

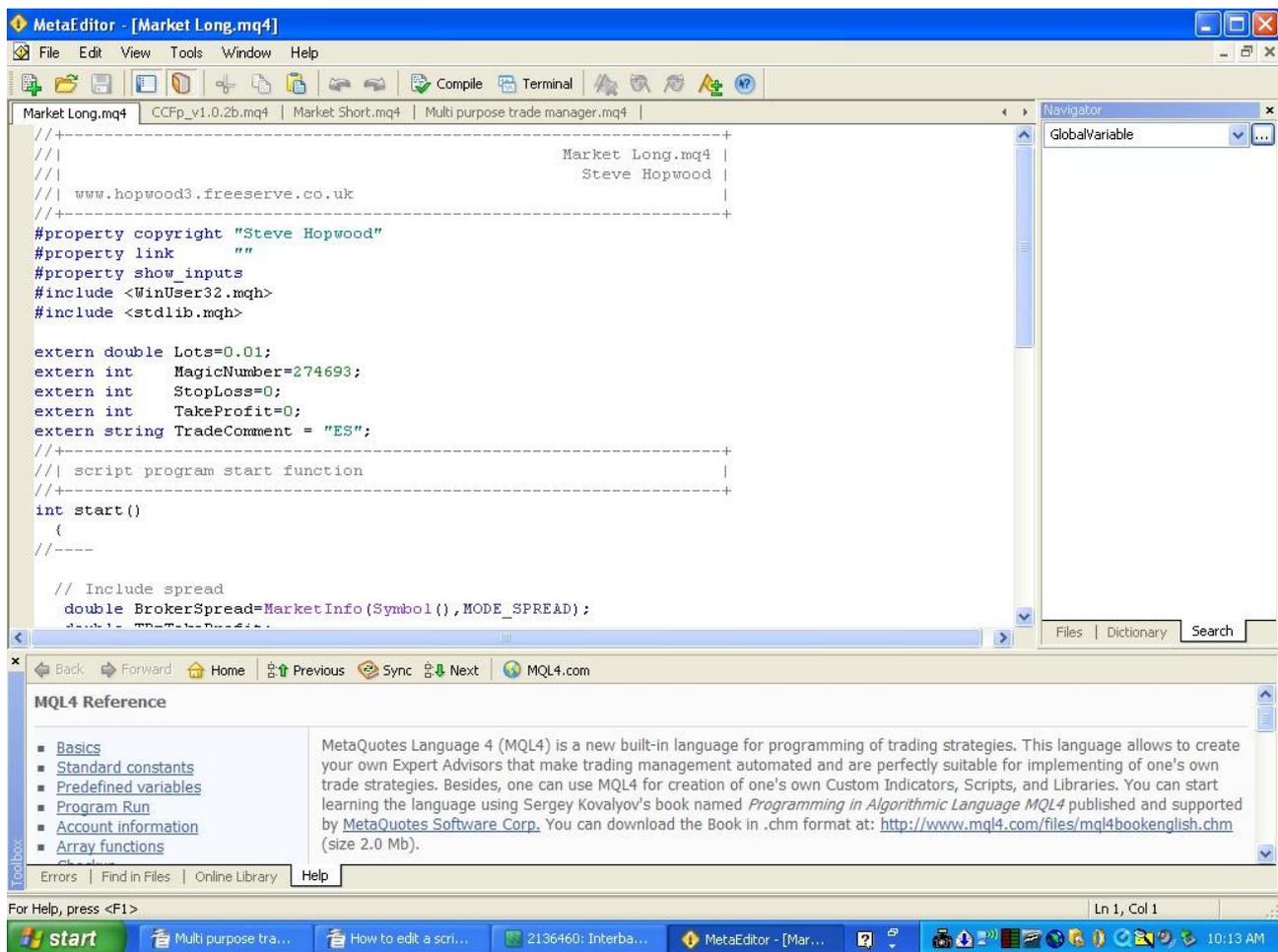
How to edit a script code

Life is so very much easier if you have scripts that do exactly what you want the moment you drag them onto a chart, instead of having to enter the values you want into the boxes.

I shall show you how to edit the Market Long script code so that your default inputs will appear every time you use it. You can apply this to every other script and ea you have.

Don't be frightened of this; it really is one of the easiest things to do. Just follow these simple steps.

