

SOLDER WIRE S321

Solder wire S321 has proven its reliability for years in applications

DESCRIPTION

Stannol solder wire S321 has proven its reliability for years in applications in the sheet metal as well as in the electric industry. Stannol cored solder wire S321 contains urea. The flux is halide-activated with good wetting properties on nearly all metal surfaces (with the exception of aluminium).

Stannol wire flux S321 conforms to J-STD-004 type ORH1, therefore the wire flux is water-soluble.

APPLICATION

Stannol solder wire S321 has been developed for soldering with soldering irons and open flame soldering. The low amounts of flux residues should be removed after the soldering process.

PHYSICAL PROPERTIES AND DATA

GENERAL PROPERTIES	SOLDER WIRE S321	
Flux type:	ORH1 / J-STD-004	
Flux content:	standard 2.0 weight % \pm 0.3 %	
Corrosion effect:	conditionally, according to DIN 29454-1	
Standard alloys acc. to ISO 9453:2014	Lead-containing:	Lead-free (ECOLOY series):
	S-Sn60Pb40	Ecoloy TC (S-Sn99Cu1)*
	S-Pb60Sn40	
Available diameters:	from 0.5 mm	
Available reel sizes:	250 g, 500 g, 1 kg	

* This alloy is subject to a minimum order quantity!

Other alloys, diameters, flux contents or reel sizes are available on request.

HEALTH AND SAFETY

Before using please read the material safety data sheet carefully and observe the safety precautions described.

NOTICE

The mentioned values are typical and represent no form of specification. The Data Sheet serves for information purposes. Any verbal or written advise is not binding for the company, whether such information originates from the company offices or from a sales representative. This is also in respect of any protection rights of third parties, and does not release the customer from the responsibility of verifying the products of the company for suitability of use for the intended process or purpose. Should any liability on the part of the company arise, the company will only indemnify for loss or damage to the same extent as for defects in quality.