

Paint Touch-Up Manual



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CONTENTS

INTRODUCTION		Pages 2 - 5
SECTION I	Identifying and Locating Paint Codes	Pages 6 - 7
SECTION II	Using the AZKO LESONAL Paint Code Identification Materials	Pages 8 - 10
SECTION III	Mixing Paint	Pages 11 - 12
SECTION IV	Preparing the Vehicle for Touch-up	Pages 13
SECTION V	Applying the Touch-up Paint	Pages 14 - 15
SECTION VI	The "Perfect Paint Repair"	Pages 16 - 17
SECTION VII	Procedures for Bumper Scuff Repair	Pages 18 - 21
SECTION VIII	Maintaining Paint Touch-up Equipment	Pages 22
SECTION IV	Troubleshooting Problems	Pages 23 - 25

INTRODUCTION

Your DETAIL PLUS Paint Touch-up System is one of the most advanced systems available, featuring the latest COMPUTER technology for locating paint formulas. It is designed to help you quickly and accurately identify and mix paint for virtually any touch-up job that comes into your shop.

This Operator's Manual gives you a quick introduction to the DETAIL PLUS Paint Touch-up System and related reference materials. This manual will guide you step-by-step through the process of:

- . Identifying and locating paint codes
- . Using the AKZO LESONAL paint identification materials
- . Mixing paint
- . Preparing the car for touch-up
- . Applying the paint
- . Maintaining equipment
- . Troubleshooting problems

This manual also describes both "The Perfect Repair and Bumper Scuff Repair," which is available with the AZKO LESONAL Paint System and includes several special products that allow you to do both perfect repairs to chips and scratches as well as bumper scuffs.

About the DETAIL PLUS Paint Touch-up System

The DETAIL PLUS Paint Touch-up System uses a paint identification system by AKZO LESONAL, one of the top automotive paint manufacturers in the world. When used properly, these color identification reference materials and mixing formulas will produce the same high-quality results achieved in professional automotive paint shops.

If you did not purchase a computer from DETAIL PLUS, and you are using your own PC or laptop computer you must download the Paint Formula Disc into your computer.

DOWNLOADING INSTRUCTIONS FOLLOWING

MIXIT II LESONAL SB

Mixit 2 – Installation Instructions

- Install Mixit 2 CD into CD drive on PC or Laptop computer and follow prompts to install program software.
- Click NEXT as prompted until program has been completely installed. Once completed, click FINISH and the Mixit 2 program will open and update additional files before the program can be used.
- Once files have been updated, click on Options in toolbar above and select product management and then available products, it will bring up a box with several product lines such as APB, ACLV, etc. Unclick each product line except SB and click okay. Doing this defaults SB product line every time you pull up a paint formula to mix.
- To exit program, click file in the upper left hand corner and then exit.
- To open program, click the Mixit 2 icon on your desktop.
- To access Technical Data or Material Safety Data Sheets, click on Mixit Reference icon on desktop and follow prompts.
- Akzo Nobel Coating Mixit Supports (800) 618-1010 option 3.

About the AKZO LESONAL Reference Materials

There are six components to the AKZO LESONAL paint identification process:

1. Color Chip Book
This binder contains general information and instructions for identifying the thousands of paint colors used by automobile manufacturers around the world. It also lists paint codes for plastic parts, striping, wheels and accent trims.
2. Color Listing
This book lists all information alphabetically by manufacturer. It contains manufacturers' color codes, years of paint use per model, types of paint available, color variants used, and reference to the Color map 90 binders for color samples. These are updated periodically.
3. Color Variants
This includes several small chip books identifying paint color variations for the same color code number. A single paint code may have variation in color because of different manufacturing plants.

OPTIONAL PAINT MANUALS:

4. Color map 90 Solid
This binder includes samples for Solid paint colors. The last column in this binder lists references to the Color Listing book. Use the Color map 90 Solid binder to identify solid colors when there is no paint code available.
5. Color map 90 Metallic
This binder includes samples for Metallic paint colors. The last column in this binder lists references to the Color Listing book. Use the Color map 90 Metallic binder to identify metallic colors when there is no paint code available.
6. The page and column number for color chosen will be used as the color code on colors chosen from the color map. Example: Page 316, Column A, Location 2 would be entered in Code Area on Mixit 2 as 316A2

SECTION I

Identifying and Locating Paint Codes

1. Identify the vehicle manufacturer, model and year.
2. Visually inspect the vehicle and locate areas that need touch-up. (See Section IV, 2)
3. Locate the manufacturer's paint code. Typically, paint codes are located in the following areas:

Ford - inside the driver-side door jamb

Chevrolet - under hood in trunk on the spare tire cover or inside glove box.

