

DEFINITION

Polyester putty with metallic pigments. Its adhesion, hardness and resistance are superior to conventional putties, ensuring a perfect repair of oxidised metals. It is easy to sand and therefore suitable as a filling putty.

PHYSICAL CHARACTERISTICS

Nature:	Unsaturated polyester
Colour:	Metal
Specific weight:	1,7 kg/l at 20°C
VOC:	24 g/l
	Mixing Application

AUXILIARY PRODUCTS




Hardener PBO

SUITABLE SURFACES

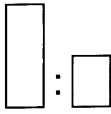


It may be applied on steel and polyester surfaces.
When maximum protection is required apply on epoxy primer.
Do not apply on thermoplastic finishes and Wash Primers.


SURFACE PREPARATION

- 1 - Identify surface.
- 2 - Process:





PROCESS		Steel	Polyester UP-GFK
	P80	✓	✓
	P150	✓	✓
	DA93	✓	✓

1 – APPLICATION

	 WEIGHT	 2 + 100	
10°C	100:2	8'	30'
20°C		5'	20'
30°C		2'	15'


TIME
5 min
DISTANCE
80 cm
MAX T.
80°C

2 – SANDING

	 ORBIT		
INITIAL	7 - 5 mm	P120	P80
FINAL	5 - 3 mm	P220	P240

REMARKS

Do not add more hardener than specified. Mix thoroughly.
It must be isolated before applying finish coating.
Polyester putties will not harden at temperatures under +5°C.

EQUIPMENT CLEANING

Clean putty knives with a cleaning thinner before the product hardens.

SAFETY

Follow instructions of product label. For more information check the Safety Data Sheets.
Compliant with the National Statutory Regulation for Health and Safety at Work and Waste Disposal.

STORAGE

Store the product in a ventilated place far from direct exposure to sunlight. Keep between +5°C and +30°C.

GUARANTEE

In unopened original packaging, one year from manufacturing date.

SUGGESTION:

Use the putty
ALUMINIO to repair
metallic surfaces
that will not be
painted.

For any technical information contact with our Customer Attention Service or our Technical Department. ROBERLO SA declines any responsibility due to an incorrect use of the product.