

## PRODUCT INFO

# DOMETIC OCEANAIR SKYSOL PLEATEDSHADE

The Skysol Pleatedshade is available in a choice of coloured fabrics and can be tailored for simple-shape application. Offering a softer finish on windows, Dometic Oceanair Pleatedshade is suited to use in the saloon. Its light diffusing properties can create an easily adjusted ambient lighting throughout the day – perfect for a relaxed atmosphere.

**AMBIENT LIGHTING**  
INTERIOR RESULTS

**SHAPED WINDOWS**  
SIMPLE SHAPES

**EASY TO USE**  
FUNCTIONAL



STREAMLINED  
FITTING



CHILD  
SAFE



LIGHT  
DIFFUSING

Mobile living made easy.

 **DOMETIC**

# FABRIC PLEATED BLIND FOR PORTLIGHTS AND SMALL WINDOWS



Designed to accommodate simple window shapes, the fabric of the Skysol Pleatedshade ensures a relaxing ambience on board your yacht thanks to its soft light filtering. Available in white, beige and light grey, the Skysol Pleatedshade is easy to use and the ideal solution for saloon windows. If you're searching for a blind for your portlight, where limited space for fitting above the portlight is often an issue, the optional frame fix enables installation onto the portlight itself. This also means that the Skysol Pleatedshade is positioned away from the portlight window, ensuring easy operation. Choose from standard sizes or request a custom design.

## BENEFITS WITH SKYSOL PLEATEDSHADE

- Create a soft and warm interior lighting
- It accommodates simple shapes
- Selection of easy to use hold-down and hold-up options
- Available in white, Crème and Silver
- Portlight frame-fix available
- Available in standard sizes as well as custom design

## SPECIFICATIONS

FABRIC	White
	Crème
	Silver
HOLD UPS	Poppers
	Velcro
HOLD DOWNS	Poppers
	Bungee
	Bungee Long
	Crossbar
	Velcro
FIX TYPE	Top Fix
	Face Fix
	Frame Fix
ANGLE SUITABILITY	Any





# FABRIC PLEATED BLIND FOR PORTLIGHTS AND SMALL WINDOWS



SKYSOL

PLEATEDSHADE

TECHNICAL DATA

PRODUCT CODE: PLS

Dimensions are intended as a guide only - Contact your nearest distributor for further details.