Other - See AKZO LESONAL Color Listing book for other common paint code locations

4. Read the paint code and make a note of it. Most vehicles have one paint code. Two-tone vehicles will have two paint codes or the same code indicated for two colors.

Sample Paint Codes:

General Motors	WA 9546 U (U = upper)	Indicates color for upper.
	WA 8743 L (L = lower)	Indicates color for lower.
	WA 8743 UL	Indicates one color for both.

Chrysler	PD 8	Usually two letters plus a number.
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Ford	12, YN, 6T	Usually a two digit combination of numbers and/or letters.
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NOTE: Plastic parts generally have a different paint code from the vehicle's main paint code. See the Plastic Parts section of the AKZO LESONAL Color Chip Book for more information.

5. Once you have identified the paint code, key into to determine if there are any paint variations.

6. IF YOU CANNOT FIND A MANUFACTURER'S PAINT CODE on the vehicle, look in the AKZO LESONAL Color Chip book under the manufacturer's name, vehicle model and year.

OPTION: As an alternative to locating a paint formula when you cannot locate the manufacturer's paint code you can use the **optional** AZKO COLOR MAP 90 binders to select the color sample that most closely matches the finish on the vehicle. The corresponding paint code for this color sample is listed in the Index at the front of the Color map 90 binder. There is a **Color map 90 Solid** binder for solid colors and the **Color map 90 Metallic** binder for metallic colors.

SECTION II

Using the AKZO LESONAL Paint Code Identification Materials

1. Refer to the AKZO LESONAL Color Chip Book. This lists all paint codes by manufacturer. The columns in this book contain the following information:

Column 1	Manufacturer's paint code
Column 2	AKZO LESONAL matching paint code
Column 3	Years paint code used by manufacturer
Column 4	"Info" includes variants available, accent colors (See <u>Color Chip Book</u> for more information.)
Column 5	Manufacturer's paint color name
Column 6	Type of AKZO LESONAL paint to be used (BASE COAT)
Column 7	Page number of color variants used by manufacturer, if any Note: Paint color may vary on identical vehicles depending on where they were originally painted by the manufacturer. Always check the Color Variants samples for the correct variant color, if applicable.
Column 8	Number of the corresponding color sample in Color map 90 binder (if purchased)

2. Locate the vehicle manufacturer in the Color Chip Book. Select the correct paint code based on model, year and type of paint –BASE COAT (B).

Example:	Vehicle	=	Ford
	Ford Color Code	=	K4
	AZKO Color Code	=	FA 97:K4
	Year	=	99-00
	Info	=	Messages: Indicates variants
	Color Name	=	Deep Navy Blue Metallic (2C)
	Paint Type	=	LESONAL SB
	Variants Page	=	Page 999 (indicates two possible variants)
	Color map 90	=	343-63; 342-63; 343-H2 (nearest match in Color map 90 binders)

3. Go to page 999 of the Color Variant booklet and hold the color sample up to the vehicle you are going to touch-up. Select the variant that most closely matches the vehicle color. Assuming (D) is the best match, you will use the AKZO LESONAL code FA90:YF(D).
4. Using the MIXIT II Paint Program:
 1. Set up the computer according to the manufacturer's instructions.

2. The Mixit II icon will appear (with others) on your desktop. Just double click on the **Icon** to open or use this program.
3. When the Color Selection Box appears:
 - a. Click the mouse once on the **Down Arrow** next to the Make box and scroll down to pick the desired car make, then just double click on the correct choice.
 - b. Next, type in the paint code (but do not type in the year of the car, as it is better to leave the year box blank as less information for the computer makes it easier to find.)
 - c. If you do not have any idea what the paint code is you can just type in the year of the car in the year box.
 - d. Click once on **Search** which is the F4 button.
4. The Color Listings Box will appear with all the information including: make, color code, Akzo code, color description, first/last years, color map page (*the color map books are a purchase option*), color doc and group.
 - a. If there is more than one selection, choose the color corresponding to the year of the vehicle you are working on.
 - b. Pick the color code you want and hit the **Enter** button on the keyboard. (You can use the mouse or the arrow buttons on your keyboard to search the colors.)
5. If there are color variations then a Color Variant box will appear.
6. Go to the Color Variant Books page number. Place variant chip page directly on vehicle paint finish **in natural sunlight**. Select appropriate color from the choices available. (The standard formulation info box will be blank) Click once on **Enter**.
7. Select Formula – you will see Lesonal SB
8. Under Liters type in .05 and click once on **Enter**.
9. Ignore warning about low quantity that will pop up by clicking once on **OK**.

