

Multitex Wall Coating System

APPLICATION GUIDE SUMMARY

Matrix (Substrate)	Clay Brick, Concrete Brick and Block	Autoclaved Aerated Concrete Panels & Blocks (AAC)	Fibre Cement Sheet (Blue Board®)		1. Plain Polystyrene Panel – EIFS ('M' grade EPS Panel as per – AS1366.3) 2. Qt EcoSeries® Wall Panel	Pre-coated Polystyrene Panel – EIFS (Meshed & Rendered Panel using 'M' grade eps as per – AS1366.3)	Concrete Tilt-Up & Pre-Cast Panels	Interior/ exterior old cement render, painted brick surface
	SYSTEM CODE → GRS	ACS	FBS		RBS	PRS	CTS	OLS
System			Option 1	Option 2				
STEP 1 BASE RANGE Preparation and Base Coat	Clean surface, in case of clay bricks apply MultiGrip by roller, prepare corners and base. Apply base coat of Dry Mix Coarse or Medium Render with steel trowel and level. Apply a second skim coat of Multitex Medium Render and finish off to level surface	Clean surface and apply MultiGrip by roller, prepare corners and base. Apply one coat of Fibre Reinforced Render on panel. In case of BLOCKS use Hi-build render to achieve higher thickness with lighter weight. Apply a second skim coat of Multitex Medium Render and finish off to level surface	Clean surface, Patch joints with Joining Patch, embed 50mm FG Mesh tape and flush joints. Apply skim coat of Multi Patch "Coarse" and finish surface with float	Clean surface, Patch joints with Dry Mix Flexy-Patch, embed 50mm FG Mesh tape and flush joints. Apply a level coat of Multitex Board Render finish off to level surfacer	Clean surface, prepare corners angles and base. Apply a base coat of Board render, embed FG Mesh wet on wet, apply another coat over the wet first coat and level the surface with a PS float. Joints are to be coated as above with mesh covering the joint and render applied in situ to give one even surface. Apply a second skim coat of Multitex Medium Render and finish off to level surface	Clean surface, prepare corners and base, patch joints with 200mm FG Mesh & Flexy Patch. Apply a coat of Board Render and finish off to level surface	Clean surface, if required apply Multi Break and wash surface with water, fill small hole using Joining Patch or large hole with Tilt-Up Patch and level. If required, render surface with Board Render	Clean surface, apply Multi Grip on the surface, if re-rendering remove all flaky surface, and apply a Base coat of Board Render and a skim coat of Medium Render
	Texture OPTION STEP 1A If applied; Omit Step 3, Steps 2&4 mandatory	Apply one coat of Dry Mix Texture with a steel trowel and float to finish with a plastic float	Apply one coat of Dry Mix Texture with a steel trowel and float to finish with a plastic float	Apply one coat of Dry Mix Texture with a steel trowel and float to finish with a plastic float	Apply one coat of Dry Mix Texture with a steel trowel and float to finish with a plastic float	Apply one coat of Dry Mix Texture with a steel trowel and float to finish with a plastic float	Apply one coat of Dry Mix Texture with a steel trowel and float to finish with a plastic float	
STEP 2 PRIMER RANGE Primer Coat	Apply one coat – Multi Prime in required colour by a nap roller	Apply one coat – Multi Prime in required colour by a nap roller	If STEP 1A – Dry Texture applied Apply one coat – Multi Prime in required colour by a nap roller. If not proceed to Step 3	Apply one coat – Multi Prime in required colour by a nap roller	Apply one coat – MultiPrime in required colour by a nap roller	Apply one coat – MultiPrime in required colour by a nap roller	System A: If top coating with membrane, apply one coat – Multi Prime in required colour by a nap roller. System B: If applying texture, roll Marble Prime	Apply one coat – Multi Prime in required colour by a nap roller
STEP 3 DECORATIVE RANGE Texture Coat	OPTION Apply one coat of Trowel Texture or Roll On Texture in matched colour	Apply one coat of Trowel Texture or Roll On Texture in matched colour	Apply one coat of Trowel Texture or Roll On Texture in matched colour	Apply one coat of Trowel Texture or Roll On Texture in matched colour	Apply one coat of Trowel Texture or Roll On Texture in matched colour	Apply one coat of Trowel Texture or Roll On Texture in matched colour	System B: Apply one coat of Trowel Texture or Roll On Texture in matched colour	System A: Apply one coat of Trowel Texture or Roll On Texture in matched colour
STEP 4 FINAL COAT RANGE Top Coat	On Primed Render or texture surface apply two coats of Multitex Shield or Membrane by a nap roller in matched colour	On texture surface apply two coats of Multitex Shield or Membrane by a nap roller in matched colour	On texture surface apply two coats of Multitex Shield or Membrane by a nap roller in matched colour	On texture surface apply two coats of Multitex Shield or Membrane by a nap roller in matched colour	On texture surface apply two coats of Multitex Shield or Membrane by a nap roller in matched colour	On texture surface apply two coats of Multitex Shield or Membrane by a nap roller in matched colour	System A: Apply one coat of Membrane using fine or coarse texture roller. System B: On texture surface apply two coats of Multitex Shield by a nap roller in matched colour	System A: On texture surface apply two coats of Multitex Shield by a nap roller in matched colour. System B: On primed surfaces, apply one coat of membrane using fine or coarse texture roller