```
int start()
{
 int limit = Bars - IndicatorCounted();

 if(Bars < Highest_Period || Bars < Lowest_Period)
  {
   return(0);
  }

 //実体の計算
 for(int i = limit - 1; i >= 0; i--)
    {
     Real_Body[i] = MathAbs(Open[i] - Close[i]);

     if(Real_Body[i] == 0)
      {
       Real_Body[i] = Real_Body[i] + Adjusted_Point;
      }
    }

 //上ヒゲの計算
 for(i = limit - 1; i >= 0; i--)
    {
     Upper_Shadow[i] = MathMin(High[i] - Open[i],High[i] - Close[i]);
    }

 //下ヒゲの計算
 for(i = limit - 1; i >= 0; i--)
    {
     Lower_Shadow[i] = MathMin(Open[i] - Low[i],Close[i] - Low[i]);
    }

 //矢印の設定
 for(i = limit - 1; i >= 0; i--)
    {
     //上矢印の設定
     if(Real_Body[i] * Magnification <= Lower_Shadow[i] && Minimum_Length * Adjusted_Point <= Lower_Shadow[i] &&
        Low[i] < Low[iLowest(NULL,0,MODE_LOW,Lowest_Period,i+1)])
      {
       Arrow_Up[i] = Low[i] - Adjusted_Point;
      }

     //下矢印の設定
     if(Real_Body[i] * Magnification <= Upper_Shadow[i] && Minimum_Length * Adjusted_Point <= Upper_Shadow[i] &&
        High[i] > High[iHighest(NULL,0,MODE_HIGH,Highest_Period,i+1)])
      {
       Arrow_Down[i] = High[i] + Adjusted_Point;
      }
    }

 return(0);
}
```