10. Click on **Cum** box and move the decimal one place to the left to calculate the exact gram weight of the paint you will be mixing.
11. You are ready to mix the paint according to the formula on the computer.
12. When finished mixing formula click once on **Close**.
13. The color selection box will appear again. If you want to search for another color just go back to step number (3a) of these instructions.
14. If you want to close the program click once on **Close**. Then move the mouse up to File in the upper left-hand corner of your screen. Click once on **File** and you will see Exit appear. Just move the mouse down to highlight **Exit** and click once.

NOTE: If for some reason the Color Selection Box is not on the screen anymore and you are still in the MIXIT II Lesonal program you can move your mouse up and click once on **MAIN**. Slide the mouse down and click once on **Color Selection**. Your box will appear and you can begin working again.

When mixing WHITES, you may want to use a larger quantity for better color accuracy.

SECTION III

Mixing Paint

1. Using the paint formula on the screen, select the paint toners needed to mix the desired paint color. Line the toner bottles up in order as listed in the formula.

NOTE: BE SURE TO THOROUGHLY AGITATE EACH BOTTLE of paint toner before measuring and mixing. This is especially critical with metallic toners, which separate and require vigorous agitation.

2. Turn on the paint scale. Hold the CAL (calibration) button until the screen reads "500.0". Release the CAL button and the scale will stay at 500. Now, gently place the 500-gram weight on the scale. If the scale reads "500.0" it is properly calibrated. If it does not read "500.0", then hold the CAL button again until the screen reads "500.0" .

NOTE: Because the scale is highly sensitive, you may have to repeat the calibration process more than once before it is ready to use. You should calibrate the scale **every time** you use it.

3. Place a 1/4 ounce mixing cup on the scale. Press the TARE button. The scale should read "0.00" with the cup in place. Now you are ready to mix the paint.
4. Open the first bottle of paint toner listed in the formula and pour the paint toner carefully by drops until it reaches the first weight measurement shown. (One drop equals approximately .03 grams.) For the Ford example, pour the first paint toner until the scale reads "2.71" grams.

NOTE: If you exceed the measurement, use a Q-tip to carefully remove paint toner from the mixing cup until the scale reads the desired weight.

5. Close the bottle, wipe the lid clean, and put the paint toner bottle away.
6. DO NOT CLEAR THE SCALE. Open the second bottle of paint toner and drop the toner into the mixing cup until you reach the next weight measurement listed. Close this bottle, clean it and put it away. For the Ford example, the scale should now read "3.85" grams.

NOTE: DO NOT CLEAR THE SCALE UNTIL ALL PAINT TONERS HAVE BEEN ADDED TO THE MIXING CUP. The final measurement equals the total weight in grams of all the paint tints.

7. Continue to add paint toner to the mixing cup for the rest of the measurements listed in the formula. For the Ford example, pour paint toner 02 until the scale reaches "4.44" grams, and so on until all the tints have been added to the mixing cup.
8. Remove the mixing cup from the scale and close the lid tightly. Place the cup in a paint shaker for about 5 minutes. Begin vehicle preparation.
9. You can save leftover containers of paint tint for future use. However, experience shows that most leftover paint is never used again. It is better to give the paint to the customer or to dispose of it.

NOTE: Base coat with Reducer added will last up to 6 months. Clear coat mixed with Hardener will harden in 4-5 hours at 70 degrees F, (NOTE: CLEAR COAT MIXED WITH HARDENER'S NOT GOOD FOR USE AFTER 2 HOURS).

10. A. After the paint mixture has been thoroughly agitated on the shaker, you need to prepare the paint for application to the vehicle by mixing it with Reducer.

You must add Reducer to Base coat.

