

TLM(L/R), TLF(L/R), TLD(L/R) Lift Straight Front Glass

TL Mitered front-lift glass merchandisers provide a clean 45° corner that, when opposing left and right miter cases are joined, create an open turn with seamless glass that effectively increases merchandising area and visibility.

Features & Benefits

- Energy-efficient copper tube and aluminum fin coils.
- Single row of energy-efficientT8 top lights for increased product
- Easy lifting, tempered front glass. Ambient air band eleminates condensation on front glass.
- 25" clear sliding rear doors (4' & 6' only) for easy access to interior.
- Removable fan assembly allows access to coil and drain pan (TLDL & TLDR cases only)...
- Pipe leg base and removable kickplate facilitate cleaning under
- Off-cycle defrost.

Options

- ECM fan motors for additional energy savings (TLDL & TLDR cases only).
- Anti-glare front glass.
- Second row of energy-efficient T8 top lights.
- Lighted stainless steel or glass mezzanine shelves (TLDL & TLDR cases only)..
- Short pipe legs provide base and case height flexibility.
- Glass windows on patch end panels.
- Powder-coated display screens
- Scale shelves.

Specifications are subject to engineering changes without notice.

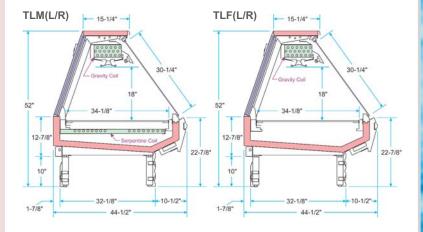
Model	Case Length	Description	Capacity in Cubic Feet
TLML TLMR	2' • 4' • 6'	Lift Straight Front Glass with std. gravity & serpentine coils	8.4 • 15.1 • 21.9
TLFL TLFR	2' • 4' • 6'	Lift Straight Front Glass with standard top gravity coil	8.4 • 15.1 • 21.9
TLDL TLDR	2' • 4' • 6'	Lift Straight Front Glass with standard forced air lower coil	10.6 • 18.2 • 25.9

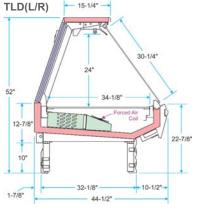
TY910

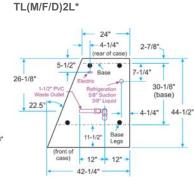




Models TLD4L & TLD4R shown







Optional Accessories

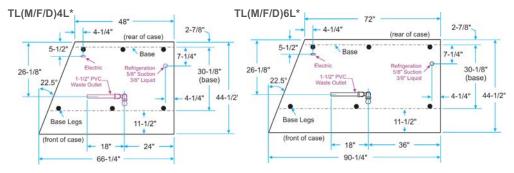


Scale shelves add more functionality to the work area.



Mezzanine shelves add merchandising flexibility to the TLD(L/R).

© 2008 Carrier Commercial Refrigeration, Inc.



*NOTE: TL(M/F/D)2R, 4R & 6R right-hand miter measurements are the same, they are a horizontal mirror

image of the above left-hand miters.

