

Technische Beschreibung:

ADOX SILVERMAX Developer



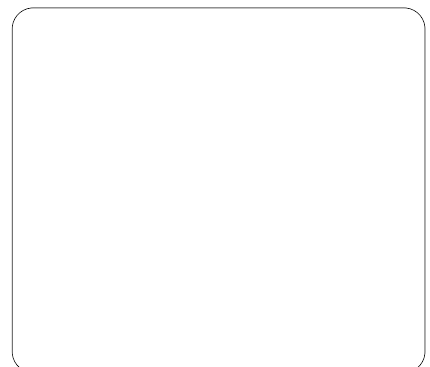
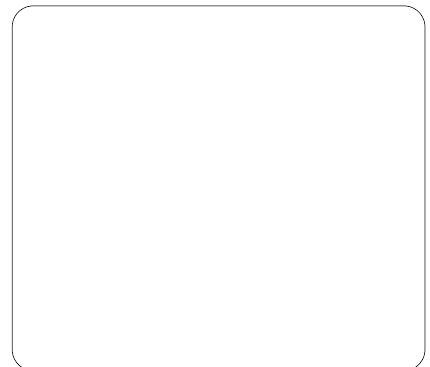
SILVERMAX developer has been especially formulated for the SILVERMAX 21 film.

It is activating the latent image in each SILVERMAX 21 film by converting the extra silver into photographic capabilities.

The DMAX is reduced and the curve extended. Thus SILVERMAX developer yields in combination with SILVERMAX 21 film a total of up to 14 zones in the negative.

SILVERMAX can be used as a very good equalizing developer for any other film as well. In order to tweak it for other manufacturer's films you need to adjust the dilution as given on the table on the next page.

Note: Other manufacturer's films will not reproduce 14 zones like SILVERMAX 21.



Confectioning:

- Ready to go kit to process 6 films including ADOFIX and ADOFLO*
- 50 ml to mix 1,5 Liters of developer and to process up to 6 rolls of film*
- 250 ml to mix 7,5 Liters of developer and to process up to 30 rolls of film*

*In a Jobo tank filled with 250 ml of developer per film at 1+29

Dilution for SILVERMAX film: 1+29 (10 ml plus 290 ml of water to mix 300 ml)

Standard Dilution
Developer Type
Storage
Shelf life
Shelf life of working solution

1+29, „One Shot“
Equalizing developer for easy to print negatives. Fine grain yet high
acutance
Cool, dry, dark
Unopened 1-2 years, once opened up to 6 months
About 1 hour, discard after use

DEVELOPING TIMES SILVERMAX DEVELOPER

Agitation: Agfa Agitation (the first minute continuously then every half minute 1 tilt)

Film Type	Temp	Dil.	Minutes	Beta	Remarks
ADOX SILVERMAX 21	20 °C	1+29	11	0,65	
APX 100 NEW (since 2013)	20 °C	1+24	9	0,65	
APX 400 NEW (since 2013)	20 °C	1+19	11	0,65	
Ilford Delta 100	20 °C	1+30	8	0,65	
Ilford Delta 400	20 °C	1+17	10,5	0,65	
Ilford FP4+	20 °C	1 + 24	8	0,65	
Ilford HP5+	20 °C	1 + 19	10	0,65	640/29°
Kentmere 100	20 °C	1 + 24	8,5	0,65	
Kentmere 400	20 °C	1 + 19	11	0,65	
Kodak Tmax 100	20 °C	1 + 24	11	0,65	
Kodak Tmax 400	20 °C	1 + 24	11,5	0,65	320/26°
Kodak Tri X 400	20 °C	1 + 19	12	0,65	