle Maximum as "150",
Displacement Range Minimum as "300"

Example of "Previous" Displacement Type

Time in Candle: Start "02:45" , Fractal: Period: 2



As you can see, Displacement candle is the candle that causes the displacement.

The displacement range is the range from the fractal high to the lowest point identified from the displacement candle to the fractal high candle, or is the range from the fractal low to the highest point identified from the displacement candle to the fractal low candle.

Order - Component 1: Fibonacci

Order	
Fibonacci	-----<Fibonacci>-----
Fibonacci Anchor	Range / Displacement Candle
Fibonacci Anchor Candle	Body / Wick / Body & Wick
Fibonacci Entry	50% / 62% / 70.5% / 79%
Fibonacci Stop Loss %	0

When it comes to Order, it is the act of placing trades after the Entry was met as mentioned above.

In this case, EA will place limit trades upon having a valid displacement. The EA will only place 1 trade a day based on the displacement criteria.

When a displacement occur to the downside, where a fractal low was displaced by the displacement candle, EA will place a sell limit trade using Fibonacci,

When a displacement occur to the upside, where a fractal high was displaced by the displacement candle, EA will place a buy limit trade using Fibonacci,

The Fibonacci have 2 areas of anchoring, such as the Range or Displacement candle, and it also have 3 types of anchoring for setting the entry, such as “Body, Wick, Body & Wick”

Fibonacci Anchor

- Range / Displacement Candle
- Displacement Candle means anchoring to the displacement candle only.
- Range means that when a fractal low was displaced, it will be anchored to the highest point from Fractal low candle to Displacement Candle, and vice versa, when a fractal high was displaced, it will be anchored to the Lowest point from Fractal high candle to Displacement Candle.
- The anchoring will be further explained with the variations of “Body, Wick, Body & Wick”,

Fibonacci Anchor Candle

- Body / Wick / Body & Wick

1) Body

Fractal Low Displaced

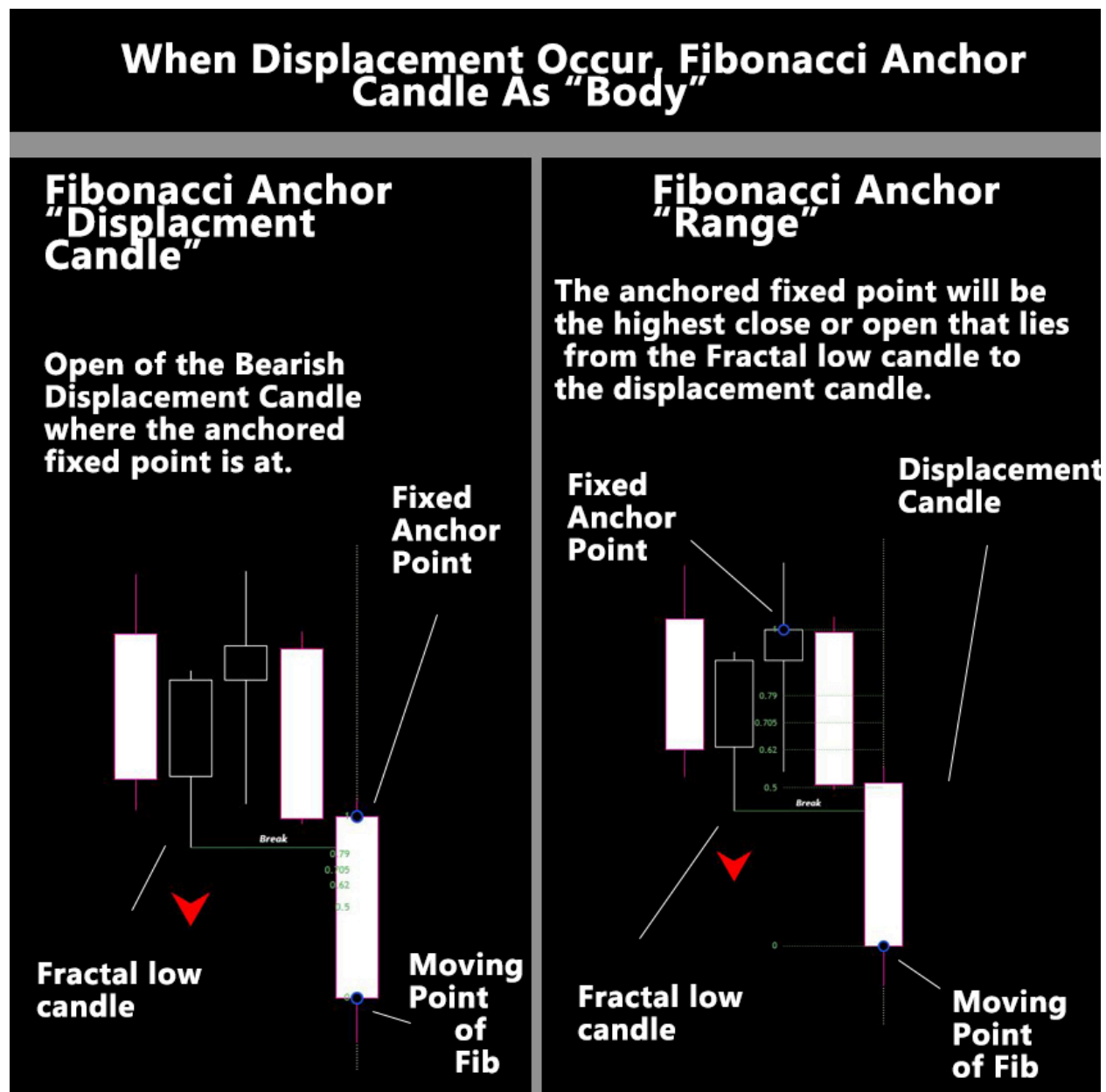
- When “Body” is selected, and in a scenario where down fractal is broken, the anchored fixed point will be the highest close or open that lies from the Fractal low candle to the displacement candle, in a Fibonacci Anchor “ Range” scenario
- If it is in a Fibonacci Anchor “Displacement Candle”, it will be on the open of the Displacement Candle where the anchored fixed point is at.
- As for the Moving point of the Fibonacci, it will be the lowest price in open or close of the candle starting from the displacement candle, once every new candle forms and closes, the moving point of fibonacci will be shifted to the any new open or close if the open or close is at a lower value in price.

