



Tectyl Heat CT No2

DESCRIPTION

Tectyl Heat CT No2 is designed to provide proper hardness excluding cracks and deformation optimum hardness uniformity, glossy and clean surface and prolonged life.

Based on highly refined mineral oil, Tectyl Heat CT No2 is formulated with thermally stable additives. Tectyl Heat CT No2 is suitable to room temperature operation (KS M2170:1-2) and covers several type of processing quenching, relatively difficult materials

TYPICAL PHYSICAL AND CHEMICAL PROPERTIES

◆ specific gravity	(15/4℃)	0.85±0.05
◆ flash point	(℃)	204
◆ fire point	(℃)	228
◆ Kinematic viscosity	(40℃, cSt)	26.0±2.0
◆ silver bar cooling test		
characteristic temperature (℃)		638
cooling time per sec (800~400℃,sec)		2.7
◆ proper in-used oil temp	(℃)	50~80
◆ optimum in-used oil temp	(℃)	60~70

(note) The above mentioned properties are average values from analysis on the standard sample. Little differences in manufacturing process may be observed but it doesn't mean problematic performance.

BENEFITS

- ◆ maximized hardness by speedy cooling
- ◆ Excellent gloss
- ◆ cost saving from decreased oil consumption
- ◆ easy cleansing
- ◆ long life(high-grade thermal and oxidation stability)

APPLICATION

Tectyl Heat CT No2 is applied to wide ranges including general quench-tempering, carburizing, etc. against various automobile parts, bolt, nuts, gear, spring steel, hot-roll, bearing steel, transmission, tools, etc.

SAFETY CONTROL

- ◆ TLV (Threshold Limit Value) : 5mg/m³ (as oil mist)
- ◆ Ingestion: If workers swallow it, induce vomiting and get the medical attention.
- ◆ Eye contact: wash with plenty of water and get the medical attention.
- ◆ skin contact: wash enough with soap and water storage

STORAGE

- ◆ Pay attention to the product life time (storage time)
- ◆ Avoid water or other foreign substances adulteration
- ◆ Keep products within a recommended pour point. If shelf temp is below the pour point, agitate drum enough in room temp prior to use.

PACKAGE

Tectyl Heat CT No2 is packed in 200 liter drum.