

TREATMENT

Products: Natural Finish Tiles

Treatment Schematics for Natural Finish Tiles

STAGE 1 - Pretreatment (24 hours before grouting the joints) **SOLIMPER-HIDRO** Water Proof sealer (use it neat) Efficiency: 1lt. ± 10m2 Grouting the joints STAGE 2 - Cleaning (after drying of the joints) **SOLCIM** Acid Desclaing Agent (diluted 1/1 with water) Efficiency: 1lt. ± 20m² Rinse with water **INTERIOR EXTERIOR** (ex. garage and barbecue) STAGE 3 - Treatment STAGE 3 - Treatment (after drying floor) (after drying floor) matte finish matte finish **SOLIMPER-ÓLEO SOLIMPER-ÓLEO** Oil Proof Coating Oil Proof Coating (use it neat) (use it neat) Efficiency: 1lt. ± 10m² Efficiency: 1lt. ± 10m² or Warning: never apply SOLCERA on exteriors STAGE 3 - Treatment (after drying) shiny finish **SOLCERA** Wax (use it neat) Efficiency: 1lt. ± 20m² (per coat) Repeat it after 4 hours

Maintenance (daily cleaning of the product)

SOLDETE

Maintenance product (diluted 1/50 with water)



TREATMENT

Products: Oil Proof Tiles from the Manufacturer

Treatment Schematics for Oil Proof Tiles from the Manufacturer

STAGE 1 - Cleaning

matte finish

SOLCIM

Acid Desclaing Agent (diluted 1/1 with water)

Efficiency: 1lt. ± 20m²

With an oil proof tile from the manufacturer, to obtain a matte finish, simply clean it with SOLCIM and the tiles will be protected against stains and it's ready for use.

STAGE 1 - Cleaning

shiny finish

SOLCIM PLUS

Acid Desclaing Agent for
Oil Proof Tiles (diluted 1/1 with water)
Efficiency: 1lt. ± 20m²

Risen with water



STAGE 2 - Treatment (after drying floor)

SOLCERA

Wax (use it neat)
Efficiency: 1lt. ± 20m² (per coat)
Repeat it after 4 hours

Warning: never apply SOLCERA on exteriors



Maintenance (daily cleaning of the product)

SOLDETE

Maintenance product (diluted 1/50 with water)

SOLCIM

Cleaning product recommended for natural finish tiles or oil proof tiles when you want a matte finish.

SOLCIM PLUS

Cleaning product recommended for oil proof tiles when you want a shiny finish with SOLCERA.