# **CLEANCUT 200**

## Metalworking Fluid for Light / Medium Processes

#### Definition

CLEANCUT 200 is a bio-stable microemulsion type developed for processing and grinding of various materials

It is a medium oil universal metalworking fluid. It is suitable for use with hard waters. When mixed with water, it forms a translucent emulsion. Its high performance additives provide very good cutting properties. Light and medium

Suitable for heavy machining operations. CLEANCUT 200, due to its special formulation,

It is a product suitable for use in metal outside. This product does not contain nitrite, phenol, sulfur, chlorine, secondary amines and NPE.

### **Usage areas**

Casting, carbon steels and alloy steels, light and medium machining operations, some non-ferrous metals, universal processes.

#### **Method of Application**

CLEANCUT 200 is easy to mix. Mix the product in the recommended amount of water. The ideal water temperature for mixing is 5-25 ° C.

## **Recommended Starting Concentrations**

Optimum concentration may vary depending on water quality and operating conditions, the following concentrations are recommended for starters. If it is to be controlled with a refractometer, the refractometer coefficient is 1.5 and it should not be forgotten that this coefficient is valid for a clean liquid.

Turning	5 - 6%	Pulling teeth	6 - 7%
Milling	5 - 6%	Cutting with a saw	5 - 6%
Hole machining	5 - 6%	Grindina	4 - 5%

## **Handling and Storage**

Protect from frost and direct sun. Store around 5-30  $^{\circ}$  C.

#### **Features and Benefits**

Bio-stable.

Good foam control.

- · General purpose.
- It has good processing properties.
- It is a medium oily liquid.
- It is suitable for use on CNC machines.
- Its lubricating feature is good.
- Can be used on many non-ferrous metals.
- High hard water stability.

#### **Typical Properties**

Appearance (3% mixture)	Visual Control	Light Amber
Density @ 15 ° C, kg / m³	ASTM D 4052	1,020
Emulsion pH, 20 ° C (3% mixture with deionized water)	ASTM 1287	9.6

