

wetting dispersant

Better BD-8310

Product Description:

Better BD-8310 It is a high molecular weight dispersant with a 50% active content, and has good compatibility with CAB. In solvent based coating systems, it exhibits excellent grinding and dispersion performance for carbon black and organic pigments, which can increase the amount of color powder added in the grinding formula. At the same time, it still has low viscosity, good fluidity, and long-term storage stability.

Product specifications:

appearance	Yellow viscous liquid				
Chromaticity	<6 (Gardner No.)				
Solvent	butyl acetate				
Specific gravity	0.95g/cm ³				
Boiling point	About126℃/258.8°F				
Flash point	>22°C/71.6°F				

Application scope:

- 1. Disperse and grind high specific surface area carbon black and organic pigments in a solvent based system.
- 2. Automotive paint, industrial paint, and plastic paint are particularly recommended in automotive repair paint.

Addition amount and usage method

Suggested dosage: Surface area of pigment (m2/g) \div 5=% Dispersant activity/pigment weight

pigment	%Dispersant activity			
Organic pigments	8-12%			
carbon black	10-40%			
High specific surface area	40-100%			
carbon black				

The above dosage largely depends on the particle size of the pigment, and the final dosage needs to be determined through a series of experiments.

Usage: Better BD-8310 Add to the grinding base material. If necessary, add a multiplier and stir evenly

Add pigment in the mixing process, and then proceed with the grinding operation *Packaging and Storage:*

25, 200 kg/ barrel

Keep away from ignition sources and place in a cool and ventilated place One year under normal storage conditions

All the information above is based on latest empirical data obtained at BETTER laboratory and is not to be used for certifying the suitability of the product. Users are advised to test the product in their own system before purchase.

Heavy metal content:

content	As	Ba	Cd	Cr	Pb	Hg	Se	Zn
Ppm	<	<10	<5	<5	<5	<5	<5	<10
	2.5							