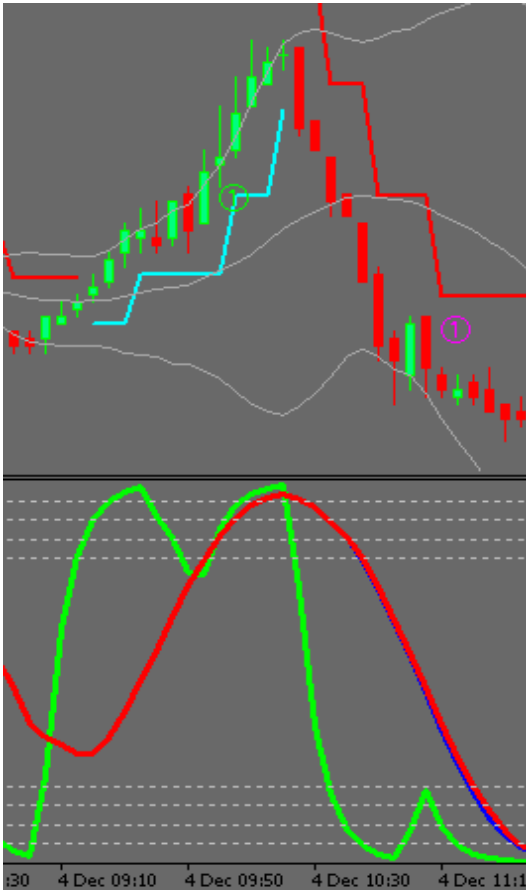


*STOCHV – Sexy Stochastic Indicator developed by Melpheos*

```
//+-----+
// Global Filtering Settings |
//+-----+

extern string Global_Bollinger_Filtering = "";
extern int bollinger_period = 20;
extern int bollinger_deviation = 2;
extern int spread_multiplier = 5; // This filters signal when BB upper band – lower band is less than the spread * spread_multiplier.
                                   You have to adapt this value depending on the TF used.
                                   The longer the TF, the bigger the spread multiplier should be.
```



The next set of filters are for this type of signal showing on the left side.

**For an UP trend**

- V shape exist and is lower than set level*
- Medium Speed stochastic is heading north with minimum speed*
- Slow stoch is higher than oversold level*
- Slow stoch is not yet in overbought and heading north with minimum speed*
- MA is heading north with minimum speed*