- Run your trading platform.
- Call up the Navigation window and go to Scripts.
- Right-click on Market Long and left-click 'Modify'. After a few seconds the Code editing screen will appear. Your screen will look something like this:



- Save a copy of the code with a different file name, so the original is still in place if you do happen to much things up:
 - Left-click File at the top left of your editor, the Save As...
 - The Save As window will appear. In the File name box, enter a new file name. You can use anything, but for now use Market Long Edited By Me.
 - Click on Save and the file will be saved using your new file name. This is now the file you are editing, so the original Market Long is left intact and alone.
- We are only interested in a tiny part of the code. Here are the first few lines:

```

//+-----+
//|                                     Market Long.mq4 |
//|                                     Steve Hopwood  |
//| www.hopwood3.freeseve.co.uk           |
//+-----+
#property copyright "Steve Hopwood"
#property link      ""
#property show_inputs
#include <WinUser32.mqh>
#include <stdlib.mqh>

extern double Lots=0.01;
extern int    MagicNumber=274693;
extern int    StopLoss=0;
extern int    TakeProfit=0;
extern string TradeComment = "ES";
//+-----+

```

- To isolate further the code we need to look at, ignore the first 10 lines, down to the gap line just after `#include <stdlib.mqh>`
- Here is the code we are interested in:

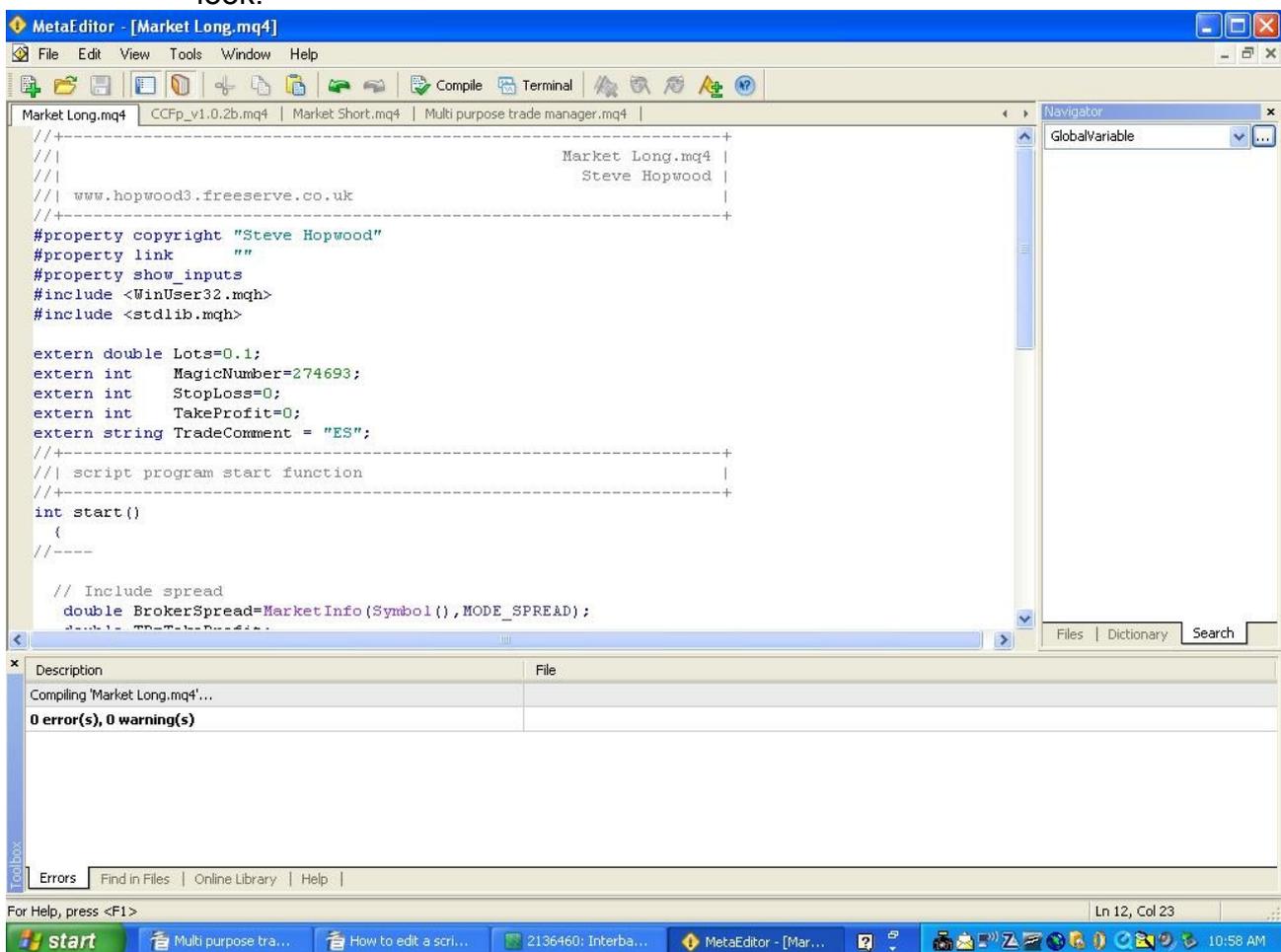
```

extern double Lots=0.01;
extern int    MagicNumber=274693;
extern int    StopLoss=0;
extern int    TakeProfit=0;
extern string TradeComment = "ES";

