

Explanation of Recovery Delay

Once the Recovery Delay cycle is triggered, Spectra V3i will give "selected Recovery Delay time" to the process, regardless of the number of targets in ground. If you give Spectra 100 Recovery Delay units, it will use every one. If your detector passes over one target, you must burn 100% of the Recovery Delay units before Spectra can process another target. Shorter Recovery Delay times can accommodate a denser target field. How long Spectra V3i has to process the first target, and then be ready to process a second target. Lower numbers = SHORTER delay. Higher numbers = LONGER delay. Faster recovery does not make the detector go less deep; it's just harder to hear the deep signals.

For a fixed sweep speed, Recovery Delay should INCREASE as coil size increases, to accommodate the longer time on top of the target. Ground Filter speed should DECREASE to accommodate the apparent slow-down in physical sweep speed.

Put two targets down, just a little more than a coil width apart and swing at your speed. As you swing, adjust RD until you can hear both targets in both directions. This tells you that as soon as the leading edge of the coil field hits the first target, RD started, and the RD cycle ended and the machine was ready to process before the leading edge of the coil pattern hit the second target. The RECOVERY DELAY is for the disc mode only. RD=40-45 emulates DFX target processing. 35 - 40 emulates the MXT.

The higher the recovery delay number, the longer the delay. Some hunters run it up to 90 or 100 in clean ground for deep silver and others will speed it up to 45 or faster in trashy ground.

[From the Find's Treasure Forum/White's Spectra V3i/V3 Forum's Rob Olszta.](#)