Fractal High Displaced

- When “Body” is selected, and in a scenario where fractal high is broken, the anchored fixed point will be the lowest close or open that lies from the Fractal high candle to the displacement candle, in a Fibonacci Anchor “ Range” scenario
- If it is in a Fibonacci Anchor “Displacement Candle”, it will be on the open of the Displacement Candle where the anchored fixed point is at.
- As for the Moving point of the Fibonacci, it will be the highest price in open or close of the candle starting from the displacement candle, once every new candle forms and closes, the moving point of fibonacci will be shifted to the any new open or close if the open or close is at a higher value in price.

An example of how Fixed Anchor point would be anchored based on Fibonacci Anchor Candle "Body", showing two examples of Fibonacci Anchor "Displacement Candle" & "Range".
With "Body" Displacement Break Type.

For the examples following onwards, we will not show the start candle or where the different types of displacement will be based on the start candle, we will focus on illustrating the fibonacci upon a displacement.



2) Wick

Fractal Low Displaced

- When "Wick" is selected, and in a scenario where down fractal is broken, the anchored fixed point will be the highest high that lies from the Fractal low candle to the displacement candle, in a Fibonacci Anchor "Range" scenario
- If it is in a Fibonacci Anchor "Displacement Candle", it will be on the high of the Displacement Candle where the anchored fixed point is at.
- As for the Moving point of the Fibonacci, it will be the lowest low of the candle starting from the displacement candle, once every new candle forms and closes, the moving point of fibonacci will be shifted to the any new low if the new low is at a lower value in price.

Fractal High Displaced

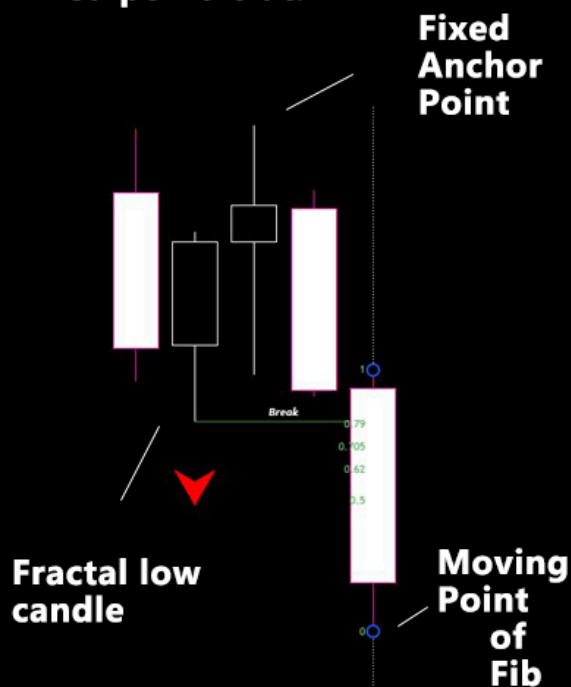
- When "Wick" is selected, and in a scenario where fractal high is broken, the anchored fixed point will be the lowest low that lies from the Fractal high candle to the displacement candle, in a Fibonacci Anchor "Range" scenario
- If it is in a Fibonacci Anchor "Displacement Candle", it will be on the low of the Displacement Candle where the anchored fixed point is at.
- As for the Moving point of the Fibonacci, it will be the highest high of the candle starting from the displacement candle, once every new candle forms and closes, the moving point of fibonacci will be shifted to the any new high if the new high is at a higher value in price.

An example of how Fixed Anchor point would be anchored based on Fibonacci Anchor Candle "Wick", showing two examples of Fibonacci Anchor "Displacement Candle" & "Range".
With "Body" Displacement Break Type.

When Displacement Occur, Fibonacci Anchor Candle As "Wick"

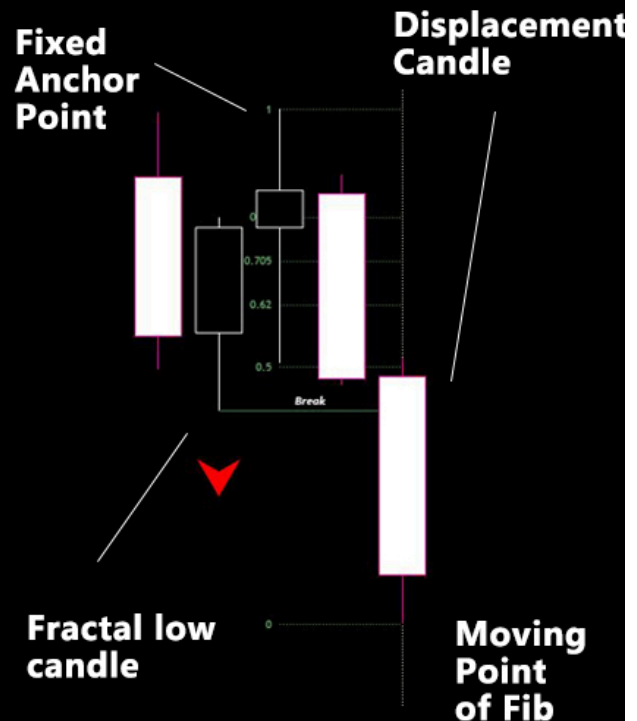
Fibonacci Anchor "Displacement Candle"

High of the Bearish Displacement Candle where the anchored fixed point is at.



