

T/R LOCATOR

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The transmitter/receiver metal locator (Fig. 1) is better suited to locate large metal objects at greater depths than the frequency-shift type of locator. The better transmitter/receiver locators are capable of detecting large metal objects at depths of over 25 feet. This type of locator operates on the principle that transmitted radio-frequency electromagnetic waves are distorted and reflected when they strike a metal object. The reflected waves which are detected by the receiver indicate that a metal object is within the electromagnetic field pattern of the transmitter.

The two loops are mounted at right angles to each other and offer a minimum amount of coupling between them. Fig. 1 shows how the electromagnetic field pattern is positioned around the transmitter loop. The receiver is capable of receiving an induced signal with the same field pattern as produced by the transmitter. The best operating-frequency range is between 50 kHz and 500 kHz.

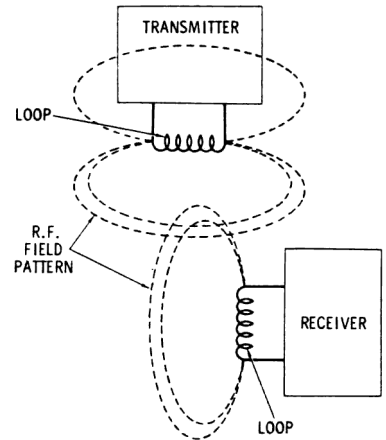


Figure 1: Transmitter/receiver locator.

TREASURE WITCHER

The Treasure Witcher is a deep-searching metal locator. It will enable you to locate larger metal objects at greater depths than with a frequency-shift locator. A large metal chest or a wooden box filled with metal will easily be detected several feet beyond the range of the frequency-shift type units.

Two separate units are required in the Witcher: a simple transmitter and a receiver, both of which use a loop coil in their tuned circuit. The loop coil also functions as a highly directional antenna.

When the two loop antennas are at right angles to each other, the signal coupled from the transmitter to the receiver is at a minimum and the meter will read zero. But bring a metal object within range of the Witcher and the transmitted rf field will be reflected to the receiver loop. This reflected signal will be picked up by the receiver, indicated by the meter, and heard on the earphones.

Circuit Description

Transmitter - As shown in Fig. 2, transistor Q1 and its associated components L1, C1, C2, C3, pi, R2, and R3 form an oscillator circuit. The operating frequency, which is in the rf range, is determined by the loop and the three capacitors. The three resistors are used to set the operating bias and the output level of the oscillator.

Unijunction transistor Q2 operates as a relaxation oscillator and produces a low-frequency audio tone. This audio signal is coupled to the base of Q1 through C4 and modulates the rf oscillator (Q1). The modulated signal can be received by a conventional receiver circuit that extracts the signal and indicates the location of the hidden metal object.

Receiver - The receiver circuit (Fig. 3) is designed around a very high-gain, linear IC that contains three separate high-gain amplifiers. When connected in a cascade amplifier configuration, the IC has a gain of 129 dB.

The first IC amplifier stage is connected to the tuned circuit as an rf amplifier and is used to increase the minute signal available at the loop antenna to a level that can be demodulated into a useful audio signal. The network composed of D2, C7, and R3 performs the demodulation. The demodulated signal appears across gain control potentiometer R3 and is directed to the second amplifier stage through the potentiometer wiper. This audio signal is once more amplified by the remaining IC amplifier stage. The output is directed to the meter circuit and supplies an audio tone for the earphones which are plugged into jack J1.

Construction

Transmitter - Because it will be needed to check and tune the receiver, start with the transmitter. The first step is to drill and cut all holes in the case to correspond with those shown in Fig. 4. This must be done with care as the case material will damage easily if abused. After the cutting and drilling have been completed, the loop coil should be wound on the perimeter of the case (Fig. 5). Tape the coil with a good quality cloth tape. This will help protect against coil damage during construction and treasure hunting. All components should be mounted and wired to correspond with the transmitter schematic and to match the drawing in Fig. 6.

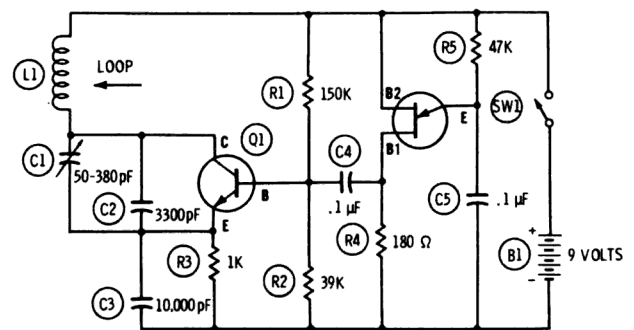


Figure 2: Transmitter circuit.

