

# **ANEST IWATA**

## **INFRARED PAINT DRYERS**

Infrared mobile drying systems from Anest Iwata offers a fast efficient answer to all your local body repairs.

This cost effective method of paint drying and curing can be achieved in just minutes, using the highly effective short wave infrared lamp.

This series is available in a number of options allowing you to choose the most convenient model for your bodyshop.

A Guide to curing times is given in our paint data guide but on average our short wave system will cure in around just 10 minutes. Offering enormous savings on both time and energy costs.

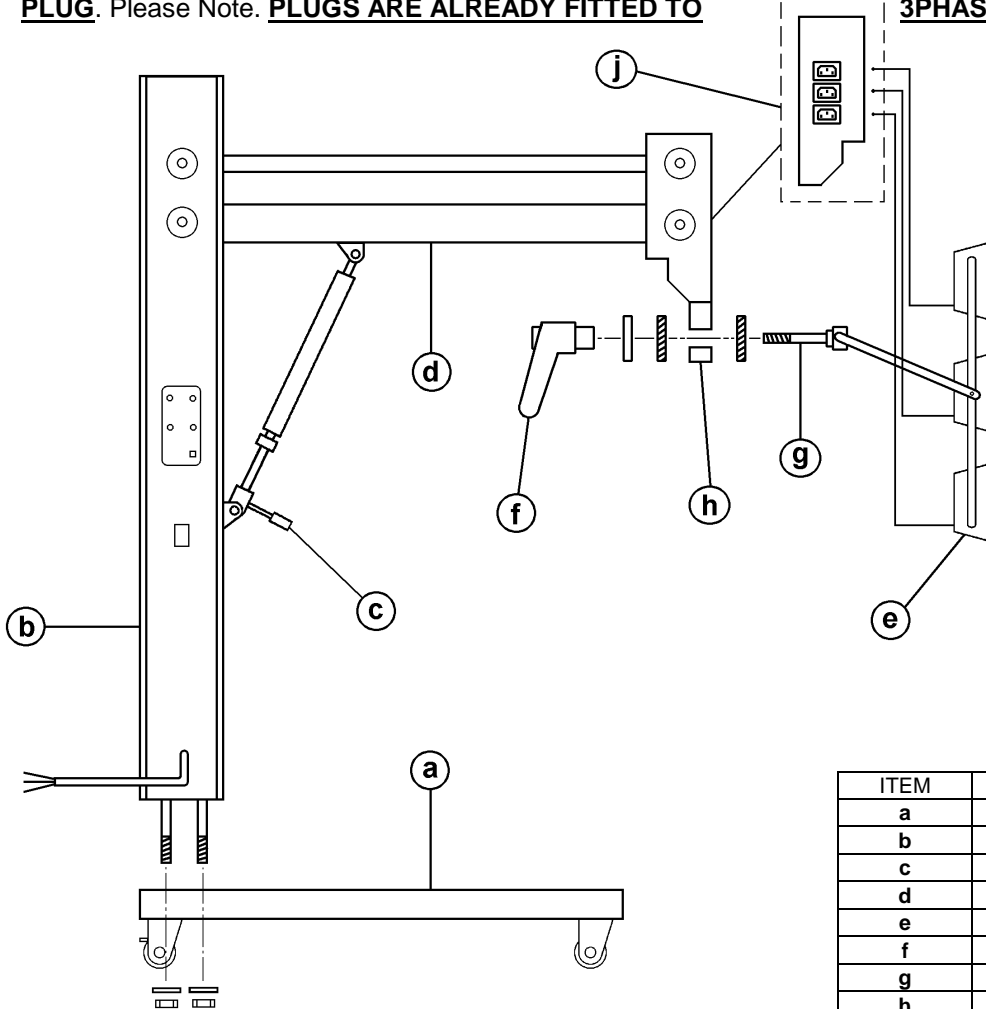
Your system will provide years of trouble free operations by following these few simple steps.

- Always keep the unit clean.
- Change damaged or broken emitters/lamps.
- Systematically clean reflectors.
- Do Not touch Lamps/Emitters with fingers-clean with alcohol.
- Follow paint manufacturers recommendations.
- Never use closer than the recommended minimum of 500 mm (20 in.). 600mm is the recommended distance for the 6Kw model
- Follow safety rules - never use in explosive situations.

