

HYDROLUX V-JOINT SEALER

25-0353-BL-250ML



PRODUCT DESCRIPTION

Hydrolux V-joint sealer is a waterborne acrylic dispersion based sealant that uses Anker Stuy Tri-cryl technology. It is low in odour containing no harmful solvents. It forms an easy to paint, flexible fillet with excellent adhesion to bare wood and our recommended coatings systems.

TECHNICAL DATA

Viscosity	approx. 6-8 d' Pa's	at 20°C
Density	approx. 1,22 kg/dm ³	kg/l
Flashpoint	Not flammable	Method: Closed Cup
Solid content	39	% by volume
Theoretical spreading rate	N/A	N/A
Storage stability	12 months at	5°C - 35°C

APPLICATION METHOD	Squeeze tube
PRODUCT PREPERATION	Ready for use

*apply liberally to V-joints to prevent water ingress into joints

RECOMMENDED NO. OF COATS:	1
REQUIRED FILM THICKNESS:	as needed
MAXIMUM FILM THICKNESS:	as needed

APPLICATION

Use before or after the first or second coat of primer and apply liberally along v-joints .This product acts an end-grain sealer to seal the exposed grain in V-joints and better protect windows and doors

OTHER INFORMATION:

Cleaning	Clean tools and equipment with warm water
Thinning	Undiluted
Storage	Store in a cool environment and ensure its free from frost.
Shelf Life	2 year if stored correctly.
Safety Info	Please see Safety Data Sheet

Version 12072023

MAIN PROPERTIES

Prevents water ingress
Fast drying
Good adhesion on bare wood
Weather resistance
Force Drying Possible

MINIMUM RECOMMENDED SETTINGS

Air Assisted Airless (AAA) Minimum pump size 15:1

Fluid Pressure:	n/a
Air Assistance:	n/a
Tip Size (Thou.):	n/a
Filter size	n/a

Airless

Fluid Pressure:	n/a
Tip Size (Thou.):	n/a

Conventional

Fluid Pressure:	n/a
Tip Size (mm):	n/a

DRYING TIMES

Drying at : 20°C and relative humidity of 65%

Dust free	:	30 Mins
Handle	:	2 Hours
Sanding	:	2 Hours
Overcoat	:	2 - 2½ Hours
Stack	:	24 Hours

This product has been designed to compliment our Hydrolux range and can be overcoated with all Hydrolux products

* Drying requires good air movement and removal of humid air from confined spaces.