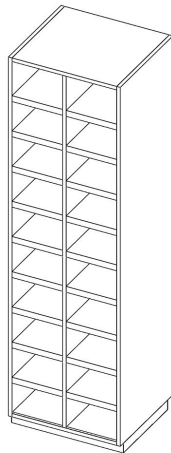


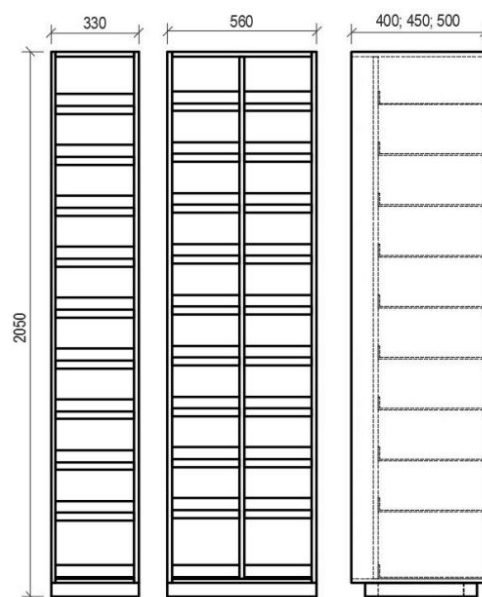
cat. no. 216.01

Personnel Airlocks

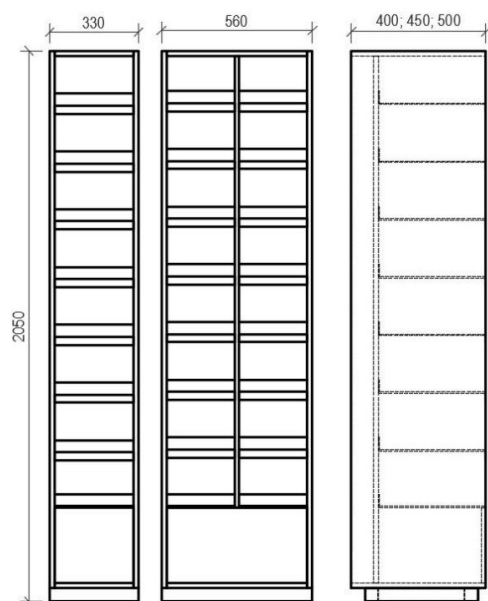
## SHOE CABINET



- Complete the range of facilities for personnel pass-through
- The cabinet is used to store shoes.
- It is formed by one or two compartments. One compartment of the cabinet can hold up to 10 pairs of shoes in the basic version, and up to 8 pairs in the version with a side-mounted bench.
- The cabinets are mounted on the basic section-steel, with a height of 50 mm. This section is coated with flooring or treated with thermosetting powder coating RAL 9016.
- The shelves in the cabinet are made of metal, removable and treated with thermosetting powder coating RAL 9016.

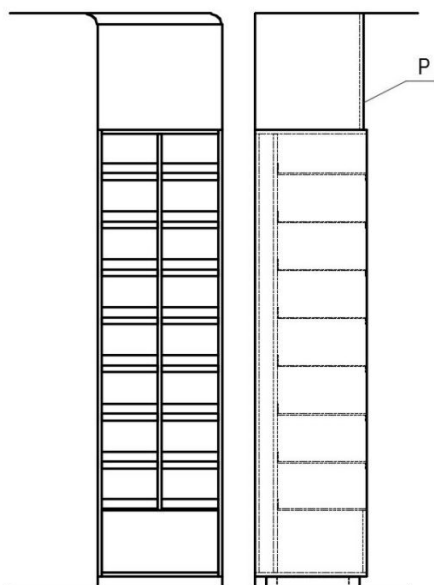


*Shoe cabinet*



*Shoe cabinet for bench mounting*

Example of a cabinet covered to a suspended ceiling:



*Shoe cabinet for bench mounting, covered to a suspended ceiling*

**KEY:**

*P - additional covering to the suspended ceiling, made of pressed laminated boards*

## MORE INFORMATION, PHOTOS



## TECHNICAL DATA

### Type designation

Shoe cabinets

### Material design

value	Material
Standard	
Premium 304	

### Type of cabinet

width	height	value
330 mm	2050 mm	Shoe cabinet for bench mounting (8 pairs of shoes)
560 mm	2050 mm	Shoe cabinet for bench mounting (16 pairs of shoes)
330 mm	2050 mm	Shoe cabinet (10 pairs of shoes)
560 mm	2050 mm	Shoe cabinet (20 pairs of shoes)

The indicated height of the cabinet includes the basic profile with a height of 50 mm.

### Depth

value	depth
Shoe cabinet depth	400 mm
Shoe cabinet depth	450 mm
Shoe cabinet depth	500 mm

### Plinth 50 mm

Basic profile covered with floor covering. For new floor covering

Basic stainless steel profile, for existing floor.

Metal profile with surface finish RAL 9016. For the existing floor covering

### Colour finish

White colour

Non-standard - optional colour finish

### Atypical execution

Typical execution

Atypical execution

Typical execution

0 - clear choice from the options

Atypical execution

Q - Atypical design, which can not be clearly identified by means of code