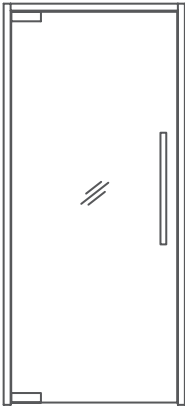


# GLASS SWING DOOR



## STANDARD CONFIGURATION:

- Integrates with Adapt Glass Wall
- 1/2" clear tempered glass door
- 36" wide by up to 102" height
- Pivot door with brushed stainless patch fittings
- 24" brushed stainless ladder pull
- Magnetic stop holds door in closed position
- Door seal top and sides
- 1-1/2" x 3" extruded aluminum door frame
- Floor-mounted stop for up to 135 degree open

## AVAILABLE PIVOTS & HINGES



### PATCH FITTINGS

- Floor-mounted pivot
- 36" w X 102" h
- Free swing, no closer
- Magnetic stop 'latches' door
- Finish: BSS, PSS, ORB
- Price group A



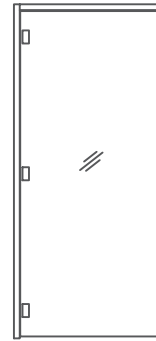
### AUTO-PATCH CLOSER FITTINGS

- Floor-mounted pivot
- 36" w X <108" h
- Close and latch speed adjust
- 90 deg hold open
- Non-hold open option
- Finish: BSS, PSS, ORB, MBLK
- Price Group B



### 10" ADA RAIL

- Floor-mounted pivot
- 36" w X <108" h
- 4" top rail
- Free-swing, no closer
- Finish: BSS, PSS, ORB
- Price group C



### HYDRAULIC CLOSER HINGES

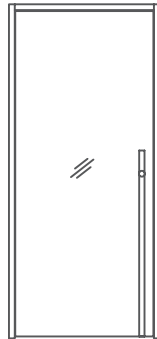
- Wall-mounted, no floor drilling
- 36" w X <108" h
- Close and latch speed adjust
- 90 deg hold open
- Non-hold open option
- Finish: BSS, MBLK
- Price group C

## AVAILABLE PULLS & LEVERS



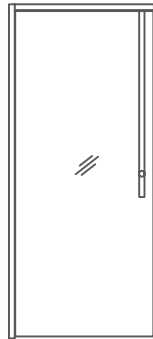
### LADDER PULL

- Non-locking, 1-1/4" diameter
- 12", 24", 36" lengths
- Finish: BSS, PSS, ORB, MBLK
- Price group A



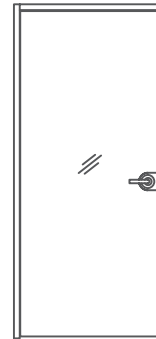
### LOCKING LADDER PULL

- Floor-locking, 1-3/8" diameter
- 48" length
- S/LFIC, Rim cylinder
- Finish: BSS, PSS, ORB, MBLK
- Price group B



### ADA LADDER PULL

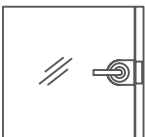
- Top-locking, 1-3/8" diameter
- Custom lengths
- S/LFIC, Rim Cylinder, ADA Thumbturn
- Finish: BSS, PSS, ORB, MBLK
- Price Group C



### LEVER LOCK

- Cylindrical and mortise locksets
- Passage, entrance, storeroom
- S/LFIC, Mortise Cylinder
- Finish: Varies
- Price group B

## ACCESSORIES



### ELECTRIC STRIKE

- Compact, concealed
- ANSI frame prep
- Grade 1, 12/24 VDC/VAC
- Fail secure/safe



### OVERHEAD CLOSER

- 1-3/4" x 4" header
- For patch fittings and rails
- Close and latch speed adjust
- 90 deg hold open