**PLEASE READ THE ENCLOSED ASSEMBLY AND  
OPERATING INSTRUCTIONS BEFORE USE**

# ANEST IWATA ASSEMBLY INSTRUCTIONS

1. UNPACK U SHAPE BASE(a) - PLACE ON FLOOR AND LOCK REAR WHEELS
2. UNPACK MAIN UPRIGHT(b). REMOVE NUTS AND WASHERS FROM THE BASE OF UPRIGHT  
**DO NOT REMOVE SAFETY STRAP**
3. PLACE PROTRUDING BOLTS ON UPRIGHT INTO PRE-DRILLED HOLES IN BASE. LIGHTLY HOLD IN PLACE WITH WASHERS AND NUTS. CUT AND REMOVE SAFETY STRAP - TIGHTEN NUTS AND SECURE, BEING CAREFUL NOT TO TOUCH GAS STRUT HANDLE(c).
4. RAISE SUPPORT ARM(d) CAREFULLY, USING HANDLE(c) ON GAS STRUT UNTIL THE ARM IS HORIZONTAL TO MAIN UPRIGHT. ENSURE SUPPORT ARM IS BEING HELD WHILE BEING RAISED.
5. UNPACK CASSETTE MODULE(e) AND REMOVE LOCKING HANDLE(f) AND SPECIAL WASHERS.
6. PLACE STAR WASHER ONTO PROTRUDING CASSETTE BOLT(g), THEN FIT BOLT INTO HOLE ON SWIVEL HEAD(h). THEN PUT ON STAR WASHER, PLAIN WASHER AND SECURE WITH HANDLE.
7. PLUG CASSETTE CABLES INTO SOCKET(j)
8. THE UNIT MAY NOW BE OPERATED BY PUSHING THE HANDLE(c) ON THE LOCKABLE GAS STRUT WHILE PULLING DOWN OR PUSHING UP THE SUPPORT ARM(d) TO THE DESIRED POSITION.
9. **CHECK THE ELECTRICAL RATING LABEL ON THE MACHINE AND CONNECT THE APPROPRIATE PLUG.** Please Note. **PLUGS ARE ALREADY FITTED TO 3PHASE MODELS**



ITEM	COMPONENTS
a	BASE
b	MAIN UPRIGHT
c	GAS STRUT HANDLE
d	SUPPORT ARM
e	CASSETTE MODULE
f	LOCKING HANDLE
g	CASSETTE BOLT
h	SWIVEL HEAD
j	SOCKET

# ANEST IWATA

## OPERATING INSTRUCTIONS AND USER GUIDE

**Your Paint Dryer can be used successfully on Filler, Primer and Finish Coats**

**BEFORE USE:** Check our Paint Data Guide for appropriate drying times. If applicable we recommend you contact your own paint supplier with regard to short wave infrared drying of paints and colours not listed in our guide.

Turn on the unit by pressing red ON/OFF switch or rotating black switch

### Setting drying criteria

- 1) Press "Flash button" then "Time button" and press + or - to adjust flash time
- 2) Press "Temp °C button" then press + or - to adjust temperature for flash cycle
- 3) Press "Bake button" then "Time button" and press + or - to adjust bake time
- 4) Press "Temp °C button" then press + or - to adjust temperature for bake cycle
- 5) Press "Distance button" and press + or - to set the distance required

### Starting the drying cycle

- 1) Press the "Distance and Sound Button" and then move unit until you hear an audible beep this indicates you are within 50mm of your set distance, now looking at the distance read out on the panel fine adjust to the exact distance required. Press "Sound button" to turn off buzzer.
- 2) Press "start button" to start the complete cycle (flash + bake)

### Whilst running cycle

- A) You can press "Display button" to select object temperature (°C) or time remaining of Flash or Bake cycle, an illuminated red LED above the flash or Bake button tells you which part of the cycle you are on.
- B) To stop cycle press "stop button" an audible buzzer sounds to indicate the unit has stopped.
- C) As a safety precaution, the machine will automatically switch off, a buzzer sound and require resetting if moved too near to the target area once drying has started. This safety feature operates independently of distance on/off switch and cannot be disabled.