```

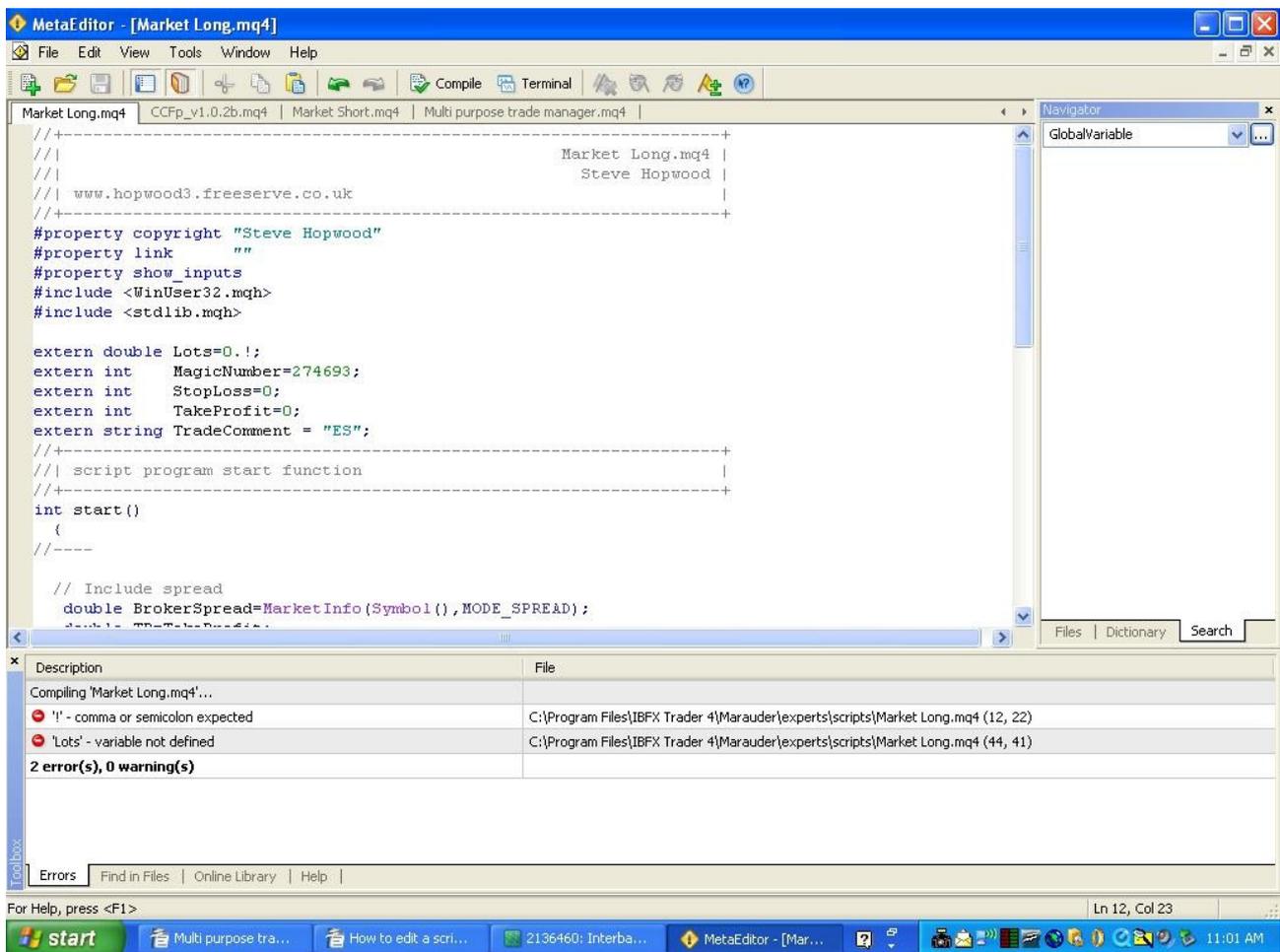
- The word “extern” is what tells the script to show these values in the inputs tab when you drag the script onto your chart.
- The word that follows 'extern' is either 'double', 'int' or 'string'. Don't worry about what these mean; they are data types and need not concern you unless you want to delve more deeply into programming.
- The next word ('Lots', 'MagicNumber' etc) is the name of the variable you input when entering your choices into the 'Inputs' tab.

