

*Materials
Information*

**Abbreviated Version
For Marketing Purposes Only**

This page lists the types of materials that the following microphone suspensions can be created in. If a material is not listed, please contact us for more details.

MICROPHONES

EX/0015	Neoprene/Silicone
MIC/568	Neoprene
EG/95	Neoprene/Silicone
EA/2002	Neoprene/Silicone
EA/142	Neoprene/Silicone
EA/83	Neoprene/Silicone
EA/87	Neoprene/Silicone
EA	Neoprene/Silicone
EA/85	Neoprene
EA/86	Neoprene
EK/OKP	Neoprene/Silicone
BT	Neoprene
BT/2	Neoprene
BJ/P	Neoprene
EX/0013	Neoprene

ADHESIVE INFORMATION

There are no single answers when it comes to using adhesives to bond parts we manufacture to metal, faceplates or other components within the hearing aid.

In general, the information we list below is based on what information is passed to us from our customers and some limited testing we have done at Adolf Gordon Corporation.

SILICONE

For silicone materials, the RTV Adhesive Sealant, SWS-951 manufactured by Wacker-Chemical (see insert Materials/2) is recommended by our materials suppliers and works well but as with many silicone adhesives, requires a long time for setting and bonding to occur.

Recent tests and comments from customers indicates that Permatex* "Flowable Silicone Windshield and Glass Sealer" works very well for bonding silicone. The adhesive sets very quickly, although it still requires a 24 hour cure period.

NEOPRENE

Few requests are made for bonding neoprene; we've found that cyanoacrylate adhesives work well.

FLUOREL/VITON

Cyanoacrylates work well with these materials as well if used sparingly. If too much adhesive is used, the parts will stiffen and crack over time. Knowles Electronics apparently has a warning about using this type of adhesive because fumes can enter a transducer and have an adverse effect on it.

Recent tests have shown that the "Pit Crews Choice" adhesive made by Permatex* works very well on these materials as well.

*Both Permatex adhesives can be found in a local automobile supplies store.