

Code Difference from Anna 1.01 to Bella 1.00

We've made some slight updates to the code for our long and short entry rules from Anna 1.01 to Bella 1.00. Apologies, the old code had some mistakes. What you see in the videos are the old code. The code that you had downloaded from Dropbox before 6th April 2017 are the old code. If you had downloaded them after 6th April 2017, you would have downloaded the new code.

I've listed the old and new code here. Check out the following to see if you can spot the mistake. Scroll to the bottom for an explanation on why the old code was not suitable.

Note: The entry and exit rules of Anna 1.01 and Bella 1.00 did not change. The change is how it was coded.

Anna_v1.01_Complete.mq5

Old:

Starting at line 217:

```
if(PriceDataTable[1].high - PriceDataTable[1].low > PriceDataTable[2].high - PriceDataTable[2].low)
if(shortSma2 < longSma2 && shortSma1 >= longSma1) // Rule to enter long trades
```

Starting at line 253:

```
else if(PriceDataTable[1].high - PriceDataTable[1].low > PriceDataTable[2].high -
PriceDataTable[2].low)
if(shortSma2 > longSma2 && shortSma1 <= longSma1) // Rule to enter short trades
```

New:

Starting at line 217:

```
if(PriceDataTable[1].high - PriceDataTable[1].low > PriceDataTable[2].high - PriceDataTable[2].low
&& shortSma2 < longSma2 && shortSma1 >= longSma1) // Rule to enter long trades
```

Starting at line 253:

```
else if(PriceDataTable[1].high - PriceDataTable[1].low > PriceDataTable[2].high -
PriceDataTable[2].low && shortSma2 > longSma2 && shortSma1 <= longSma1) // Rule to enter
short trades
```

Anna_v1.02_Complete.mq5

Old:

Starting at line 185:

```
if(PriceDataTable[1].high - PriceDataTable[1].low > PriceDataTable[2].high - PriceDataTable[2].low)
if(shortSma2 < longSma2 && shortSma1 >= longSma1) // Rule to enter long trades
```

Starting at line 219:

```
else if(PriceDataTable[1].high - PriceDataTable[1].low > PriceDataTable[2].high -  
PriceDataTable[2].low)  
if(shortSma2 > longSma2 && shortSma1 <= longSma1) // Rule to enter short trades
```

New:

Starting at line 185:

```
if(PriceDataTable[1].high - PriceDataTable[1].low > PriceDataTable[2].high - PriceDataTable[2].low  
&& shortSma2 < longSma2 && shortSma1 >= longSma1) // Rule to enter long trades
```

Starting at line 219:

```
else if(PriceDataTable[1].high - PriceDataTable[1].low > PriceDataTable[2].high -  
PriceDataTable[2].low && shortSma2 > longSma2 && shortSma1 <= longSma1) // Rule to enter  
short trades
```

Bella_v1.00_Complete.mq5

Old:

Starting at line 248:

```
if(PriceDataTable[1].high-PriceDataTable[1].low>PriceDataTable[2].high-PriceDataTable[2].low)  
if(shortSma2<longSma2 && shortSma1>=longSma1)  
if(medSma1H1>medSma1H4)  
if(medSma1H4>medSma1D1) // Rule to enter long trades
```

Starting at line 286:

```
else if(PriceDataTable[1].high-PriceDataTable[1].low>PriceDataTable[2].high-PriceDataTable[2].low)  
if(shortSma2>longSma2 && shortSma1<=longSma1)  
if(medSma1H1<medSma1H4)  
if(medSma1H4<medSma1D1) // Rule to enter short trades
```

New:

Starting at line 248:

```
if(PriceDataTable[1].high-PriceDataTable[1].low>PriceDataTable[2].high-PriceDataTable[2].low &&  
shortSma2<longSma2 && shortSma1>=longSma1 &&  
medSma1H1>medSma1H4 &&  
medSma1H4>medSma1D1) // Rule to enter long trades
```

Starting at line 286:

```
else if(PriceDataTable[1].high-PriceDataTable[1].low>PriceDataTable[2].high-PriceDataTable[2].low  
&&  
shortSma2>longSma2 && shortSma1<=longSma1 &&  
medSma1H1<medSma1H4 &&  
medSma1H4<medSma1D1) // Rule to enter short trades
```

Issues with the old code

Consider a code with the following format (our old format):

```
if(A) if(B) if(C) {  
    // Long entry rules  
}  
else if(D) if(E) if(F) {  
    // Short entry rules  
}
```

Consider this, if D, E and F are true, and A is false, the short entry rule will not execute. But it should! The short entry will not execute because everything from if(B) onward will not run.

Consider this format (our new format):

```
if(A && B && C) {  
    // Long entry rules  
}  
else if(D && E && F) {  
    // Short entry rules  
}
```

This solves the problem!