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# 120206_MarketForecast_ver4_STUDY
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#
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```
# Originally developed by ToS User: davi di nc  
(studiossupport@pc3i.com) For
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```
# technical support email or logon to www.pc3i.com
```

```
Thanks.
```

```
#
```

```
declare lower;
```

```
input showBreadth_Fast_Slow = No;
```

```
input showFlags_Fast_Slow = Yes;
```

```
input showBreadth_Fast_Medium = No;
```

```
input showFlags_Fast_Medium = Yes;
```

```
input FlagTriggerLevel = 45;
```

```
input VertDisp = -50;
```

```
# plot the horizontal reference lines
```

```
plot Line20 = 20 + VertDisp;
```

```
Line20. SetDefaultColor(Color.Light_Red);
```

```
Line20. HideBubble();
```

```
Line20. HideTitle();
```

```
plot Line50 = 50 + VertDisp;
```

```
Line50. SetDefaultColor(Color.White);
```

```
Line50. HideBubble();
```

```
Line50. HideTitle();
```

```
plot Line80 = 80 + VertDisp;
```

```
Line80. SetDefaultColor(Color.Light_Red);
```

```
Line80. HideBubble();
```

```
Line80. HideTitle();
```

```
Plot plusifty = +50;
```

```
Plot minusifty = -50;
```

```
plot TriggerUp = if showBreadth_Fast_Slow or  
showBreadth_Fast_Medium then
```

```
FlagTriggerLevel + 50 + VertDisp else double.nan;
```

```
TriggerUp. SetDefaultColor(Color.Gray);
```

```
TriggerUp. SetStyle(Curve.Short_Dash);
```

```
TriggerUp. HideBubble();
```

```
plot TriggerDn = if showbreadth_Fast_Slow or  
showBreadth_Fast_Medium then
```

```
- FlagTriggerLevel + 50 + VertDisp else
```

```
double.nan;
```

```

Tri ggerDn. SetDefaul tCol or(Col or. Gray);
Tri ggerDn. SetStyl e(Curve. Short_Dash);
Tri ggerDn. Hi deBubbl e();
# The Momentum, ShortTerm and Intermedi ate plots
plot Fast = MarketForecast().Momentum      +
VertDi sp;
Fast. SetDefaul tCol or(Col or. Yel l ow);
Fast. SetLi neWei ght(1);
plot Medi um = MarketForecast(). ShortTerm  +
VertDi sp;
Medi um. SetDefaul tCol or(Col or. Red);
Medi um. SetLi neWei ght(1);
plot Sl ow = MarketForecast(). Intermedi ate  +
VertDi sp;
Sl ow. SetDefaul tCol or(Col or. Green);
Sl ow. SetLi neWei ght(1);
# Breadth plot for (Fast - Sl ow) Breadth
def Di ff_Fast_Sl ow = Fast - Sl ow;
plot Fast_Sl ow_Breadth =
  i f showbreadth_Fast_Sl ow then
    Di ff_Fast_Sl ow + 50 + VertDi sp
  el se doubl e. nan;
Fast_Sl ow_Breadth. SetDefaul tCol or(Col or. Green);
Fast_Sl ow_Breadth. SetStyl e(Curve. Short_Dash);
#
# limes for (Fast - Sl ow) Breadth
plot Fl ag_Fast_Sl ow_Up =
  i f showFl ags_Fast_Sl ow and Di ff_Fast_Sl ow >
Fl agTri ggerLevel then
    Di ff_Fast_Sl ow + 50 + VertDi sp
  el se doubl e. nan;
Fl ag_Fast_Sl ow_Up. SetDefaul tCol or(Col or. Green);
Fl ag_Fast_Sl ow_Up. SetPai nti ngStrate gy(Pai nti ngStrate
gy. Li ne_vs_Poi nts);
Fl ag_Fast_Sl ow_Up. Hi deBubbl e();
plot Fl ag_Fast_Sl ow_Dn =
  i f showFl ags_Fast_Sl ow and Di ff_Fast_Sl ow <
-Fl agTri ggerLevel then
    Di ff_Fast_Sl ow + 50 + VertDi sp

```