- Suppose we want to make these changes (we won't alter the MagicNumber, as this defaults to that of my Multi-purpose trade management ea):
 - 'Lots' to 0.1
 - 'StopLoss' to 20
 - 'TakeProfit' to 40.
 - 'TradeComment' to "Mine".
- Here is what you do.
 - 'Lots' to 0.1
 - Position the cursor to the right of the stop in 0.01.
 - Delete the 01.
 - Type 1.
 - Press the F5 key (or click File-Compile). This tells the editor to make the .ex4 file that the trading platform actually compiles. After a few seconds, you will get a message in the window at the bottom of the screen. Here is how it will look:



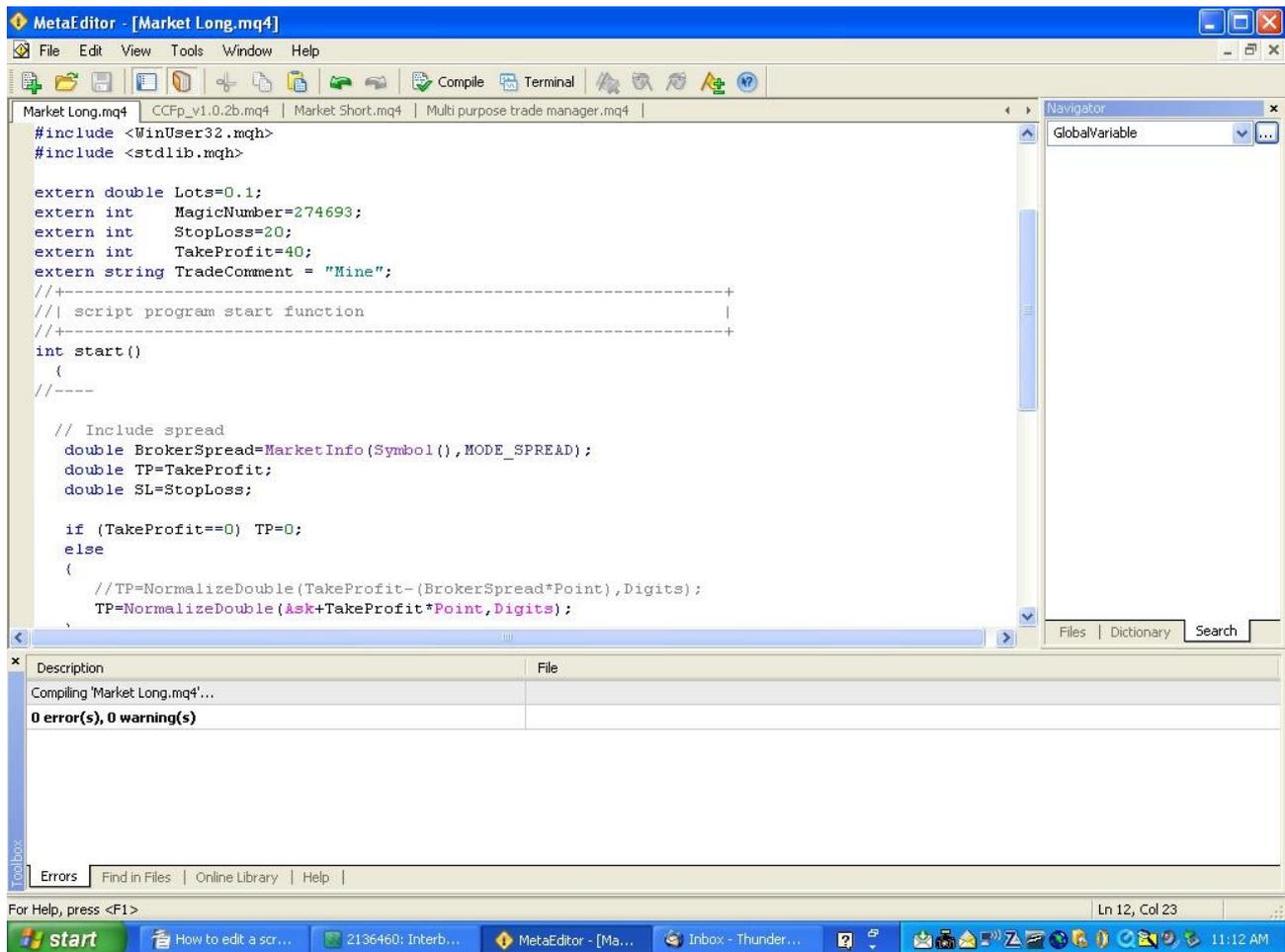
- See the '0 error(s), 0 warning(s)' bit? That tells you the compile was successful.

