38 Ground Balance

Reducing Ground Noise

Ground **Balance**

Fixed



Tracking



Tracking

The ground contains not only sand but also many different chemicals, minerals and salts. These extra materials are referred to as ground mineralisation. This ground mineralisation may often produce erratic sounds known as 'ground noise'.

The Ground Balance (GB) function minimises ground noise ensuring signals from targets, such as gold nuggets, are not confused with false ground signals.

The GPX-4500 has the ability to cancel out the effects of ground mineralisation automatically, and the Tracking function will maintain a perfect Ground Balance while you search.

Tracking

Tracking instructs the detector to cancel the effects of ground mineralisation, and will automatically adjust the Ground Balance setting when ground conditions change during detecting.

Tracking is preferred in heavily mineralised ground, especially where the mineralisation is changeable, or when you want to cover a large area quickly and efficiently.

Fixed



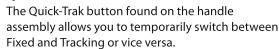
Fixed

Fixed holds the last Ground Balance setting. In ground where conditions allow Fixed will provide greater depth, sensitivity and sharper target signals, provided a perfect Ground Balance is maintained.

Fixed will give slightly improved performance but will require re-balancing (pg. 42) when necessary. Using the Quick-Trak button is an easy way to do this.

Note: Where possible, always search in Fixed GB to maximise depth and sensitivity, and only use Tracking in areas with excessive ground noise and/or rapidly changing mineralisation, often referred to as variable ground.

Ouick-Trak Button



The Quick-Trak button only changes the Ground Balance position (Fixed or Tracking) while the button is pressed. Once the button is released the Ground Balance setting returns to the switch position selected on the front control panel.

The Quick-Trak button will most commonly be used to Ground Balance the detector, and also to fix or hold the Ground Balance setting while pinpointing.