Fibonacci Anchor "Range"

The anchored fixed point will be the highest high that lies from the Fractal low candle to the displacement candle.

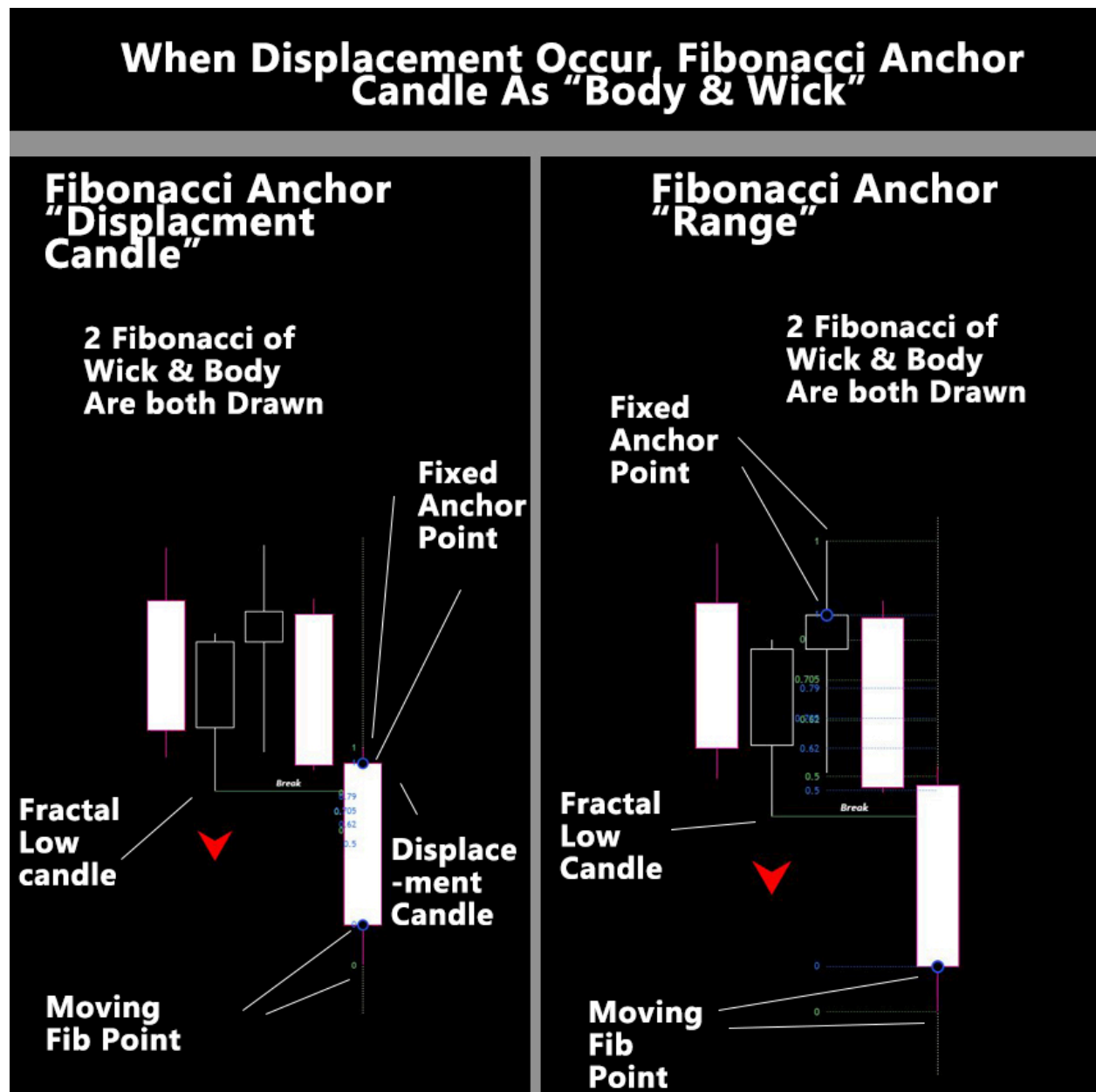


3) Body & Wick

- It is the combination of applying 2 "Fibonacci Anchor Candles" where both Body & Wick are present.
- But it differ in the way the Entry and Stop loss are used, which will be explained later on "Fibonacci Entry" & "Fibonacci Stop Loss".

Thus there will be two Fixed Anchor Point & Moving Point.

An example of how Fixed Anchor point would be anchored based on Fibonacci Anchor Candle "Body & Wick", essentially there will be 2 Fixed Anchor Point and 2 Moving Point of Fib, showing two examples of Fibonacci Anchor "Displacement Candle" & "Range".



Blue Fib as the "Body", Green Fib as the "Wick"

Fibonacci Entry

- 50% / 62% / 70.5% / 79%
- Based on how the Fibonacci is drawn, the entry will be placed as limit order once a displacement occurs, however this limit order will always be modified if the Fibonacci shifted further if the moving point was shifted as price trades further.
- For "Body & Wick" Fibonacci Anchor Candle, since there are two Fibonacci, the limit entry will be based on the "Body" Fibonacci.

