

# LED-S600 Series

## UV Offset series for paper for Low Energy Consumption UV Dryers

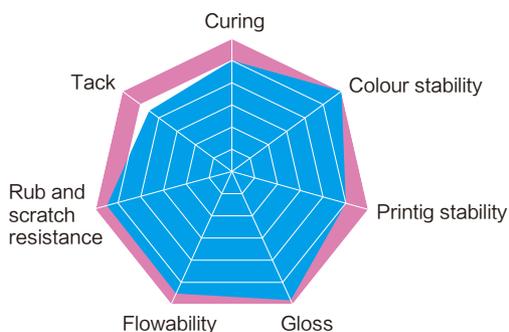
### Performances

- High reactivity, fast curing speed
- Formulated to match with high wavelength UV. Specific Characteristic of low energy systems (H-UV, HR UV, LE UV and also LED UV)
- Good dot sharpness  
    >High quality prints
- Suitable for hot stamping and lamination after test
- Excellent gloss
- Environmentally friendly and extremely low odor

### Substrates

Not coated paper	•••	
Matt coated paper	•••	
Coated paper	•••	
Art special paper	•••	
Treated aluminum-laminated paper	••	••• Perfectly suitable
Synthetics ( PVC、 PE、 PET )	•	•• Suitable • Test necessary

### Ink Profile



### LED-S600 Process Colors

		Fastness		
		Light ISO 2835	Alcohol ISO 2837	Alkali ISO 2838
	Process Yellow	4	+	+
	Process Magenta	5	+	-
	Process Cyan	8	+	+
	Process Black	8	+	+

### Property

	Yellow	Magenta	Cyan	Black
DM (mm/60sec)	35	37	35	37
Tack (400rpm/60sec)	8	8.5	9	9.5

### Pakaging

1KG(series)/2.5KG(process) UV containers

### Storage conditions

Dark cold places, preserved in low temperature, To avoid the room temperature is above 30 °C above or direct sunlight.

### Shelf life

1 year. after the warranty period, such as technical specification can still be used. For UV special ink such as gold and silver ink, the shelf life is very short, separate instructions

### Recommendations

- It may not adhere to some stocks. Make sure to confirm adhesiveness prior to use.
- The ink is developed to not cause any adverse effects on human body. However, in case of some people, leaving the ink on body or clothes for long time may cause rash. Wear protective gear when handling the ink, and wash your hands after completing the job.  
Leaving a non-absorbent stock print outdoor, or exposing it to water (including dew) causes adhesiveness to deteriorate to the extent that the printed object will peel-off even by a nail scratch .
- This data sheet is based on the standard experimental conditions .therefore it is recommended to carry out a test beforehand