You must add Activator and Hardener to Clear coat.

- B. In the Ford example you will have 4.82 grams of paint. Now place an empty 1/4 oz. cup on the scale. Push tare so the scale reads 0.00. From the cup with 4.82 grams of paint pour into empty cup until scale reads 3.00 grams. Now add 1.5 grams of reducer (2 to 1 Ratio).

Mixing Ratios for Base and Clear used for Chip or Scratch Repair

2 Grams Base coat	+	1 Grams Reducer
3 Grams Clear coat	+	1 Gram Hardener + 1 Gram Activator

11. If you are only doing chip & small scratch repair, there is no need to apply clear coat over the base coat. Instead, add 10% to 15% hardener to the reduced base coat. For example, if you have 5.0 grams of reduced base coat, add .5 to .75 grams of hardener. This will provide needed gloss to base coat for 1-step repair.
12. When you use base coat paint, you must apply a clear coat to the touch-up area.

Note: Mixing ratios for Clear coat are as follows:

Clear coat = 3 Parts Clear + 1 Part Hardener + 1 Part Activator

SECTION IV

Preparing the Vehicle for Touch-up

NOTE: Always wash and dry the vehicle thoroughly. This is essential!

1. Wash the vehicle to remove dust and dirt. Remove bugs and tar with a multi-purpose cleaner and scrubbie pad.

Note: Be sure to complete polishing and waxing/paint sealant before you start paint touch-up. However, you will have to clean the areas to be touched up with Grease and Wax Remover.

2. Locate areas on the vehicle that need to be touched up. The most obvious areas are the nose/hood, doors, and front spoilers. On S-10 Blazers, pickups, Astro vans and Aerostars, check the nose, under the grill, and rear window trims.
3. On touch-up areas, degreaser with AKZO LESONAL Surface Cleaner. Remover applied to a clean cloth. Rub the chips with the cloth to remove any wax. Wipe the area with a clean, dry cloth to remove residue from the Remover.

SECTION V

Applying the Touch-up Paint

Airbrush Application

1. An airbrush is one method for touching up chips and scratches. Remove the cap from the paint-mixing cup and replace it with a siphon top. Be sure the air holes are lined up and fully open.
2. Attach the mixing cup to the airbrush. Make sure the cup is secured tightly.

NOTE: The airbrush comes with three tip sizes 1, 3 and 5. For best results, use the number 3 tip.
3. Attach the airbrush hose to the hose on the compressor. Turn on the air compressor and adjust it until the pressure reading on the left dial is approximately 30 pounds.
4. Hold the airbrush like a pencil. Press your index finger gently to the finger lever on the top of the airbrush. Practice spraying on a piece of cardboard until the paint flow from the airbrush is smooth and even.
5. Before you apply the paint to the vehicle, spray a small amount of paint on a piece of white cardboard. Check this test sample with the finish on the vehicle to see if the color is matched correctly.
6. Using a smooth left-to-right motion, apply paint evenly to small chips and scratches. For larger chips and scratches, you may need to spray the touch-up area more than once to cover the chip or scratch adequately. Be sure to let the paint dry for at least 15 seconds or until dry before applying the next coat of paint.
7. Continue to touch-up all damaged areas on the vehicle.
8. You will note that the airbrush will leave some paint overspray around the chip or scratch. How much depends on the size of the damage; the tip used; and the skill of the applicator.

You will have overspray and it can be removed by one of several processes:

- Method #1 Put a small amount of Overspray Removal on the tip of a towel and carefully rub with your fingertip, around the area until the overspray is gone.
- Method #2 Stretch a thin rag over a flat bottle cap and apply Overspray Remover to the rag. Rub this carefully and lightly in circular motions over the area. Do not push too hard or you will remove the paint from the crevice.
- Method #3 Apply thinner to a Q-Tip and carefully rub it over the overspray. Wipe off residue.

This should perfectly blend the overspray into the existing paint.

9. When using a Base coat so you **MUST** apply a coat of Clear coat or the paint will appear dull.
10. Let the vehicle dry at least 30 – 45 minutes under a heat lamp or until the paint is thoroughly dry (6 hours at 70°F air dry).

Gravity Flow Pencil

Many paint touch-up technicians prefer to use the gravity flow pencil for small rock chip repairs to avoid the paint overspray.

