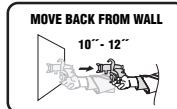


C

TROUBLESHOOTING

STRIPING (SMOOTH): VERTICAL OR HORIZONTAL BANDING

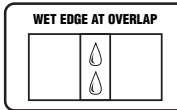
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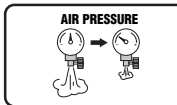
CAUSE 1: MC2000 sprayed with the gun too close to the surface.

CAUSE 2: Spray stroke too slow (wet edge).

CAUSE 3: Air pressure too high. Spray fan narrowed by increased pressure.



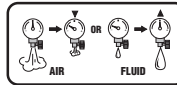
SOLUTIONS #1 & #2: Do not change pressure settings. Spray quick, light passes. (Spray 2x - 3x faster than original application.) This will blend the striping together.



SOLUTION #3: Either increase fluid pressure or, preferably, drop air pressure until under atomized. Then spray quick, light passes until striping blends together.

DRY SPRAY (TEXTURE GRITTY): CONSISTENT GRITTY TEXTURE – MOST COMMON NEAR THE CEILING AND FLOOR

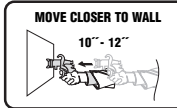
2



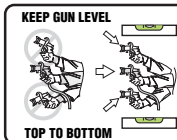
CAUSE 1: MC2000 applied using incorrect pressure – too much air pressure or not enough fluid pressure.

CAUSE 2: Gun was too far from the wall, causing paint to partially dry in mid-air.

CAUSE 3: Spray technique incorrect. The gun was arched at the top and bottom of the spray stroke.



SOLUTION: Once dry spray is detected, stop spraying. Let finish dry. Lightly sand smooth with fine-grit sandpaper.



NOTE: If texture becomes too coarse, the entire surface must be sanded smooth with a fine-grit sandpaper. When surface is smooth, apply a light pass of the MC2000.

WARNING: Do not try to bury the texture with a heavy pass of MC2000.

BLOTCHING (SMOOTH): IRREGULAR PATCHES OF DISCOLORATION

3

CAUSE 1: Too much material applied at one time.

CAUSE 2: RUSHING – Did not allow sufficient dry time between coats.

SOLUTION: Wait until previous finish is completely dry. Apply another very light pass of the MC2000. May have to apply up to two or three very light passes.

WRONG COLOR (SMOOTH)

4

CAUSE: Insufficient paint preparation. Be sure that all sediment is mixed off the bottom of the can and all material is boxed!

SOLUTION: If it was an otherwise good installation, simply obtain the right color material and apply 2-3 light passes right over the protective clear coat.

D

1.800.898.0219

IF YOU ARE NOT CLEAR ON ANY PART OF THIS APPLICATION, **STOP** AND CALL! YOU'LL BE HELPED BY AN EXPERIENCED PAINTER, JUST LIKE YOU.

ON-CALL TECH SUPPORT

Scuffmaster

Scuffmaster

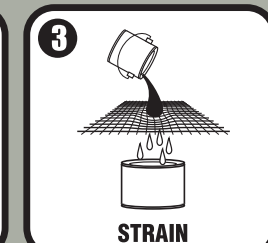
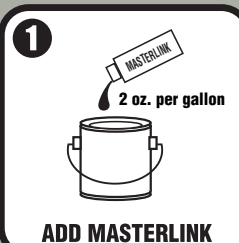
QUICK TIPS

