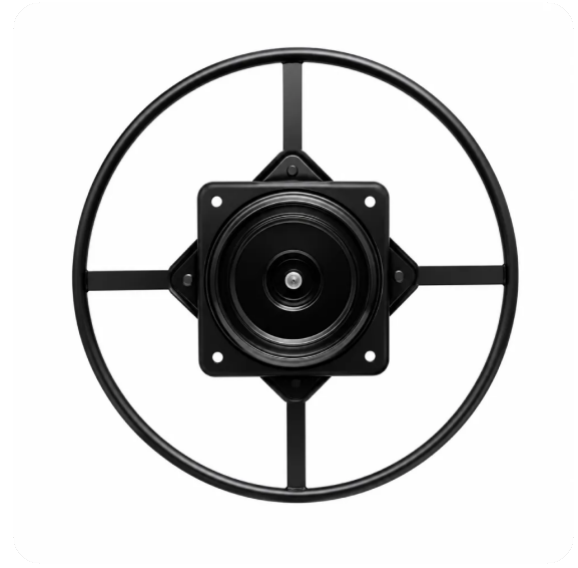




DRM-KÇMBR-60

DRM-KÇMBR-60 (Concealed Swivel Mechanism)

DRM-KÇMBR-60 (Concealed Swivel Mechanism) is a professional 360° concealed swivel mechanism developed for lounge chairs, armchairs and contemporary seating furniture. Its centrally positioned square swivel plate provides smooth, quiet and balanced rotation while remaining completely hidden beneath the chair, preserving the furniture's clean and elegant appearance.



DESCRIPTION

The concealed installation design allows manufacturers to integrate a full swivel function without affecting the visual aesthetics of the furniture. Manufactured from durable steel, the mechanism offers excellent load capacity, long-term reliability and smooth operation even under intensive daily use.

DRM-KÇMBR-60 is the ideal concealed swivel solution for lounge chairs, accent chairs, armchairs and premium seating furniture where elegant design, durability and seamless 360° rotation are required.

DISCLAIMER

The information contained in this Technical Data Sheet is based on laboratory testing, practical experience and current knowledge at the time of publication. The values provided are intended as general guidance and may vary depending on application methods, operating conditions, substrates, environmental factors and production processes.

Since the conditions of use and application are beyond our control, customers are responsible for determining the suitability of the product for their specific application through their own testing and evaluation. The information provided does not constitute a warranty or guarantee of product performance in any particular application.

Product specifications, formulations and technical data may be modified without prior notice as part of continuous product development and improvement programs. The latest version of this document supersedes all previous editions.

For additional technical information, application recommendations or specific processing conditions, please contact our technical service department.

