



HALOGEN TIN **ADDITION AGENT #20 (AA20) & BH20**

FUNCTION

Halogen Tin Addition Agent AA20/BH20 is required for producing semi-bright deposits which are amenable to flow-brightening. It also broadens the current density range. Without the use of the Addition Agent AA20/BH20, the deposits produced are granular, have poor adhesion, and show incomplete coverage of the basis metal.

METHOD OF CONTROL

A new electrolyte as prepared contains about 3 ml./gallon of Halogen Tin Addition Agent AA20/BH20. This is adequate for initial start-up of a unit. Commercial experience has shown that the concentration in the electrolyte should be gradually increased as the unit is operated. After a 30-60 day period, the concentration should be maintained at about 20 ml./gallon.

During normal operation, a large unit (30,000 gallons) requires 1.0-1.5 quarts of Addition Agent/hr. It is common practice to add about 0.5 qt./hr. to a unit containing 12,000 gallons. These order-of-magnitude requirements will serve as a guide to obtaining good plating performance. In some units, slightly higher rates of addition are required to produce high-lustre deposits.

CONTACTING ZACLON INC.

For placing orders or requesting additional product information, please contact us as shown below.

ON THE INTERNET: www.zaclon.com

Email Customer Service: krosati@zaclon.com

BY PHONE:

Toll Free In Continental U.S.: (800) 356-7327

From outside United States: (216) 271-1715

BY MAIL:

Zaclon, Inc.
Customer Service
2981 Independence Road
Cleveland, Ohio 44115

The information set forth herein is furnished free of charge and is based on technical data that Zaclon, Inc. believes to be reliable. It is intended for use by persons having technical skill and at their own discretion and risk. Since conditions of use are outside our control, we make no warranties, express or implied, and assume no liability in connection with any use of this information. Nothing herein is to be taken as a license to operate under or a recommendation to infringe any patents.