OS OPERATOR 2.0

UNICA OS OPERATOR CREMONE



Functions

Unica line cremone, dedicated to the OS OPERATOR mechanism.



Online data sheet

Technical Features

Compared to the standard cremones, these rotate with positioning notches at 0° and 180°.

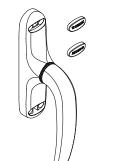
Turning the pull handle of the cremone to 180° first unlocks the locking points (approximately 60°) and then takes the sash into the position of maximum opening (trip to 180° of the cremone).

The high stresses to which the casement is subjected when opening and closing has meant that for OS Operator there is a complete range of specific cremones. In addition to the Unica standard cremone, Key, Away and long handle versions are available. In particular, the one with the long handle reduces the effort when opening the casement and makes operation smoother. The rotor and slider of all OS operator cremones are made of stainless steel to ensure maximum mechanical strength.

It is recommended to use the special gasket, made of black closed-cell foam adhesive on one side, which enables reducing the flow of air and water through the milling on the profile and the cremone case.

Materials

Handle in die-cast aluminium Die-cast zamak cremone case Internal rotor and slider in 304 grade stainless steel Spring in harmonic steel Black polyamide plate Trip disc 0° - 180° in black polyamide

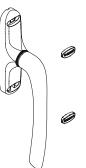


Unica OS Operator Cremone

Cremone

Unica Away OS Operator

Long pull handle Unica OS Operator Cremone



Unica Key OS Operator Cremone



ltem code	Description	Version	Pull handle length	Handle match	Pull handle 0°	Pull handle 180°	Base Raw	Anodised Elox	Painted	Trend/Gold Brass	Pieces per pack
01127	CREM. UNICA OS OPERATOR - AWAY	Away		01129	Closed	Open			Х		10
01128	CREM. UNICA OS OPER. LONG HANDLE	Standard	172 mm		Closed	Open			Х		10
01129	PULL HANDLE FOR UNICA AWAY	Away	172 mm	01127	Closed	Open			Х		10
01171	UNICA OS OPERATOR CREMONE	Standard	121 mm		Closed	Open			Х		10
01172	UNICA KEY OS OPERATOR CREMONE	Кеу	121 mm		Closed	Open			Х		10
06951	UNICA CREM. GASKET						Х				100