METALLI-COAT 2000

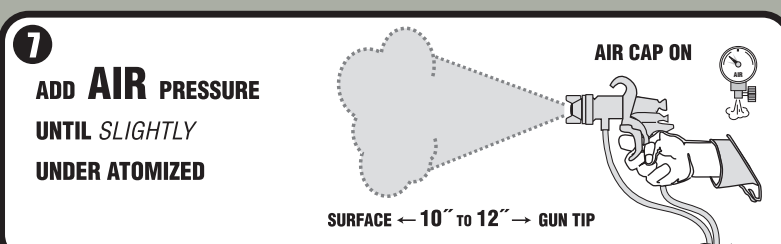
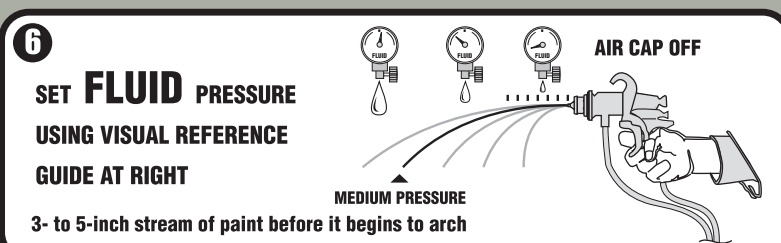
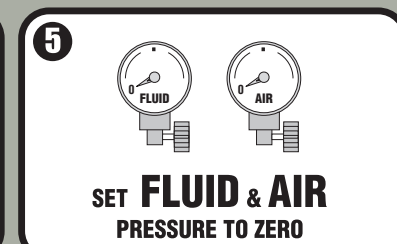
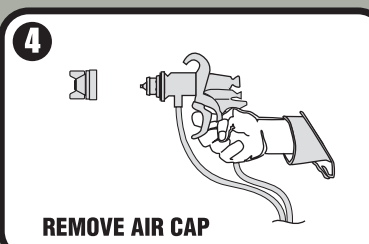
METALLIC BASE COAT DETAILS FOR THE PROFESSIONAL

MAKE SURE SURFACE IS AS SMOOTH AS POSSIBLE PRIOR TO BEGINNING APPLICATION!
ALL APPROVED SAMPLES/CONTROL SAMPLES ARE SPRAY APPLIED!

WATER REDUCIBLE – IF NEEDED – THIN IN 2 oz. INCREMENTS – 8 oz. MAX



PRODUCT LIFE ONCE MASTERLINK HAS BEEN ADDED: 36 HOURS – 8 HOURS UNDER PRESSURE



A

METALLI-COAT EQUIPMENT SPECIFICS

REQUIRED EQUIPMENT

- CONVENTIONAL:** BINKS® 2001 - 63 PB External Mix Air Cap • 66 SS Fluid Nozzle • 565 Needle • 2-gal. Pressure Pot
- HVLP:** Graco 4900 ProComp™ • 4-stage Turbine • #3 Needle/Nozzle Setup or Comparable Equipment
- HYBRID:** BINKS Mach 1 - 94P Air Cap • 97 Fluid Nozzle • 2-gal. Pressure Pot or Comparable Equipment
- COMPRESSOR:** Minimum 6.5 cfm at 90 psi

CONVENTIONAL & HYBRID SETUP

1. Remove air cap and set fluid and air pressure to zero (0).
- 2a. **Conventional:** Increase **FLUID** pressure to produce a 3- to 5-inch stream of paint before it begins to arch (*see ill.*). ▶
- 2b. **Hybrid:** Increase **FLUID** pressure to produce a 3- to 4-inch stream of paint before it begins to arch (*see ill.*). ▶
3. Replace air cap and add **AIR** pressure until atomization has been achieved. Then, back air pressure off slightly.

NOTE: IDEAL AIR PRESSURE WILL LEAVE PAINT SLIGHTLY UNDER ATOMIZED!

NOTE: LOOK FOR A FAN WIDTH OF APPROXIMATELY 12" WHEN GUN IS 10" - 12" FROM WALL!

HVLP SETUP

1. Set fan adjustment as wide as possible. 2. Use highest air setting. 3. The trigger should start wide open.
- FOR PROPER APPLICATION, MATERIAL SHOULD BE SLIGHTLY UNDER ATOMIZED! MAY NEED THINNING! 8 oz. WATER MAX!**
4. If using an HVLP with a pressure pot, set fluid pressure to produce a 2- to 3-inch stream of paint before it begins to arch.

