



#907M HP HN/VLD .007 Matte Film 7mil Flexo Film

Description

#907M incorporates the latest improvements to HardDot emulsion technology: higher quality images, better transportation, superior development and system latitude, better tint uniformity and scratch resistance. #907M has extremely high resolution, and is fully linearized for complete, but simple calibration.

Sensitivity

#907M 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 5.40 to 6.00.

**With full development,
the emulsion sensitivity is maximized.**

- 4) With a minimum of 5.50 D/Max, #907M is ready for exposure calibration in the imagesetter.

Exposure Calibration

#907M may be calibrated to accurately obtain a 50% dot, or 4.90 to 5.10 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.