Before using the pencil read the manufacturers instructions on use. Note, there are 3 tips, as with the Air Brush. It is recommended to use the #1 tip for small chip touch-up. You should experiment with all 3 tips to familiarize yourself with this tool.

After paint is mixed pour a quantity into the container on the top of the Gravity Flow Pencil and begin touch-up.

When completed clean Gravity Flow Pencil according to manufacturer's instructions. Mix small amount of clear coat and hardener, pour this into container, and apply to base coat to provide a shine to paint surface.

Fine Art Brush Application

You can also choose to use a fine art brush to apply paint to very small chips and scratches and then follow-up with an application of clear coat.

SECTION VI

The "Perfect Paint Repair"

These instructions provide a method for performing a near perfect touch-up job on most vehicles. This Special Touch-Up Process can provide a near perfect color match as well as a nearly invisible chip or scratch repair.

The "Perfect Paint Repair" method begins by filling the chips and scratches with a special putty before the touch-up paint is applied.

NOTE: The "Perfect Paint Repair" method requires more time and materials to complete than a basic touch-up. For this reason, you may wish to charge more for this deluxe service.

How to complete a "Perfect Paint Repair:"

1. Clean the chip or scratch with Lesonal Grease & Wax Remover to remove oil, dirt or wax residue.
2. Dry completely with a cloth.
3. Fill the chip or scratch with AZKO LESONAL Kombi Putty using a Paint and Tar Scraper or razor blade. Be sure to firmly press the putty into the chip or scratch to fill it completely. For a deeper chip, it is recommended to apply 2 or 3 thin coats of Kombi Putty at three minute intervals. Using a heat lamp or heat gun can speed the drying time between coats.
4. Allow it to dry for 20 minutes.
5. Sand the puttied area lightly with a 600 Grit sandpaper until it is smooth of the feel. Wipe clean with a dry cloth.
6. Next, go over the putty and sanded area with a 600 to 800 grit rubbing compound to smooth and remove sanding marks. Doing this by hand is usually sufficient.
7. Mixing the paint as per Section III instructions.

8. Application and Spraying Techniques:

Apply the base coat as per previous instructions. Wait for the base coat to dry for 10 minutes and then apply the clear coat. Immediately spray the edges of the clear coat with two coats of SRA Blending Solvent to blend into the existing paint finish. If you have a heat lamp you can cure the paint for 30 – 45 minutes at 140° F and then polish. If the final finish has any dust particles, orange peel or other imperfections, you could wetsand with 1500 grit sandpaper and water. Then lightly polish to a smooth finish with a buffer and foam polishing pad and a light or micro compound.

9. Protect with a coat of non-silicone glaze that will not seal the paint.

NOTE: Perfect Repair is recommended only for larger rock chips and scratches.

SECTION VII

PROCEDURES FOR BUMPER SCUFF REPAIR

The following procedures will allow the operator to make repairs to Rubber/Plastic Bumper scuffs if followed exactly as presented and proper care is taken in the application of the putty and spraying of the paint.

STEP #1

Evaluate the damage and be sure that you can, in fact, repair it with your PAINT PLUS Bumper Scuff Repair System. If there are major tears or holes in the bumper, it is possible that you will not be able to make a satisfactory repair.

STEP #2

Clean area to be repaired with LESONAL Surface Cleaner. Using 180-grit sandpaper, sand off any rough edges on the scuff. It is not necessary to sand it smooth, as you will be putting filler putty over the scuff.

STEP #3

Apply a thin layer of filler putty (this is not KOMBI Putty) to the scuff and allow to dry as per the manufacturer's instructions. (This putty dries very hard so it is important to use only as much as required to fill the scuff mark.)

STEP #4

When the putty has dried sand smooth with 180-grit sandpaper.

STEP #5

Sand again with 320-grit sandpaper, especially the surrounding areas of the scuff, to insure that the primer will adhere properly.

STEP #6

Clean the area with LESONAL Surface Cleaner

STEP #7

Apply the primer using a can of primer or you can use the Mini Jet Spray Gun following the manufacturer's instructions on the primer container and allow to dry. Consult your LESONAL distributor for other primer options.

STEP #8

Wetsand the primer with a 600-grit wet sandpaper until smooth.

STEP #9

Using a gray Scotch Brite Pad, dipped in water, and the Blend Prep, abrade the entire area, especially the surrounding areas.

