

PRO TECH
DIESEL ENGINE OIL

Royal Super is a top-quality fuel economy The latest fully synthetic diesel engine oil is based on the latest additive technology combined with very special synthetic base oils to meet or exceed the requirements of the latest API.

1L, 2L, 3L, 4L, 5L, 6L 20L, 25L



60L, 208L, 1000L 25,000L



Description

Royal Super Full Synthetic Engine Oil API CK-4 SAE 10W40 is an advanced fully synthetic motor oil designed to keep your engine running like new by providing exceptional wear protection, cleaning power and overall performance. A fuel economy, universal motor oil, developed according the most recent technology, based on specially selected synthetic base oils to which advanced additives are added to obtain the below features. It makes great fixing between the cylinder and chamber, safeguards the motor at various temperatures and keeps up with ideal consistency for the best motor performance. Royal Super gives great wear control to safeguard the motor in various atmospheric conditions and unforgiving applications, protecting the motor in cold climate fire up and warm climate conditions.

Features

- ✓ Provides excellent overall performance.
- ✓ Excellent low temperature capabilities for rapid engine protection at start-up
- ✓ Enhanced frictional properties that aids fuel economy
- ✓ Delivers fast protection for reduced engine wear and deposits even in the most extreme driving conditions
- ✓ Provides exceptional cleaning power for dirty engines

Performance Level



Specification

TESTS	METHOD	RESULTS
Appearance	VISUAL	C&B
Water	HOT PLATE	NIL
Color	ASTM 1500	L3
Density @29.5°C, gm/CC	ASTM D 4052	0.858
Viscosity @100°C, cSt	ASTM D 445	14.4
Viscosity @40°C, cSt	ASTM D 445	96
Viscosity Index	ASTM D 2270	155
Pour Point, °C	ASTM D 97	-36
Flash Point, °C	ASTM D 92	225
TBN, mgKOH/gm	ASTM D 2896	9.8
Foam Characteristics	ASTM 892	
SEQ I		0/0
SEQ II		0/0
SEQ III		0/0

PACKAGE SIZE

1 L, 2 L, 3 L, 4 L, 5 L, 6 L - [CAN] 20 L, 25 L - [PAIL] 60 L, 200 L, 208 L - [DRUM] 1000 L, 25,000 L - [IBC]

Customize Packing