

Comer writes regarding his post in Symphonie Method Thread;

I have just finished reading this thread from #1. Impressive! I am a newbie, eager to learn everything there is to learn, to know how everything works. Naturally I wanted to know how Symphonie indicators work too - so I looked inside... and it turned out as full rewrite of all of them. And then some. There were just too much of just plain programming mistakes and I just can't seriously take any indicator if I know it's calculating garbage, trips over itself and otherwise broken. By all means - in no way am I bashing this truly remarkable system, just trying to add a little something.

I renamed the indicator after recoding so there is no mistake where the original and where the recode is. I will provide the new and the original names. So here it is.

1. Symphonie Extreme Cycle Indikator / Extreme Spike

Problems: General mess. It seems that a lot of people have been there and left their footprints all over the place one on top of another. Also, "improvement" put on top of the core algorithm (RSI, SMMA, ZeroLag etc.) added a lot of instability.

Features: Individually configurable alerts.

- Non-repainting mode (I bet I got your attention, didn't I?)
- A thin line along the spike if it may be repainted (in regular mode). When the extreme becomes final the line is removed.
- Shadow (dot) on the place where Major spike was repainted.
- Instability removed, parameters cleaned up and clarified.

Principle of Operation: The indicator looks for prices moving one way, then revert and move the other way for sufficient amount of time and sufficient price distance from the extreme point. When this conditions are met, the algorithm "flips" and starts looking for the opposite extreme. Taking the low extreme for example, it should look like the letter "J" before it is considered "complete". If prices make an extreme higher/lower before that, the last extreme is invalidated and "spike" is repainted. On the other hand, once the algorithm "flips", the last extreme is forgotten and will never repaint. **So here it was possible to add a "non-repainting" mode - where the spike is not painted at all before it becomes "complete". However, this process may take a long time! It is quite possible that by the time spike becomes non-repainting the majority of the move has already passed. In my opinion this mode is hardly usable.**

Parameters: *MinorMinExtremeHeightATR* - is the minimum height of the extreme (the height of the letter "J") for Minor spikes (without color). It is measured in 250-bar period ATRs.

• *MajorToMinorHeightRatio* - minimum height of the Major extreme (with color) measured in Minor Extreme heights (!). I.e. these two parameters are cumulative: if *MinorMinExtremeHeightATR* = 2.0 and *MajorToMinorHeightRatio* = 2.5, then the minimum height of the Major Extreme is $2.0 \times 2.5 = 5.0$ ATRs.

• *Minor/MajorMinExtremeWidth* - is the minimum number of bars that has to pass before the extreme is complete. Those parameters are independent. By increasing the value you could filter some jerky moves in the range of these number of bars. To be honest - I think the are useless, too rough to tune. I recommend leave them at defaults.

• *AlertStableEnabled* - setting to "true" enables alert when the last spike becomes non-repainting.

The other parameters are self-explanatory.

Comment: The default parameter values should generally work everywhere, though I recommend fine-tuning "MinExtremeHeight"s to your liking for your timeframe and instrument - change by a little - in steps of 0.2 for example. I found that I only ever needed to change the Major Height in range from 1.8 to 3.2. In my understanding, the height parameter should represent an "over-extension" of the price. Therefore it seems logical to take a half of the higher timeframe range (ATR) as a maximum normal height. How much higher timeframe would depend on your opinion how long the average cycle is. For example I'd say if you trade H1, then take D1 ATR as Minor height and W1 as major. Just an educated guess.