



**REVIT<sup>®</sup>**

Shortcuts Guide

# Keyboard Shortcut Commands by Category

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NOTE: Revit is customizable, so users can customize the product to have their own keyboard shortcuts. However, this list covers many of the out-of-the-box shortcuts available.

## Annotate

DI	<b>ALIGNED DIMENSION</b> / Creates an aligned dimension.
DL	<b>DETAIL LINE</b> / Creates view-specific lines.
EL	<b>SPOT ELEVATION</b> / Displays the elevation of a selected point.
FR	<b>FIND/REPLACE</b> / Find and replace.
GP	<b>MODEL GROUP:CREATE GROUP; DETAIL GROUP:CREATE GROUP</b> / Creates a group of elements.
RT	<b>TAG ROOM; ROOM TAG</b> / Tags the selected room.
TG	<b>TAG BY CATEGORY</b> / Applies tags to elements based on their categories.
TX	<b>TEXT</b> / Adds text.

## Analyze

AA	<b>ADJUST ANALYTICAL MODEL</b> / Adjusts the analytical model of the structural member in relation to those of the elements to which it joins.
DC	<b>CHECK DUCT SYSTEMS</b> / Examines the mechanical systems in a project to verify that each system is assigned to a user-defined system, and properly connected.
EC	<b>CHECK CIRCUITS</b> / Verifies all circuits for proper connections to panels and valid system assignments.
LD	<b>LOADS</b> / Applies point, line and area loads to a model.
LO	<b>HEATING AND COOLING LOADS</b> / Prepares a heating and cooling load analysis report based on an existing building model.
PC	<b>CHECK PIPE SYSTEMS</b> / Examines the piping systems in a project to verify that each system is assigned to a user-defined system, and properly connected.
PS	<b>PANEL SCHEDULES</b> / Generates a panel schedule for a specific panel.
RA	<b>RESET ANALYTICAL MODEL</b> / Restores the analytical model alignment methods to auto-detect.

## Architecture

CL	<b>COLUMN; STRUCTURAL COLUMN</b> / Adds a vertical load-bearing element to the building model.
CM	<b>PLACE A COMPONENT</b> / Place a component.
DR	<b>DOOR</b> / Adds a door to the building model.
GR	<b>GRID</b> / Places column grid lines in the building design.
LL	<b>LEVEL</b> / Places a level in view.
RM	<b>ROOM</b> / Creates a room bounded by model elements and separation lines.
RP	<b>REFERENCE PLANE</b> / Creates a reference plane using drawing tools.
RT	<b>TAG ROOM; ROOM TAG</b> / Tags the selected room.
SB	<b>FLOOR:FLOOR: STRUCTURAL</b> / Adds structural floors to a building model.
WA	<b>WALL; WALL:WALL: ARCHITECTURAL</b> / Creates a non-bearing wall or a structural wall in the building model.
WN	<b>WINDOW</b> / Places a window in a wall or skylight in a roof.

## Collaborate

- ER** **EDITING REQUESTS** / Displays a list of users' requests to borrow elements in worksets, as well as pending requests.
- RL or RW**  
**RELOAD LATEST** / Loads the latest version of the central model.

## Context Menu

- MP** **MOVE TO PROJECT** / Move the model relative to a shared coordinate system.
- R3** **DEFINE A NEW CENTER OF ROTATION** / Relocates center of rotation when rotating elements.
- RA** **RESTORE ALL EXCLUDED** / Restores all excluded parts and elements.
- RB** **RESTORE EXCLUDED MEMBER** / Restores an excluded member.
- RC** **REPEAT LAST COMMAND** / Repeats the last command.
- SA** **SELECT ALL INSTANCES: IN ENTIRE PROJECT** / Selects all of the elements that are similar to the selected element in the current view, or throughout the project.