Fibonacci Stop Loss %

- The placement of stop loss where the value is the percentage stated on the Fibonacci.
- For example, where the value of "80" means the stop loss is placed at the 80% of fibonacci, and if the value is "100" which is 100%, it is placed at the fixed Anchor point.
- The stop loss value cannot be less than the Entry %, for example the Entry is set at "79%", the stop loss value cannot be at any value lower than "79".
- For "Body & Wick" Fibonacci Anchor Candle, since there are two Fibonacci, the stop loss will be based on the "Wick" Fibonacci.

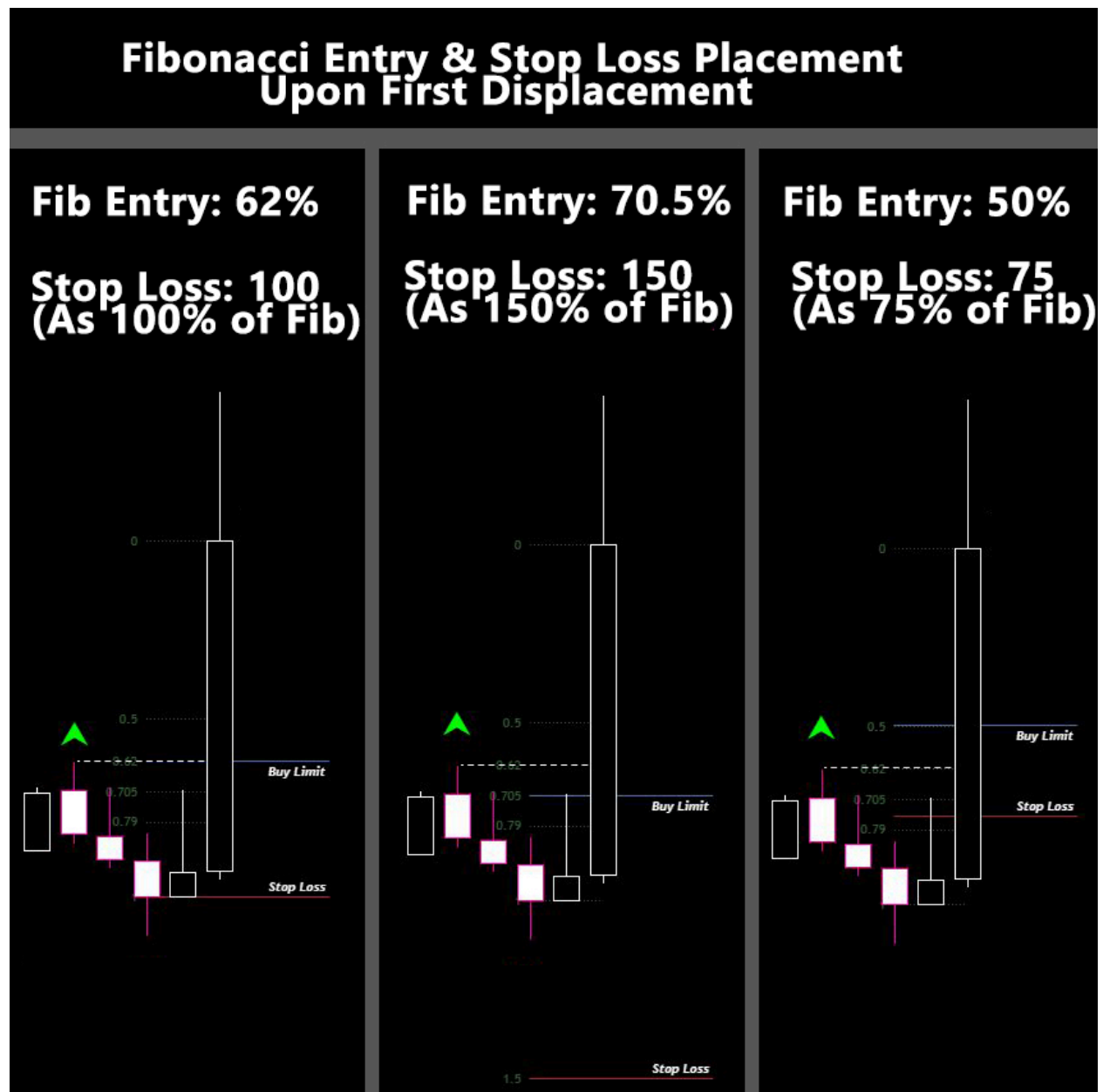
Do Note that only 1 entry can be placed per day, so if a trade was taken as a loss, the EA should not place another trade within the time window even if another displacement occurs.

Example of how entry for limit order and stop loss will be placed based on a Fibonacci after a displacement occurs.

Using Fibonacci Anchor: Range & Fibonacci Anchor Candle: Body.

With "Body" Displacement Break Type.

