5. AP Glass Door (Floor Spring Operated) – Service Checklist

 $Check list\ for\ service\ and\ inspection\ of\ all\mbox{-glass}\ doors\ with\ floor\ spring\ control\ systems.$

General Inspection
$\hfill\Box$ Glass door leaf securely fixed into patch fittings
$\hfill\square$ Visual inspection of glass for chips, cracks or delamination
$\hfill\square$ Top and bottom patch fittings checked and tightened
$\hfill\square$ Ensure correct door alignment and margin within frame or surround
Floor Spring Mechanism
$\hfill\square$ Cover plate removed and floor spring body inspected
\square Check for oil leaks from floor spring
$\hfill\square$ Door closing and latching speeds adjusted as required
$\hfill\square$ Check for smooth and silent operation during opening and closing
$\hfill\square$ Ensure floor spring spindle engagement is firm with bottom patch
Hardware & Accessories
$\hfill\square$ Top pivot or corner bracket inspected for wear or play
$\hfill\square$ Patch locks tested for secure operation and correct strike engagement
$\hfill\square$ Pull handles or D-handles securely fixed with no movement
$\hfill\Box$ Check any additional locking mechanisms (floor bolts, euro cylinders)
Seals & Safety
\square Check any glass edge protection seals (if fitted)
$\hfill\square$ Confirm edge gaps allow smooth swing with no glass contact
\square Inspect threshold or floor clearance to prevent drag or snagging
$\hfill\square$ Confirm signage is present and compliant (manifestation visibility)
Functional Test
\square Open/close tested 5x – door moves freely and self-centres
\square Door latches securely into any strike plate (if applicable)
☐ No over-travel, bounce-back or sticking in any direction

\square Confirm emergency access or manual override works if installed
Final Checks & Documentation
\square Service log completed and signed
\square Any worn components or adjustments noted
\square End-user updated on door condition and next service date
\square Confirm glass system is safe and functional in line with EN standards