



Volli_8.2

Volli indicator developed by a unique system DVZ (dynamic volume zones). In the seventh version also added a unique development correlations of currencies. To understand the trade by Indicator necessarily to be familiar with the method of market analysis PRICE ACTION and VSA. By default indicator settings are for the H1 period.

Only for ECN / STP accounts!

Description

1) The arrows. Drawn on the current candle. On the current candle arrow can disappear. When candle closed arrow remains on the chart. Arrows draws when price go out from the zone (touch). The arrow is designed to make attention to the situation on the chart. There are alert when you see arrows.

It is recommended not to reopen an order and not open an additional order if a new arrow in a row one way worse and costs for the previous one(for example when the down arrow costs 1.3020, and previous was priced at 1.3040).

2) Zone. Are drawn on the basis of the largest volume. You can choose from their number, type, whether to show the zone for the current period current period area has its own color, can repaint.

Different color zones this indication was volume bullish or bearish. For visual convenience color unidirectional alternating volumes.

The zone is intended to identify supply and demand. When the price is suitable to the area, it is recommended to watch the behavior of prices. I.e. how many times the price of the retouch of the zone, how many ran it as it happened (or drastically slow). The combination of zones in one place can be thought of as flat. It is recommended when analyzing for example H1 period to assess the situation on the M5, M5 must not have opposite signal to H1.

3) Trend (red-blue squares) shown in a top of subwindow of the indicator. Do not trade opposite trend!

4) Dividing lines. You can change the view. You can include instead of lines filled with certain color zone.

Is used to separate the graph window into zones with small, medium and large volumes. Measured in% in relation to the largest volume.

5) Increasing volume. You can choose after how many bars in a row growing volumes of allocating them. This is the default Blue histograms.

Used for monitoring plot where volumes grew. This is usually where price plots unfolding.

6) Falling volumes. You can choose after how many bars in a row of falling volumes of allocating them. The default is white.

Used for monitoring plot where falling volumes. Usually in such areas it is advisable to close the order.

7) The most bullish volume. By default, has a bright green color.

Shows where for a certain period was the largest volumes of splash on bullish candle.

8) The most bearish volume. By default, the color is red.

Shows where for a certain period was the largest volumes of splash on bearish candle.

9) Similar volumes by default are yellow.

Show where the plots where similar volumes.

10) OnBalanceVolume. The indicator OBV superimposed on the indicator window in% ratio.

Can be used as an oscillator. You can also see this pattern as a double-tap some level indicator window or zones in the indicator window.

11) Correla. indicator window draws a correlation of Exchange calculated from all 28 pairs. Layout and location can be changed.

Is used as an input filter, for example, if you pair GBPUSD decided to make a BUY, and the correlation data indicate that GBP significantly weaker for USD, it's best not to open Bai.

12) Name of the indicator on the main chart. Draws the indicator name. Every tick changes the color of a particular symbol.

Can be used for visual perception of ticks speed.

Settings

```
"////////////////////Main settings////////////////////"
```

```
count_volumes = tick_volumes; Consider tick volumes, broker (not yet connected) or from ClusterDelta
```

```
Bars_Count = 2000; Number of bars for counting
```

```
refresh_in_seconds = 2; Update data in seconds
```

```
"////////////////////Volumes window settings////////////////////"
```

```
identify_one_way_volumes = true ; highlight whether falling or rising or similar amounts in a row  
(white, blue, yellow histograms)
```

```
allowable_indent_same_volumes_identified = 1; permissible backlash in% for the same volume  
identification (yellow histograms)
```

```
min_numb_same_way_volumes_identified = 4; the minimum number of falling or rising volumes  
for their display (white and blue histograms)
```

```
show_OBV_line = true ; whether to show the line of the indicator OBV (OnBalanceVolume)
```

```
show_volli_label = true ; whether to show the inscription Volli
```

```
count_real_volumes = false ; whether to use real volumes for calculations (until setting is not active  
but when volumes appear in MT4 from the broker that you are ready for this)
```

```
"////////////////////Highest Volume settings////////////////////"
```

```
use_highest_volume = true; Show whether the greatest volume
```

```
TF_chek = PERIOD_W 1; the time interval where to look for the greatest volume
```

```
periods_highest_vol = 9; number of intervals
```

```
use_vol_the_zones = true ; whether to draw the support zone based on volume
```

```
use_double_volume_chek = true ; check the set of volumes on 2 candlelight
```

```
bool draw_doubled_zones = false; whether to draw a zone on the dual plugs
```

```
show_current_zone = true ; whether to draw the zone for the current interval
```