## Contextual Tabs

- //** **DIVIDE SURFACE** / Applies a division grid along a surface in a conceptual design.
- AA** **ADJUST ANALYTICAL MODEL** / Adjusts the analytical model of the structural member in relation to those of the elements to which it joins.
- AD** **ATTACH DETAIL GROUP** / Creates an attached detail group.
- AP** **ADD TO GROUP** / Adds elements to a group.
- BS** **STRUCTURAL BEAM SYSTEM; AUTOMATIC BEAM SYSTEM** / Creates a layout that is used to control the number and spacing of a series of parallel beams.
- CG** **CANCEL** / Cancels an action.
- DI** **ALIGNED DIMENSION** / Creates an aligned dimension.
- EG** **EDIT GROUP** / Edits a group.
- EL** **SPOT ELEVATION** / Displays the elevation of a selected point.
- EP** **EDIT PAR** / Edits a part element.
- EU** **UNHIDE ELEMENT** / Enables a hidden element to appear in view.
- EW** **EDIT WITNESS LINES** / Edits a witness line.
- FG** **FINISH** / Finishes editing a group.
- HT** **SHOW HELP TOOLTIP** / Displays the Help Tooltip.
- JP** **JUSTIFICATION POINTS** / Sets a justification point for relocating elements.
- JY** **YOFFSET** / Offsets an element in the y direction.
- JZ** **ZOFFSET** / Offsets an element in the z direction.
- LI** **MODEL LINE; BOUNDARY LINE; REBAR LINE** / Places a new line.
- PP or CTRL-1 or VP**  
**PROPERTIES; TOGGLE PROPERTIES PALETTE** / Toggles the Properties palette.
- RA** **RESTORE ALL EXCLUDED** / Restores all excluded parts and elements.
- RG** **REMOVE FROM GROUP** / Removes elements from a group.
- RH** **TOGGLE REVEAL HIDDEN ELEMENTS MODE** / Toggles the Reveal Hidden Elements Mode.
- RP** **REFERENCE PLANE** / Creates a reference plane using drawing tools.
- UG** **UNGROUP** / Ungroups members of a group.
- VU** **UNHIDE CATEGORY** / Enables a hidden category to appear in view.

## Create

CM	<b>PLACE A COMPONENT</b> / Place a component.
DI	<b>ALIGNED DIMENSION</b> / Creates an aligned dimension.
FR	<b>FIND/REPLACE</b> / Find and replace.
GP	<b>MODEL GROUP:CREATE GROUP;</b> <b>DETAIL GROUP:CREATE GROUP</b> / Creates a group of elements.
LI	<b>MODEL LINE; BOUNDARY LINE;</b> <b>REBAR LINE</b> / Places a new line.
LL	<b>LEVEL</b> / Places a level in view.
MD	<b>MODIFY</b> / Enters selection mode to select elements to modify.
PP or CTRL-1 or VP	<b>PROPERTIES; TOGGLE PROPERTIES PALETTE</b> / Toggles the Properties palette.
RP	<b>REFERENCE PLANE</b> / Creates a reference plane using drawing tools.
TX	<b>TEXT</b> / Adds text.

## Manage

ES	<b>MEP SETTINGS:ELECTRICAL SETTINGS</b> / Accesses dialog box to specify wiring parameters, voltages definitions, distribution systems, cable tray and conduit settings, and load calculation and circuit numbering settings.
MS	<b>MEP SETTINGS:MECHANICAL SETTINGS</b> / Accesses dialog box to configure component sizes, and the behavior and appearance of the mechanical systems.
SU	<b>ADDITIONAL SETTINGS:SUN SETTINGS</b> / Opens the sun settings dialog box.
UN	<b>PROJECT UNITS</b> / Opens the Project Units tool.

## Modify

AL	<b>ALIGN</b> / Aligns one or more elements with selected element.
AR	<b>ARRAY</b> / Creates a linear or radial array of selected elements.
CO or CC	<b>COPY</b> / Copies selected element(s).
CP	<b>COPE; APPLY COPING</b> / Applies coping to steel beam or columns.
CS	<b>CREATE SIMILAR</b> / Creates an element of the same type as the selected element.
DE	<b>DELETE</b> / Removes selected element(s) from the building model.
DI	<b>ALIGNED DIMENSION</b> / Creates an aligned dimension.
DM	<b>MIRROR - DRAW AXIS</b> / Reverses the position of a selected model element, using a user-generated line as the mirror axis.
EH	<b>HIDE IN VIEW:HIDE ELEMENTS</b> / Hides an element from view.
EL	<b>SPOT ELEVATION</b> / Displays the elevation of a selected point.
EOD	<b>OVERRIDE GRAPHICS IN VIEW:OVERRIDE BY ELEMENT</b> / Changes the graphic display settings for selected elements in the current view.
LI	<b>MODEL LINE; BOUNDARY LINE;</b> <b>REBAR LINE</b> / Places a new line.
LW	<b>LINEWORK</b> / Overrides the line style of selected line in the active view only.