Flash set points:- Time 0 – 30 minutes, Temperature 0 - 55°C

Bake set points:- Time 0 – 30 minutes, Temperature 0 - 80°C

Distance set points:- 500 – 990mm

When the power is turned off the unit will remember the last set points to save having to re input them but we recommend you check them before each cycle.

**PLEASE NOTE:** If any cassette fails to operate on any new cycle, individual switches should be checked as they may have been left in the off position.

**WE RECOMMEND A TEST PANEL IS USED FOR INITIAL OPERATION TO ALLOW THE OPERATOR TO FAMILIARISE THEMSELVES WITH THE SYSTEM.**

### **GENERAL APPLICATIONS**

**FILLER:** Full power for about 5 minutes will achieve a hard sandable finish.

**ETCH PRIMER:** Full power for approx. 5 minutes.

**PRIMER:** For normal build of two coats use full power for about 8 min.

**HIGH BUILD PRIMER:** For a normal minimum of three coats we suggest 5 min FLASH then full power for a min of 10 min.

**TOP COATS:** Top coats vary depending on the paint finish and colour, dark colours tend to heat rapidly and should always be used with FLASH at just under half power- an average cure time is around 12min.

REFER TO THE PAINT DATA GUIDE FOR FULL INFORMATION

## PAINT DATA GUIDE

PAINT TYPE	CODE No	COATS	FLASH TIME	BAKE TIME	TOTAL
<b>DUPONT PAINT</b>			50% HEAT	100% HEAT	
WATERBOURNE PRIMER SURFACE	210S	2-3		10 MINUTES	10 MINUTES
2K WATER	275S	2-3	5 MINUTES	10 MINUTES	15 MINUTES
VELASEAL WPS PRIMER	2120S	1	5 MINUTES		5 MINUTES
	2125S	1	5 MINUTES		5 MINUTES
	2140S	1	5 MINUTES		5 MINUTES
URO PRIMER FILLER	1120S	2-4	3 MINUTES	8 MINUTES	11 MINUTES
	1140S	2-4	3 MINUTES	8 MINUTES	11 MINUTES
PRIME N SEAL PRIMER SEALER	2600S	1-2	3 MINUTES	8 MINUTES	11 MINUTES
	2601S	1-2	3 MINUTES	8 MINUTES	11 MINUTES
	2640S	1-2	3 MINUTES	8 MINUTES	11 MINUTES
CHROMACLEAR GLAMOUR	7800S	2	3 MINUTES	9 MINUTES	12 MINUTES

<b>SIKKENS</b>			50% HEAT	100% HEAT	
POLYKIT			4 MINUTES		4 MINUTES
POLYSTOP			6 MINUTES		6 MINUTES
WASHFILLER 580/WASHPRIMER EM			5 MINUTES		5 MINUTES
PRIMER SURFACER			4 MINUTES	6 MINUTES	10 MINUTES
AC-FILLER 3+1			2 MINUTES	4 MINUTES	6 MINUTES
AUTOCLEAR MS SYSTEM			2 MINUTES	5 MINUTES	7 MINUTES
AUTOCRYL FILLER 3110			3 MINUTES	6 MINUTES	9 MINUTES

<b>R-M</b>			50% HEAT	100% HEAT	
RM STOP GLASSFIBER			10 MINUTES		10 MINUTES
RM STOP FIN			4 MINUTES		4 MINUTES
RM STOP EXTRA FIN			4 MINUTES		4 MINUTES
RM STOP ZINC			4 MINUTES		4 MINUTES
RM STOP ALU			4 MINUTES		4 MINUTES
RM STOP FILLER			4 MINUTES		4 MINUTES
MAXIFILL 610			5 MINUTES	20 MINUTES	25 MINUTES
MAXIFILL 611			4 MINUTES	15 MINUTES	19 MINUTES
MAXIFILL 612			3 MINUTES	10 MINUTES	13 MINUTES
RM FAST FILLER 512			3 MINUTES	8 MINUTES	11 MINUTES
SOLO DE DIAMONT			2 MINUTES	10 MINUTES	12 MINUTES
SOLO + SOLO FLASH			3 MINUTES	5 MINUTES	8 MINUTES
DIAMOTOP			3 MINUTES	10 MINUTES	13 MINUTES
STARTOP HS			3 MINUTES	10 MINUTES	13 MINUTES
SOLO BLENDING CLEAR			3 MINUTES	10 MINUTES	13 MINUTES
SOLO BLENDING CLEAR (FOR POLISHING)				10 MINUTES	10 MINUTES