start _ draw _ from clause _ volume _ bar = true ; start of zone of candles with the highest volume
number _ of _ the zones = 4; the number of zones to draw
Min _ vol _ level _ perc = 55; the minimum number of % of the largest volume on the schedule with the
volumes for his show
zone _ shift = 0; shear zone relative to the candles with the highest volume
Zone _ right _ side _ shift _ bars = 3; shift the right edge of the zone
Zone _ left _ side _ shift _ bars = 0; shift the left edge of the zone
zones _ width = 2; line thickness zone
extern ENUM _ LINE _ STYLE zones _ style = STYLE _ DOT; style line zone
zones _ color _ up _ today = clrYellow; color zone the current interval with bullish volume
zones _ color _ up = clrLime; color zone with bullish volume
zones _ color _ up2 = clrAqua; color 2 zone with bullish volume
zones _ color _ down _ today = clrViolet; color zone the current interval to the bearish volume
zones _ color _ down = clrRed; color zone with the bearish volume
zones _ color _ down2 = clrOrangeRed; color 2 zone with the bearish volume
the zones _ ray = true ; to draw a zone up to the current candle
the zones _ back = false ; whether the color area to fill
show _ normalC _ the zones = true ; whether to show the zone in volume
show _ oppositeC _ the zones = false ; whether to show the opposite zone in volume
use _ sunday _ shift = false ; whether to use the Sunday market opening time
sunday _ minutes _ shift = 120; shift in minutes
"////////////////////////Arrows settings////////////////////////"
show _ arrows = true ; whether to display arrows by zones
point _ koef = _10; multiplier paragraph 1
Min _ zone _ width _ points = 0; the minimum size for drawing arrows on it
Max _ zone _ width _ points = EMPTY _ VALUE ; the maximum size of area to draw on her shooter
use _ refresh _ arrows = false ; an update of the old shooter
arrows _ indent = 3; points of indent arrows from candles

```
arrow_code_up = 233; code arrow up
arrow_code_down = 234; code arrow down
arrow_color_up = clrLime; color arrow up
arrow_color_down = clrRed; color arrow down
arrows_width = 1; the thickness of the arrows
use_HL_(C)_patern = true ; use a combination of candles1 (e.g. up arrow = Lowe last candle below
the upper boundary of the zone + close current candle above the upper boundary of the zone at a certain
distance + low and close should be above the bottom of the zone)
use_HL_HL_(C)_patern = false ; use a combination of candles2 (e.g. up arrow = previous Lowe
candles above the upper boundary of the zone + Lowe last candle below the upper boundary of the zone
+ close current candle above the upper boundary of the zone at a certain distance + Lo, and Lo and close
should be above the bottom of the zone)
distance_from_clause_zone_signal = 11; the distance at which the price should be farther from the
zone
zone_width_plus_from_clause = 2; adding items to the border zone, opposite to the direction of the
arrow keys (up arrow, for example, the lower bound is increased to 2 points) zone_width_plus_to =
2; adding items to the border zone in the direction of the arrow (e.g. up arrow, the upper limit will be
increased to 2 points)
input string co_set = "////////////////////i settings////////////////////////////////";
input bool show_trend = true; //show trend
input int trend_period = 60; //trend period
input double trend_mult = 1; //trend multiplier
trend_on_top = true ; to draw trend at the top of the idikatora or on volumes use_alert_SWB_on =
false ; alert on/off when you see a trend trend_up_alert = " trend up"; alert message when there was a
trend up
trend_down_alert = " trend starts"; alert message when there was a trend down
use_alert_SWB_off = false ; on/off alert when candles in a row ended
"////////////////////Lines in indicator window////////////////////////////////"
```

```
show _ lines = true ; whether to draw a line separating the indicator window in%
draw _ colored _ the zones = false ; whether to draw the shaded zones separate indicator window
lines_width = 1; thickness lines
extern ENUM_LINE_STYLE lines_style = STYLE_DOT; style lines
line_center_color = clrDodgerBlue; color Central line
line_low_color = clrNavajoWhite; color the bottom line
line_high_color = clrOrangeRed; color top of the line
line_low_percents = 20; lower border in %
line_high_percents = 80; upper border in %
"////////////////////i settings////////////////////"
show_corella = true; Show whether the correlation between currencies
TF = PERIOD _ W 1; the period from which considered correlation
chek _ bar = 0; candle on a point with which considered correlation
Percents _ level _1 = 2.5; level one where the rectangle changes color
Percents _ level _2 = 5.0; level one where the rectangle changes color
Percents _ level .3_3 = 40.0; level one where the rectangle changes color
update _ seconds = 7; interval, in seconds, for data refresh
symbols _ prefix = ""; the prefix character if needed (proEURUSD)
symbols _ postfix = ""; Postfix characters if needed (EURUSDpro)
Rectangle _ width = 47; the width of the rectangle, in pixels
Rectangle _ height = 25; the height of the rectangle
Rectangle _ X = 60; the x-coordinate of the first rectangle
Rectangle _ X _ step = 50; step between rectangles on the x-axis
Rectangle _ Y = 20; coordinate Y the first rectangle
Rectangle _ Y _ step = 48; step between rectangles on an axis Y
Rectangle_color_up_3 = clrAqua; color level3 up
Rectangle_color_up_2 = clrDodgerBlue; color level2 up
Rectangle_color_up_1 = clrLightBlue; color level1 up
```

Rectangle_color_medium_up = clrMoccasin; color level0 +
Rectangle_color_medium_down = clrMoccasin; color level0-
Rectangle_color_down_1 = clrOrange; color level1 down
Rectangle_color_down_2 = clrRed; color level2 down
Rectangle_color_down_3 = clrMagenta; color level3 down
extern fonts Text_symb_font = font9; font text characters
Text_symb_color = clrWhite ; the color of the text characters
Text_symb_size = 7; the size of the text characters
Text_symb_shift_X = 8; offset text character relative to the rectangle along the x axis
Text_symb_shift_Y = 9; shift text character relative to the rectangle of the Y
extern fonts Text_perc_font = font192; font text data
Text_perc_color = clrBlack ; the color of text data
Text_perc_size = 9; data text size
Text_perc_shift_X = 3; shift text data on a rectangle along the x axis
Text_perc_shift_Y = -12; shift text data on the rectangle of the Y
percents_digits = 2; the number of digits after the decimal point in the data
"////////////////////Alerts on arrows settings////////////////////"
use_alert = false ; on/off alert when you see candles on candle closed
up_alert = " Arrow up"; alert message when prompted with an up arrow
down_alert = " Arrow down"; alert message when the down arrow appears
use_sound = false ; on/off the sound when you see candles on candle closed
up_sound = " news "; a sound file when you are prompted with the up arrow
down_sound = " ok "; sound file when the down arrow appears