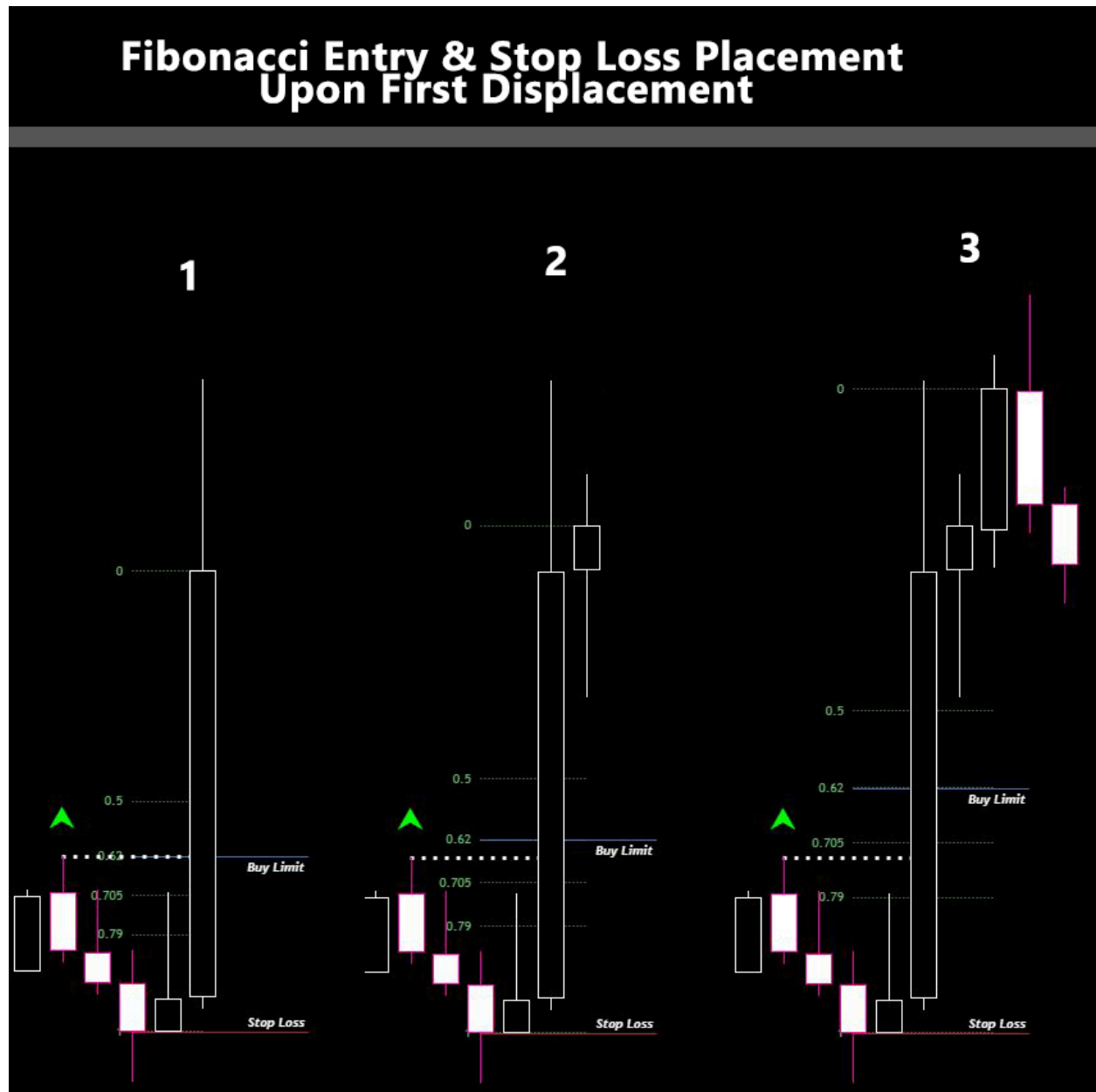
Different examples of values are shown here.



Example of how the limit order progresses when price prints new candles for a Stop loss at :100, Entry at 62%.

Using Fibonacci Anchor: Range & Fibonacci Anchor Candle: Body.

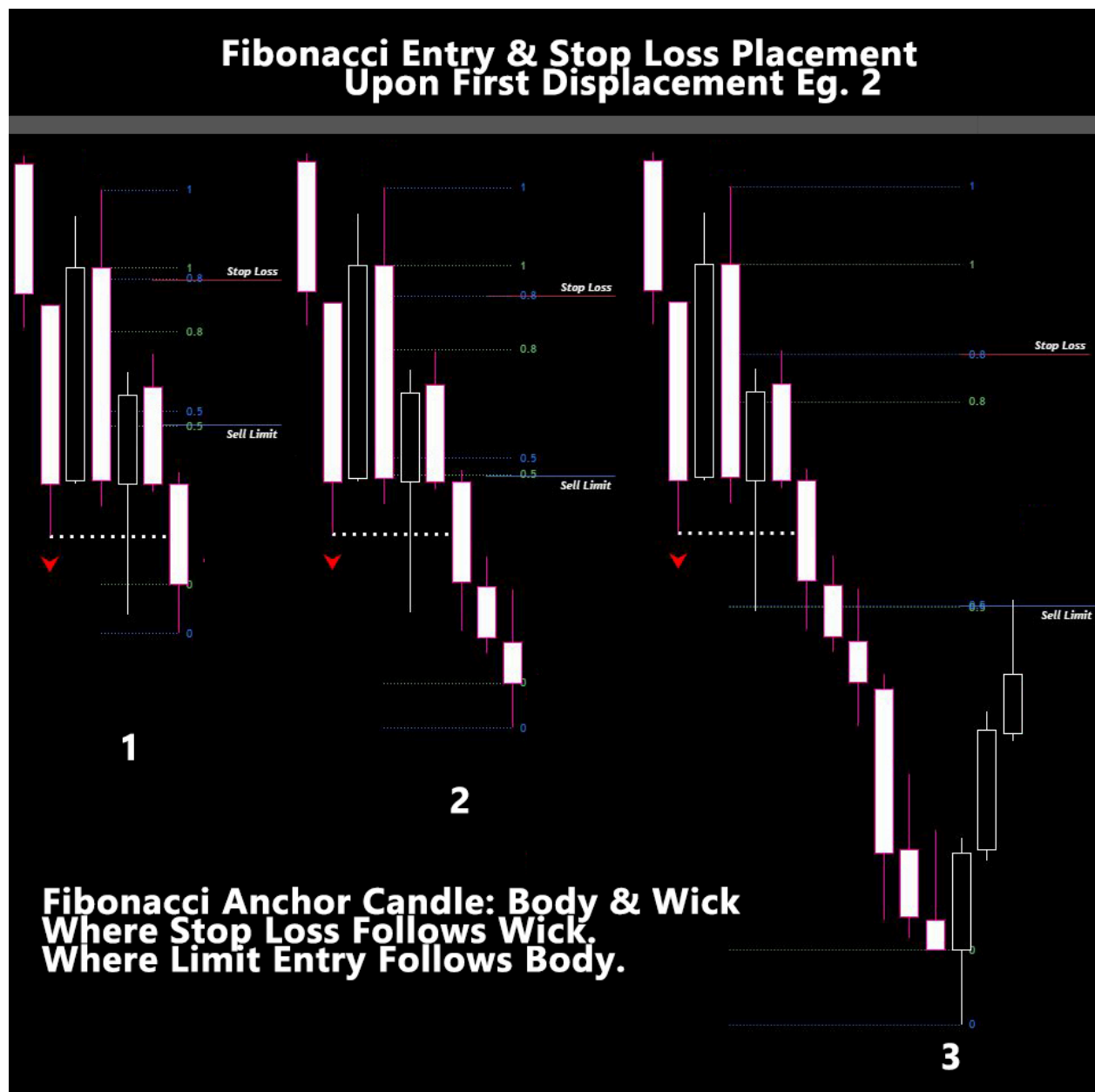
With “Body” Displacement Break Type.



