



3. Start pumping the search coil up and down from about 15-20 cm (~6"- 8") above the ground down to 3 cm (~1") off the ground with smooth movements and keeping it parallel to the ground.

4. Continue until the audio reduces in response to the ground. Based on ground conditions, it usually takes about 2-4 pumps for the ground balance to be completed.

5. The ground balance value is displayed on the screen in the ID area and in the Info Bar. In order to ensure that the ground balance is proper, ground balance at least 2-3 times and check the ground balance values on the display. In general, the difference between the values shall not be higher than 1-2 numbers.

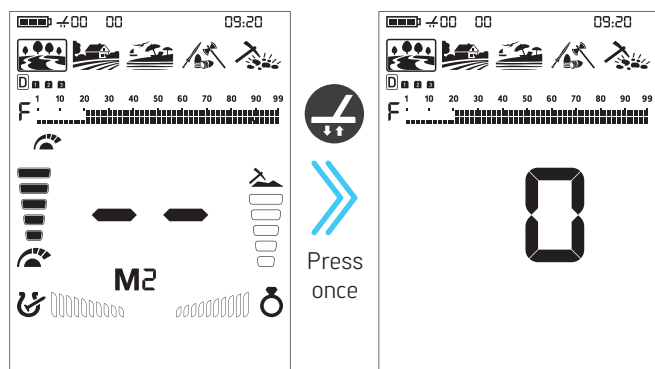
6. If you cannot ground balance, it means that either the ground is too conductive or not mineralized or there is a target right below the search coil. In such a case, retry ground balancing at a different spot.

### Manual Ground Balance

Allows you to manually modify the ground balance value. It is not preferred mostly because it takes time. However, it is the preferred option in cases where a successful ground balance cannot be performed using other methods or minor corrections are required to the automatic balance.

1. Find a clear spot without metals.

2. Press the Ground Balance button once. The device will switch to the ground balance screen. The current ground balance value is displayed in the center of the screen. If ground balance has not been performed previously, this value will always be zero (0).



3. You need to listen to the sounds coming from the ground in order to perform manual ground balance. Pump the search coil up and down from about 15-20 cm (~6"- 8") above the ground down to 3 cm (~1") off the ground with smooth movements and keeping it parallel to the ground.

4. If you are getting a low tone while pumping the coil, it means that that you should increase the ground balance value using the Up button. On the other hand, if you are getting a high tone, you should decrease the ground balance value using the Down button.

5. Continue the above process until the ground response is eliminated.

6. Press the Ground Balance button once to exit.

The ground balance value may vary in single frequencies and Multi frequency in certain soil types.

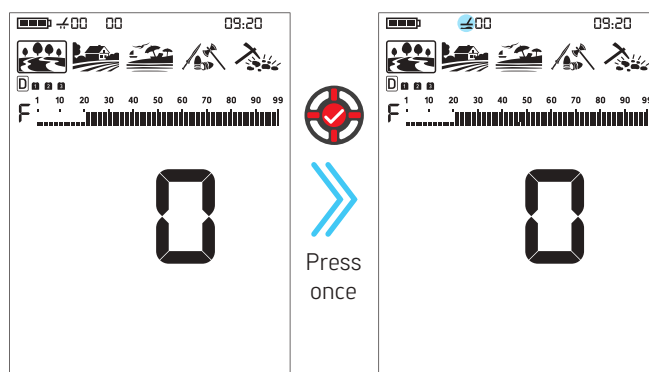
The sound may not be eliminated completely on certain terrains. In this case, if the ground noise is minimized, it means that the ground balance has been done.

### Ground Tracking

The device tracks the changes in the ground during detection and updates the ground balance automatically. Ground changes that are not visible to the eye will affect the depth and discrimination performance of the detector.

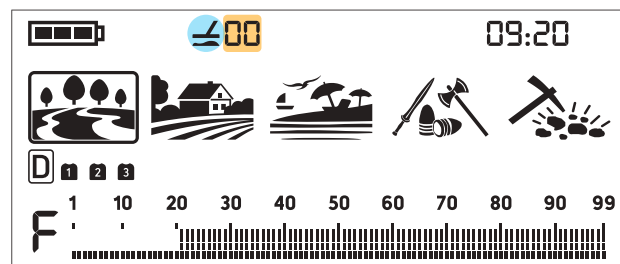
1. To activate ground tracking, press the Ground Balance button once. The device will go into the ground balance screen.

2. Press the Pinpoint & Accept/Reject button once. In the Info Bar, next to the ground balance icon, ground tracking icon will appear.



Ground tracking is now active. Press the Ground Balance button once to go back to the main screen.

When the Ground Tracking feature is activated, the ground balance icon and the numerical values indicating the ground balance level are removed from the information area. The Ground Tracking icon is displayed, and in the section showing real-time ground measurements, the ground balance level calculated by the Ground Tracking feature and at which the device is operating is shown.



The device updates the ground balance automatically as long as the search coil is swung over the ground.

Tracking is suitable for use in areas where different soil structures are present within the same land or in fields where mineralized rocks are scattered widely apart. If you use ground tracking in areas where hot rocks are intensely present, the device may not be able to eliminate these highly mineralized rocks or you may miss the smaller or deeper metals.

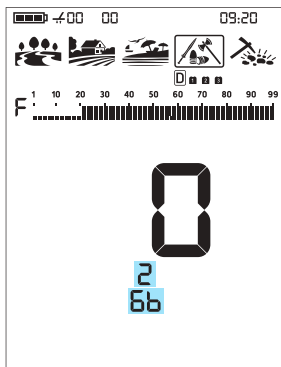
When the Tracking feature is activated, the ground balance level flashes on the screen. In Relic mode, when the Ground Balance 2 is activated while the tracking feature is on, the ground balance level will be shown steady to avoid confusion.

## Second Ground Balance Feature in Relic Mode

Due to its configuration, Relic mode may cause the device to give false signals to ground changes and mineralized/hot rocks. This may cause discomfort to the user during detection. Relic mode offers users a 2nd Ground Balance feature to overcome mineralized/hot rocks, red bricks and other ground changes in the surrounding environment that have different properties than the soil that's been ground balanced. With the second ground balance, depending on the properties of the hot rock or brick, in some cases, complete silence can be achieved over these falsing targets. In other cases, a broken signal may be heard. Broken sounds indicate that the detected target is a mineralized/hot rock.

