

VITAVM[®]9 Firing chart

	Prog. No.	Pre-drying °C	→ min.	↗ min.	↗ °C/min	Temp. approx . °C	→ min.	↘ °C	→ min.	VAC min.
Cleaning firing	92	500	3.00	6.00	33	700	5.00	-	-	-
Regeneration firing	72	500	0.00	5.00	100	1000	15.00	-	-	-
BASE DENTINE Wash firing *	85	500	2.00	8.11	55	950	1.00	-	-	8.11
MARGIN firing	86	500	6.00	8.21	55	960	1.00	-	-	8.21
EFFECT LINER firing	63	500	6.00	7.49	55	930	1.00	-	-	7.49
1. dentine firing	64	500	6.00	7.27	55	910	1.00	600**	0.00	7.27
2. dentine firing	65	500	6.00	7.16	55	900	1.00	600**	0.00	7.16
Glaze firing	66	500	0.00	5.00	80	900	1.00	600**	0.00	-
Glaze firing with VITA AKZENT Plus	67	500	4.00	5.00	80	900	1.00	600**	0.00	-
Correction firing with COR	68	500	4.00	4.20	60	760	1.00	500**	0.00	4.20

* For shaded VITA In-Ceram YZ please carry out a BASE DENTINE Wash firing.
ATTENTION: Do not carry out this firing in the case of non-shaded VITA In-Ceram YZ !

** Slow cooling to the corresponding temperature is a recommendation **for the last veneering ceramic firing cycle**; the lift position of VITA VACUMAT furnaces should be > 75%.

When using dental ceramics, the firing result largely depends on the individual firing procedure of the user, i.e. among other aspects on the type of furnace, the location of the temperature sensor, the firing tray as well as the size of the workpiece during the firing cycles. Our application-technical recommendations (regardless whether they have been provided orally, in writing or in the form of practical instructions) are based on numerous own experiences and tests. The user, however, should consider this information only to provide basic values. If surface, transparency and degree of gloss should not correspond to the firing result that is achieved under optimal conditions, the firing procedure must be adjusted correspondingly. The crucial factors for the firing procedure are not the firing temperature displayed by the furnace but the appearance and the surface condition of the firing object after the firing process.

VITA shade, VITA made.

VITA