

# **ALU ZINC PRIMER**

Size 500ml Code: INDAZ500

ALU ZINC PRIMER is is a high quality fast drying alu-zinc spray to treat galvanized and untreated steel. The product is resistant to petrol, chemicals and weather influences providing 500 hours salt spray resistance. The product is spot-weldable and has excellent adhesion.

## **Features and benefits**

- Bright aluminium zinc finish
- Good build properties
- Fast drying for quick re-coat
- Ideal for matching new galvanising
- 500 hrs salt spray resistance
- Heat resistant up to 350°c making it suitable for spot welding

# Physical and chemical data

Basis of binder	Epoxy-Ester
Colour	Aluminium
Coverage	1.5 - 2m²
Temperature resistance	Up to 250°c
Storage stability	10 years if appropriate storage provided - 10°-25°C, humidity max. 60%)
Size	500ml aerosol
VOC content	538g/lt
Drying times @ 20°c	
Touch Dry	15 minutes
Dry to Handle	60 minutes

## Suitable substrates

- Galvanised Steel
- Mild Steel

#### **Environmentally sound**

The products supplied by ProXL are 100% free of heavy metals and the caps and packaging are made of recyclable material.

#### Disposal

Completely emptied cans should be put in recycling skips or appropriate container. Cans which are not empty should be disposed off as special refuse.

This application and technical information is given to the best of our knowledge. The notes mentioned herein are, however, non-binding and do not exempt you from own tests to see whether the products supplied by us are suitable for your special application. The use and processing is beyond our control and therefore exclusively is the responsibility of the user.

#### Application guide

- Surface must be clean, dry and dust free
- Sand the surface slightly
- Shake aerosol for at least two minute after the agitator ball is free.
- Shake aerosol during use
- Apply at a distance of 25 cm from the treatment area
- Apply several coats allowing for a 5 10 mins flash off between coats
- After use turn aerosol upside down and empty valve for 2 3 seconds



