

## KAM-DCA 409

Multi-purpose high molecular weight dispersion control additive for solvent-based coatings. Due to its particularly good combination of price and performance, it is a very attractive substitute for conventional dispersion control additives.  
Low solvent content.

### Technical Specifications

Composition	: Modified polyurethane with pigment affinic groups
Solvent(s)	: Butylacetate/Methoxypropylacetate/n-Butanol
Specific gravity @ 20°C	: ca. 1.00 g/cm <sup>3</sup>
Flashpoint	: 24 °C
Amine value	: 10 mg KOH/g
Acid value	: 29 mg KOH/g
Appearance	: Clear to slightly hazy yellowish liquid
Active matter	: 60%

### Applications

**KAM-DCA 409** is a multi-purpose high molecular weight dispersion control additive for all solvent-based paints from high performance industrial coatings to normal decorative paints.

**KAM-DCA 409** is a very cost-effective dispersion control additive that reduces the time required for the grinding process and improves gloss and levelling. Due to its resin-like structure, it does not affect paint binder durability.

**KAM-DCA 409** prevents a possible co-flocculation, which leads to flood- and float-free color in pigment mixtures.

**KAM-DCA 409** is particularly recommended in the following resin systems:

- Acrylic/melamine and polyester/melamine
- Acrylic/isocyanate, polyester/isocyanate and epoxy/polyamine
- Thermoplastic acrylic
- Alkyd
- Epoxy

**KAM-DCA 409** should be incorporated in the mill-base before adding the pigments.  
Amount of additive based upon pigment can be determined as follows:

Inorganic pigments : 10% of oil absorption value (solid form) or 5-10% (as supplied)  
Organic pigments : 30-50% of BET value (solid form) or 30-50% (as supplied)  
Carbon blacks : 15-25% of DBP value (solid form) or 40-80% (as supplied)

### Storage, Safety and Packaging

To be stored in a cool dry place and handled in accordance with good industrial practice.  
When kept in an original unopened container, it will keep up to min. 4 years from the date of manufacture.