**For a DOWN trend**

- Λ shape exist and is higher than set level*
- Medium Speed stochastic is heading south with minimum speed*
- slow stoch is higher than overbought level*
- slow stoch is not yet in oversoldt and heading south with minimum speed,*
- MA is heading south with minimum speed*

```
//+-----+
// Filtering Settings Case 1 |
//+-----+

extern string Case1_Filtering_Settings = "";

extern bool Show_Case1 = True; // Show this type of signal or not. True is show.

extern int OSOB_Fast_Stoch1 = 25; // Fast stochastic should go higher than the set level for a signal to appear in a downtrend.
For an uptrend the calculation is 100 – OSOB_Fast_Stoch

extern int OSOB_Med_Stoch1 = 20; // Medium stoch should be higher than this level for a signal to appear in an uptrend.
For a downtrend, calculation is 100 – OSOB_Slow_Stoch

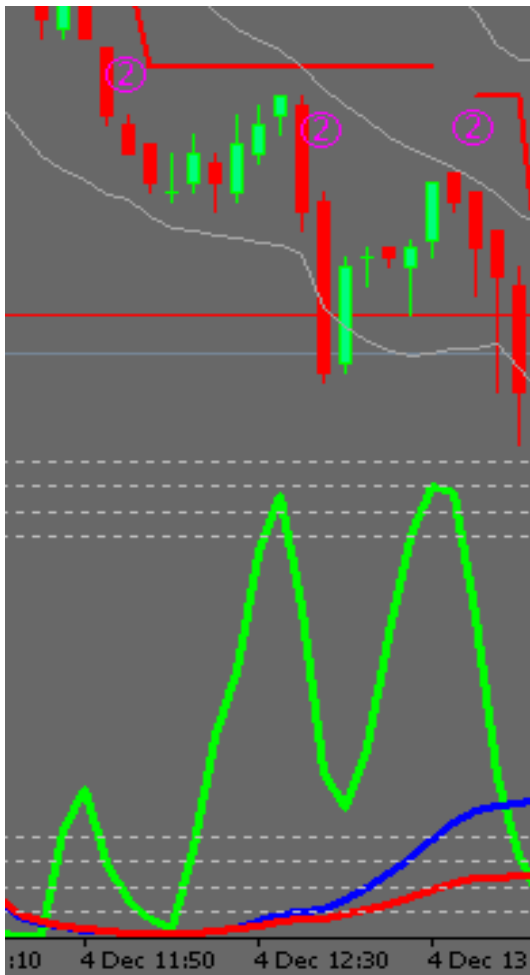
extern int OSOB_Slow_Stoch1 = 10; // Slow stoch should be higher than this level for a signal to appear in an uptrend.
For a downtrend, calculation is 100 – OSOB_Slow_Stoch

extern int Medium_Stoch_Speed_Filter1 = 1; // Medium stoch should be moving more point than the set level in the direction of
the trend for a signal to appear. This calculation is done on two successive candles.

extern int Slow_Stoch_Speed_Filter1 = 1; // Slow stoch should be moving more point than the set level in the direction of the trend for a signal
to appear. This calculation is done on two successive candles.

extern int Fast_MA_Filter_Period1 = 15; // You will be using this moving average to filter signal.

extern double Fast_MA_Speed_Filter1 = 0.0; // The moving average should be moving more pips than the set value in the direction of the trend.
This value has to be adapted depending on the TF.
The longer the TF, the higher the speed filter should be. For example on Geppy, value would
be 0.02 on M15 but 0.1 on H1.
```



The next set of filters are for this type of signal showing on the left side.

**For an UP trend**

*V shape exist and is lower than set level  
Medium Speed stochastic is higher than overbought level  
Medium Stoch in not in a strong downward trend  
slow stoch is higher than overbought level  
MA is heading north with minimum speed*

**For a DOWN trend**

*Λ shape exist and is higher than set level,  
Medium Speed stochastic is lower than oversold level  
Medium Stoch in not in a strong upward trend  
slow stoch is lower than oversold level  
MA is heading south with minimum speed*

```
//+-----+
// Filtering Settings Case 2 |
//+-----+

extern string Case2_Settings = "";
extern bool Show_Case2 = True; // Show this type of signal or not. True is show

extern int OSOB_Fast_Stoch2 = 20; // Fast stochastic should go higher than the set level for a signal to appear in a downtrend.
For an uptrend the calculation is 100 – OSOB_Fast_Stoch

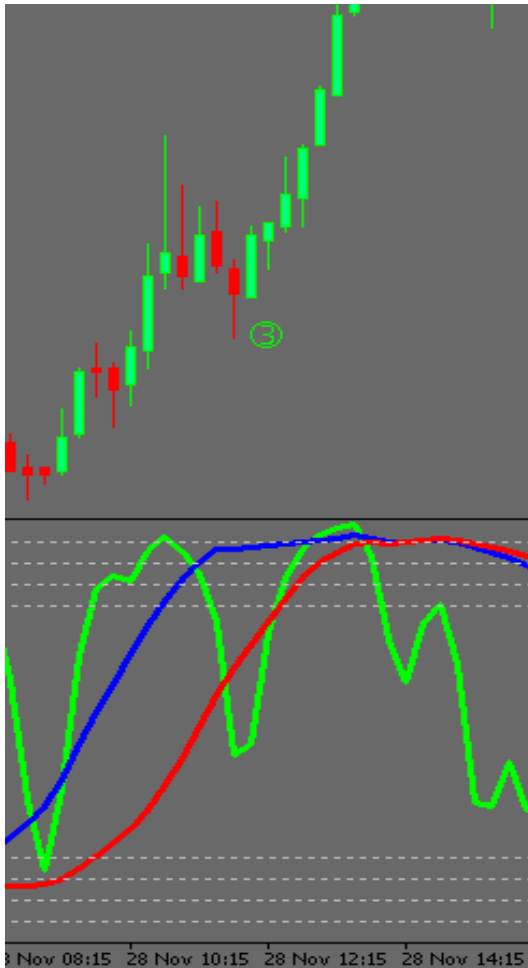
extern int OSOB_Med_Stoch2 = 40; // Medium stoch should NOT be higher than this level for a signal to appear in a downtrend.
For an uptrend, calculation is 100 – OSOB_Slow_Stoch

extern int OSOB_Slow_Stoch2 = 20; // Slow stoch should be lower than this level for a signal to appear in an downtrend.
For an uptrend, calculation is 100 – OSOB_Slow_Stoch

extern int Medium_Stoch_Speed_Filter2 = 4; // Medium stoch should NOT be moving more point than the set level counter to the direction
of the trend for a signal to appear. This calculation is done on two successive candles.

extern int Fast_MA_Filter_Period2 = 15; // You will be using this moving average to filter signal.

extern double Fast_MA_Speed_Filter2 = 0.0; // The moving average should be moving more pips than the set value in the direction of the trend..
This value has to be adapted depending on the TF.
The longer the TF, the higher the speed filter should be. For example on Geppy, value would
be 0.02 on M15 but 0.1 on H1.
```



