



Technical Data Sheet Activator 420 GL
Ver. 5.0 June 2021

Activator 420 GL

Adhesion promoter for glass and non-porous substrates

DESCRIPTION

Activator 420 GL is an activating agent specifically formulated for the pre-treatment of specific substrates like glass, plastics and metals to improve adhesion of U-Seal and SiMP-Seal adhesives. It is suitable for applications in the automotive and BTR sectors.

AREAS OF APPLICATION

Used to clean and promote adhesion on many different non-porous substrates, especially glass and ceramic-coated glass, metals, ceramics, plastics and painted surfaces. It is advisable to read NPT guidelines for the application cycle on car glass for automotive applications. Activator 420 GL can be used to improve adhesion on the following non-porous substrates:

- Float glass and ceramic coated (frit) glass
- Metals such as steel, stainless steel, aluminum, copper, electrogalvanized steel, etc.
- Painted surfaces and coatings (epoxy and polyester painted sheet steel).
- Original PU or MS adhesives cut surface for replacement
- Plastics

TECHNICAL DATA

Appearance	Liquid
Color	Transparent
Chemical nature	Adhesion promoters in solvent dispersion
Density [g/cm³] (NPT method 06) (23°C and 50% RH)	ca. 0,7
Flash off [min] (23°C and 50% RH)	≥ 10*
VOC content [% w/w] (NPT method 78)	ca. 95
Application	By cloth or abrasive sponge
Application temperature [°C]	From +5 to +35

*Surface activation time Maximum 2h

1



APPLICATION

Ensure thorough cleaning of the substrate. Impregnate a lint free cloth or a mildly abrasive sponge with Activator 420 GL to pass over the surface removing contaminants and leave it to dry for 10 minutes and no more than 2 hours. If sealant application has not been performed within 2 hours, it is possible to reactivate the surface by applying a second treatment of Activator 420 GL, maximum one additional time. Ensure that activator is tack-free dry before proceeding to the adhesion process. Activator 420 GL has a consumption of about 40 ml/m². Close the bottle immediately after use. If Activator 420 GL bottle is exposed opened for long time to the atmosphere, the liquid may become opaque with possible loss of performance, do not use opaque material. Assure to close hermetically the bottle after each use to avoid this effect. Consume within one week after opening. It is recommended to perform preliminary test before applying on substrates, including test for stress cracking. Do not use Activator 420 GL for removing or tooling U-Seal or SiMP sealants.

CLEANING OF EQUIPMENT AND PERSONAL PROTECTIVE MEASURES

Clean the tools used with acetone or solvent. When the material has not yet hardened, it can be removed using paper or a cloth. Once hardened, the product can only be removed mechanically. Avoid skin contact by using latex, rubber or polyethylene gloves. If it comes in contact with the skin, remove immediately and wash with soap and water.

PACKAGING

Aluminum bottle 30 ml– 25 pieces per box
Aluminum bottle 100 ml– 12 pieces per box
Aluminum bottle 250 ml– 12 pieces per box
Aluminum bottle 1000 ml– 12 pieces per box

STORAGE AND SHELF LIFE

Activator 420 GL can be stored for 12 months in its original packaging (unopened container) between 10°C and 25°C in a cool, dry place. The storage temperature should not exceed 25°C for extended periods of time. Keep away from wet areas, direct sunlight and heat sources.

GENERAL INFORMATION

The information contained in this technical data sheet is to the best of our knowledge correct, being based on our knowledge and experience to date and cannot be used as a guarantee, due to the various different materials present on the market and the fact that the application conditions are not under our direct control and supervision. NPT srl, however, guarantees constant product quality. NPT srl, has the right to modify or up-date this technical data sheet according to requirements. Customers are kindly requested to verify that they are in possession of the latest version.

ALWAYS CONSULT THE MATERIAL SAFETY DATA SHEET BEFORE USING THE PRODUCT