



Immersion Media (28 Days @ 23°C)		Genable Dispersion in Epikote 828 Epoxy Resin Vs. 20% Glass Flake				Genable Dispersion/Glass Flake Hybrid in Epikote 828 Epoxy Resin Vs. 20% Glass Flake		Genable Dispersion in Epilok 60-838 Epoxy (Novolak) Resin Vs. 20% Glass Flake			
		Genable 1200 Loading*		Genable 1400 Loading*		Genable 1200 Loading*	Genable 1400 Loading*	Genable 1200 Loading*		Genable 1400 Loading*	
		2.50%	5.00%	3.33%	6.67%	5.00%	3.33%	2.50%	5.00%	3.33%	6.67%
Xylene	Visual Appearance	—	—	—	—	Not Tested to Date		—	—	—	—
	Blistering	—	—	—	—			—	—	—	—
	Hardness Retention	▲	▲	▲	▲			—	▼	▼	—
	Gloss Retention	▲	▲	▲	▲			▲	▼	▼	▼
Butyl Cellosolve	Visual Appearance	—	—	—	—	Not Tested to Date		—	—	—	—
	Blistering	—	—	—	—			—	—	—	—
	Hardness Retention	—	—	—	—			▲	▲	▲	▲
	Gloss Retention	▼	▼	▼	▼			▲	▼	▼	▼
MEK	Visual Appearance	▲	▲	▲	▲	Not Tested to Date		▲	▲	▲	▲
	Blistering	▲	▲	▲	▲			▲	▲	▲	▲
	Hardness Retention	▲	▲	▲	▲			▲	—	—	—
	Gloss Retention	▲	▲	▲	▲			▲	—	—	—
10% Lactic Acid	Visual Appearance	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲
	Blistering	—	—	—	—	▲	▲	▲	▲	▲	▲
	Hardness Retention	▲	▲	▲	▲	▲	▲	—	—	—	—
	Gloss Retention	▲	▲	▲	▲	▲	▲	▼	▼	▼	▼
10% Sulphuric Acid	Visual Appearance	▲	▲	▲	▲	Not Tested to Date		▲	▲	▲	▲
	Blistering	—	—	—	—			▲	▲	▲	▲
	Hardness Retention	▲	▲	▲	▲			▲	▲	▲	▲
	Gloss Retention	▲	▲	▲	▲			▲	▲	▲	▲
98% Sulphuric Acid	Visual Appearance	Not Tested to Date				Not Tested to Date		▲	▲	▲	▲
	Blistering							▲	▲	▲	▲
	Hardness Retention							▲	▲	▲	▲
	Gloss Retention							▲	▲	▲	▲
50% Sodium Hydroxide	Visual Appearance	—	—	—	—	Not Tested to Date		▲	▲	▲	▲
	Blistering	—	—	—	—			—	—	—	—
	Hardness Retention	—	—	—	—			▼	▼	▼	▼
	Gloss Retention	▲	▲	▲	▲			▼	▼	▼	▼
10% Sodium Hypochlorite	Visual Appearance	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲
	Blistering	—	—	—	—	▲	▲	▲	▲	▲	▲
	Hardness Retention	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲
	Gloss Retention	▲	▲	▲	▲	▲	▲	▲	▲	▲	▲
Deionised Water	Visual Appearance	▲	▲	▲	▲	Not Tested to Date		—	—	—	—
	Blistering	—	—	—	—			—	—	—	—
	Hardness Retention	▲	▲	▲	▲			—	—	—	—
	Gloss Retention	—	—	—	—			▼	▼	▲	▲

*Loading refers to % of Genable dispersion in finished coating

▲ Better Performance ▼ Worse Performance — Equal Performance