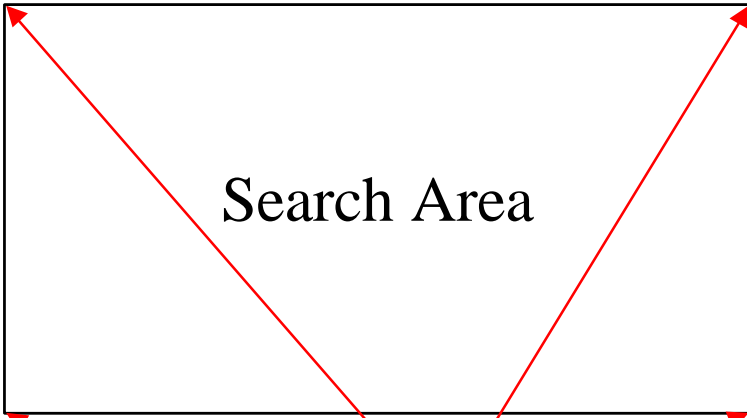


FUTURE 2004 Cave-Finder User Manual



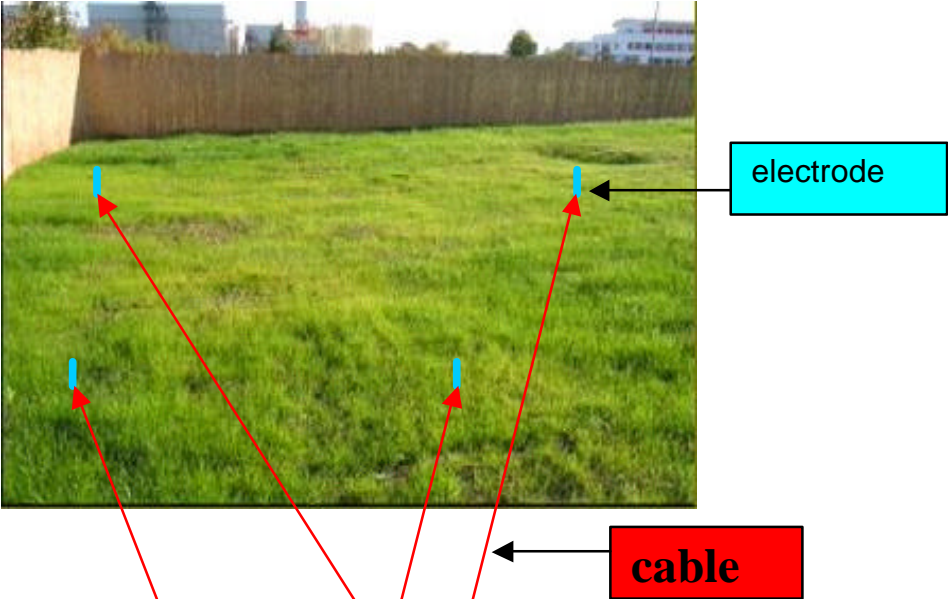


cable

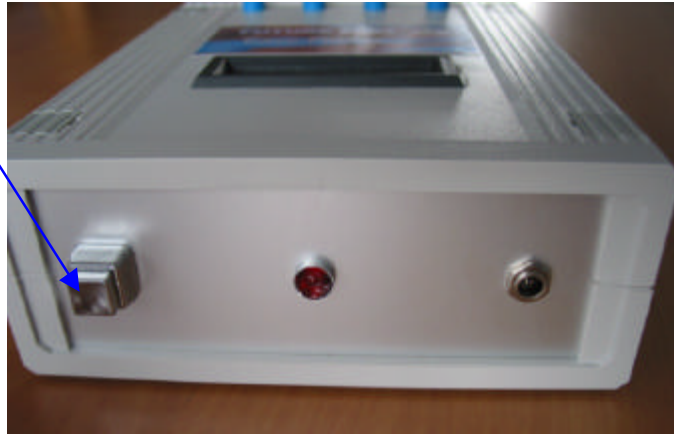
Power On/Off

12V Load

1. put electrode in the ground and connect all cables with the unit.