STEP #10

Clean again with LESONAL Surface Cleaner. The surface is now ready to spray with the two-stage Lesonal Base paint.

STEP #11 – Paint Mixing

The amount of paint required to make a Bumper Scuff Repair is greater than for chip and scratch repair, therefore you must follow a different mixing process.

There are two procedures to follow, depending on the amount of paint you need:

*** USING 8 OZ. BOTTLE for PAINT MIXING**

- A. Start with an 8 oz. bottle (*instead of the ¼ oz. cup*)
- B. Place it on the scale and press tare to clear to zero
- C. To mix the proper amount of paint, type in 3.0 on the computer and hit **Enter**.
- D. Move the decimal point 2 places to the left and then round the formula as per example.

EXAMPLE

<u>COLORANT NUMBERS</u>	<u>3 LITER FORMULA</u>	<u>2 PLACES LEFT</u>	<u>ROUNDED</u>
90P	939.5	93.95	9.40
97M	956.8	95.68	9.57
46	1095.4	10.954	10.95
23	1311.1	13.111	13.11
83	1576.0	15.760	15.76
22	1946.5	19.465	19.47
03	2359.2	23.592	23.59
43	2901.4	29.014	29.01

E. Add the toners as per the formula.

***If you require more paint simply double the paint formula and the clear formula and mix accordingly. Or, call DETAIL PLUS Paint Plus HOTLINE for assistance – 1-800/284-0123.**

F. **Reducing the Mixed Paint**

- a. Following the example above you would add 2 parts paint to 1 part reducer. In this case, you have 29.01 grams of paint so you multiply 29.01 by .50, which gives you 14.50 grams of reducer. The scale should now read 43.51 grams (*paint & reducer*).

CAP THE BOTTLE & SHAKE WELL BY HAND & POUR INTO PAINT GUN

G. **Mixing the Clear**

The Clear for the second stage of base coat/clear coat paint is mixed 3 parts of Clear to 1 part Hardener and 1 part Activator.

To complete a repair on a 2-Stage paint will require at least 30 grams of Clear. Put a new 8oz. bottle on the scale and pour 30 grams of Clear into the bottle. Next, add 10 grams of Hardener plus 10 grams of Activator. The scale should read 50 grams.

CAP THE BOTTLE & SHAKE WELL BY HAND & POUR INTO PAINT GUN

NOTE WELL: Do not mix the Clear until AFTER spraying the Base & cleaning the spray gun. Then mix Clear and spray.

USING THE 7/8 OZ. BOTTLE for PAINT MIXING

The paint mixing process for the 7/8 oz. bottle is basically the same as you would do for the 8oz. bottle, except that you will be able to mix the paint in the mixer.

- A. After locating the manufacturer's paint code number and locating the formula on the computer type in the 25.

As the previous example, move the decimal over two places and round to obtain the volume amounts of each toner to use.

- B. Using a larger 7/8 oz. cup begin the paint formulation process on the scale.
- C. When you have completed the formulation put the cup in the mixer for about 5 to 7 minutes to mix.

Reducing the Mixed Paint

Mixing the Base – Take an empty 7/8 oz. cup. Place it on the scale and press Tare. Pour 14 grams of Paint into the empty cup and fill with Reducer to 21 grams. If you need more paint take the remaining 10 grams of paint and add 5 grams of reducer and place in mixer for 5 to 7 minutes. When completed pour both cups of thinned paint into the container on the Spray Gun and you are ready to spray.

Mixing the Clear – Take an empty 7/8 oz. cup, place it on the scale and pour in 30 grams of Clear, 10 grams of Hardener and 10 grams of Activator. Place in mixer and agitate for 5 to 7 minutes.

(The clear should not be mixed until after the Base has been sprayed and the Spray Gun cleaned.)

STEP #12

After the area has been sprayed and dried, inspect for any flaws and repair either by wet sanding and polishing or simply buffing and polishing.

FOR ANY INFORMATION BEYOND WHAT IS DESCRIBED ABOVE, PLEASE CALL THE DETAIL PLUS TECHNICAL SERVICES HOTLINE 1-800/284-0123.