<b>STANDOX</b>			50% HEAT	100% HEAT	
TOP STOPPER			3 MINUTES	3 MINUTES	6 MINUTES
ALU SPRAY			2 MINUTES	5 MINUTES	7 MINUTES
1K FULL PRIMER			2 MINUTES	5 MINUTES	7 MINUTES
HS FILLER				5-7 MINUTES	5-7 MINUTES
2K STANDOCRYL			7 MINUTES	7 MINUTES	14 MINUTES
2K RAPID CLEAR 2:1 MS				7 MINUTES	7 MINUTES

PAINT TYPE	CODE No	MIX RATIO	REDUCER	HARDENER	COATS	FLASH TIME	BAKE TIME	TOTAL
<b>PPG</b>								
CONCEPT	DCC	2-1-2	DT885	DU5	2	5 MINUTES	10 MINUTES	15 MINUTES
ACRYLIC URETHANE	DAU	1-  -2	DT885	DAU2	3	3 MINUTES	7 MINUTES	10 MINUTES
CLEAR	DC1100	1-1		DC1275	3	3 MINUTES	7 MINUTES	10 MINUTES
CLEAR	DAU82	1-  -1	DT885	DAU2	3	3 MINUTES	7 MINUTES	10 MINUTES
CLEAR	DCU2020	2-1-1	DT885	DU5	2	3 MINUTES	7 MINUTES	10 MINUTES
CLEAR	DCU2001	2-1-1	DT885	DU5	2	5 MINUTES	12 MINUTES	17 MINUTES
CLEAR	DCD35	2-1		DU5	2	5 MINUTES	15 MINUTES	20 MINUTES
PRIMER	DP	1-1		401	2	4 MINUTES	6 MINUTES	10 MINUTES
PRIMER	DPW1832	RTS			1	3 MINUTES	5 MINUTES	8 MINUTES
PRIMER	DPW1834	RTS			1	3 MINUTES	5 MINUTES	8 MINUTES
SURFACER	K36	5-1-1	DT870	K201	3	3 MINUTES	6 MINUTES	9 MINUTES
SURFACER	DCP21	4-1-4	DT870	DCP212	3	4 MINUTES	8 MINUTES	12 MINUTES
SURFACER	K200	4-1-4	DT870	K201	3	3 MINUTES	6 MINUTES	9 MINUTES

PAINT TYPE	CODE No	FLASH TIME	BAKE TIME	TOTAL
<b>BASF DIAMONT</b>		50% HEAT	100% HEAT	
DIAMONT EPOXY PRIMER	DE-15		7 MINUTES	7 MINUTES
DIAMONT PRIMER FILLER	DP-20		5 MINUTES	5 MINUTES
DIAMONT TINTABLE PRIMER	DP-21		7 MINUTES	7 MINUTES
WATERBORNE PRIMER	HP-350	2 MINUTES	5 MINUTES	7 MINUTES
WATERBOURNE PRIMER	HP-400	2 MINUTES	5 MINUTES	7 MINUTES
DIAMONT SINGLE STAGE	HS SOLO		7 MINUTES	7 MINUTES
DIAMONT CLEAR	DC-88	5 MINUTES	7 MINUTES	12 MINUTES
DIAMONT MS CLEAR	DC-92	5 MINUTES	7 MINUTES	12 MINUTES
DIAMONT MS CLEAR	DC-93	5 MINUTES	7 MINUTES	12 MINUTES

