



Waterproofing Products

Ref.	Designation	Description	Coating Specifications														Remarks
			Aspect	Solids by Volume %	Substrate (concrete)	Application			Maximum Humidity % (Environment)	Maximum Humidity % (Substrate)	UV Resistance	Anti-slip Finish	Non-skid Finish	Odor	Overcoating minimum time (23°C)		
						Primer	Intermediate	Finish									
Primers																	
GN112EP	GlobalDur GN112EP Epoxy Primer	Epoxy Primer	Colorless	100%	Glazed	√	•	•	≤ 85%	≤ 4%	•	•	•	Smooth	16 h	1	
GN114EP	GlobalDur GN114 Epoxy Primer	Modified Epoxy Primer	Colorless	100%	Wet / In Healing process	√	•	•	100%	≤ 6%	•	•	•	Smooth	12 h	2	
GN120ER	GlobalDur GN120 Epoxy Resin	Epoxy Primer	Colorless	100%	Dry	√	•	•	≤ 85%	≤ 4%	•	√	√	Smooth	16 h	•	
Waterproofing																	
GN220US	GlobalThane GN220 Urethane Sealer	Single-component Urethane for concrete	Colorless	100%	Dry	√	√	√	100%	≤ 6%	√	√	•	Smooth	30 min	3	
GN221UC	GlobalThane GN221 Urethane Coating	Two-component Urethane for concrete	Glossy	100%	Dry	√	√	√	100%	≤ 6%	√	√	√	Smooth	24 h		
Injection																	
GN114IR	GlobalDur GN114 Injection Resin	Epoxy Injection Resin	Colorless	100%	Dry/Wet	NA	NA	NA	100%	≤ 6%	NA	NA	NA	Smooth	3 hr	4	
WATER BASED WATERPROOFING SYSTEM																	
Primer																	
GN450AW	GlobalCryl GN450AW Acrylic Water based Primer	Nano-Acrylic Primer	White	35%	Dry/Wet	√	•	•	≤ 85%	≤ 6%	√	•	•	Smooth	4 h	•	
Primers																	
GN460WP	GlobalCryl GN460WP Water Proofing Slurry	Cementitious Slurry	Grey	85%	Dry/Wet	•	√	√	≤ 85%	≤ 4%	•	•	√	Smooth	4 h	•	
GN459AW	GlobalCryl GN459AW Acrylic Water based Membrane	Acrylic Styrene Membrane	White/Colourless	50%	Dry	•	•	√	≤ 85%	≤ 4%	√	√	•	Smooth	4 h	•	
Remarks																	
1	This product can be applied on glazed surfaces: concrete, ceramic tiles, etc.																
2	The product can be applied 7 days after the concrete has started the cure process																
3	Epoxy primer application may be necessary in specific situations																
4	Rapid cure at low temperatures																
Subtitles																	
NA	Not Applicable																
√	Yes																
•	No																