### To use this feature:

1. Press the Ground Balance button to access the setting.
2. Activate the 2nd Ground Balance feature by pressing the Quick Settings button. When the 2nd Ground Balance is activated, the number "2" appears on the screen above the letters Gb.



3. You can perform the 2nd Ground Balance by pressing and holding the Pinpoint & Accept/Reject button.

When Relic mode is selected, 1st and 2nd Ground Balancing can only be performed automatically. Manual ground balancing is not possible.

4. You can switch back from the 2nd Ground Balance to the 1st Ground Balance by pressing the Quick Settings button again.

### Resetting the 1st and 2nd Ground Balance Settings in the Relic Mode

While Relic mode is selected, the Ground Balance value is reset by entering the ground balance menu and long pressing the Up button. When the button is held down, the animation is shown on the screen. To reset the 2nd Ground Balance value, first activate the 2nd Ground Balance. Reset the 2nd Ground Balance value by pressing the Up button again.

## PINPOINT

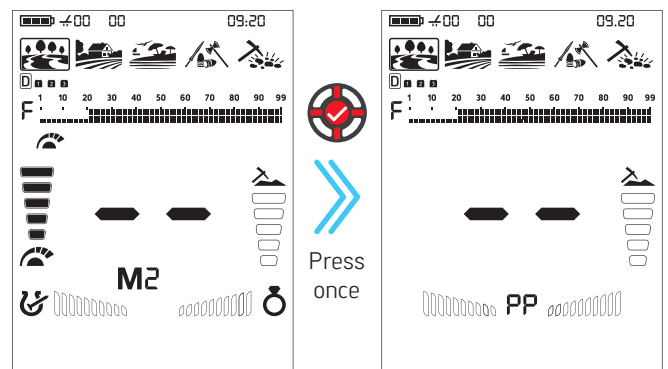


Pinpoint is to find the center or the exact location of a detected target.

The LEGEND 2 is a motion detector. In other words, you are required to move the search coil over the target or the target over the search coil in order for the device to detect the target. The pinpoint mode is a non-motion mode. The device continues to give a signal when the search coil is kept stationary over the target.

When the Pinpoint & Accept/Reject button is pressed, unused icons are cleared from the screen. The pinpoint icon and the FerroCheck™ bars are displayed empty.

In Pinpoint mode, the device continues to provide Target ID and perform metal discrimination.



### To perform pinpoint:

1. After a target is detected, move the search coil aside where there is no target response and push the Pinpoint & Accept/Reject button.
2. Bring the search coil closer to the target slowly and parallel to the ground.
3. Signal sound becomes stronger and changes in pitch while getting closer to the target center and the bars in the FerroCheck™ start filling up from the outside to the inside.
4. Mark the position which provides the loudest sound using a tool or your foot.
5. Repeat the above procedure by changing your direction 90°. Actions to be performed from a couple of different directions will narrow the target area and provide you with the most exact details of the target location.



## FERROCHECK™



The Target ID sometimes is not sufficient. FerroCheck™ shows the ferrous/non-ferrous ratio of targets graphically on the screen.

The FerroCheck™ feature is a proprietary technology developed by Nokta and is also available on The LEGEND device. It graphically presents the Ferrous / Non-Ferrous ratio contained in the target signal, enabling users to perform more accurate target discrimination.



Ferrous ratio



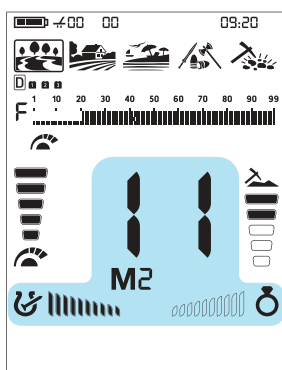
Non-ferrous ratio

Targets such as large iron, rusted nails, bottle caps contain both ferrous and non-ferrous signals and these types of targets cannot be discriminated by Target ID and audio response only. These types of targets may generate a non-ferrous audio response as well as a Target ID.

**IMPORTANT!** Until you get experienced with this feature, it is recommended to dig out all targets. By comparing the targets with the FerroCheck™ graphs, users can use this feature more productively to identify targets.

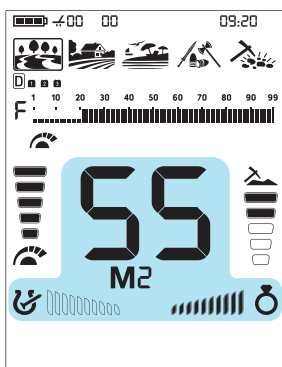
### Ferrous Target

Targets with ferrous signal only will be identified as 100% ferrous both in Target ID and FerroCheck™ as shown below:



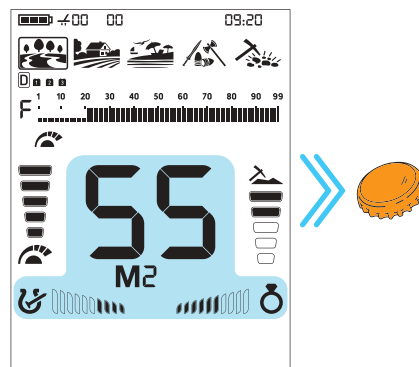
### True Non-Ferrous Target

Targets with non-ferrous signal only will be identified as 100% non-ferrous both in Target ID and FerroCheck™ as shown below:



### False Non-Ferrous Target

When targets such as bottle caps generate a non-ferrous Target ID, the FerroCheck™ feature identifies them as alloy with ferrous (iron) content, as shown below.



