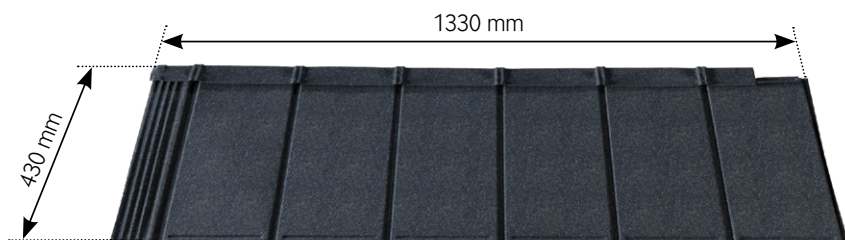


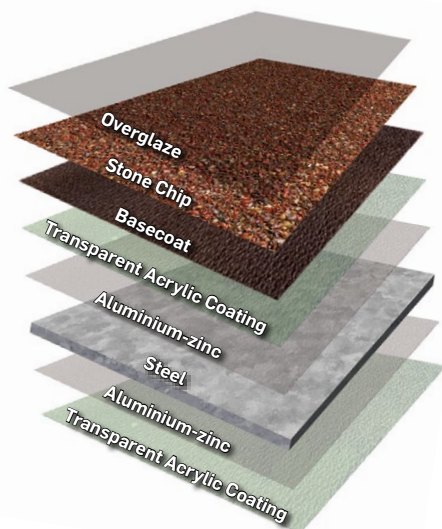
Design



Overall Length*	1330 mm [± 3 mm]
Length of Cover*	1230 mm
Overall Width*	430 mm [± 3 mm]
Width of Cover	375 mm
Minimum pitch	10° (18 %)
Maximum pitch	90°
Roof Cover*	0.46 m²
Tiles per m²	2.17
Weight/panel	2.90 kg
Weight/area	6.29 kg/m²

* The measurements and the weight may vary slightly by the finish that is added to the accessory.

Material structure



Coating specification

Overglaze: Clear 100% acrylic resin coating for granule binding and a semi-gloss finish. It helps enhance the appearance as well as increase the resistance to physical damage.

Stone Chip: Carefully selected granules provide excellent surface coverage and attractive natural looking and lasting colours.

Basecoat: A tough opaque coating based on acrylic resin. It bonds the stone chips and protects the underlying layer from water and UV radiation. It has good UV resistance and retains its flexibility although it does become harder after the first few weeks.

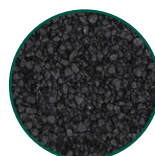
Transparent coatings: Both sides of the Aluzinc® alloy coated steel are coated with a transparent layer that provides protection and a uniform substrate for further coatings. This transparent coating allows identification of the aluminium-zinc substrate to be made by distributors and customers.

Steel specification

The Metrotile iPanel tile is made of Aluzinc® alloy coated steel. The grade of steel used is designed to allow forming without cracking or significant elastic recovery and at the same time to be rigid enough to tolerate reasonable loads without excessive deformation.

Steel Thickness	0.41 mm
Steel Grade	DX52D
Aluzinc® Coating Mass	150 g/m²
Aluzinc® Coating Grade	AZ150

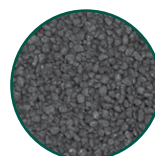
Colours



Charcoal Granite



Ironbark



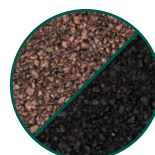
Black



Scarlet



Bister Brown



Brown Black

Textured surface

Stone chip granules are applied to provide an attractive textured finish which at the same time enhance resistance to UV radiation. Granules are ceramic coated with lightfast heat resistant pigments.