



ChromaLime™

PURE PHOTOPOLYMER EMULSION

CHROMALIME

- Optimized for UV L.E.D. and traditional UV Exposure Systems
- Very Fast Exposing
- Lime Color Promotes a Thorough Exposure
- Improves Resolution and Definition
- Optimal Translucency for Easy Registration



MATERIALS

REQUIRED

Exposure unit
Washout sink
Clean work area
Scoop coater

RECOMMENDED

Drying cabinet
Pressure washer

CHEMICALS

REQUIRED

Chroma/Clean™
mesh degreaser
Chroma/Strip™
screen reclaimer

RECOMMENDED

Chroma/Haze™
haze remover
Chroma/Fill™
screen blackout

SAFETY AND HANDLING

ChromaLime emulsion should be handled like any other direct emulsion. This material is not hazardous when used within reasonable standards of industrial hygiene and safe working practices. Refer to SDS.

STANDARD SIZES

Quart, gallon, 3.5 gallon, 50 gal. drum
(Available in dyed formulation only)

SPECIFICATIONS

Appearance: Lime Green
Viscosity: 5000 CPS
Solids: 48% (no inert fillers)
Exposure: Very Fast (see reverse)

STORAGE

Shelf life is 24 months when stored at room temperature. ChromaLime should not be stored at temperatures above 80°F (27°C) or below 32°F (0°C). For best results, ChromaLime PL photopolymer direct emulsion should be stored in its original container.

Protect from freezing. ChromaLime is not freeze/thaw stable.

PURE PHOTOPOLYMER EMULSION



Chromaline Screen Print Products

4832 Grand Ave. • Duluth, Minnesota 55807 • Tel: 218-628-2217 • Fax: 218.628.3245
Web Site: www.chromaline.com • E-mail: sales@chromaline.com



INSTRUCTIONS

DEGREASE

Using Chroma/Clean™ mesh degreaser, work up a lather on both sides of mesh. Flood screen and frame thoroughly with garden type hose, then dry.



COAT

Slowly apply first coat to print side. Then coat squeegee side with one coat. If a thicker stencil is desired, additional coats may be applied to print side. Note that one coat on each side with ChromaLime is similar to four coats wet on wet with typical diazo based emulsions. Dry thoroughly between coats.

Note:

- ChromaLime is presensitized and requires no mixing.
- Keep pail covered when not in use.
- Return unused emulsion from scoop coater to pail as soon as possible. Emulsion dries quickly and will rapidly "skin over."



DRY

Thoroughly dry screen in horizontal position, print side down, using a totally dark, clean drying cabinet. Temperature should not exceed 110°F (43°C).

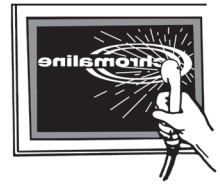
EXPOSE

Place emulsion side of photopositive in contact with print side of screen. Exposure times for ChromaLime are very short and accurate exposure is important for optimal results. See exposure guidelines at right.



DEVELOP

Gently spray both sides of screen with lukewarm water, wait 30 seconds then gently wash print side of the screen until image is fully open. Rinse both sides thoroughly. Dry screen completely and you are ready to print.



RECLAIM

Apply Chroma/Strip™ screen reclaimer to both sides of screen. Scrub area to be reclaimed with a stiff nylon brush to ensure entire surface is wet and let it work a few moments until stencil begins to dissolve. Remove stencil residue with pressure washer, then rinse with garden type hose, thoroughly flooding screen and frame.



EXPOSURE GUIDELINES

Note: Exposure times are suggested only as a guide. Use the step exposure method to determine optimal exposure times. Individual exposure times may vary depending upon equipment used, bulb age, and other shop conditions. Exposure times below were set for 5KW unit at 40" from frame.

110 YELLOW POLYESTER MONOFILAMENT MESH

Coating Technique	Coater Edge	Suggested Min. Exp. Time
1X1	Round	30 sec.
1X2	Round	40 sec.
1X3	Round	50 sec.

230 YELLOW POLYESTER MONOFILAMENT MESH

Coating Technique	Coater Edge	Suggested Min. Exp. Time
1X1	Round	20 sec.
1X2	Round	25 sec.
1X3	Round	30 sec.

390 YELLOW POLYESTER MONOFILAMENT MESH

Coating Technique	Coater Edge	Suggested Min. Exp. Time
1X1	Round	15 sec.
1X2	Round	20 sec.
1X3	Round	25 sec.

For Technical Service
Call Toll Free 1-800-328-4261
Email: help@chromaline.com

* Exposure times were determined using the CHROMALINE EXPOSURE CALCULATOR.