```

else double.nan;
Flag_Fast_Slow_Dn.SetDefaultColor(Color.Green);
Flag_Fast_Slow_Dn.SetPaintingStrategy(PaintingStrategy.Line_vs_Points);
Flag_Fast_Slow_Dn.HideBubble();
## Breadth plot for (Fast - Medium) Breadth
def Diff_Fast_Medium = Fast - Medium;
plot Fast_Medium_Breadth =
  if showbreadth_Fast_Medium then
    Diff_Fast_Medium + 50 + VertDisp
  else double.nan;
Fast_Medium_Breadth.SetDefaultColor(Color.Red);
Fast_Medium_Breadth.SetStyle(Curve.Short_Dash);
#
# cherries for (Fast - Medium) Breadth
plot Flag_Fast_Medium_Up =
  if showFlags_Fast_Medium and Diff_Fast_Medium >
FlagTriggerLevel then
  Diff_Fast_Medium + 50 + VertDisp
  else double.nan;
Flag_Fast_Medium_Up.SetDefaultColor(Color.Red);
Flag_Fast_Medium_Up.SetPaintingStrategy(PaintingStrategy.Line_vs_Points);
Flag_Fast_Medium_Up.HideBubble();
plot Flag_Fast_Medium_Dn =
  if showFlags_Fast_Medium and Diff_Fast_Medium <
-FlagTriggerLevel then
  Diff_Fast_Medium + 50 + VertDisp
  else double.nan;
Flag_Fast_Medium_Dn.SetDefaultColor(Color.Red);
Flag_Fast_Medium_Dn.SetPaintingStrategy(PaintingStrategy.Line_vs_Points);
Flag_Fast_Medium_Dn.HideBubble();
#

#####
plot upone = if (Fast > Line80 and Fast [1]<= Line80
[1]) then Fast [1] else double.NaN;
upone.SetPaintingStrategy(PaintingStrategy.ARROW_UP)

```

```
;
upone. setDefaultColor(color.white);
upone. SetLineWidth(2);

plot downone = if (Fast < Line20 and Fast [1]>=
Line20 [1]) then Fast [1] else double.NaN;
downone. SetPaintingStrategy(PaintingStrategy.ARROW_D
OWN);
downone. setDefaultColor(color.Yellow);
downone. SetLineWidth(2);
```

```
####
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```
plot uptwo = if (Fast > Line20 and Fast [1]<=
Line20 [1]) then Fast
[1] else double.NaN;
uptwo. SetPaintingStrategy(PaintingStrategy.ARROW_UP)
;
uptwo. setDefaultColor(color.white);
uptwo. SetLineWidth(2);
```

```
plot downtwo = if (Fast < Line80 and Fast [1]>=
Line80 [1]) then Fast [1] else double.NaN;
downtwo. SetPaintingStrategy(PaintingStrategy.ARROW_D
OWN);
downtwo. setDefaultColor(color.Yellow);
downtwo. SetLineWidth(2);
```

```
#####
```

```
plot upone1 = if (Medium > Line80 and Medium [1]<=
Line80 [1]) then Medium [1] else double.NaN;
upone1. SetPaintingStrategy(PaintingStrategy.ARROW_UP
);
upone1. setDefaultColor(color.cyan);
upone1. SetLineWidth(4);
```

```
plot downone1 = if (Medium < Line20 and Medium [1]>=
Line20 [1]) then Medium [1] else double.NaN;
```

```

downone1. SetPaintingStrategy(PaintingStrategy. ARROW_
DOWN);
downone1. setDefaultColor(color. Red);
downone1. SetLineWidth(4);

```

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####
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```

plot uptwo1 = if (Medium > Line20 and Medium [1]<=
Line20 [1]) then Medium
[1] else double.NaN;
Uptwo1. SetPaintingStrategy(PaintingStrategy. ARROW_UP
);
Uptwo1. setDefaultColor(color. cyan);
Uptwo1. SetLineWidth(4);

```

```

plot downtwo1 = if (Medium < Line80 and Medium [1]>=
Line80 [1]) then Medium [1] else double.NaN;
downtwo1. SetPaintingStrategy(PaintingStrategy. ARROW_
DOWN);
downtwo1. setDefaultColor(color. Red);
downtwo1. SetLineWidth(4);

```

```
#####
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```

plot up = if (fast> Medium and fast [1]<= Medium
[1]) then fast [1] else double.NaN;
up. SetPaintingStrategy(paintingstrategy. Line_vs_squa
res );
up. setDefaultColor(color. blue);;
up. SetLineWidth(4);

```

```

plot down = if (fast< Medium and fast [1]>= Medium
[1]) then fast [1] else double.NaN;
down. SetPaintingStrategy(paintingstrategy. Line_vs_sq
uares );
down. setDefaultColor(color. plum);
down. SetLineWidth(4);

```

```
####
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```

AddCloud (medium, Line50 , color. green, color.
red);

```

END