The next set of filters are for this type of signal showing on the left side.

**For an UP trend**

*V shape exist and is lower than set level  
Medium Speed stochastic is higher than overbought level  
Medium Stoch is not in a strong downward trend  
Slow stoch is heading north with minimum speed  
slow stoch is higher than oversold level,  
MA is heading north with minimum speed*

**For a DOWN trend**

*^ shape exist and is higher than set level  
Medium Speed stochastic is lower than oversold level  
Medium Stoch is not in a strong upward trend  
Slow stoch is heading south with minimum speed  
slow stoch is lower than overbought level  
MA is heading south with minimum speed*

```
//+-----+
// Filtering Settings Case 3 |
//+-----+

extern string Case3_Settings = "";

extern bool Show_Case3 = True; // Show this type of signal or not. True is show

extern int OSOB_Fast_Stoch3 = 20; // Fast stochastic should go higher than the set level for a signal to appear in a downtrend.
For an uptrend the calculation is 100 – OSOB_Fast_Stoch

extern int OSOB_Med_Stoch3 = 25; // Medium stoch should NOT be higher than this level for a signal to appear in a downtrend.
For an uptrend, calculation is 100 – OSOB_Slow_Stoch

extern int OSOB_Slow_Stoch3 = 20; // Slow stoch should be higher than this level for a signal to appear in an uptrend.
For a downtrend, calculation is 100 – OSOB_Slow_Stoch

extern int Medium_Stoch_Speed_Filter3 = 3; // Medium stoch should NOT be moving more point than the set level counter to the direction
of the trend for a signal to appear. This calculation is done on two successive candles.

extern int Slow_Stoch_Speed_Filter3 = 1; // Slow stoch should be moving more point than the set level in the direction of the trend for a signal
to appear. This calculation is done on two successive candles.

extern int Fast_MA_Filter_Period3 = 10; // You will be using this moving average to filter signal.

extern double Fast_MA_Speed_Filter3 = 0.0; // The moving average should be moving more pips than the set value in the direction of the trend..
This value has to be adapted depending on the TF.
The longer the TF, the higher the speed filter should be. For example on Geppy, value would
be 0.02 on M15 but 0.1 on H1.
```

```
//+-----+  
//| Signal Distance |  
//+-----+
```

```
extern string Signal_Distance_Setting = "";
```

```
extern double Signal_Distance = 1.6; // This is the distance you want the signal to appear from the price.  
// This calculation is done with average range of the last 10 candle * Signal_Distance.
```

```
//+-----+  
//| Filtering Settings Alerts |  
//+-----+
```

```
extern bool DisplayAlert = true; // use Alert
```

```
extern bool emailAlert = false; // use mail Alert
```