



GREY 30 UV INT

Carefully applied to any kind of glazing, Grey 30 UV INT films are specially designed to filter out harmful UV rays, as well as a considerable amount of infrared and visible light. This film will protect items and furnishings exposed to sun or moon light from fading and premature ageing.



Fire-resistance rating
M1



Storage from -5°C to +40°C
3 YEARS



REACH RoHS compliant
RESPECTED

TECHNICAL DATA

Data calculated based on film applied to clear glass 3 mm thick (* on double glazing 4-16-4)

Ultraviolet transmission	0.5%
Visible light transmission	73%
Reflection of external visible light	8%
Reflection of internal visible light	8%
Total solar energy rejected	20%
Total solar energy rejected 2 *	21%
Solar ratio:	
Solar energy reflection	9%
Solar energy absorption	16%
Solar energy transmission	75%
Reduction in Solar Glare	17%
G-value	0.79
U-value	5.1
Shading coefficient	0.8
Installation type	Interior
Roll length	30,5 m
Film composition	PET
Thickness	45 µ
Colour from the outside	Light grey

MAINTENANCE

Use soapy water solution for cleaning. Do not clean for at least a month after installation and do not apply any type of stickers or adhesive on the film. For more information read our maintenance instructions and quality standards on www.solfilmsgrossisten.se

INSTALLATION ADVICE

Vertical installation and on standard glass surface *

Clear single pane	✓
Tinted single pane	✓
Reflective tinted single pane	✓
Clear double pane	✓
Tinted double pane	✓
Reflective tinted double pane	✓
Gas-filled double pane - Low E	✓
STADIP EXT. clear double pane	✓
STADIP INT. clear double pane	✓

✓ Yes ! Caution ✗ Not

Recommended

* Recommendations provided on the basis of a glazed surface covering up to 2.5 m².

CONSTRUCTION

1. Hard scratch resistant layer, for durability and ease of maintenance during window cleaning
2. Dyed polyester without optical distortion
3. Bonding adhesive
4. High optical quality polyester
5. PS adhesive, glass polymerization within 15 days
6. Protection release liner, disposable after installation

