



KODAK SWORD MAX THERMAL PLATES

Take your plate to the next level

One plate for multiple applications

The KODAK SWORD MAX Thermal Plate is the one processed plate you can trust to grow your business. SWORD MAX Plates deliver excellent performance across multiple applications, with no compromises. You can say “yes” to more jobs and grow your business without having to switch between plates or sacrifice performance.

SWORD MAX Plates are flexible enough to be used for commercial print, offset packaging, web, publication, book, and UV or low-energy UV applications. They also deliver superior quality on many different substrates, such as metal, PET, heavy-duty card, and more.

Extremely robust

Designed for excellent scratch and scuff resistance, SWORD MAX Plates are able to withstand handling and transportation challenges. Save money and be more efficient and productive with less plate waste and fewer plate remakes.

Patented advanced resin technology gives SWORD MAX Plates best-in-class chemical resistance. The plates are ideal for UV and low-energy UV print applications and deliver long unbaked run lengths, even when facing difficult press conditions or challenging substrates.

Grow with confidence

Premium features, such as high-resolution capabilities, fast imaging, and long unbaked run lengths, let you deliver the quality print jobs your customers want, on time and on budget. Also, SWORD MAX Plates can reduce operating costs through reprints without baking and less waste from scratched plates and remakes.

You can count on Kodak to support you as you grow your business. With advanced manufacturing facilities and industry-leading quality, Kodak is a supplier you can trust, and with KODAK SWORD MAX Plates, you will have an edge over your competitors.



SWORD MAX Plates deliver excellent performance with KODAK Platesetters.



KODAK SWORD MAX

THERMAL PLATES

Technical specifications

Plate	Positive working thermal plate with exceptionally strong resistance to press chemicals, including UV, excellent physical handling characteristics without compromises to productivity, resolution or processing performance. Supports reprinting without the need for postbaking.
Application	Long-run unbaked commercial and packaging applications, including UV. Postbaking is an option if needed for longer run lengths.
Substrate	Electrochemically grained and anodised aluminium substrate
Gauge	0.15mm, 0.27mm and 0.40mm standard <i>Please contact your local supplier of products from Kodak for size and gauge availability by region.</i>
Spectral sensitivity	800 – 850 nm
Platesetter compatibility	Recommended: KODAK TRENDSETTER, ACHIEVE, LOTEM, and MAGNUS Platesetters. <i>Other accredited platesetters: HEIDELBERG, SCREEN, and LUSCHER XPOSE! Platesetters</i>
Laser energy required	100 - 120 mJ/cm ²
Resolution	Up to 300 lpi on KODAK Platesetters, depending on thermal imaging head and speed configuration.
FM capability	20 micron stochastic <i>For optimum FM performance, Kodak recommends KODAK STACCATO Screening on platesetters with KODAK SQUARESPOT Imaging Technology</i>
Processors	Recommended: KODAK MERCURY T-HD; T-HDX, T-MDE and T-HDE processors <i>For other approved processors, please contact your local supplier of products from Kodak.</i>
Developer	KODAK GOLDSTAR PREMIUM Plate Developer and KODAK GOLDSTAR PREMIUM Plate Replenisher
Run length¹	<ul style="list-style-type: none">• Up to 350,000 impressions unbaked• Up to 160,000 impressions for UV and low-energy UV applications• Can be postbaked for additional robustness and run length
Safelight	None required - daylight handling
Shelf life	18 months

¹ Actual run lengths may vary according to press, ink and paper conditions.

Eastman Kodak Company 343 State Street Rochester, NY 14650 USA. Produced using Kodak Technology.

©Kodak, 2018. Kodak, Goldstar Premium, Lotem, Magnus, Mercury, SQUAREspot, Staccato, SwordMAX, Trendsetter and the Kodak Logo are trademarks of Kodak. Subject to technical change without notice. W.PSD.250.0718.en.01

[KODAK.COM/GO/PRINT](https://www.kodak.com/go/print)