PAINT TYPE	CODE No	FLASH TIME	BAKE TIME	TOTAL
<b>BASF GLASURIT</b>		50% HEAT	100% HEAT	
EPOXY PRIMER	801-1552		7 MINUTES	7 MINUTES
POLYESTER SPRAY FILLER	1006-202	11 MINUTES		11 MINUTES
POLYESTERFINE BODY FILLER	839-11	2 MINUTES		2 MINUTES
ACRYLIC PRIMER FILLER MS	285-22		5 MINUTES	5 MINUTES
ACRYLIC PRIMER FILLER	285-81		5 MINUTES	5 MINUTES
ACRYLIC TINTABLE PRIMER	285-75		7 MINUTES	7 MINUTES
GLASSOYD	76-86	2 MINUTES	5 MINUTES	7 MINUTES
GLASSOYD EPOXY	76-22	2 MINUTES	5 MINUTES	7 MINUTES
GLASSODUR ACRY TOPCOAT	21 LINE		7 MINUTES	7 MINUTES
GLASSODUR MS CLEAR	923-85	5 MINUTES	7 MINUTES	12 MINUTES
GLASSODUR CLEAR	923-54	5 MINUTES	7 MINUTES	12 MINUTES

**ALL PRODUCTS REPRESENT 2 COATS. MORE COATS REQUIRE ADDITIONAL TIME.**

**APPLY INFRARED IMMEDIATELY AFTER PAINTING**

**ALL PRODUCTS WERE THINNED WITH K2 EXPRESS THINNER.**

**2 K 4:1 HARDENED WITH 2 K NORMAL.**

**2 K STANDOCRYL 1/2 RAPID CLEAR WERE HARDENED WITH 2:1 MS HARDENER.**

**THE ABOVE DATA HAS BEEN COMPILED AS A GUIDE ONLY**

# ANEST IWATA

## USER information and Maintenance Guide

TO KEEP YOUR INFRARED PAINT DRYING EQUIPMENT IN GOOD WORKING ORDER - ALWAYS KEEP THE UNIT CLEAN AND STORED IN A DRY PLACE.

### **REFLECTORS - ALL MODELS**

The reflectors should be kept clean at all times to ensure maximum heat reflection. Dirty reflectors will reduce the energy transmitted and seriously affect the recommended drying times.

### **GAS STRUT MOVEMENT**

All models are fitted with lockable gas struts, to assist in the correct positioning of the cassette heads prior to any drying.

**ALWAYS** depress the lever before attempting to move the cassette support arm. When in position and the spring lever is released, the cassette assembly will be locked into place.

If the support arm is difficult to move or the arm moves downwards when the gas strut lever is depressed, a small adjustment may be required. (This may also become necessary after the machine has been in use for any length of time)

To make an adjustment, loosen the locking nut just above the lever - then turn the centre spindle of the gas strut half a turn in a clockwise rotation. This will adjust the pressure of the gas strut to improve operation. The ideal setting for the strut is when the cassette arm moves neither up or down on its own when the lever is depressed. If necessary the centre spindle can be adjusted in an anticlockwise direction to obtain the opposite pressure. After adjustment re-tighten the lock nut above the handle.

### **LAMP / EMITTERS - ALL MODELS**

If any cassette fails to operate when the unit is reprogrammed, first re-check all switches at the rear of each cassette, as these may have been switched off during the previous program.

SHOULD IT BE NECESSARY TO CHANGE A LAMP/EMITTER ON ANY CASSETTE PLEASE FOLLOW THESE INSTRUCTIONS.

**TURN MACHINE OFF AT MAIN SUPPLY,** Then remove the first two screws from one end of an end reflector, this will release the guard and expose one of the lamp terminal end posts. Now remove the end reflector from the opposite end of the cassette, exposing the other lamp terminal. Release the nuts holding the fork terminals of the lamp leads, then carefully remove the lamp from its retaining clips. Replace with a new lamp/emitter of the same type (voltage and wattage ) ensuring that the connection terminals are tight. Now replace end reflectors, grill and retest.

If for any reason the machine still fails to operate, please contact your local dealer/supplier for advice.

**Please do not attempt to carry out any other form of maintenance or electrical adjustments to your Infrared dryer without first consulting your supplier**