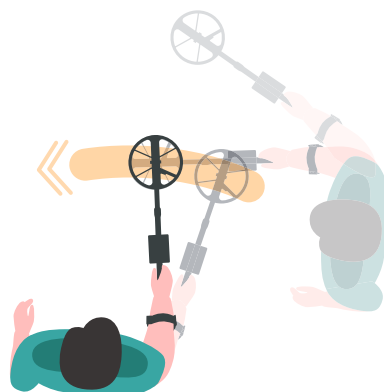
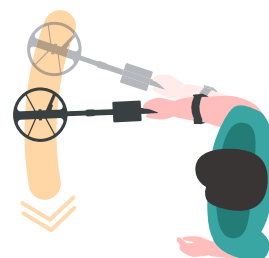
The target generates a non-ferrous ID. However, it has both ferrous and non-ferrous signal.

**IMPORTANT!** For the FerroCheck™ feature to work, the detector must receive a strong signal. Therefore, FerroCheck™ is designed to work with shallower targets.

### Correct Usage of the FerroCheck™

The accuracy of the FerroCheck™ feature is directly related to correct usage. Therefore, once you detect a target, if you want to check whether the target is ferrous or non-ferrous with the FerroCheck™, please pay close attention to the instructions below:

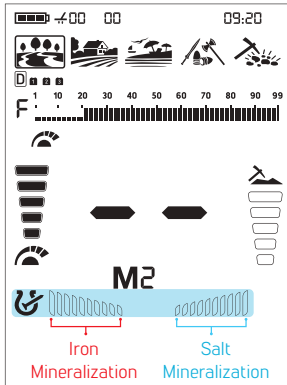
1. You MUST sweep the coil with a large angle over the target and make wide scans. Make sure that the search coil leaves the signal completely during the sweeps.
2. You must go around the target and swing the coil over it from different angles, with long sweeps again.
3. The ferrous side does not need to fill up completely. More than 2 bars is enough to identify a target as an alloy containing iron (not a true non-ferrous target).



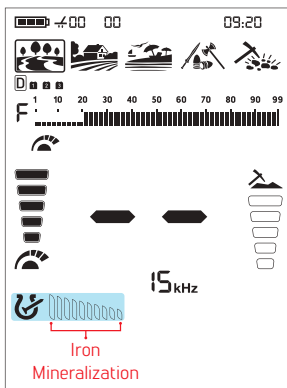
## MINERALIZATION INDICATOR

Ground Mineralization refers to the naturally occurring minerals in the ground that affect a metal detector's performance. For metal detectors, ground mineralization is caused by iron particles present in the soil and by salt found in environments such as wet sand. These factors cause the ground to be either magnetic or conductive. Both produce false signals that mask targets.

Left side of the mineralization bar shows iron particle mineralization and the right side shows mineralization due to salt.



Salt mineralization operates only in Multi frequency; therefore, the mineralization indicator is updated according to the selected frequency.



In single frequency, only the iron mineralization works. In Multi frequency, both the iron and salt mineralization indicators work.

The selection of whether FerroCheck™ or the Mineralization indicator will be displayed is explained in the FerroCheck™ / Mineralization Option section.

The Salt Mineralization Indicator has been introduced to users for the first time in the world by Nokta Engineering.

## TARGET DEPTH



The device provides an estimated target depth according to the signal strength during detection.

**Depth Indicator:** It shows the target's proximity to the surface in 5 levels during detection. As the target gets closer, the levels decrease and vice versa.

Depth detection is adjusted presuming that the target is a 2.5 cm (1") coin. Actual depth varies according to the size of the target. For instance, the detector will indicate more depth for a target smaller than a 2.5 cm (1") coin and less depth for a larger target.

Shallow target



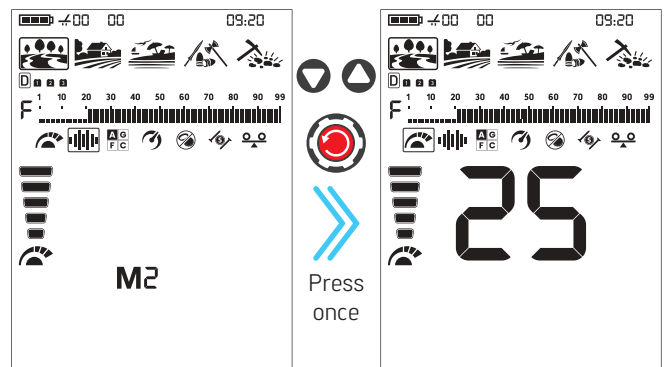
Deep target



**IMPORTANT!** As the operating frequency of the device has a direct impact on the device, the estimated depth may vary for the same target during frequency changes.

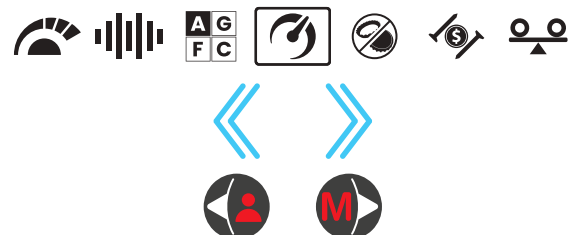
## QUICK SETTINGS

To access the Quick Settings, press the Down button, Up button, or Quick Settings button once. When pressed, the quick settings located below the ID scale will appear, the icon of the selected setting will be highlighted with a frame, and its value will be displayed on the screen.



### Navigation Through Settings

You can navigate through the quick settings using the Right and Left buttons. The selected quick setting will blink and be framed for easier visibility.



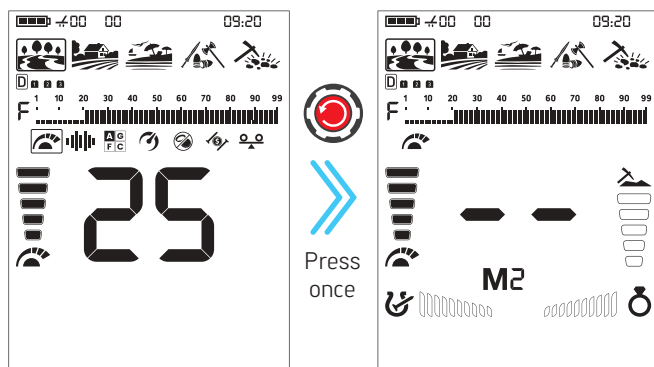
### Changing the Value of the Selected Feature

You can change their values using the Up and Down buttons.



## Exiting the Menu

To exit the quick settings, press the Quick Settings button once.



