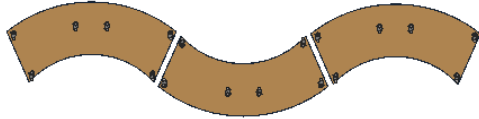


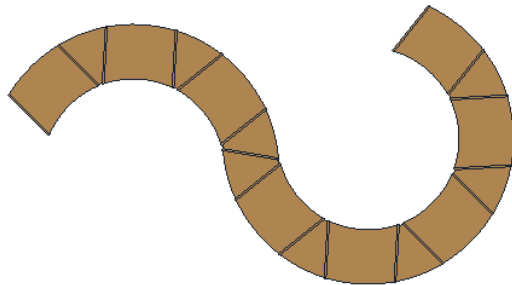
ROUNDHOUSE SHELVING

Roundhouse is available both fixed and mobile.

Mobile units are easy to use:



Fixed units offer the more configuration possibilities:



Basic components for either are:



Starter:



Wedge Adder:



and Standard Adder:

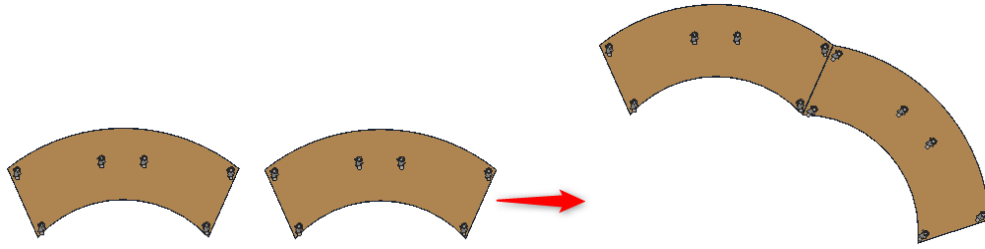
All units have options for height and material (wood veneer or HPL).

MOBILE UNITS

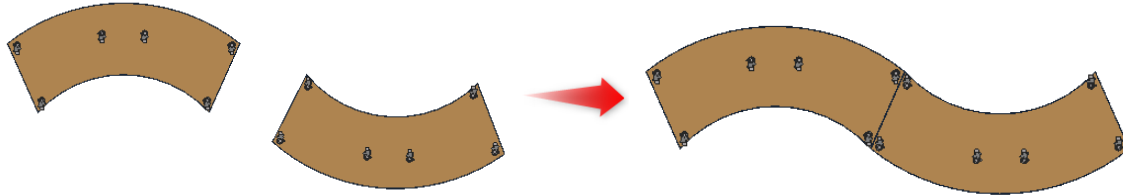
Every *mobile unit* consists of a starter, wedge and adder section, assembled as a single unit:



They are available 42" and 48" H and all have connectors at either end so they can snap together. That's optional, of course, for mobile units. All mobile units have "SWA" (starter-wedge-adder) in their product number.

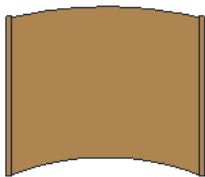


If they don't orient the way you want, just rotate one and reconnect:

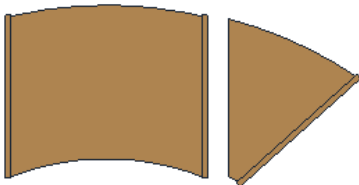


NON-MOBILE UNITS

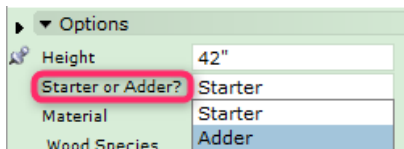
Non-mobile units use starter-adder construction, typically alternating standard units and wedge adders. Start with a basic freestanding double faced unit. It will be a starter unit by default:



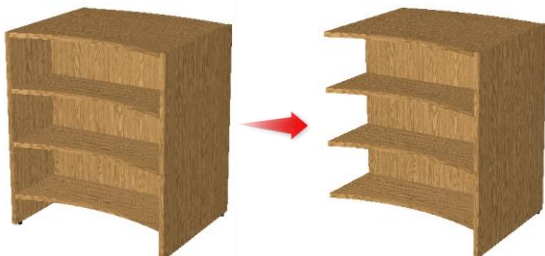
Snap on a wedge adder unit. The open side of adder snaps to starter:

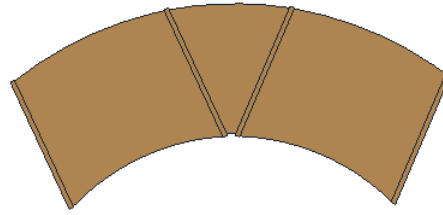


If it doesn't orient correctly, rotate and re-snap. Next, bring in another double-faced unit but, before you snap it to the wedge adder, change it to an adder:



which will remove the left end panel.

