```
/*!
* mark scale tick of data_mark_factor 0.1 v1.0 gordonlesti.com
*/
/*!
* mark scale tick of data_mark_factor 0.1 v1.0 gordonlesti.com
*/
/* line_type_trading_ts
* line_type_trading_ts_
* line_type_trading_ts_
*/
.line_type_trading_ts_
.line_type_trading_ts_
.line_type_trading_ts_
```

```
<       // update the time clock preview background color //
<       TimeClockPreview.UpdateClockBackgroundColor(ClockBackgroundColorView.GetCurrentHue())
---
>       // update the game clock background color //
>       GameClock.UpdateClockBackgroundColor(ClockBackgroundColorView.GetCurrentHue())
>
>       // update the game clock preview background color //
>       GameClockPreview.UpdateClockBackgroundColor(ClockBackgroundColorView.GetCurrentHue())
>
>       // update the game clock preview //
>       GameClockPreview.UpdateClock(0, ElapsedBlackTime:0)
13055,13059c12818,12819
<       // update the white time clock border color //
<       WhiteTimeClock.UpdateClockBorderColor(ClockColorView.GetCurrentHue())
<
<       // update the black time clock border color //
<       BlackTimeClock.UpdateClockBorderColor(ClockColorView.GetCurrentHue())
---
>       // update the game clock color //
>       GameClock.UpdateClockColor(ClockColorView.GetCurrentHue())
13061,13062c12821,12825
<       // update the time clock border preview color //
<       TimeClockPreview.UpdateClockBorderColor(ClockColorView.GetCurrentHue())
---
>       // update the game clock border preview color //
>       GameClockPreview.UpdateClockColor(ClockColorView.GetCurrentHue())
>
>       // update the game clock preview //
>       GameClockPreview.UpdateClock(0, ElapsedBlackTime:0)
13477,13478c13240,13241
<       // update the time clock preview //
<       TimeClockPreview.frame = NSMakeRect(280, 300, 100, 100)
---
>       // update the game clock preview //
>       GameClockPreview.frame = NSMakeRect(218, 275, 224, 104)
13528,13529c13291,13292
<       // update the time clock preview state //
<       TimeClockPreview.isHidden = State
---
>       // update the game clock preview state //
>       GameClockPreview.isHidden = State
13599a13363,13365
>       // update the game clock preview //
>       GameClockPreview.UpdateClock(0, ElapsedBlackTime:0)
>
14282,14290d14047
<
<       // set that need to refresh the white time clock //
<       WhiteTimeClock.RefreshAll = true
<
<       // set that need to refresh the black time clock //
<       BlackTimeClock.RefreshAll = true
<
<       // set that need to refresh the time clock preview //
<       TimeClockPreview.RefreshAll = true
15010,15015d14766
<
<          // update the white time clock background color opacity //
<          WhiteTimeClock.UpdateClockBackgroundOpacity(ClockBackgroundVisibility)
<
<          // update the black time clock background color opacity //
<          BlackTimeClock.UpdateClockBackgroundOpacity(ClockBackgroundVisibility)
15017,15018c14768,14775
<          // update the time clock preview background opacity //
<          TimeClockPreview.UpdateClockBackgroundOpacity(ClockBackgroundVisibility)
---
>          // update the game clock background visibility //
>          GameClock.UpdateClockBackgroundVisibility(ClockBackgroundVisibility)
>
>          // update the game clock preview background visibility //
>          GameClockPreview.UpdateClockBackgroundVisibility(ClockBackgroundVisibility)
>
>          // update the game clock preview //
>          GameClockPreview.UpdateClock(0, ElapsedBlackTime:0)
```