

# Changed Pigmentation starting with Batch 009



During the development of TPGL, several facts pointed to a blue pigment that deviated from the standard Tampacolor pigmentation. The cancellation of this pigment, however, suggests to reverse that decision, and to return to the regular Tampacolor pigmentation.

### **Colour Deviation**

Compared to the previous formula, the deviation of the dE-value on white substrates is > 1 at full colour, and is thus outside the existing tolerance. This fact is compensated by a **higher brilliance**, which in turn has a **positive effect on colour mixtures**.

Technical properties such as printability and flow are not affected by the pigment exchange.

## **Custom Inks**

Repeat orders of affected custom inks may be delivered with a slight delay as the formulations have to be revised.

For further information please refer to the Technical Data Sheet on <u>www.marabu-inks.com</u>

Due to a discontinued raw material, the blue pigment in Tampa<sup>®</sup> Glass TPGL must be replaced with immediate effect (Force majeure). This applies to the standard shades TPGL 152, 915, 952, 954 and 956 as well as all custom inks mixed from them.

# **MCM Formulas**

Due to the short-term discontinuation it was not possible to update all Marabu-ColorManager formulas yet. Colour differences caused by the new pigmentation can therefore not be excluded. Please take this into account for your colour mixtures. Soon new formulas will be available in the Internet version. For the full version of the Marabu-ColorManager the formula updates can be downloaded from our website.

## Date of change-over

This change becomes effective starting with **batch 009** (immediately). You will find an additional remark on the label stating:

### "Attention: Modified Pigmentation"

In the event of any queries, please contact:

Technical Hotline Phone: +49 7141 691140, <u>technical.hotline@marabu.com</u>

All statements made here refer exclusively to standard colour shades. For custom inks, the described features may deviate