As you can see as it is a Fibonacci Anchor to “Body”, The fixed anchor point do not move, while The moving Fib Point goes higher, attaching to newer prices at open or closes, and when this happen, the previous limit order will be removed and placed with a new order based on the new Fibonacci Range. Since the stop loss is at “100” which is the fixed anchor point, it does not move, if the stop loss is not at the fixed anchor point, it will be at a new position based on the Fib.

Example of how the limit order progresses when price prints new candles for a Stop loss at :80, Entry at 50%.

Using Fibonacci Anchor: Range & Fibonacci Anchor Candle: Body & Wick.
With “Body” Displacement Break Type.



As you can see, with every candle close, both Fibonacci of Moving Point are shifted if there is a lower prices in both Body or low, and due to that, the entry and stop loss are adjusted as shown above,

Since the Fibonacci changes, the lot size has to be recalculated each time due to differences in entry from stop loss when the Risk is set as “Variable Risk”

Order - Component 2: Initial Range

Initial Range	-----<Initial Range>-----
Initial Range Minimum	0

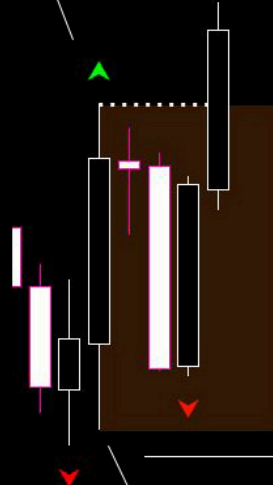
Initial Range Minimum

- When the first displacement happens, the lowest point from displacement candle to Fractal High or the highest point from displacement candle to Fractal low, this initial range must move a minimum value in order for the limit order to be placed.
- Eg. the value of "2" means that the initial range has to move 2 times from the fractal high or low that was broken for the limit order to be placed.
- Eg. the value of "0.5" means that the initial range has to move half the range from the fractal high or low that was broken for the limit order to be placed.
- A value of "0" will turn off this function.
- If the lowest point in a fractal high was breached or the highest point in a fractal low was breached before the minimum range was met, the trade setup will not be valid anymore.

An example of how the initial range when a displacement first occurred.

Initial range Example

Fractal High broken, thus the initial range is from the fractal high to the lowest point from the fractal high candle to the displacement candle

