



## Anti-Seize Compound



A high temperature, extreme pressure, corrosion resistant, anti-seize compound and assembly lubricant. Eases mechanical assembly of bolts, studs, flanges, press fits, screws, bushings, gaskets, bearings, etc. Up to 400F. Eases disassembly by preventing seizure and inhibiting rust and corrosion up to 2000F. Saves threads and parts for reuse by preventing galling damage and breakage during opening. Use on steel, stainless steel, iron, aluminum, copper, brass, titanium, etc. (Do not use on oxygen systems or in the presence of acetylene.) LMS 100 Anti-Seize Compound protects against corrosion, rusting, or pitting of assembled surfaces. It separates metal parts and retards pitting from galvanic action between dissimilar metals. Will not wash-off in fresh or salt water. It also remains effective under extreme conditions.

### **Applications:**

Lift Trucks-lubrication and corrosion protection for bearings, sprockets, chains and wear surfaces. Plumbing-high pressure, threaded or flanged joints.

Pumps-flanges, bolts and fittings for high temperature applications. Furnaces-on heat-treat furnaces and foundry operations prevents seizure of fasteners on parts due to high temperature.

Utilities-underground and high pressure valves, fittings and shut-off valves.

Foundry-coating molds before pouring metal to prevent sticking and breakage.

Shops-solder iron release, torque wrench accessory, cranes, conveyors, etc.

Automotive-metal gasket, studs in cylinder heads, valve guides, u-bolts, etc. Diesel engine bolts, flanges, fittings.

Refineries-bolts and fittings on hot oil pumps.

  
**Directions:**

Treat all threaded or press-fit parts before joining to make assembly and disassembly easier. Surfaces should be free from dirt, oil, grease, etc. Apply liberally to mating surfaces.

**Safety Engineering Guide:**

Petroleum Base-Flashpoint-Not Applicable

**Precautionary Information:**

Do not use on oxygen systems. Do not use in presence of acetylene.

Available in a case of (12) 16oz cans.