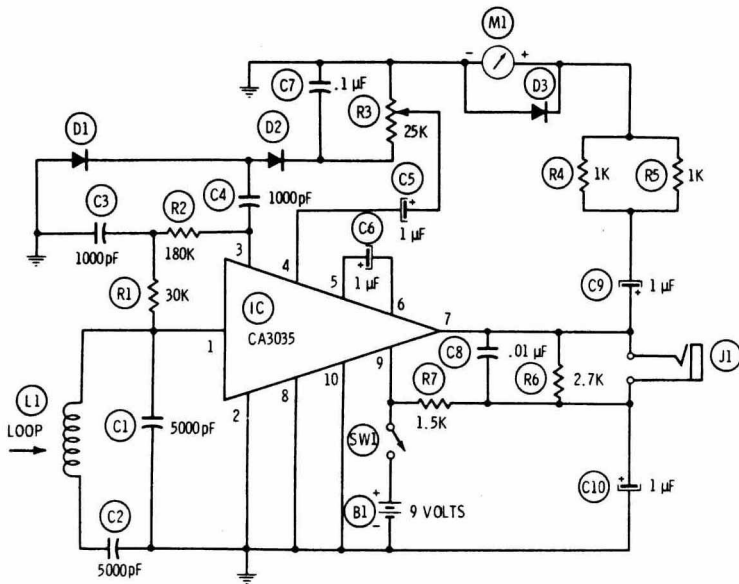


Figure 3: Receiver circuit.

Parts List for Witcher Transmitter

Item No.	Description
B1	9-volt transistor battery, Type 216 BP, etc.
C1	50 to 380 pF midget trimmer capacitor.
C2	3300 pF mica or polystyrene capacitor.
C3	10,000 pF mica or polystyrene capacitor.
C4, C5	.1 μF, 200-volt tubular capacitors.
L1	Loop coil, 34 turns of No. 22 enameled wire, close-wound on outside of case.
Q1	2N2924 transistor (GE).
Q2	2N2646 unijunction transistor (GE).
R1	150K, 1/2-watt resistor.
R2	39K, 1/2-watt resistor.
R3	1K, 1/2-watt resistor.
R4	180-ohm, 1/2-watt resistor.
R5	47K, 1/2-watt resistor.
SW1	Spst, miniature toggle switch.
Misc.	6 13/16 × 5 9/32 × 2 5/16-inch plastic case, matching cover, 48-inch length of aluminum conduit, battery holder, hex spacers, wing nut, spring, etc.

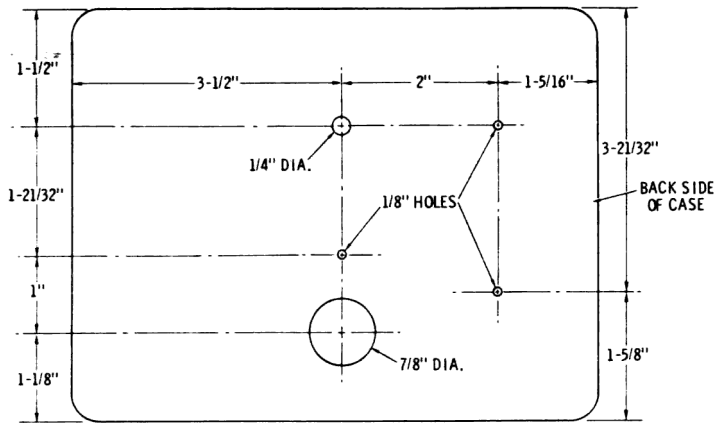


Figure 4: Transmitter Housing.

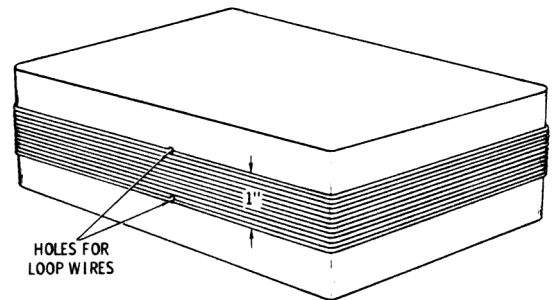


Figure 5: Receiver/transmitter loop location.

