

NACO-DS 1046

Wetting and Dispersing Additive (Solvent Based)

Polymeric wetting and dispersing additive for solvent-borne and solvent-free coating systems for stabilizing fillers, inorganic, organic pigments, in particular carbon black. It results in high gloss, reduced floating/flooding, and reduced viscosity.

Product Data

Composition: Modified polyurethane

Typical Properties:

Note: This information is intended as a guideline only and should not be used to issue specifications. Slight deviations do not affect application and capability of the product.

Physical Form:	Light yellow liquid
Active Content:	40-45%
Density (20 °C):	0.95-1.00 g/ml
Non-volatile matter (10 min., 150 °C):	40-45%

Applications

Applications > Recommended for > Particularly Recommended:

Coatings > Solvent based systems
> All kinds of resin systems (Alkyd, PU, Epoxy, Polyester, Nitrocellulose)

Recommended Levels:

Note: The properties and performance of the additive are greatly dependent upon the specific formulation in which it is utilized and, consequently, should always be tested (possibly at different treatment levels, temperatures, and/or time intervals) to verify performance before use.

Based on	
Total formulation weight:	0.2-0.5%
Titanium dioxide:	2-3%
Inorganic pigments:	3-5%
Organic pigments:	5-8%
Carbon black:	10-15%

Special Feature:

Suitable for high gloss solvent-based systems

Incorporation and Processing Instructions:

For optimum performance, the additive must be incorporated into the mill base before the addition of pigments.

Storage and Transportation:

Separation or turbidity may occur at low temperatures. Heat to 30-40 °C and stir. The minimum shelf life in closed containers is 12 months from the date of manufacture.

Our technical suggestions are based on data from many experiments and cannot represent a warranty of any kind as to their performance in other formulations. Customers must always verify our product's performance in their own systems. This technical data sheet replaces all previous issues.