# Modify

MA	<b>MATCH TYPE PROPERTIES</b> / Opens the Match Type tool to convert one or more elements to match the type assigned to another element.
MM	<b>MIRROR - PICK AXIS</b> / Reverses the position of a selected model element, using a selected line as the mirror axis.
MV	<b>MOVE</b> / Moves a selected element.
OF	<b>OFFSET</b> / Moves a selected model line, detail line, wall, or beam a specified distance perpendicular to its length.
PN	<b>PIN</b> / Locks a model element in place.
PP or CTRL-1 or VP	<b>PROPERTIES; TOGGLE PROPERTIES PALETTE</b> / Toggles the Properties palette.
PT	<b>PAINT</b> / Opens the Paint tool.
RC	<b>COPE:REMOVE COPING</b> / Removes coping.
RE	<b>SCALE</b> / Resizes the selected element.
RO	<b>ROTATE</b> / Rotates selected element around an axis.
RP	<b>REFERENCE PLANE</b> / Creates a reference plane using drawing tools.
SF	<b>SPLIT FACE</b> / Divides the face of an element into regions for application of different materials.
SL	<b>SPLIT ELEMENT</b> / Cuts an element (such as a wall or line) at a selected point.
TR	<b>TRIM/EXTEND TO CORNER</b> / Trims or extend one or more elements to form a corner.

UP	<b>UNPIN</b> / Unpins an element that is locked in position or an element that is driven by its host system.
VH	<b>HIDE IN VIEW:HIDE CATEGORY</b> / Hides an element category from view.

# Navigation Bar

32	<b>2D MODE</b> / Navigates the view using only 2D navigation options.
3F	<b>FLY MODE</b> / Simulates flying through a model.
3O	<b>OBJECT MODE</b> / Navigates and reorients the view in the direction of the controller cap.
3W	<b>WALK MODE</b> / Simulates walking through a model.
ZA	<b>ZOOM ALL TO FIT</b> / Zooms to fit all in view.
ZE or ZF or ZX	<b>ZOOM TO FIT</b> / Zooms to fit.
ZO or ZV	<b>ZOOM OUT(2X)</b> / Zooms out the project view by 2X.
ZP or ZC	<b>PREVIOUS PAN/ZOOM</b> / Returns to previous pan or zoom.
ZR or ZZ	<b>ZOOM IN REGION</b> / Zooms to a region.
ZS	<b>ZOOM SHEET SIZE</b> / Zooms to sheet size.

# Snaps

PC	<b>SNAP TO POINT CLOUDS</b> / Snaps to point cloud.
SC	<b>CENTERS</b> / Snaps to center.
SE	<b>ENDPOINTS</b> / Snaps to endpoints.
SI	<b>INTERSECTIONS</b> / Snaps to intersection.
SM	<b>MIDPOINTS</b> / Snaps to midpoint.
SN	<b>NEAREST</b> / Snaps to nearest.
SO	<b>SNAPS OFF</b> / Turns snaps off.
SP	<b>PERPENDICULAR</b> / Snaps to perpendicular.
SQ	<b>QUADRANTS</b> / Snaps to quadrant.
SR	<b>SNAP TO REMOTE OBJECTS</b> / Snaps to objects that are not near the element.
SS	<b>TURN OVERRIDE OFF</b> / Turns off override feature.
ST	<b>TANGENTS</b> / Snaps to tangent.
SW	<b>WORK PLANE GRID</b> / Snaps to the work plane grid.
SX	<b>POINTS</b> / Snaps to points.

## Structure

BM	<b>STRUCTURAL FRAMING: BEAM</b> / Adds a load-bearing structural beam element to the building model.
BR	<b>STRUCTURAL FRAMING: BRACE</b> / Adds diagonal members that are connected to beams and columns.
BS	<b>STRUCTURAL BEAM SYSTEM; AUTOMATIC BEAM SYSTEM</b> / Creates a layout that is used to control the number and spacing of a series of parallel beams.
CL	<b>COLUMN; STRUCTURAL COLUMN</b> / Adds a vertical load-bearing element to the building model.
CM	<b>PLACE A COMPONENT</b> / Place a component.
FT	<b>STRUCTURAL FOUNDATION: WALL</b> / Creates a wall foundation for the building model.
GR	<b>GRID</b> / Places column grid lines in the building design.
LL	<b>LEVEL</b> / Places a level in view.
RN	<b>REINFORCEMENT NUMBERS</b> / Defines or edits numbering sequences by partition for rebar and fabric sheets.
RP	<b>REFERENCE PLANE</b> / Creates a reference plane using drawing tools.
SB	<b>FLOOR:FLOOR: STRUCTURAL</b> / Adds structural floors to a building model.
WA	<b>WALL; WALL:WALL: ARCHITECTURAL</b> / Creates a non-bearing wall or a structural wall in the building model.

