Direction

Mode

Don't Change

Choose Direction: Long or Short

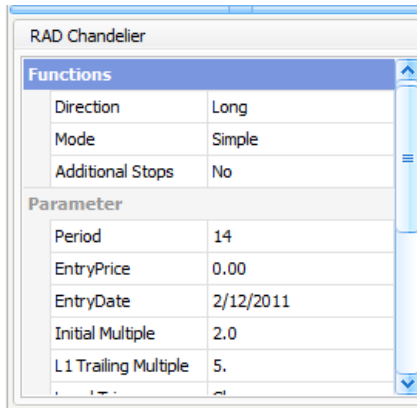**Choose Mode (Stop Type): Simple or Breakeven**

Simple is the equivalent of the RAD*ChandelierStopLong

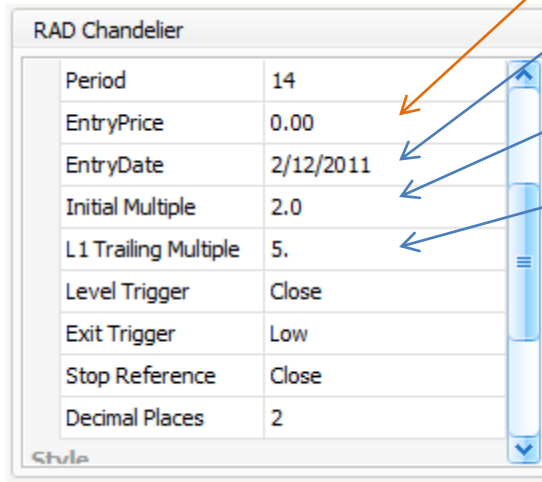Breakeven is the equivalent of the RAD*ChandelierStopLongWithTransition

Ignore the Additional stops for now

Simple Stop

You should only need to change three parameters at a pinch four if you include the Entry Price.

RAD Chandelier	
Functions	
Direction	Long
Mode	Simple
Additional Stops	No
Parameter	
Period	14
EntryPrice	0.00
EntryDate	2/12/2011
Initial Multiple	2.0
L1 Trailing Multiple	5.

RAD Chandelier	
Period	14
EntryPrice	0.00
EntryDate	2/12/2011
Initial Multiple	2.0
L1 Trailing Multiple	5.
Level Trigger	Close
Exit Trigger	Low
Stop Reference	Close
Decimal Places	2
Style	

Period: = ATR look back (no need to change)

Entry price: Alter to suit your entry price

Entry date: Set to the date of your Signal date

Initial Multiple: = your Initial Stop

L1 Trailing Multiple: = your Trailing Stop

Level Trigger: what triggers the stop (Leave as close)

Exit Trigger: What triggers the Exit (Leave as Low)

Stop Reference: what moves the stop (Leave as close)

Decimal Places: How many decimal places are shown

Breakeven Stop

RAD Chandelier

Functions	
Direction	Long
Mode	Break Even
Additional Stops	No
Parameter	
Period	14
EntryPrice	0.00
EntryDate	2/12/2011
Initial Multiple	2.0
Initial Mode	Fixed

RAD Chandelier

Period	14
EntryPrice	0.00
EntryDate	2/12/2011
Initial Multiple	2.0
Initial Mode	Fixed
Level 1 Multiple	2.0
L1 Trailing Multiple	5.
Level Trigger	Close
Exit Trigger	Low
Stop Reference	Close

You should only need to change four parameters at a pinch five if you include the Entry Price.

Period: = ATR look back (no need to change)

Entry price: Alter to suit your entry price

Entry date: Set to the date of your Signal date

Initial Multiple: = your Initial Stop

Initial Mode: Fixed or trail to breakeven (leave as fixed)

Level 1 Multiple: Transition to breakeven (match to your initial value to make it easy)

L1 Trailing Multiple: = your Trailing Stop

Level Trigger: what triggers the stop (Leave as close)

Exit Trigger: What triggers the Exit (Leave as Low)

Stop Reference: what moves the stop (Leave as close)

Decimal Places: How many decimal places are shown