

# RELEASING AGENT P 232-V2 LIQUID WAX BASED

The liquid RELEASING AGENT P 232-V2 is a mixture of mineral waxes in solvents, intended for demolding various formulations of elastomers or hard polyurethane foams (ORTHOLÉGÈRE, FORMOUSSE) cast on molds or of models made of polyurethane, stone or even plaster.



#### **Applications**

Mix well before use.

RELEASING AGENT P 232-V2 contains waxes which, when mixed in evaporating solvents, deposit a film on the model and thus allows very easy removal of castings in the mold or on the model. The film must not be touched at the risk of breaking it.

Application with cloth or brush, can be sprayed.

Suggested working pressures for air spray gun systems:

- 0.5 1.0 bar to feed
- 1.5 2.0 bar to gun
- Nozzle size 0.5 mm 0.8 mm

For a first cast we recommend, if possible, to work in "filling-emptying" process for a good initial impregnation. Then to let the product dry and wait until a whitish film is formed, sign of the presence of waxes and evaporation of solvents. It is important to pour the PU only after complete evaporation of the solvents, at risk of getting a poor surface and "craters" at the bottom of the mold.

Do not accelerate the drying of solvents with a heat gun as it may explode.

Before handling, read carefully Material Safety Data Sheet (MSDS) and container labels for physical and health hazard information.

Do not handle this product in confined areas without ventilation.

#### **Characteristics**

CHARACTERISTICS	VALUE
Aspect	Whitish liquid
Density	0.775 g/mL at 20°C
Flash Point	40°C
Film aspect	Whitish veil with greasy feel





#### Storage

Store in sealed original containers above  $4^{\circ}\text{C}$ . Keep the product away from the weather conditions and from heat

## References and packaging

Metal can approved for the transport of hazardous substances of 1 L and 5 L, and barrel of 56 L. The references are the following:

REFERENCES	PACKAGING
ICI-II 001	1 L
ICI-II 005	5 L
ICI-II 056	56 L

### Custom's code

RELEASING AGENT P232-V2 34039900