5"

CONVENTIONAL

4"

HYBRID

3"

PAINT GUN TIP

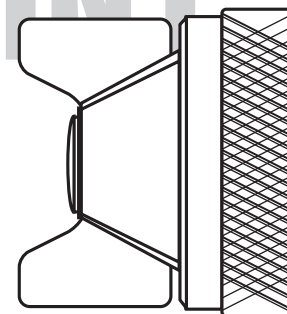
MEDIUM FLUID PRESSURE

HVLP

100% SCALE

SET FLUID PRESSURE WITH AIR CAP REMOVED

PAINT STREAM



TROUBLESHOOTING **C** ▶

CONTACT **D** ▶

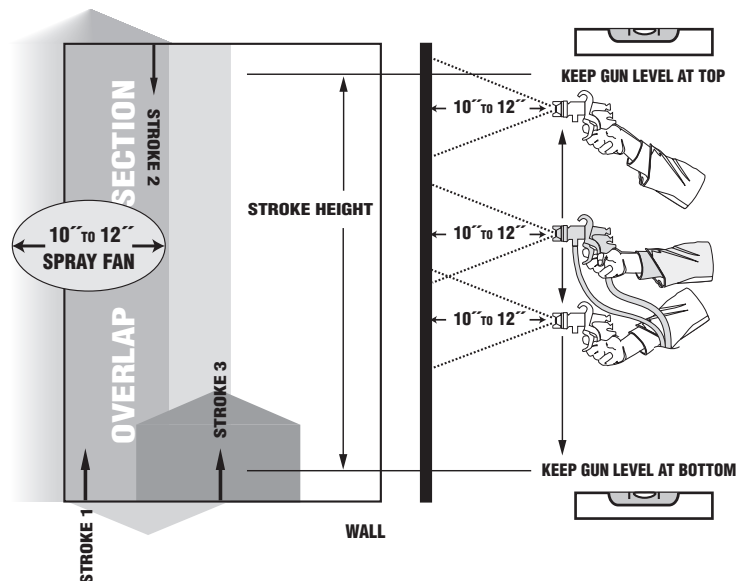
B

APPLICATION TECHNIQUE – ILLUSTRATED

DO NOT SPRAY WITH A WET EDGE!

FACE VIEW – 50% - 75% SPRAY FAN OVERLAP

SIDE VIEW – KEEP GUN LEVEL



Examine the metallic base coat from multiple angles before determining if it is finished. It should look the same from every direction. If striping or blemishes are noticeable when viewed at an angle, apply another light pass of the MC2000.

1

DISTANCE FROM WALL

10" TO 12"

This distance from the wall will allow for a wide spray fan, which will help avoid striping.

2

GUN POSITION

RIGHT ANGLE TO SURFACE

Gun should be level from top to bottom.

3

RANGE OF STROKE

EDGE TO EDGE

Begin each spray stroke a few inches before the edge of the surface. Move the gun in one continuous vertical direction until the other edge is reached. Release the trigger but continue the motion for a few inches past the edge. Follow the same process for the return stroke.

4

STROKE OVERLAP

50% TO 75%

A tighter overlap will require a faster spray stroke since you **DO NOT** want to apply a heavy pass, creating a wet edge. Adjust to keep each pass light.

5

NUMBER OF PASSES

4 TO 5
LIGHT PASSES

1st PASS: Primer still visible – may appear striped.
2nd PASS: Finish begins to fill in – striping still visible.
3rd PASS: The color should appear solid and uniform. Close to complete. **4th PASS:** The surface should be complete. **5th PASS:** ONLY IF NECESSARY.

WAIT UNTIL EACH PASS IS DRY TO TOUCH BEFORE PROCEEDING ON TO THE NEXT COAT!