



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

Analyze

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

Architecture

- CL COLUMN; STRUCTURAL COLUMN / Adds a vertical load-bearing element to the building model.
- CM PLACE A COMPONENT / Place a component.
- DR DOOR / Adds a door to the building model.
- GR GRID / Places column grid lines in the building design.
- LL LEVEL / Places a level in view.
- RM ROOM / Creates a room bounded by model elements and separation lines.
- RP REFERENCE PLANE / Creates a reference plane using drawing tools.
- RT TAG ROOM; ROOM TAG / Tags the selected room.
- SB FLOOR: FLOOR: STRUCTURAL / Adds structural floors to a building model.
- WA WALL; WALL: WALL: ARCHITECTURAL / Creates a non-bearing wall or a structural wall in the building model.
- WN WINDOW / 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.
- **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 PLACE A COMPONENT / Place a component.
- **DI** ALIGNED DIMENSION / Creates an aligned dimension.
- FR FIND/REPLACE / Find and replace.
- GP MODEL GROUP:CREATE GROUP; DETAIL GROUP:CREATE GROUP / Creates a group of elements.
- LI MODEL LINE; BOUNDARY LINE; REBAR LINE / Places a new line.
- LL LEVEL / Places a level in view.
- MD MODIFY / Enters selection mode to select elements to modify.
- PP or CTRL-1 or VP
 PROPERTIES; TOGGLE PROPERTIES
 PALETTE / Toggles the Properties palette.
- RP REFERENCE PLANE / Creates a reference plane using drawing tools.
- TX TEXT / Adds text.

Manage

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

Modify

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



Modify

- MA MATCH TYPE PROPERTIES / Opens the Match Type tool to convert one or more elements to match the type assigned to another element.
- MM MIRROR PICK AXIS / Reverses the position of a selected model element, using a selected line as the mirror axis.
- MV MOVE / Moves a selected element.
- OF OFFSET / Moves a selected model line, detail line, wall, or beam a specified distance perpendicular to its length.
- PN PIN / Locks a model element in place.
- PP or CTRL-1 or VP

PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.

- PT PAINT / Opens the Paint tool.
- RC COPE:REMOVE COPING / Removes coping.
- **RE SCALE** / Resizes the selected element.
- RO ROTATE / Rotates selected element around an axis.
- RP REFERENCE PLANE / Creates a reference plane using drawing tools.
- SF SPLIT FACE / Divides the face of an element into regions for application of different materials.
- SL SPLIT ELEMENT / Cuts an element (such as a wall or line) at a selected point.
- TR TRIM/EXTEND TO CORNER / Trims or extend one or more elements to form a corner.

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

Navigation Bar

- 32 2D MODE / Navigates the view using only 2D navigation options.
- **3F FLY MODE** / Simulates flying through a model.
- 3O OBJECT MODE / Navigates and reorients the view in the direction of the controller cap.
- 3W WALK MODE / Simulates walking through a model.
- ZA ZOOM ALL TO FIT / Zooms to fit all in view.
- ZE or ZF or ZX
 ZOOM TO FIT / 700ms to fit.
- ZO or ZV

ZOOM OUT(2X) / Zooms out the project view by 2X.

ZP or ZC

PREVIOUS PAN/ZOOM / Returns to previous pan or zoom.

ZR or ZZ

ZOOM IN REGION / Zooms to a region.

ZS ZOOM SHEET SIZE / Zooms to sheet size.

Snaps

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

Structure

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

System

- AT AIR TERMINAL / Places a register, grille or diffuser.
- CM PLACE A COMPONENT / Place a component.
- **CN CONDUIT** / Draws a rigid conduit run.
- CT CABLE TRAY / Draws a cable tray run.
- CV CONVERT TO FLEX DUCT / Converts a section of rigid duct to flexible duct.
- DA DUCT ACCESSORY / Adds duct accessories, such as dampers, in duct systems.
- DF DUCT FITTING / Places duct fittings (elbows, tees, end caps, and so on) in duct systems.
- DT DUCT / Draws ductwork in the building model.
- EE ELECTRICAL EQUIPMENT / Places electrical equipment, such as panels and switch gear.
- **EW** ARC WIRE / Draws an arced wire run.
- FD FLEX DUCT / Draws flexible ductwork in the building model.
- FP FLEX PIPE / Draws flexible pipes.
- LF LIGHTING FIXTURE / Adds a lighting fixture element.
- ME MECHANICAL EQUIPMENT / Places mechanical equipment such as boilers, furnaces or fans.
- NF CONDUIT FITTING / Places conduit fittings.

- PA PIPE ACCESSORY / Adds pipe accessories.
- PF PIPE FITTING / Draws a pipe fitting in a piping system.
- PI PIPE / Draws rigid piping.
- PX PLUMBING FIXTURE / Places a plumbing fixture.
- RP REFERENCE PLANE / Creates a reference plane using drawing tools.
- **SK SPRINKLER** / Places a sprinkler.
- TF CABLE TRAY FITTING / Places cable tray fittings.

View

- **FN9 SYSTEM BROWSER** / Finds components that are not assigned to a system.
- KS KEYBOARD SHORTCUTS / Assigns key sequences to tools.
- PP or CTRL-1 or VP

PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.

- RD RENDER IN CLOUD / Renders 3D views online.
- RG RENDER GALLERY / Enables access to multiple versions of renderings, render images as panoramas, change rendering quality, and apply background environments to rendered scenes.
- RR RENDER / Creates a photorealistic image of the building model.
- TL THIN LINES / Displays all lines on the screen as a single width, regardless of zoom level.

VG or VV

VISIBILITY/GRAPHICS / Controls the visibility and graphic display of model elements, datum elements, and view-specific elements for each view in a project.

- WC CASCADE WINDOWS / Arranges all open windows in a series in the drawing area.
- WT TILE WINDOWS / See all open views at the same time.

View Control Bar

- CX TOGGLE REVEAL CONSTRAINTS
 MODE / Toggles the constraints in a view.
- GD GRAPHIC DISPLAY OPTIONS / Opens the Graphics dialog box.
- HC HIDE CATEGORY / Hides all selected categories in the view.
- HH HIDE ELEMENT / Hides an element from view.
- HI ISOLATE ELEMENT / Isolates selected elements.
- HL HIDDEN LINE / Displays the image with all edges and lines drawn except those obstructed by surfaces.
- HR RESET TEMPORARY HIDE/ISOLATE /
 Restores any temporarily hidden elements or categories.
- IC ISOLATE CATEGORY / Isolates selected categories.
- RD RENDER IN CLOUD / Renders 3D views online.
- RG RENDER GALLERY / Enables access to multiple versions of renderings, render images as panoramas, change rendering quality, and apply background environments to rendered scenes.
- RH TOGGLE REVEAL HIDDEN ELEMENTS MODE / Toggles the Reveal Hidden Elements Mode.

- RR RENDER / Creates a photorealistic image of the building model.
- RY RAY TRACE / Opens Ray Trace visual style, enablingaphotorealisticrenderingmodethat allowspanningandzoomingaroundthemodel.
- SD SHADED WITH EDGES / Applies a shaded edge.
- WF WIREFRAME / Displays the image of the model with all edges and lines drawn, but with no surfaces drawn.



Additional Revit Command and Shortcut Information

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

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