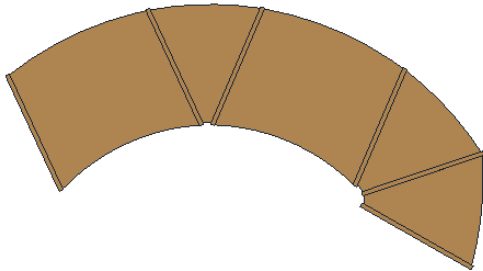




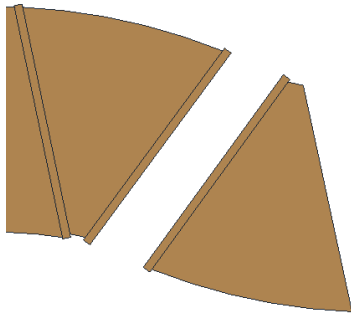
Now snap the open end of that to the wedge adder:
doesn't orient so that the open end of the adder connects to the side panel of the last unit, just rotate and re-snap. You can copy and paste the wedge and standard adders to continue building a curved run.

Again, if it
doesn't orient so that the open end of the adder connects to the side panel of the last unit, just rotate and re-snap. You can copy and paste the wedge and standard adders to continue building a curved run.

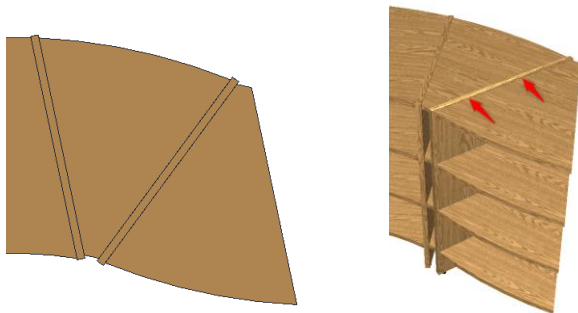
To change direction of a curved run you need to snap a wedge adder to another wedge adder. This is what it will probably look like at first:



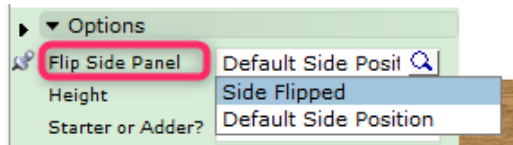
The last wedge adder needs to be rotated 180°:



but that will result in overlapping side panels when snapped together:



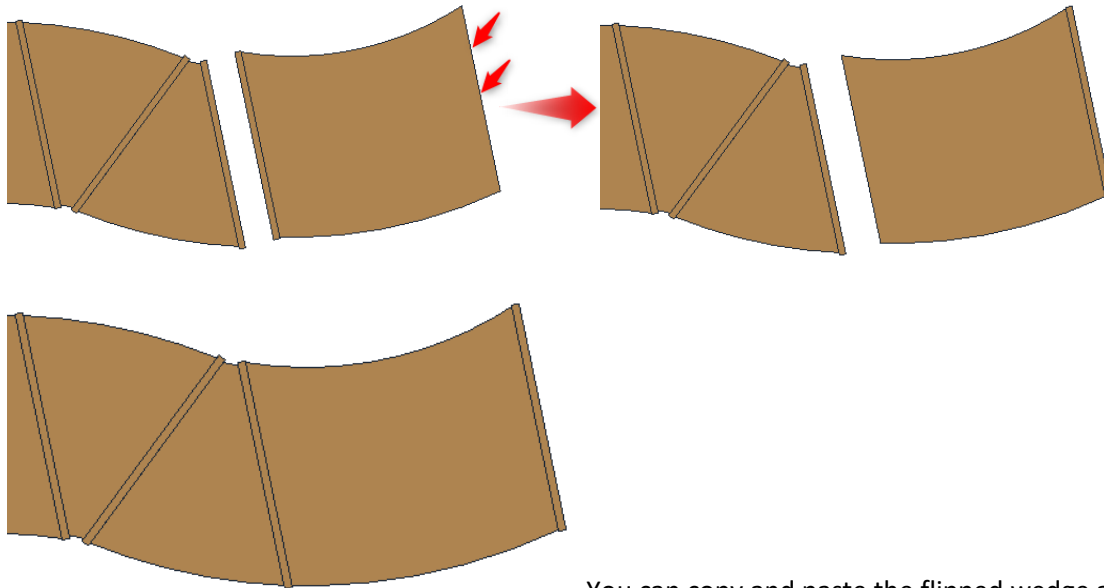
To fix that, change the *Flip Side Panel* option for that



last wedge adder from the default to flipped position:
will place the side panel of the last wedge adder back on the end of the run.

. That

Next, add a standard adder unit but, before you snap it in place, flip the side panel of that as well:



. You can copy and paste the flipped wedge and standard adders to continue building the run.

Tip: be careful using Propagate with these. While it's a convenient way to make global changes to finishes, it will also change the flipped side panel option for all adder units.