



# METRICS

20" DEEP OPEN STRUCTURE SYSTEM FOR HIGH-DENSITY USER APPLICATIONS IN OPERATION CENTERS

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- Fixed height or electronically adjustable worksurface option available for single-sided and back-to-back configurations
- Optional low-rise slatwall for monitor arm mounts with vented top cap
- Integrated hi-capacity cable management basket
- Removable infill covers with brush strips routes cabling directly into cable basket
- Removable, locking service panels

#### Construction:

All of our console lines are constructed of heavy-gauge welded steel frames for maximum durability and strength to meet the rigors of multi-shift environments and future reconfigurations. Modular frames facilitate easy installation with a minimum of sub-assemblies and component parts.

#### Monitor Integration:

Select from a portfolio of mounting methods and monitor arm models to manage parabolic arrangements, multi-tiered configurations and oversized monitors. Monitors can be accommodated with no walls for maximum sightline visibility or be configured with fully functional slatwalls in a variety of heights to 'stack' monitors and accessories, or to provide workstation privacy.

#### Contemporary Styling:

A variety of steel, laminate and fabric finishes are available to create attractive workstations, along with options for custom design details and company branding.

#### Technology Integration:

Command/control environments must address multiple processors, rack-mount equipment, electronic gear and power supplies with high concentrations of cabling and wiring. All our lines offer secure and easily accessible components to manage multiple CPUs, 19" hardware and integrated mounting methods for interface panels, annunciators, keyboards and other peripherals.

#### Modular Structure:

A portfolio of standard frames including, connectors (posts), worksurfaces, slatwalls, and technology components will support limitless space plans for open floor and closed room environments. Design your console layout to provide arched or angled layouts for video wall viewing, back-to-back configurations, high-density team modules, or straight runs.

