

#### TECHNICAL DATA SHEET

Date of issue: 2021

# MONOLUX INSULATING PAINT FOR WALLS

#### **DESCRIPTION**

Elastomeric, acrylic, waterproofing paint. Forms a waterproofing elastic membrane, unaffected by adverse weather conditions and chemical contaminants. It creates self-cleaning surface and internal allows the permeability of water.



## TECHNICAL CHARACTERISTICS

Density	: 1,39 - 1,45 (ΕΛΟΤ EN ISO 2811 20°C)
Viscosity	: 105 - 120 KU (ASTM 562)
Resistance to wet abrasion	: 10.000 cycles(DIN 53778)
Thinning	: 5 - 10% with water
Coverage	: 12 m <sup>2</sup> /lt per layer
Drying time	: Touch dry after 1 hour and recoat able after 2-3hours
Colors	: Unlimited number of shades through tinting system of TETRALUX.
Packaging	: 750ml, 3lt, 10lt
VOC (Volatile Organic Compounds)	<b>:</b> EU limit value for this product Category A: "c", Type:WB, Exterior walls of mineral substrate: 40g/l (2010). This product contains max 39g/l VOC.
Painting tools	: Brush, roller, pistol  Remove as much paint as possible from the equipment in the container and clean it immediately with hot water and soap.
<b>Conditions of application</b>	: Do not apply at temperatures below 10°C and above 35°C.
Storage	: Store at temperatures from 5°C to 40°C. Close the container after every use.



#### TECHNICAL DATA SHEET

Date of issue: 2021

## **APPLICATION**

## Stir well before use

Surfaces must be clean, dry and free from foreign objects and substances	
New surfaces	1°layer: Prime with solvent based or water based primer TETRADUR 2° layer: One layer of Monolux for walls. Dilution 5-10% with water
	<b>3º layer:</b> One layer of Monolux for walls. Dilution 10% with water
Painted surfaces	Sand, fill and prime with primer TETRADUR if it's necessary and apply two layers of Monolux diluted 5-10% with water

# HEALTH, SAFETY AND ENVIRONMENTAL INFORMATION

Handle with care. Before and during use, observe all safety labels on packaging and paint containers, consult TETRALUX Safety Data Sheets and follow all local or national safety regulations.