

TECHNICAL DATA SHEET

Updating Date: 05/07/2023

Version: 1

(**)Indicates changes from the previous version

SECTION 1. IDENTIFICATION OF THE PRODUCT

1.1 Product identifier: **Polymer for Restorator Headlights 500ml**

Other forms of identification:

100937**1.2 Details of the supplier of the technical data sheet:** (See FDT headline).**1.3 Emergency telephone:** 93 860 49 23 (8:00 - 17:30).

SECTION 2. DESCRIPTION

Renovation headlight for recovering brightness by vaporization liquid polymer.

This product is refined from imported raw materials, easy to operate with high transparency and strong adhesion. It has a significant effect for car lights scratches, oxidized yellow, fuzzy, another oxidation, etc. Applicable for all auto lamp renovation and the new car headlamp protection. Prolong service life of your headlamp.

SECTION 3. APPLICATION



1. Thoroughly clean headlight lens and dry with clean towel.



2. Use masking tape to protect nearby painted surfaces.



3. Sand with water gradually the lighthouse with the different URAX FILM sandpaper. Until completely removed the previous yellowish varnish layer. Subsequently clean to make sure that the whole lighthouse is sanding homogeneously.



4. Add Headlight renovator polymer up to half of the vaporizer and cover with the cap that best suits the lighthouse shape.



5. Connect and heating for about 5-6 minuts until there is steam giving off. Power off every 20 minuts.



6. Start to vapor 1 cm away from the headlight, apply from bottle to top until the headlight turns bright. Make sure the pipe orifice is upward to avoid steam turning into water drops. Keep your face at least 40 cm away from pipe orifice.



7. Power off after using. Leave 10 minutes curing time. Wait 5 minutes cooling and pour the remaining liquid back to the bottle.

The technical information is based on our experience. We guarantee the quality of the product; however, as the conditions of use are not under our control, we cannot assume any responsibility for the results obtained.