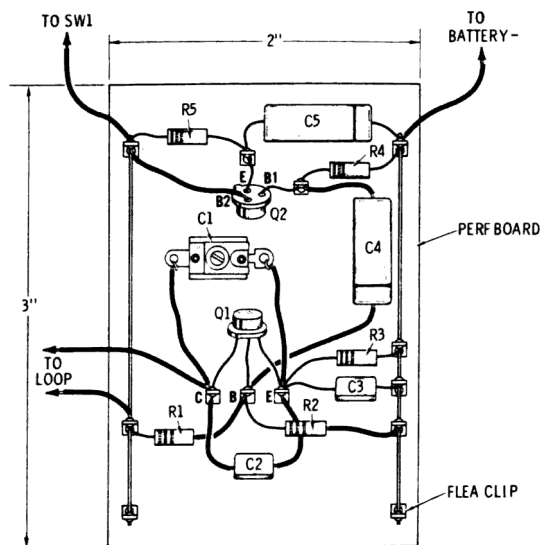


Figure 6: Transmitter parts layout.

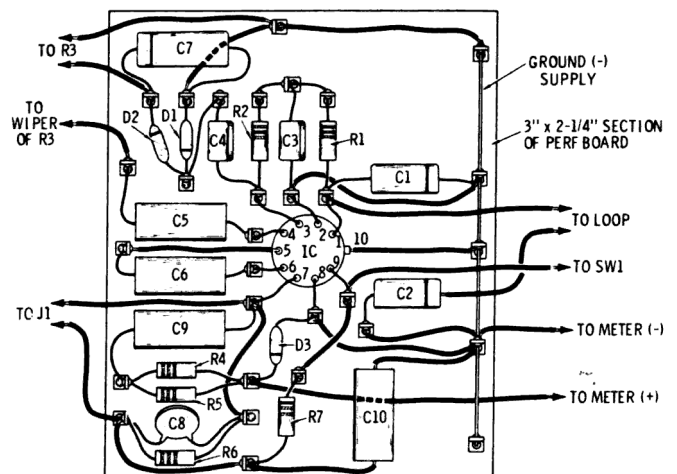


Figure 7: Receiver parts layout.

If a plastic handle is used instead of the conduit, a slight imbalance will occur when the wing nut is touched. With care, however, a balance adjustment can be easily done.

If everything checks out all right, you are ready for a trial run with your locator. If you have not previously used a transmitter/receiver metal locator, a little practice may be in order. Place coffee cans, pie pans, or other good-sized metal objects on the ground and use the Witcher to locate them. Actually, when the balance adjustment is set so that the meter will read up scale a division or two, the unit is more sensitive. This adjustment should be made away from any metal.

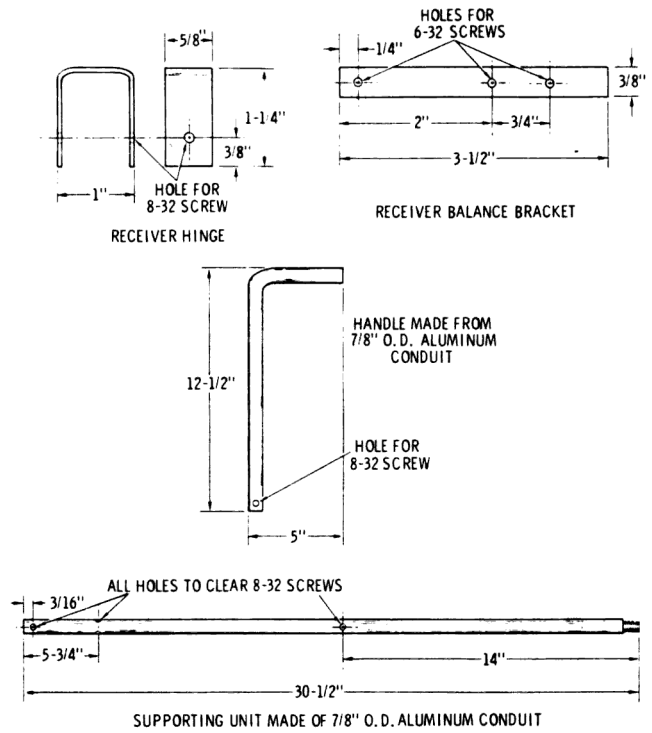


Figure 9: Metal parts for Witcher.

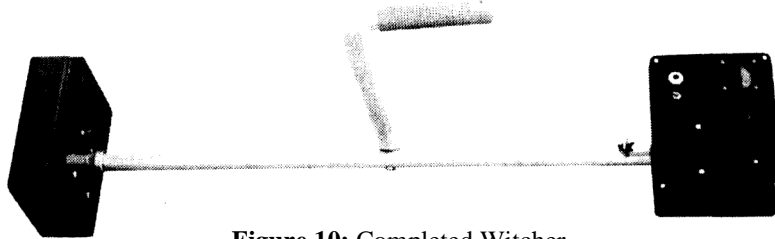


Figure 10: Completed Witcher.