

# WA-2B

## Water Conditioner

WA-2B is a general-purpose water-conditioning powder to enhance surface wetting and magnetic particle dispersion stability in water-based magnetic particle suspensions. Its unique blend of wetting agents, corrosion inhibitors and anti-forming agents eliminates the need for additional water conditioning agents.

A white granular powder that is added to water baths in wet method magnetic particle testing with no further bath treatment required. WA-2B features good surface wetting and particle dispersion, and will not cake in storage. WA-2B is added to the water bath and stirred until dissolved before the magnetic particles are added.

### BENEFITS

- Provides excellent surface wetting
- Improves magnetic particle dispersion
- Superior short term corrosion inhibition
- Enhanced antifoam characteristics

### SPECIFICATION COMPLIANCE

- ASTM E709
- ASTM E1444

### APPLICATIONS

#### Ideal for:

- Water-based magnetic particle suspensions

### PROPERTIES

<b>Appearance</b>	Granular powder
<b>Color in Visible Light</b>	White
<b>Color in UV Light</b>	Nonfluorescent, colorless
<b>Odor</b>	Minimal, negligible

### INSTRUCTIONS FOR USE

Use in water-based systems to condition water before adding magnetic particles. Fill tank or container with water. Measure out the appropriate amount of WA-2B and add to water. Mix for 5 minutes then add the magnetic particles. Add particles directly over the pump for more rapid dispersion. Mix for 15 minutes or until the particles are completely dispersed. Check particle concentration before use.

Do not mix WA-2B with oil. Add sparingly, excess water conditioner may cause heavy foaming.

<b>Water</b>	<b>WA-2B</b>
1 gallon	1.33 ounces
1 liter	9.7 grams

### PACKAGING

5 lb / 2.26 kg pail    01-2148-63

**HEALTH AND SAFETY**

Review all relevant health and safety information before using this product. For complete health and safety information, refer to the product Safety Data Sheet, which is available at [www.magnaflux.com](http://www.magnaflux.com).