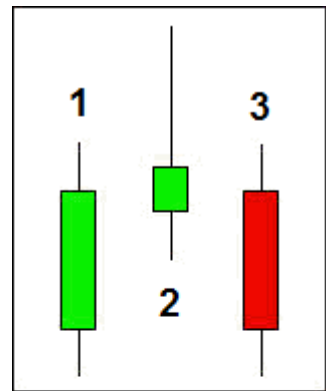


## 3-Bar Signal

This example implements the following Sell Signal and Buy Signal.

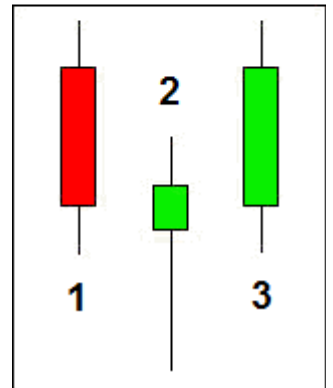
Rules for the Sell Signal:

1. Bar 2 has a higher high and higher low than both bars 1 and 3.
2. Bar 1 is a green bar (close higher than open).
3. Bar 3 is a red bar (close below open or close = open).



Rules for the Buy Signal:

1. Bar 2 has a lower high and lower low than both bars 1 and 3.
2. Bar 1 is a red bar (close lower than open).
3. Bar 3 is a green bar (close above open or close = open).



Study Name 3-Bar Signal	Study Location Chart	Marker Location Above High 1	Label Location None	Grid Tab Default	<input type="checkbox"/> Use as Default
Study Scale Chart Scale	Variables File -3BarSignal	Message Location None	<input type="checkbox"/> Draw Behind Bars		
Message Text <input type="text"/>	Font True False Panel	<input type="checkbox"/> Privatize			<input type="checkbox"/> Close Only
Sound <input checked="" type="radio"/> Silent <input type="radio"/> Beep <input type="radio"/> Voice <input type="radio"/> WAV <input type="checkbox"/> Sound once per bar	Trading System Price Quantity Commission	<input type="checkbox"/> Show Values			<input type="checkbox"/> Email
WAV file <input type="text"/> <input type="button" value="Browse"/>		<input type="checkbox"/> Auto Remove			<input type="checkbox"/> Auto Completion

Category	Variable	Selection #1 & #3	Op. [#]	Selection #2 & #4	Offset	Show	Marker	Color
Expression	20 Rule 1a	= High	>	Prior High	-1	<input checked="" type="checkbox"/>	•	•
		AND ( Low	>	Prior Low	-1			
<b>A</b>	Expression	[Rule 1a] := ( High[-1] > Prior High[-1] ) AND ( Low[-1] > Prior Low[-1] )	<input checked="" type="checkbox"/>	•		<input checked="" type="checkbox"/>	•	•
<b>B</b>	Expression	[Rule 1b] := ( Prior High > High ) AND ( Prior Low > Low )	<input checked="" type="checkbox"/>	•		<input checked="" type="checkbox"/>	•	•
<b>C</b>	Expression	[Rule 2] := Close[-2] > Open[-2]	<input checked="" type="checkbox"/>	•		<input checked="" type="checkbox"/>	•	•
<b>D</b>	Expression	[Rule 3] := Close <= Open	<input type="checkbox"/>					
<b>E</b>	Flag	[0] := AND( [Rule 1a], 4 )	<input checked="" type="checkbox"/>	•		<input checked="" type="checkbox"/>	•	•
<b>F</b>			<input type="checkbox"/>					
<b>G</b>	Expression	[Rule 1a] := ( High[-1] < Prior High[-1] ) AND ( Low[-1] < Prior Low[-1] )	<input checked="" type="checkbox"/>	•		<input checked="" type="checkbox"/>	•	•
<b>H</b>	Expression	[Rule 1b] := ( Prior High < High ) AND ( Prior Low < Low )	<input checked="" type="checkbox"/>	•		<input checked="" type="checkbox"/>	•	•
<b>I</b>	Expression	[Rule 2] := Close[-2] < Open[-2]	<input checked="" type="checkbox"/>	•		<input checked="" type="checkbox"/>	•	•
<b>J</b>	Expression	[Rule 3] := Close >= Open	<input type="checkbox"/>					
<b>K</b>	Flag	[0] := AND( [Rule 1a], 4 )	<input checked="" type="checkbox"/>	•		<input checked="" type="checkbox"/>	•	•

A – Implements Rule 1: Bar 2 has a higher high and a higher low than Bar 1.

B – Implements Rule 1: Bar 2 has a higher high and a higher low than Bar 3.

C – Rule 2: Bar 1 Close is above its open, ie. a Green bar.

D – Rule 3: Bar 3 Close is <= its Open, ie. a Red bar.

E – Show a marker when all 4 conditions are simultaneously True. This is the Sell Signal.

Note: Rule1a, Rule1b, Rule2 and Rule3 are Variables in sequence beginning with Rule1a.

Rows G through K implement the same principles for the Buy Signal.