## Changing the Selected Quick Setting on the Main Screen

After exiting the menu, the last selected quick setting remains on the main screen. When the Quick Settings menu is not open, you can change the value of the selected quick setting on the main screen using the Up and Down buttons. The changed quick setting will blink for easier visibility.

The Quick Settings menu has two different operating modes. By factory default, when you exit the Quick Settings menu, the last adjusted setting remains selected. If you want the selected setting to always be Sensitivity, regardless of which setting was adjusted last when exiting the Quick Settings menu, navigate to the Sensitivity setting and press and hold the Pinpoint & Accept/Reject button until the letters **SS** (Sensitivity Selected) appear in the extra display area. The operating mode of the Quick Settings menu is then updated so that it always selects the Sensitivity setting when exiting the menu. This change is stored in the device's memory and remains active even after the device is powered off and on again. If you want to revert the Quick Settings menu to the factory default behavior—where the last adjusted setting remains selected—navigate to the Sensitivity setting and press and hold the Pinpoint / Confirm button until the letters **LS** (Last Selected) appear in the extra display area.

The settings available in the Quick Settings menu are displayed based on the selected mode, frequency, and other settings.

When single frequencies are selected, only the first four Quick Settings options are displayed in the Quick Settings menu. Other features are not shown, as they are exclusive to Multi frequency.



When the Relic search mode is selected, only the first five quick settings are displayed in the quick settings menu. Since the Relic mode operates only in Multi frequency, the frequency selection option is skipped.



The other modes, except for the Relic search mode, have an iron filter setting in their Multi frequency options.



The Stability setting exists only in Beach mode.



If no button is pressed after changing a quick setting with the Up and Down buttons, the device will automatically exit the Quick Settings and return to the main screen.

## 1. Sensitivity

Sensitivity is the depth setting of the device. It is also used to eliminate the ambient electromagnetic signals and noise signals transmitted from ground.

Sensitivity consists of 30 levels and default setting is 25.

Sensitivity setting is a personal preference. However, It is important to set the sensitivity to the highest level possible where no major popping sounds are heard to avoid missing smaller and deeper targets. For example; if the noise level is suitable for searching and is the same at level 25 and 30, then 30 should be preferred.

Park Field Beach



Sensitivity is a common setting for all modes and changes to this setting will affect them all.

## Changing the Sensitivity

Open the Quick Settings. Use the Right and Left buttons to select the Sensitivity feature.



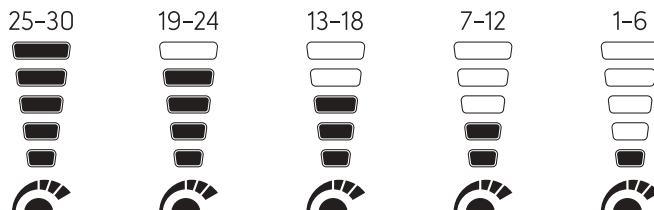
The current Sensitivity value will be displayed on the screen.

You can increase or decrease it using the Up and Down buttons. Each press adjusts the sensitivity step by step, while holding the buttons changes it rapidly.

You can exit the menu by pressing the Quick Settings button.

The Sensitivity Indicator is located on the left side of the Target ID. The indicator consists of 5 levels. Each level represents 6 units of sensitivity.

The sensitivity values corresponding to each level on the Depth Indicator are shown below:



The device always starts with the last adjusted sensitivity level.

**IMPORTANT!** To obtain maximum depth performance, to eliminate the noise caused by electromagnetic interference, try shifting the frequency first.

## 2. Frequency



The LEGEND 2 offers Multi frequency, where a wide range of frequencies work simultaneously, as well as 5 single frequencies.

### Changing the Frequency

Open the Quick Settings. Use the Right and Left buttons to select the Frequency feature.



You can easily switch between frequencies at any time using the Up and Down buttons.

You can exit the menu by pressing the Quick Settings button.

It is recommended to use Multi frequency in all modes. When Multi frequency is selected the letter "M" appears on the screen. When a single frequency is selected, the frequency is shown numerically on the screen.

The table shows the frequencies available in the search modes.

Frequency Operation By Mode

|        | PARK | FIELD | BEACH | RELIC | GOLD |
|--------|------|-------|-------|-------|------|
| Multi  | ✓    | ✓     | ✓     | ✓     | ✓    |
| 4 kHz  | ✓    | ✓     | ✗     | ✗     | ✗    |
| 10 kHz | ✓    | ✓     | ✗     | ✗     | ✗    |
| 15 kHz | ✓    | ✓     | ✗     | ✗     | ✗    |
| 20 kHz | ✓    | ✓     | ✗     | ✗     | ✓    |
| 40 kHz | ✓    | ✓     | ✗     | ✗     | ✓    |



Frequency only affects the mode currently selected; changes made in one mode do not affect the others.

### Single Frequencies

Sometimes using single frequencies may provide an advantage over Multi frequency. For example; if you are looking for larger high conductive targets only, the 4 kHz may be a better choice. Similarly, if you are looking for shallow, thin jewelry, 20 kHz and 40 kHz may provide better results.

In areas where there is electromagnetic interference, single frequencies may be less noisy compared to Multi frequency. However, they will be less sensitive to many targets at the same time.

4 kHz will provide more depth specifically for larger silver coins and relics compared to Multi and other frequencies but it will be noisy in certain soil conditions.

### Multi Frequency

Multi frequency which runs multiple frequencies simultaneously gives the user the advantage of covering a broader range of targets on all types of terrains.

Multi frequency, compared to single frequencies, typically provides more accurate IDs at depth. In addition, it offers maximum depth for a large range of metals with different sizes on wet salt beach sand and underwater by minimizing ground noise.

### Modes and Frequencies

Each search mode has been optimized with frequencies to offer the best performance. For example, Park and Field mode works in all single frequencies as well as Multi. On the other hand, the Beach mode will only perform well in Multi frequency so single frequencies cannot be selected in this mode. In addition, in the Beach mode the Multi frequency has 2 options: Multi Wet (MW) and Multi Dry (MD).

