



Compatible Curing Units with
VeriRESIN™ 3D Print Material



Curing Units											
	VeriMODEL™ IVORY GOLDEN BROWN GREY			VeriMODEL™ Ortho WHITE	VeriTRAY™ TURQUOISE	VeriGUIDE™ CLEAR	VeriSPLINT™ CLEAR	VeriCAST™ RED	VeriGUM™ PINK	VeriDENT™ Try-In A2	VeriFIT™ Splint CLEAR
VERILUX & CURIE	T = 5 P = 16 D = 10 B = ON			T = 5 P = 16 D = 10 B = ON	T = 10 P = 16 D = 10 B = ON	T = 10 P = 16 D = 10 B = ON	T = 10 P = 16 D = 10 B = ON	T = 10 P = 16 D = 10 B = ON	T = 2 P = 16 D = 10 B = ON	T = 10 P = 16 D = 10 B = ON	T = 15 P = 12 D = 10 B = ON
G171/OTOFLASH	2 × 2,000 FLASHES			2 × 2,000 FLASHES	6,000 FLASHES	6,000 FLASHES	6,000 FLASHES	2 X 2,000 FLASHES	2,000 FLASHES	9,999 FLASHES	10,000 FLASHES (TURN AT 5000)
INTELLIRAY 600W (Lowest Rack)	5 MIN FLIPPING HALFWAY			5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN	2 MIN AT THE LOWEST RACK	5 MIN FLIPPING HALFWAY	6 MIN AT 100% INTENSITY 10 MIN AT 66% INTENSITY
SUNRAY 400W (Lowest Rack)	5 MIN FLIPPING HALFWAY			5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN	2 MIN	5 MIN FLIPPING HALFWAY	N/A
CUREBOX PLUS	15 MIN @ 60°C			15 MIN @ 60°C	30 MIN @ 60°C	30 MIN @ 60°C	30 MIN @ 60°C	15 MIN @ 60°C	15 MIN @ 60°C	30 MIN @ 80°C	N/A
FABCURE 2	15 MIN (NO HEAT CONTROL)			15 MIN (NO HEAT CONTROL)	15 MIN @ 60°C	15 MIN @ 60°C	15 MIN @ 60°C	15 MIN (NO HEAT CONTROL)	15 MIN (NO HEAT CONTROL)	45 MIN @ 60°C	N/A
CURIE PLUS	T = 5 P = 12 D = 100% B = ON			T = 5 P = 12 D = 100% B = ON	T = 10 P = 12 D = 100% B = ON	T = 10 P = 12 D = 100% B = ON	T = 10 P = 12 D = 100% B = ON	T = 10 P = 12 D = 100% B = ON	T = 2 P = 12 D = 100% B = ON	T = 10 P = 12 D = 100% B = ON	T = 15 P = 12 D = 100% B = ON
NOVARAY (Lowest Rack)	5 MIN FLIPPING HALFWAY			5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN FLIPPING HALFWAY	5 MIN	2 MIN	5 MIN FLIPPING HALFWAY	N/A
RS CURE (U&L Wavelengths)	5 MIN			5 MIN	10 MIN	10 MIN	10 MIN	5 MIN AT THE LOWEST RACK	2 MIN	20 MIN	N/A

T = TIME | P = POWER | D = DUTY CYCLE | B = BOTTOM LIGHT