

HYDRO HFDU 46,68

Description

HYDRO HFDU 46,68 are environmentally friendly, fire-resistant hydraulic fluids specially designed by blending carefully selected synthetic esters and performance additives to ensure performance under extreme conditions in iron and steel plants, pipe rolling/press operations and manufacturing industries where the fire risk is high.

Application

HYDRO HFDU 46,68 are recommended as hydraulic oils for industrial applications such as metallurgy, mining, tunnel boring, glass industry, and other applications where significant risk of fire is existing.

Operation Characteristics

- High flash point and high auto-ignition point
- Very low pour point providing reliable performance at low temperatures
- Excellent oxidation and hydraulic stability offering long drain intervals
- Readily biodegradable

Specifications, Approvals, Recommendations

ISO 6743/4 HFDU, ISO 15380

Typical Physical Characteristics

	ASTM	46	68
SPECIFIC GRAVITY (kg/l)	D 1298	0,92	0,93
VISCOSITY AT 40°C (cSt)	D 445	46	68
VISCOSITY AT 100°C (cSt)	D 445	9,3	12,8
VISCOSITY INDEX	D 2270	190	190
POUR POINT (°C)	D 97	-42	-40
FLASH POINT (°C) min	D 92	306	306
AUTO-IGNITION TEMPERATURE	E659	420	430
AIR RELEASE VALUE mins, max	IP-313	4	4
FOAMING TENDENCY/ STABILITY	D 892	0/0/0	0/0/0

These are typical values. Small variation should be expected for future productions / blendings.

Health, Safety and Environmental Protection

It is unlikely to cause any significant problem to the health or safety of the user when used properly, according to the typical handling of lubricating and usual personal hygiene practices. The used lubricants must be recycled in accordance with applicable legislation and placed in approved collection points. Do not discharge into drains, soil or water / sea. Always follow the instructions of the safety data sheet.

Slider Lubricants are designed, produced and distributed in accordance with a Certified Management System as per ISO9001, ISO14001 and OHSAS 18001 requirements

Issue Date: September 2017