<sup>w</sup>M

<sub>d</sub>M

The Gold mode, on the other hand, is optimized to detect smaller low conductive targets and that is why the lower single frequencies (4 kHz, 10 kHz and 15 kHz) cannot be used in this mode.

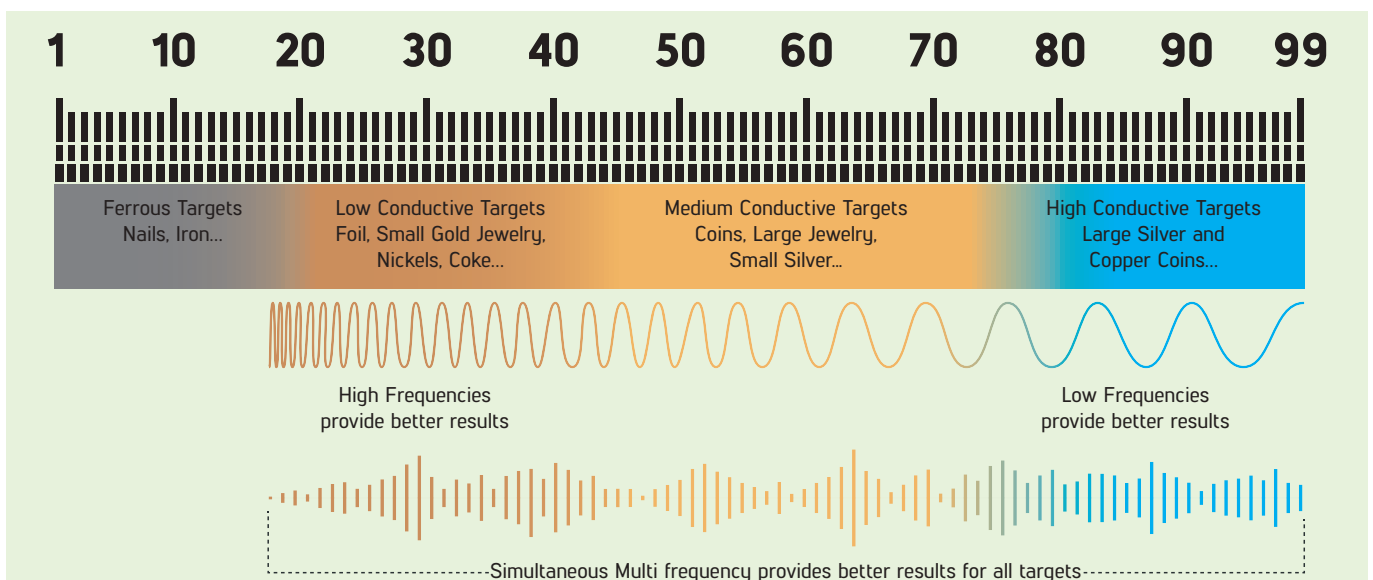
Unlike other modes, Park and Field mode offers three Multi frequency options: Multi-1 (M1), Multi-2 (M2) and Multi-3 (M3). M1 is more sensitive to high conductors, while M2 provides better detection of low conductors.

Multi-3 Frequency is ideal for damp, wet, and/or conductive soils. It reduces the effect of moisture that can cause false signals in the ground. It also weakens the responses of targets such as coke and aluminum foil, which give a Target ID of 20-21.

M1

M2

M3



### 3. Discrimination Patterns



The LEGEND 2 offers advanced discrimination setting to users for an easier operation. By Using the Discrimination Mode feature, you can select one of 3 preset discrimination models or 1 fully user-controlled model. In the Custom discrimination pattern, each ID can be rejected or accepted by the user.

The default discrimination pattern for Park, Field, and Beach modes is "F" discrimination pattern which stands for (Ferrous Off). In Gold mode, the default discrimination pattern is "G" (Ground Off). In Relic mode, the default discrimination model is "A", which is the (All Metals) discrimination model.



The discrimination setting only affects the mode currently selected; changes made in one mode do not affect the others.



#### All Metal Discrimination Pattern

In this pattern all ID's are accepted on the ID scale (1-99). In other words, all the lines on the scale are visible and no ID is rejected. The device will emit an audio response for all metals as well as the ground and their IDs will be displayed on the screen.



#### Ground Off Discrimination Pattern

In this pattern, the device will not receive ground noise and will not provide any audio or Target ID for it. Target IDs 1-4 are turned off (rejected) and the rest are open (accepted).



#### Ferrous Off Discrimination Pattern

In this pattern, the device will not provide any audio or Target ID for ferrous targets. Target IDs 1 - 20 are turned off (rejected) and the rest are open (accepted).



#### Custom Discrimination Pattern

This pattern allows users to create their own discrimination pattern according to the type of targets they would like to accept and reject. Rejected IDs will vary based on the search mode.

Accepting and rejecting IDs are also referred to as "notching" or to "notch".

The default, accepted and rejected IDs in the Custom Discrimination Pattern for each mode are shown in the table below:

Rejected And Accepted IDs In Modes' Predefined Custom Discrimination Patterns

| Search Mode | Rejected IDs | Accepted IDs |
|-------------|--------------|--------------|
| PARK        | 1-21         | 22-99        |
| FIELD       | 1-21         | 22-99        |
| BEACH       | 1-20         | 21-99        |
| RELIC       | 1-20         | 21-99        |
| GOLD        | 1-20         | 21-99        |

Default Discrimination Patterns by Mode

| Search Mode | Discrimination Patterns |
|-------------|-------------------------|
| PARK        | Ferrous Off (F)         |
| FIELD       | Ferrous Off (F)         |
| BEACH       | Ferrous Off (F)         |
| RELIC       | All Metal (A)           |
| GOLD        | Ground Off (G)          |

#### Changing the Discrimination Pattern

Open the Quick Settings. Use the Right and Left buttons to select the Discrimination Mode feature.



You can easily switch between Discrimination Modes at any time using the Up and Down buttons.

Each time you change the discrimination pattern, the selected pattern is shown with a letter and a frame in the box on the left side of the ID scale.

You can exit the menu by pressing the Quick Settings button.



