

Applications

This is a pre-sensitized photopolymer emulsion designed for use with plastisol, discharge and water based inks.

Characteristics

- ✔ Excellent print definition on any mesh
- ✔ Very durable when printing long runs
- ✔ Practically pinhole free
- ✔ Very high viscosity
- ✔ Great for high density

Directions For Use

Handle under yellow safe light or low wattage tungsten lights. Avoid exposure to daylight, quartz/halogen lamps, cool white fluorescent lamps or discharge lamps.

Sensitizing and Mixing

This is a one part ready to use emulsion that does not require any diazo to be added.

TEX-RED HV EMULSION

HIGH VISCOSITY PHOTOPOLYMER

Mesh Preparation & Degreasing

Degrease screen in order to optimize stencil adhesion; dry and store the screen in a dust free, dry environment prior to coating.

Coating

Using a clean scoop coater, apply one or two coats to the substrate side of the screen, followed by one or two coats on the squeegee side. Coating should be done in a clean light safe environment.



Drying & Storage

Thoroughly dry the coated screen at a maximum temperature of 104°F (40°C) in a dust free, light safe area, with the substrate side facing down to optimize stencil quality. Coated screens should be stored in a dust free, dry, light safe environment.

Exposing

Exposure		
Mesh	Color	Seconds
110	White	45
200	Yellow	45
305	Yellow	35

*Based on 5k light sources

Perform an exposure test with an exposure calculator to determinate correct exposure time for a complete cure.

- ✔ Ensure that all surfaces, emulsion, film and glass are free of dust to minimize pinholes.
- ✔ Many variables, such as lamp type and age, distance from lamp to screen, mesh type and coating thickness, can affect exposure time.

Developing

Wet both sides of the screen with a strong, finely divided spray of water and continue washing out until all image areas are fully open. Rinse both sides of the screen and dry thoroughly before use. A properly exposed and developed screen will not leave residues on the squeegee side.

ecotex