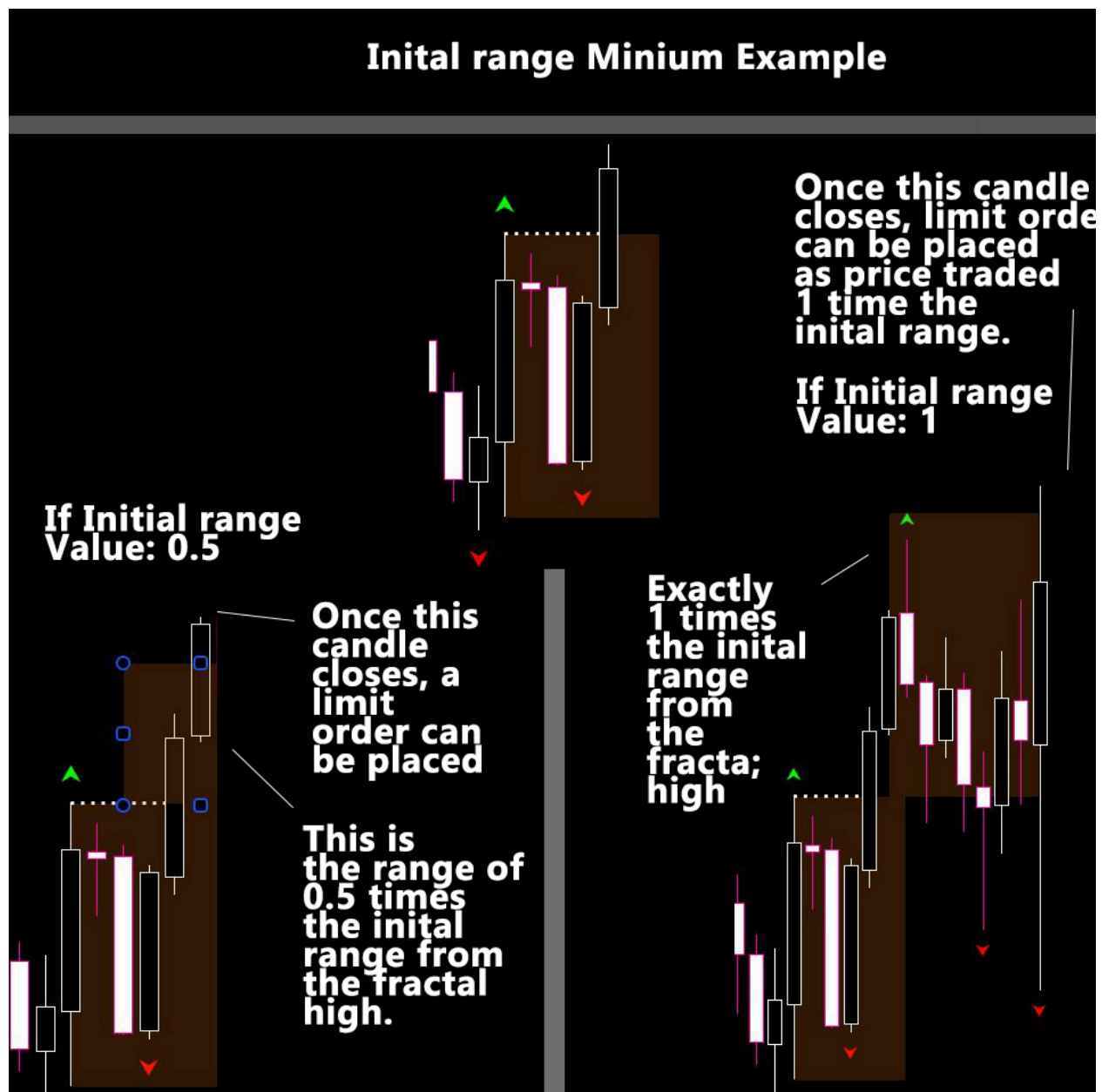


The initial range calculated once displacement occur.

Lowest Point Identified once displacement occurred

Once price trades through this point lower than that candle low before the initial range minimum is met, there will be no trade setup.

Example showing if the initial range minimum is set to "0.5" and "1".



You can observe the range price needed to travel based on the initial range minimum for the limit order to be placed.