With the notch feature, you can accept (turn on) and reject (turn off) multiple IDs. The lines for the rejected IDs will be erased and these IDs will be blanked out on the ID scale. The device will not provide an audio response or Target IDs for these targets. The use of the ID Accepting / Rejecting feature is explained in the ID Accepting / Rejecting section.

## 4. Recovery Speed



The Recovery Speed setting adjusts the speed of target response.

It allows for separation between multiple targets in close proximity.

Recovery Speed setting enables you to detect smaller targets among trash or ferrous targets.

The LEGEND 2 Recovery Speed setting can be adjusted between 1 and 10 with 1 being the slowest and 10 being the fastest.

Park Field Beach



Recovery Speed setting only affects the mode currently selected; changes made in one mode do not affect the others.

When the Recovery Speed setting is set to a low number, the ability of the device to detect targets in close proximity decreases but its depth increases.

Similarly, a high Recovery Speed setting (for example 10) will increase the ability of the device to detect targets in close proximity but will decrease the depth.

It is recommended that you practice with different metals placed close to each other before starting to use this setting.

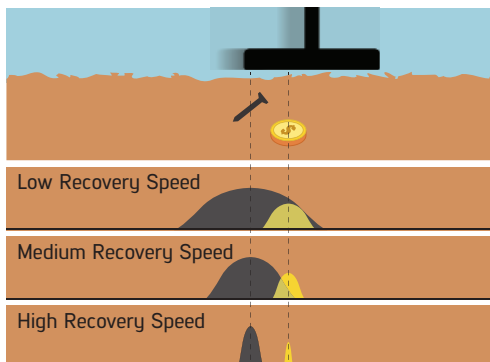
### Adjusting the Recovery Speed

1. Open the Quick Settings. Use the Right and Left buttons to select the Recovery Speed feature. The current value will be displayed on screen.



2. Change the value of the Recovery Speed using the Up and Down buttons.

3. Press the Quick Settings button once to go back to the main screen.



**IMPORTANT!** Increasing the Recovery Speed allows for a faster sweep rate with less chance of missing targets. Increasing Recovery Speed at the same sweep rate will help to eliminate ground noise but it will decrease detection depth.

Default Recovery Speed Levels by Mode

| Search Mode | Recovery Speed |
|-------------|----------------|
| PARK        | 5              |
| FIELD       | 5              |
| BEACH       | 6              |
| RELIC       | 5              |
| GOLD        | 5              |

## 5. Bottle Cap Rejection



Bottle caps are unwanted targets for detectorists and they are mostly detected as non-ferrous targets by metal detectors. With the Bottle Cap Rejection setting, you can discriminate bottle caps as iron.

Bottle Cap Rejection setting can be set between 0 to 8 and the default setting is 0. This setting work in Multi frequency only.

### Adjusting the Bottle Cap Rejection

Open the Quick Settings. Use the Right and Left buttons to select the Bottle Cap Rejection feature. The current Bottle Cap Rejection value will be displayed on the screen.



You can change the Bottle Cap Rejection setting value between 1 and 8 using the Up and Down buttons. When set to 0, this feature is off.

You can exit the menu by pressing the Quick Settings button.

### 5.1. Iron Rejection Feature in Relic Mode



Relic mode, like the Gold mode, produces signals for both non-ferrous and ferrous targets by changing the frequency of the sound according to the strength of the received signal. In order to distinguish ferrous targets, especially those closer to the surface, depending on the signal strength received from the ferrous target, the device emits a lower tone than that of the non-ferrous targets with the frequency varying according to the strength of the signal.

You can adjust the Iron Rejection value between 0-5 and 0 is the default value.

When the value is increased, the probability of emitting a ferrous tone for deep non-ferrous targets increases.

### Adjusting the Iron Rejection

In Relic mode, open the Quick Settings. Use the Right and Left buttons to select the Bottle Cap/Iron Rejection feature. The current Iron Rejection value will be displayed on the screen.



You can change the Iron Rejection setting value between 1 and 5 using the Up and Down buttons. When set to 0, this feature is off.

You can exit the menu by pressing the Quick Settings button.

## 6. Iron Filter

 Iron filter allows desired non-ferrous targets in trashy sites, previously masked by iron, to be detectable.

The Iron Filter setting operates only in Multi frequency and can be adjusted between levels 1 and 9.

This setting is not available in Relic mode.

Level 9 will become handy when trying to discriminate some unwanted mid-conductors such as shotgun cartridges as iron.

Lower Iron Filter setting will increase the probability of ferrous targets to be classified as non-ferrous targets and vice versa.

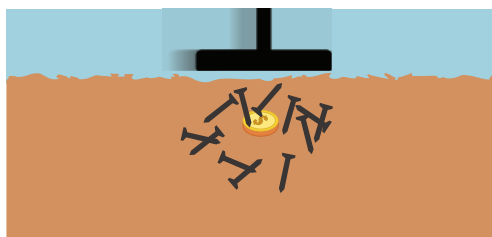
### Adjusting the Iron Filter

When the device is operating in Multi frequency mode, open the Quick Settings. Use the Right and Left buttons to select the Iron Filter feature. The current Iron Filter value will be displayed on the screen.



You can change the Iron Filter setting value using the Up and Down buttons.

You can exit the menu by pressing the Quick Settings button.



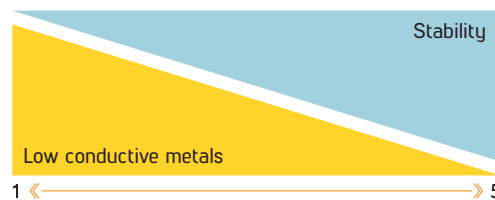
Default Iron Filter Levels By Mode

| Search Mode | Iron Filter |
|-------------|-------------|
| PARK        | 3           |
| FIELD       | 3           |
| BEACH       | 1           |
| RELIC       | -           |
| GOLD        | 3           |

## 7. Stability in Beach Mode

 With this setting, you can minimize the ground noise and false signals on the beach for a more comfortable metal detecting experience.

The stability can be set between 1 to 5. The default setting is 5. Level 5 will offer maximum stability. As the stability is increased though, the signal of lower conductors such as gold with 21 ID may diminish and the chances of missing these metals will increase. This setting has no effect on mid to high conductors.