2. Power On

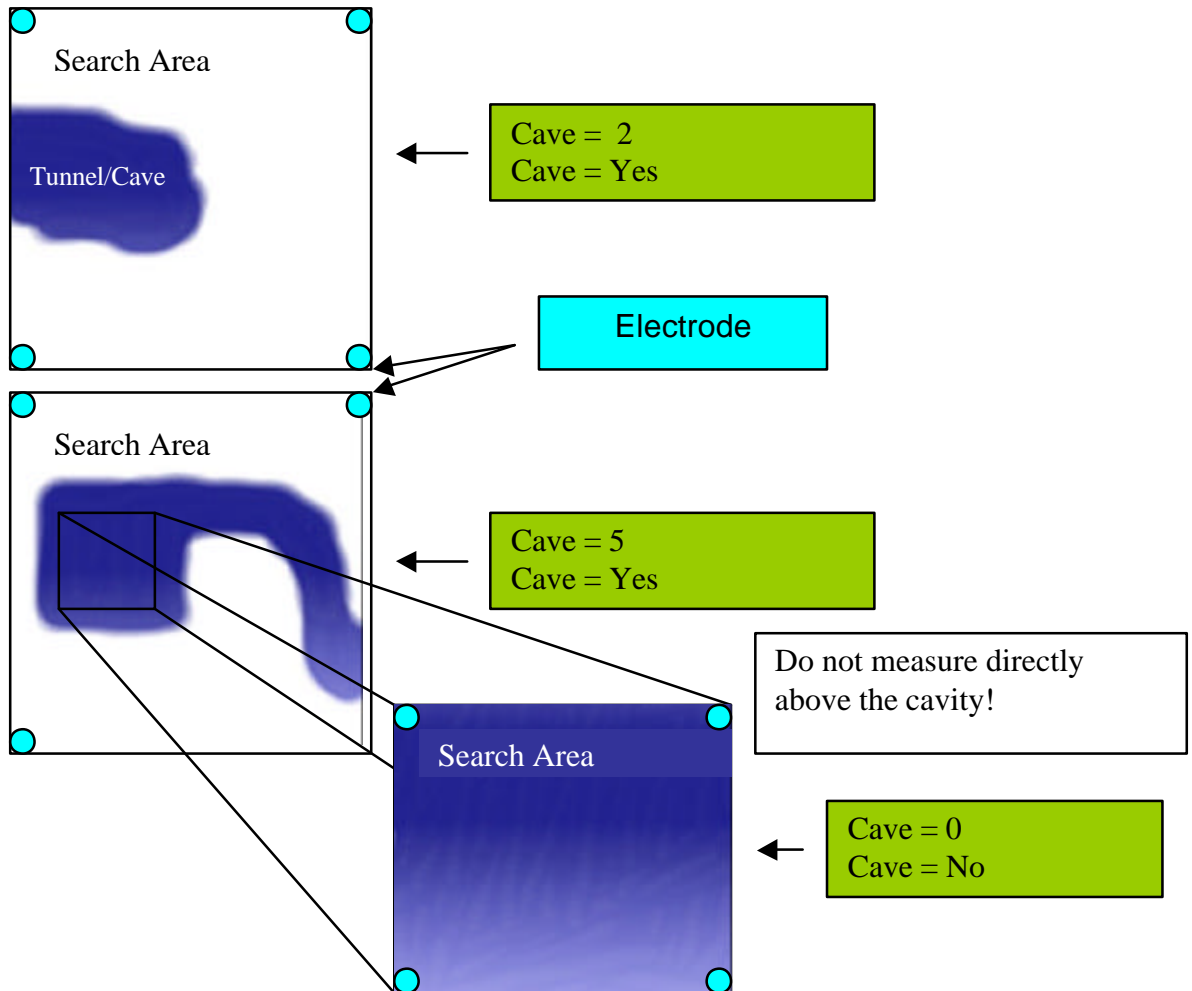


After ca. 3 - 5 minutes you see in display:

Cave = 1234
Cave = Yes or No

Number of changing.
Result (Yes or No), if there is a cave.

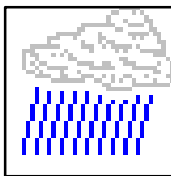
Example



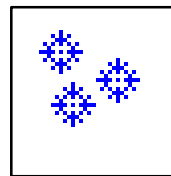
Only for Cave-Finder B - Software

The screenshot shows the software's main menu and a dialog box. The menu includes buttons for 'Stopp', 'Neu', 'Öffnen', 'Speichern', 'Drucken', and 'Beenden', along with a numeric keypad (0-4) and a 'Metallscan' button. A red arrow labeled '1' points to the 'Neu' button. The 'Neues Projekt [04.12.01]' dialog box is open, showing 'Empfangsmodus' set to 'Anfänger', 'Schnittstelle' set to 'COM1', and 'Feldlänge' set to '4'. A large red '4!' is overlaid on the 'Feldlänge' field, with a red arrow labeled '2' pointing to it. At the bottom of the dialog, 'OK' and 'Abbrechen' buttons are visible, with a red arrow labeled '3' pointing to 'OK'.

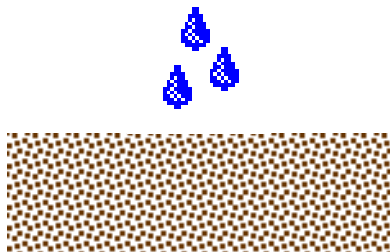
work at rain = No!



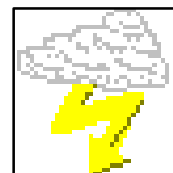
work at snow = No !



Work at wet ground = No



work at lightning = No



CAUTION: Danger of explosion during excavation

Unfortunately, the last two world wars also made the ground in many places of the world a potentially explosive scrap heap. A host of those lethal relics are still buried in the ground. Do not start digging and hacking for an object wildly when you receive a signal of a piece of metal from your FUTURE. Firstly, you might indeed cause irreparable damage to a truly rare find, and secondly, there is a chance that the object reacts in an insulted way and strikes back.

Note the color of the ground close to the surface. A red or reddish color of the ground is an indicator of rust traces. As regards the finds themselves, you should definitely pay attention to their shape. Curved or round objects should be a sign of alarm, especially if buttons, rings or little pegs can be identified or felt. The same applies to recognizable ammunition or bullets and shells. Leave that stuff where it is, do not touch anything and, most importantly, do not take any of it home with you. The killing machines of war made use of diabolical inventions such as rocker fuses, acid fuses and ball fuses. Those components have been rusting away in the course of time, and the slightest movement may cause parts of them to break and be triggered. Even seemingly harmless objects such as cartridges or large ammunition are anything but that. Explosives may have become crystalline over time, that is, sugar-like crystals have formed. Moving such an object may cause those crystals to produce friction, leading to an explosion.

If you come across such relics, mark the place and do not fail to report the find to the police. Such objects always pose a danger to the life of hikers, walkers, farmers or children.