Effective: January 2010 Replaces Bulletin Dated: February 2004

PRO6

Color Developer Replenisher

For Processing Fujichrome and Process E-6 Compatible Color Reversal Films



Catalog Number: 600005458 Part A (25 G)

DESCRIPTION

This product is a Process E-6 color developer replenisher. The product is designed for use in all equipment processing color reversal films compatible with Process E-6.

SAFE HANDLING INSTRUCTIONS

Please refer to Material Safety Data Sheets (MSDS) for specific chemical details. For emergencies, please contact CHEMTREC at 1-800-424-9300. You can obtain an MSDS by calling the Fujifilm Technical Hotline at 1-800-526-0851 Ext. 10.

HMIS INFORMATION

Hazardous Materials Identification System. Please refer to Section 3 in the MSDS for further information.

	Concentrate		Donlanishor	Working	
	Pt A	Pt B	Replenisher	Tank	
Health	3	3	1	1	
Flammability	0	0	0	0	
Reactivity	0	0	0	0	
Personal Protection	С	С	С	С	

SPECS & RECOMMENDATIONS

0. 200 0. 1. 200 1. 1. 27 1. 1. 0. 1. 0			
Temperature ¹	38° ± 1.3° C 100.4° ± 2.0° F		
Processing Time ²	6'00" Spec (5'00"- 7'00" Spread)		
Starting Replenishment Rate	per ft²	200 ml	
	per m²	2152 ml	
	per roll 135-24	84 ml	
	per roll 120	109 ml	
	per roll 220	218 ml	
	per 4x5	27.8 ml	

- Once the operating temperature is set, the temperature tolerance should not exceed ±0.2° C.
- Once the processing time is set, the operating time should not vary unless the sensitometric results require adjustment.

SPECIFIC GRAVITY & pH

	pH @	SpG @	SpG @
	25° C	25° C	38° C
Replenisher Tank	12.25 ± 0.05	$\begin{array}{c} 1.036 \pm \\ 0.003 \end{array}$	1.033 ± 0.003
Fresh	11.90 ±	1.037 ±	1.034 ±
Tank	0.05	0.003	0.003
Seasoned Tank	11.90 ± 0.05	1.036 ± 0.003	1.033 ± 0.003

MIXING INSTRUCTIONS – REPLENISHER

R	Water 68° – 86° F	Concentrate		
11	(20° – 30° C)	Part A	Part B	
25 Gallons	15.0 G	5.0 G	5.0 G	
	13.0 G	1 Cube	1 Cube	
1 Liter	600 ml	200 ml	200 ml	
1 Gallon	76.8 oz	25.6 oz	25.6 oz	

To Mix 25 Gallons of Replenisher:

- 1. Start with 15 gallons of warm water.
- Add 1 cube of part A concentrate. Rinse cube with small volume of water and add to mix tank. Mix 2 to 3 minutes.
- Add 1 cube of part B concentrate. Rinse cube with small volume of water and add to mix tank. Mix 2-3 minutes or until uniform.

Do Not Over Mix

MIXING INSTRUCTIONS – WORKING TANK

W	Warm Water		Developer Replenisher	
1 Liter	100 ml	5 ml	900 ml	
1 Gallon	12.8 oz	0.64 oz	115.2 oz	
Tank Volume				
YOUR TANK				

To calculate the amount of water, developer replenisher and starter that you will need, multiply your tank volume by each of the numbers listed, in either liters or gallons. For example, if you have a 10 liter tank, 10x100 ml = 1 liter of water, 10x5 ml = 50 ml of developer starter and 10x900 ml = 9 liters of developer replenisher.

 $1000 \text{ ml} = 1 \text{ liter} \quad 128 \text{ oz} = 1 \text{ gallon}$

FOR BLENDER SETTINGS AND ADDITIONAL REPLENISHMENT RATES, PLEASE REFER TO BULLETIN "PRO6 PROCESS SPECIFICATIONS"

SHELF LIFE

0.12E. E.i. E					
	Conce	Mixed	Working		
	Part A	Part B	Repl.	Tank	
Time	U= 24 Months	U= 18 Months	4 Weeks	2 Weeks	
Tille	O=8 Weeks	O=8 Weeks	4 WCCR3	2 WCCR3	
Color	Clear,	Clear,	Clear,	Clear,	
00.0.	Pale Yellow	Pale Amber	Pale Yellow	Pale Yellow	
Odor	Mild Odor	Slight Sulfur	No Odor	No Odor	

U = Unopened, O = Opened

The data contained in this photographic bulletin is believed to be true and accurate, but is offered solely for your consideration, investigation, and verification. Nothing herein shall be construed to be a warranty or guarantee by either FUJIFILM Hunt Chemicals, Inc. or any of its affiliates, and all such warranties, implied or otherwise, including any implied warranty of merchantability, are hereby expressly disclaimed. You, of course, are fully responsible for any use and / or domestic or foreign sale of the product(s) described, and nothing in this photographic bulletin shall be construed to constitute permission or a recommendation to practice any invention covered by patent or patent application or know-how owned by FUJIFILM, its affiliates, or others.