### Adjusting the Stability in Beach Mode

In Beach Mode, open the Quick Settings. Use the Right and Left buttons to select the Stability feature. The current Stability value will be displayed on the screen.



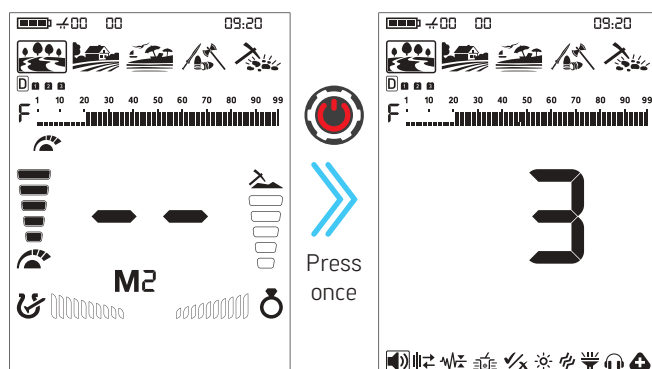
Use the Up and Down buttons to change the Stability setting value.

Press the Quick Settings button to exit the menu.

**IMPORTANT!** In some environments, 4th level of the stability setting may provide better stability than level 5. This is related to the salinity of the water.

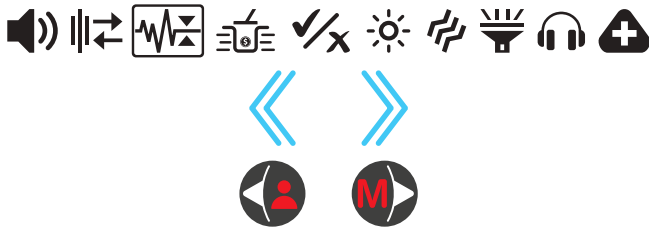
## SETTINGS

To go into the settings menu, press the Power / Settings button once. Once the button is pressed all the settings will be displayed at the bottom of the screen. The selected setting will be shown framed and its value will be displayed on screen.



## Navigation Through Settings

You can navigate through the settings using the Right and Left buttons. The selected setting will blink for easier viewing.



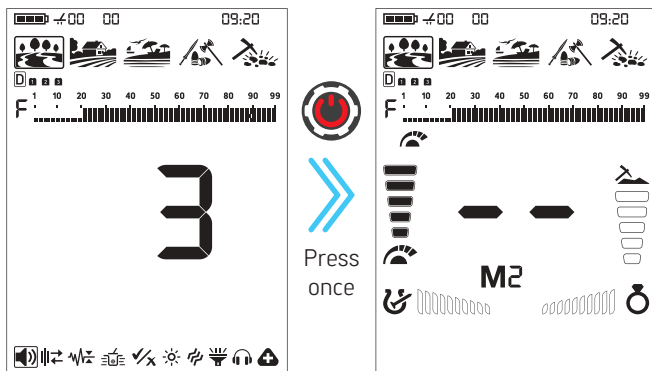
## Adjusting a Setting

You can adjust the value of a setting using the Up and Down buttons.



## Exiting the Settings Menu

Press the Power / Settings button once to exit the settings menu.



## 1. Volume Level



This setting allows you to adjust the device's overall volume level.

Volume level setting consists of 10 levels and it is set to 7 by default. When you turn off and on the device, it will start with the last volume level you chose.

Park Field Beach



This setting is common to all modes; changes will take effect in all modes.

## Adjusting the Volume

1. Press the Power / Settings button once. Select Volume using the Right and Left buttons. The current value will be displayed on screen.



2. Change the volume level using the Up and Down buttons.

3. Press the Power / Settings button once to go back to the main screen.

Because the volume level affects power consumption, we recommend you not to increase it more than necessary.

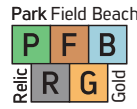
**IMPORTANT!** When you change the volume of the device with this setting, the volume of the metal zones adjusted by the Tone Volume setting will also change proportionally.

## 2. Frequency Shift



It is used to eliminate the electromagnetic interference that the device receives from another detector which operates in the same frequency range nearby or from the surroundings (high voltage power lines, cellular base stations, wireless radios and other electromagnetic devices).

There are 19 channels available for all frequencies including Multi frequency. The default channel is 10.



Frequency Shift only affects the mode and frequency currently selected; changes made in one mode does not affect the other modes or frequencies.

If too much noise is received when the search coil is lifted in the air, this may be caused by the local electromagnetic signals or high sensitivity level.

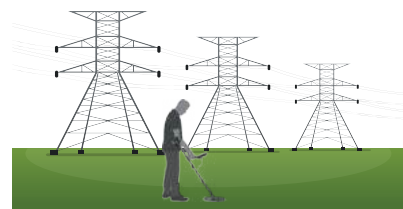
To achieve maximum depth performance and reduce noise caused by electromagnetic interference, try shifting the frequency before lowering the sensitivity.

Detectors may become noisy due to electrical interference and may exhibit erratic behavior such as loss of depth or unstable Target ID. The Frequency Shift setting allows you to slightly shift the detector transmit frequency to eliminate unwanted noise.

Frequency Shift can be done in 2 ways in The LEGEND 2: Manual and Automatic.

In the manual Frequency Shift, the operator listens to each channel and selects the one with the least noise.

In the automatic one, the device scans all the channels and picks the least noisy one itself. This feature is often referred to as Noise Cancellation as well.



## Shifting the Frequency

1. Hold the coil stationary and away from the ground.



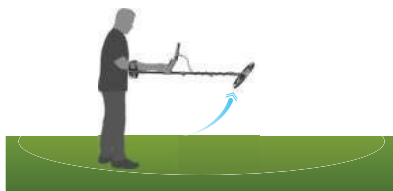
2. Press the Power / Settings button once. Select the Frequency Shift setting using the Right and Left buttons. The current channel will be displayed on screen.

#### Manual Use

1. Using the Up and Down buttons, go through the frequency channels.
2. Select the one you think is the one with the least interference.

#### Automatic Use

1. Before doing a noise cancellation, lift the device up in the air as shown in the picture and hold it still until the process is completed.



