#635, 635M
HP HARDDOT HN/VLD LASER FILM

Description
#635,M incorporates the latest improvements to HardDot emulsion technology: higher quality images, better transportation, superior development and system latitude, better tint uniformity and scratch resistance. #635,M has extremely high resolution, and is fully linearized for complete, but simple calibration.

Sensitivity
#635,M HP HardDot 633 to 670nm (HN/RLD/VLD)

Safelight
Encapsulite T20/ND 1.05.

Processing
Developer:*
#1 Network HardDot Developer mixed 1 part with 2 parts water

Temperature:	95°F / 35°C
Development Time:	30 Seconds

Replenishment Rates
Developer: 45ml per square foot (1.53 oz.)
Fixer: 35ml per square foot (1.2 oz.)
#1 Network Universal Fixer Concentrate,
3100 Fixer recommended with hardener.

*For optimum results, process in 4th generation chemistry diluted with 2 parts water.

#1 Network 2100 HD* Developer
#1 Network Rapid HD* Developer
Kodak RA 2000
Fuji Forte HQ

*HD refers to HardDot when mixed 1:2.

These developers are also rapid access developers, when mixed 1:3 or 1:4.

Procedure for Processing
1) Cut a 3 or 4 inch strip from film protruding from supply cassette.
2) With processor at recommended settings, develop the excessively exposed strip.
3) When properly and adequately developed, the strip D/Max should be 5.50 to 6.20.

With full development, the emulsion sensitivity is maximized.

4) With a minimum of 5.50 D/Max, #635,M is ready for exposure calibration in the imagesetter.

Exposure Calibration
#635,M may be calibrated to accurately obtain a 50% dot, or 5.00 to 5.20 D/Max in the 100% solid square.

IMPORTANT: HardDot films must be process in a **recommended "HD"** developer diluted 1-part concentrate to 2-parts water. It is also important to replenish at the recommended rates. Additional "anti-oxidation" replenishment may be required. Total replenishment should equal at least 1/2 of the volume in the processor tank per week in "low load" situations.

Departure from these instructions may result in "**pepper**" or thin "**pressure lines**". Both artifacts are caused by a chemical imbalance. If pepper is encountered, you must dump the developer and increase replenishment.

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