## System

AT	<b>AIR TERMINAL</b> / Places a register, grille or diffuser.	PA	<b>PIPE ACCESSORY</b> / Adds pipe accessories.
CM	<b>PLACE A COMPONENT</b> / Place a component.	PF	<b>PIPE FITTING</b> / Draws a pipe fitting in a piping system.
CN	<b>CONDUIT</b> / Draws a rigid conduit run.	PI	<b>PIPE</b> / Draws rigid piping.
CT	<b>CABLE TRAY</b> / Draws a cable tray run.	PX	<b>PLUMBING FIXTURE</b> / Places a plumbing fixture.
CV	<b>CONVERT TO FLEX DUCT</b> / Converts a section of rigid duct to flexible duct.	RP	<b>REFERENCE PLANE</b> / Creates a reference plane using drawing tools.
DA	<b>DUCT ACCESSORY</b> / Adds duct accessories, such as dampers, in duct systems.	SK	<b>SPRINKLER</b> / Places a sprinkler.
DF	<b>DUCT FITTING</b> / Places duct fittings (elbows, tees, end caps, and so on) in duct systems.	TF	<b>CABLE TRAY FITTING</b> / Places cable tray fittings.
DT	<b>DUCT</b> / Draws ductwork in the building model.		
EE	<b>ELECTRICAL EQUIPMENT</b> / Places electrical equipment, such as panels and switch gear.		
EW	<b>ARC WIRE</b> / Draws an arced wire run.		
FD	<b>FLEX DUCT</b> / Draws flexible ductwork in the building model.		
FP	<b>FLEX PIPE</b> / Draws flexible pipes.		
LF	<b>LIGHTING FIXTURE</b> / Adds a lighting fixture element.		
ME	<b>MECHANICAL EQUIPMENT</b> / Places mechanical equipment such as boilers, furnaces or fans.		
NF	<b>CONDUIT FITTING</b> / Places conduit fittings.		

## View

<b>FN9</b>	<b>SYSTEM BROWSER</b> / Finds components that are not assigned to a system.
<b>KS</b>	<b>KEYBOARD SHORTCUTS</b> / Assigns key sequences to tools.
<b>PP</b> or <b>CTRL-1</b> or <b>VP</b>	<b>PROPERTIES; TOGGLE PROPERTIES PALETTE</b> / Toggles the Properties palette.
<b>RD</b>	<b>RENDER IN CLOUD</b> / Renders 3D views online.
<b>RG</b>	<b>RENDER GALLERY</b> / Enables access to multiple versions of renderings, render images as panoramas, change rendering quality, and apply background environments to rendered scenes.
<b>RR</b>	<b>RENDER</b> / Creates a photorealistic image of the building model.
<b>TL</b>	<b>THIN LINES</b> / Displays all lines on the screen as a single width, regardless of zoom level.
<b>VG</b> or <b>VV</b>	<b>VISIBILITY/GRAPHICS</b> / Controls the visibility and graphic display of model elements, datum elements, and view-specific elements for each view in a project.
<b>WC</b>	<b>CASCADE WINDOWS</b> / Arranges all open windows in a series in the drawing area.
<b>WT</b>	<b>TILE WINDOWS</b> / See all open views at the same time.

## View Control Bar

<b>CX</b>	<b>TOGGLE REVEAL CONSTRAINTS MODE</b> / Toggles the constraints in a view.	<b>RR</b>	<b>RENDER</b> / Creates a photorealistic image of the building model.
<b>GD</b>	<b>GRAPHIC DISPLAY OPTIONS</b> / Opens the Graphics dialog box.	<b>RY</b>	<b>RAY TRACE</b> / Opens Ray Trace visual style, enabling a photorealistic rendering mode that allows spanning and zooming around the model.
<b>HC</b>	<b>HIDE CATEGORY</b> / Hides all selected categories in the view.	<b>SD</b>	<b>SHADED WITH EDGES</b> / Applies a shaded edge.
<b>HH</b>	<b>HIDE ELEMENT</b> / Hides an element from view.	<b>WF</b>	<b>WIREFRAME</b> / Displays the image of the model with all edges and lines drawn, but with no surfaces drawn.
<b>HI</b>	<b>ISOLATE ELEMENT</b> / Isolates selected elements.		
<b>HL</b>	<b>HIDDEN LINE</b> / Displays the image with all edges and lines drawn except those obstructed by surfaces.		
<b>HR</b>	<b>RESET TEMPORARY HIDE/ISOLATE</b> / Restores any temporarily hidden elements or categories.		
<b>IC</b>	<b>ISOLATE CATEGORY</b> / Isolates selected categories.		
<b>RD</b>	<b>RENDER IN CLOUD</b> / Renders 3D views online.		
<b>RG</b>	<b>RENDER GALLERY</b> / Enables access to multiple versions of renderings, render images as panoramas, change rendering quality, and apply background environments to rendered scenes.		
<b>RH</b>	<b>TOGGLE REVEAL HIDDEN ELEMENTS MODE</b> / Toggles the Reveal Hidden Elements Mode.		



# Additional Revit Command and Shortcut Information

REVIT KEYTIPS: <http://autode.sk/revitkeytips>

CUSTOM REVIT SHORTCUTS: <http://autode.sk/revitcustomshortcuts>