2. Press the Pinpoint & Accept/Reject button once.
3. The device will start scanning all channels, and a scanning animation will be displayed on the screen during the scan.
4. When the process is complete, the automatically selected channel number is displayed and a confirmation tone is heard.

Press the Power / Settings button once to go back to the main screen.

**IMPORTANT!** Automatic Frequency Shift selects the quietest channel based on various criteria. In some cases, the selected channel may still produce some noise.

### 3. Ground Suppressor



This setting is used to eliminate false ground signals in challenging terrains. It can be used with both Multi and Single frequencies. It is recommended to keep this setting in the off position unless needed.

You can adjust the Ground Suppressor value between 0-8 and 0 is the default value.

#### Adjusting the Ground Suppressor

1. Press the Power / Settings button once. Use the Right and Left buttons to select the Ground Effect Eliminator setting. The current Ground Effect Eliminator value will be displayed on the screen.



2. Use the Up and Down buttons to adjust the Ground Effect Eliminator setting between 1 and 8. When set to 0, this feature is disabled.

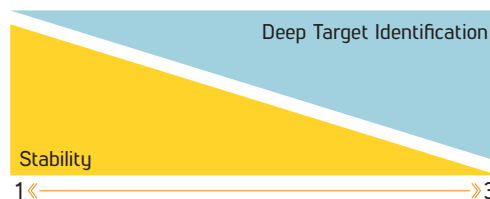
### 4. Deep Target Identification



This feature allows non-ferrous deep targets, which are masked or detected as iron (ferrous), to be detected as non-ferrous.

You can adjust the Deep Target Identification value between 1-3 and 3 is the default value.

This feature can be used in all modes except the Relic mode with both Multi frequency and Single frequencies.



#### Adjusting the Deep Target Identification

Press the Power / Settings button once. Use the Right and Left buttons to select the Deep Target Identification setting. The current Deep Target Identification value will be displayed on the screen.



Use the Up and Down buttons to adjust the Deep Target Identification setting between 1 and 3.

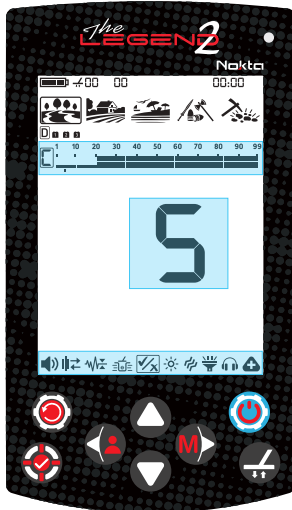
## 5. Notch (Accepting and Rejecting IDs)



On The LEGEND 2 device, IDs range from 1 to 99, and each ID is represented by a single bar on the ID scale. This provides users with precise control over each individual ID. With the Accepting / Rejecting IDs (Notch) feature, users can accept or reject any desired ID.

### Forming a Customized Discrimination Pattern

Press the Power / Settings button once. Use the Right and Left buttons to select the Notch (Accepting and Rejecting IDs).



Regardless of which discrimination pattern is selected, when the Accepting / Rejecting IDs (Notch) feature is selected, the device automatically switches to the Custom Discrimination Pattern (C), and the selected Discrimination Pattern displayed next to the ID scale is highlighted with a frame.

There are two options to create a Custom Discrimination Pattern: Manual and Automatic.

### Manual Notch:

Hold the coil stationary. The last Target ID number left on the screen will be displayed, and an arrow-shaped cursor will appear under the Target ID scale. In manual mode, Target ID selection can be made one by one and sequentially.

### Single Target ID Selection:

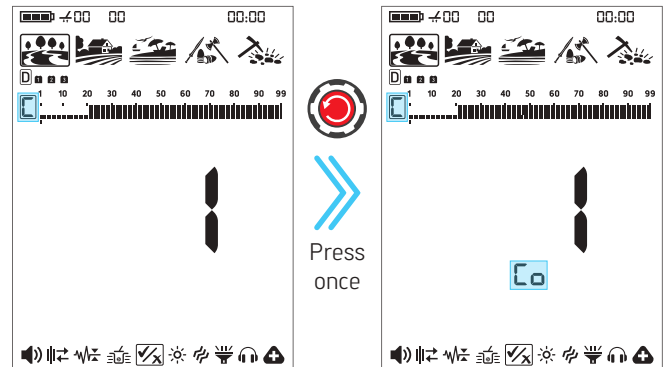
1. Move the cursor using the Up and Down buttons. Each time you press a button, the Target ID numbers on the screen will change. Select the ID you want to enable or disable.
2. Press the Pinpoint & Accept/Reject button. If the selected ID is disabled, it will be enabled; if it is enabled, it will be disabled. You can track the changes on the Target ID scale.

### Sequential Target ID Selection:

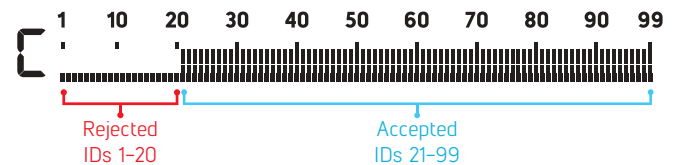
1. Press the Quick Settings button. This activates consecutive Target ID selection. Using the Up and Down buttons, move the cursor at the bottom. Target IDs that are off are turned on, and selected Target IDs are turned off.

When the setting is activated, the letters "Co" are displayed on the screen.

### Co: Sequential



2. After you make the desired adjustment, pressing the Quick Settings button will disable consecutive Target ID selection.



### Automatic Notching:

1. In the Notch (Accepting and Rejecting IDs) setting, sweep the search coil over the metal whose ID you want to turn off. The cursor below the Target ID scale and the Target ID value indicate the ID number you want to disable or enable.
2. Sweep the search coil to obtain the Target ID value, then press the Pinpoint & Accept/Reject button to enable it if it is disabled, or disable it if it is enabled.

### Automatic Sensitivity Reduction

During automatic operation, if ID values fluctuate too much, press the "Ground Balance" button to temporarily lower the Sensitivity level. This allows the ID Enable/Disable process to be performed more easily.