SECTION VIII

Maintaining Paint Touch-up Equipment

1. CLEAN THE AIRBRUSH THOROUGHLY AFTER EACH USE. Remove the mixing cup from the airbrush. Hold your finger over the spray end of the airbrush. Push the lever so the paint remaining in the airbrush goes into the cup.
2. Place the airbrush and siphon on a container filled with paint thinner. Spray the airbrush, turning the spray tip adjuster in and out, until it is completely flushed out.
3. **Disassemble the airbrush and clean it thoroughly with a pipe cleaner that has been dipped in Reducer. Also clean the siphon lid.**

You must disassemble in order to have the airbrush perfectly clean. Spraying thinner through it, or soaking in thinner is not satisfactory. IT MUST BE DISASSEMBLED AND CLEANED.

4. The airbrush is ready to use with another paint color or to store away.

SECTION IV

Troubleshooting Problems

1. CANNOT LOCATE PAINT CODE

See Section I, 6 of this manual.

2. WRONG COLOR USED IN TOUCH-UP

If you find that the paint color you have applied is not the correct match, immediately spray the area with Reducer. Rub the paint off with a clean cloth. It is okay if some of the incorrect paint remains in the chip or scratch, because you can easily cover it when you apply the correct paint.

3. PAINT TEXTURE TOO THICK OR THIN

Many variables affect the texture of paint. Temperature is the main one. You should always mix paint at room temperature.

Cold weather may cause paint to thicken. To correct this, place the paint mixture in a warm area or use Reducer to thin the paint. If the paint texture is too thin, most likely too much reducer has been used. Let the paint sit for about 30 minutes at room temperature or until it thickens to the desired texture. Do not add additional reducer to metallic paints.

4. STRINGY PAINT

Add Reducer to the paint until the texture is smooth.

5. PAINT PULLS OFF BRUSH ONTO SURFACE

This is caused by static electricity. Put a damp cloth or towel over the area for a few minutes to disperse the static.

6. PAINT SPLATTERS OUT OF AIRBRUSH

This generally happens when the paint is too thick or the tip of the airbrush is clogged. Use Reducer to thin the paint and clean the airbrush tip.

7. NO PRESSURE WHILE SPRAYING

There are usually three causes for no pressure in the airbrush:

- . A kink in the airline hose
- . Pressure adjustment is too low
- . Electrical breaker has tripped

Check for these problems and correct as needed.

8. MOISTURE IN THE LINE WHILE SPRAYING

Find the small drain valve under the air compressor. Drain the line completely, spraying on an alternate surface until the moisture is gone from the hose.

9. NO PAINT FLOW IN THE AIRBRUSH

First, check the siphon to make sure the air holes are lined up and fully open. If this is not the problem, remove the siphon cap and paint mixing cup from the airbrush. Disassemble the airbrush and clean it thoroughly according to the maintenance directions.

10. PAINT DOES NOT HOLD IN SMALL SCRATCHES

The paint may be too thick. Use up to 25% 123 Reducer to thin the mixture. Use a fine art brush to carefully apply paint to the scratch.

11. PAINT DOES NOT STAY IN CHIP

This usually occurs when the surface of the vehicle is too warm. If the vehicle has been in the sun, wash the touch-up surface several times in cold water. Also use AKZO LESONAL Grease and Wax Remover to remove any wax that may still be on the area.

12. APPLIED PAINT HAS BUBBLED OR FISH-EYED APPEARANCE

Use Reducer to remove the paint completely from the area. Be sure the area is clean, and then reapply paint.

13. PAINT RUBS OUT OF CHIP

This usually happens when you use your finger to rub the overspray remover on the chip area. For better results, wrap a clean soft cloth (like a white T-shirt) around the lid from a 1/4 ounce mixing container. Then use the flat surface of the wrapped lid to gently remove the overspray. The flat surface will not dig into the chip.

14. ESTIMATING DRYING TIME

Automotive paints usually take several hours to dry (up to 16 hours). Use a heat lamp to cut drying time to about two hours.

Note: Never apply paint in temperatures below 50 degrees Fahrenheit.

15. VEHICLE IS REPAINTED WITH ANOTHER COLOR

You can find a near-perfect match for any vehicle that has been repainted with another color. Use the AKZO LESONAL Color map 90 binders to select the color sample that most closely matches the finish on the car. The corresponding paint code is listed in the Index at the front of the Color map 90 binder.

16. OTHER PROBLEMS

For assistance with other problems, call the DETAIL PLUS troubleshooting hotline during normal working hours at 1/800-284-0123.