- Supposing you made a mistake? Imagine you typed in an '!' instead of a 1, because the shift key was down at the same time? Your screen will look something like this:

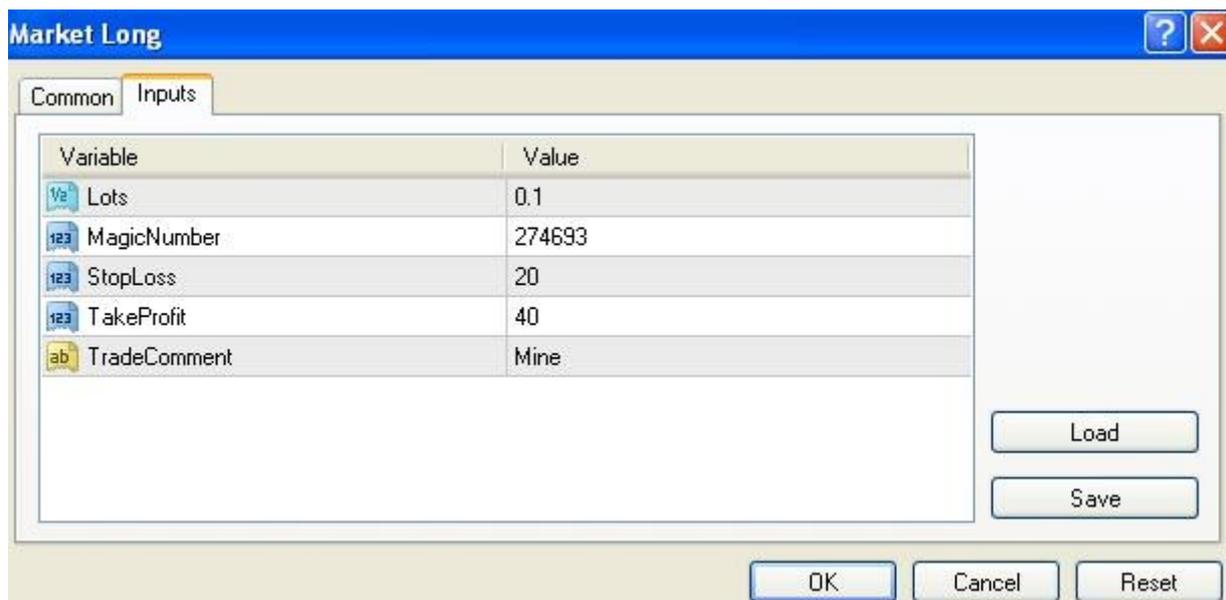


- The editor has picked up your mistake and listed the error. Double click on “!' - comma or semicolon expected” and your cursor will move to exactly the right spot. You can make the correction and hit the F5 key again.
- Carrying on with the changes:
 - 'StopLoss' to 20
 - Position the cursor to the right of the = sign in the “StopLoss=0” bit.
 - Type 2.
 - Hit the F5 key again to make sure the script compiles ok.
 - 'TakeProfit' to 40.
 - Position the cursor to the right of the = sign in the “TakeProfit=0” bit.
 - Type 4.
 - Hit the F5 key again to make sure the script compiles ok.
 - 'TradeComment' to “Mine”.
 - Position the cursor inside the quote marks in the TradeComment = "ES" bit.
 - Type Mine.
 - Hit the F5 key again to make sure the script compiles ok.

- When you have finished, your screen will look something like this:



- Press the F4 key and your trading platform will appear. Drag the script onto a chart and the inputs tab will look like this:



- If the tab does not look like this, then simply shut down and restart your platform. The script will work properly.

Congratulations. You have successfully customised your first script. You can apply this to all customisable scripts and ea's you download in the future. Here is how you recognise those you can customise and those you cannot:

- The customisable scripts and ea's have the file name extension .mq4. That is why the scripts you downloaded from me are Market Long.mq4 and so on.
- The non-customisable scripts and ea's have the file name extension .ex4. This means the author has issued the compiled version and you cannot tinker with the code.

Now go back and customise the script to your own default values.

Have fun.

Steve Hopwood, 18th October 2008.