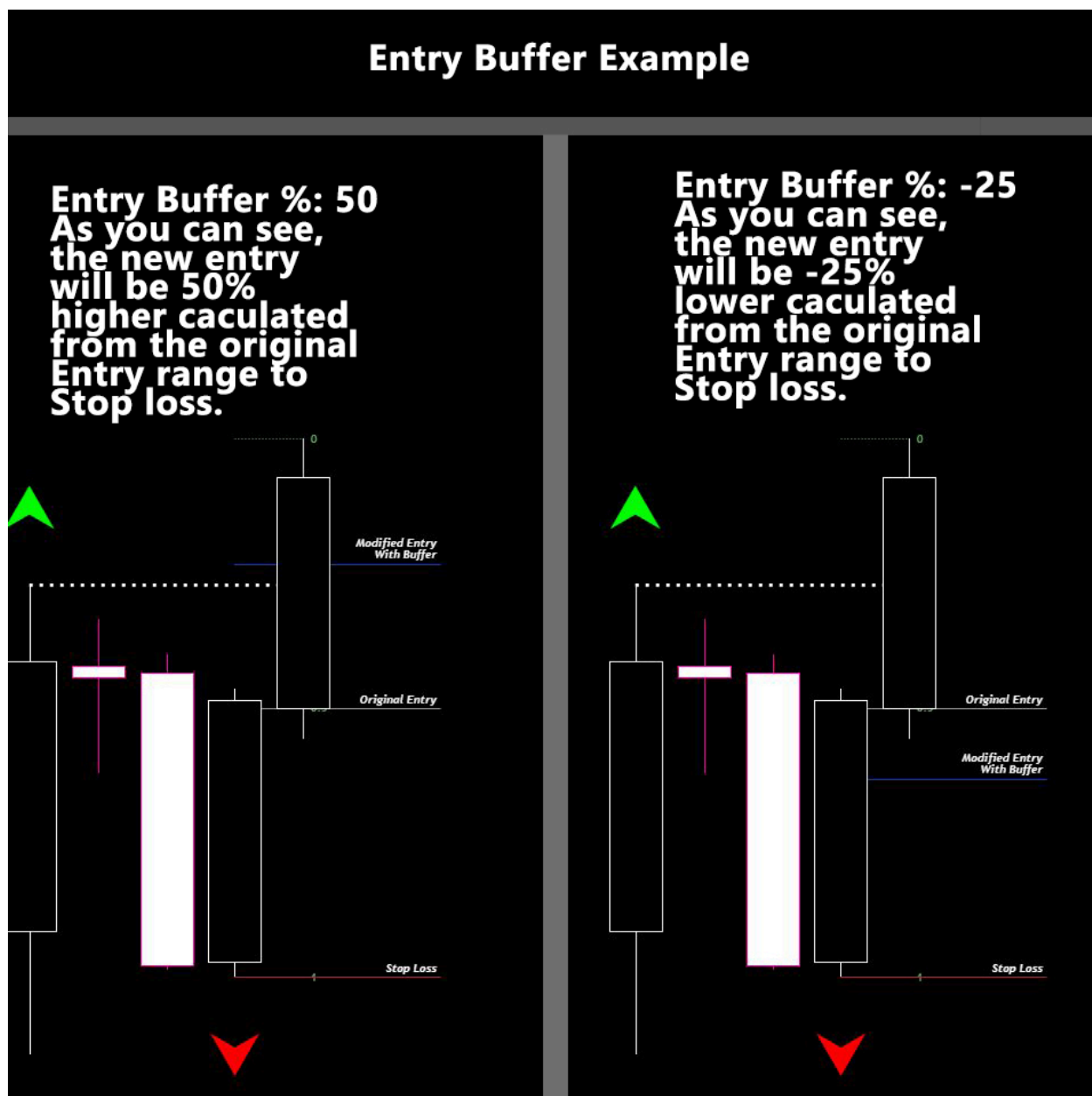
Order - Component 3: Buffer

Buffer	-----<Buffer>-----
Entry Buffer %	0

Entry Buffer %

- Based on the Stop loss and entry placement, the limit order is further adjusted using stop loss as a gauge.
- For example, when the entry buffer is set to a value of “20”, which is expressed in %, and for a valid buy limit set up, the buy limit would move up 20% from the distance calculated between the supposedly original entry to stop loss.
- An Entry Buffer setting at a negative value, for example “-50”, would result in the entry moving 50% closer to the stop loss, which is in the middle between the initial stop loss and the original entry placement.
- Do note that for Variable: Risk, the adjusted Buffer has to include the Variable risk set.

An Example of Fibonacci Anchor Candle: Wick, with Entry Buffer "50" & "-25"
With Fibonacci Entry at: 50%



Do note that if price trades higher, and the Fibonacci expands wider, the entry will shift to the new 50%, and then the entry buffer will apply again and be calculated to buffer correctly once more.

Order - Component 4: Expiry

Expiry	-----<Expiry>-----
Time	0:00

Time

- It is the time where an existing limit order will be removed in the marketplace for the day.
- It does not including closing of live trades, live trades will be monitored by Exit - Component 4: Trade Exit.

Exit - Component 1: Breakeven

Breakeven	-----<Breakeven >-----
Breakeven Function	Enabled / Disabled
Type	Risk To Reward / Point
Start	0
Offset	0

Breakeven Function

- Enabled or Disabled

Type

- Risk to Reward or Point

Start

- The amount of Risk to Reward or Points from entry that initiates the start of a breakeven.
- For Risk to Reward, if it is set to “2”, it means that after the market moved 2x the distance of the entry to stop loss, yielding twice profit as compared to the loss, it initiates the breakeven function.
- For Points, if it is set to “20” which is 2 pips, it means that when the market moves 2 pips in profit, it initiates the breakeven function.

Offset

- The placement of stop loss where a value of “0” means that stop loss would be brought directly to the same location as entry.
- However, any value other than “0” would result in an offset.
- For Risk to Reward, an offset value of a positive number, like “3” means that the breakeven would be at 3 Risk to reward, and an offset value of negative number such as “-0.5”, would result in a breakeven that is at 0.5 risk to reward.
- For Points, a positive number, example “300”, would means that the offset of breakeven would be set 30 pips from entry in profit, and a negative number of offset number such as “-25”, would means that the offset breakeven would be set 2.5 pips in loss from entry.

Exit - Component 2: Take Profit

Take Profit	-----<Take Profit>-----
Type	Risk To Reward / Point
Take Profit	0

Type

- Risk to Reward or Point

Take Profit

- For "Risk to Reward", if a value of "10" was set, it means that take profit will be 10x of the loss, for example, with an initial risk of stop loss of \$100, the Take Profit would take the \$1000 mark.
- For "Point", if a value of "1500" was set, it means 150 pips, where Take Profit will be at 150 pips in profit from entry.
- Setting at "0" disables the take profit function.

Exit - Component 3: Partial Take Profit

Partial Take Profit	-----<Partial Take Profit >-----
Partial Take Profit Function	Enabled / Disabled
Type	Risk To Reward / Point
Partial Start	0
Percentage	0

Partial Take Profit Function

- Enabled or Disabled

Type

- Risk to Reward or Point

Partial Start

- For “Risk to Reward”, if a value of “3” was set, it means that partial take profit would only commence when the market moves in profit of a 3x the Risk to Reward of the original risk.
- For “Points”, if a value of “400” was set, it means that the partial take profit would only commence when the trade is at 40 pips of profit.

Percentage

- The amount of percentage of partial to be taken off the initial lot size.
- For example, if it is set as “60”, it means 60% to take as partial when Partial Start was triggered, if the lots was at 0.10 size, 0.06 lots will be taken off as partial, leaving 0.04 lots running in the market.

Exit - Component 4: Trade Exit

Trade Exit	-----<Trade Exit>-----
End of Day	Enabled / Disabled
Close	0:00

End of Day

- Enabled / Disabled
- End of Day for trades to be closed on a daily basis including live trades.

Close

- The Time in the server to close all trades, including ongoing and limit trades.
- For example, it is set as 22:00, all trades will close at 22:00.
- Trades Exit Function can only resume after 00:00 which is 00:01 onwards since it is a new day.