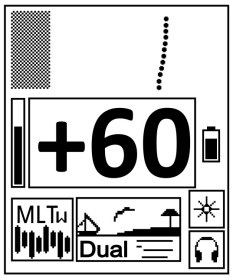
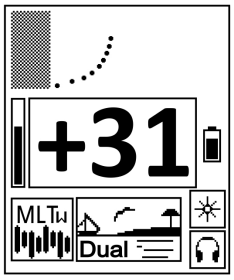
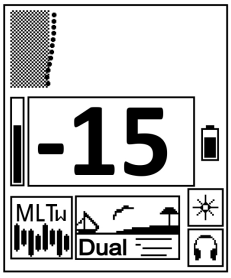
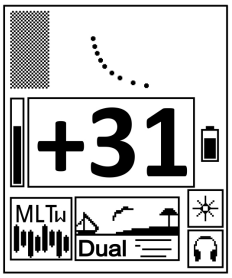
Excellent unmasking
More details in sounds
Greater performance in the field
Less interference from other detectors

The most important changes in the detector menu:
* There are now 9 Multi Frequency channels (M1-M9)
* Added U1 and U2 modes in the Multi Frequency Type setting
* FL and FH modes are only available in the Field and Field Dual programs
* Iron Filter range from 0 - 99

Appropriate use of programs:
The Field program is the “main” program - it works best in most cases.
The Park program is a “fast” program, use it if you want to increase the effectiveness of detection under iron and in its immediate vicinity.
The Beach program - mainly intended for seaside beaches.

Below are fragments of the manual in which changes have been made.

IDENTIFICATION GRAPH page 10

Basic cases of graph interpretation		Cases requiring extensive user experience	
	If the object is shallow and the graph is straight or only slightly bent, the object is made of non-ferrous metal.		Iron debris that deceives discrimination very often causes the graph to bend toward iron.
	If the graph is in the iron range and the ID number is negative, we are dealing with a iron object.		Depending on the type of soil, the situation may be the opposite - a deeply located non-ferrous object may form a graph with the lower part bent towards high conductors.

DETECTION PROPERTIES PANEL (ADVANCED SETTINGS) page 14

NOTE: Settings that are inactive in a given program are marked with a symbol ▬. In both Beach and Beach Dual programs, the only available Multi Frequency type is 'W'. The Iron Filter is a feature you can use in all programs, both in single frequency and Multi Frequency modes. The Small Target Boost function is available in all programs, but only when using Multi Frequency.

Type of Multi Frequency page 15

There are now 9 Multi Frequency channels (M1-M9).

Added U1 and U2 modes in the Multi Frequency Type setting.

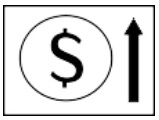
FL and FH modes are only available in the Field and Field Dual programs.

U1 type – (only in Park, Park Dual programs). Optimated for searching for non-ferrous metal objects in the presence of ferrous debris (nails). Level one is intended for users who prefer a low amount of excavated iron.

U2 type – (only in Park, Park Dual programs). Level two is intended for users who value high efficiency in searching for coins under iron.

Multi Frequency Properties

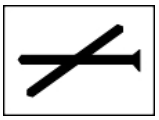
Type of Multi Frequency	Maximum depth (air)	Iron rejection (discrimination)	Iron masking	Effectiveness of searching for small coins (in ground)
W	medium	medium	medium	medium
FL	high	medium	low	high
FH	high	high	high	low
U1	high	medium	low	high
U2	high	medium	very low	very high



Small Target Boost page 16

This unique feature of the detector significantly improves the detection of low-conductivity objects made of non-ferrous metals (ID less than 35) in soils with high mineralization, in situations of masking with iron, old ceramics, bricks, etc. In areas with less ground clutter, you can maximize this function (up to a setting of 30) for better results. However, if you find yourself unearthing too many small iron objects shaped like wires or plates, the ID of these objects is not negative but is in the range up to +35 – it's advisable to lower this setting.

NOTE: This is a very important setting that strongly affects the detection properties. In general, settings lower than 20 should not be used.

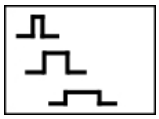


Iron Filter page 16

A setting that affects the discrimination of nails and other ferrous objects. Setting to 0 - low masking, high effectiveness in highly mineralized soil. Setting to 99 - very effective iron discrimination.

Bottle Cap Filter page 16

It is an algorithm based on multi-frequency information, the analysis of which allows for effective identification of steel caps and other problematic iron objects. Steel caps are identified as objects with ID = -1. In the Field and Park programs, this function can be used to partially notch some iron objects that cheat discrimination.



Sound Duration page 17

Allows you to modify the sound duration. Generally, this is a setting whose value can be freely adjusted by the user depending on personal preferences.
Setting to 1 – the longest sound duration (slowest sound).
Setting to 5 – the shortest (fastest) sound.
Fmod- Fast Mode, the sound created using different algorithms. It is more natural than settings 1-5, conveys more information in the form of audio nuances, and behaves better in some iron masking situations.

NOTE: in the Park and Park Dual programs the only available Sound Duration setting is Fast mode.