

CommandName	CommandId	Shortcuts	Paths
Modify	ID.BUTTON_SELECT	MD	Create>Select; Insert>Select; Annotate>Select; View>Select; Manage>Select; Modify>Select; Architecture>Select; Structure>Select; Site>Select; Contextual Tabs>Select
Select links	ID.TOGGLE_ALLOW_LINK_SELECTION		Create>Select; Insert>Select; Annotate>Select; View>Select; Manage>Select; Modify>Select; Architecture>Select; Structure>Select; Site>Select; Contextual Tabs>Select
Select underlay elements	ID.TOGGLE_ALLOW_UNDERLAY_SELECTION		Create>Select; Insert>Select; Annotate>Select; View>Select; Manage>Select; Modify>Select; Architecture>Select; Structure>Select; Site>Select; Contextual Tabs>Select
Select pinned elements	ID.TOGGLE_ALLOW_PINNED_SELECTION		Create>Select; Insert>Select; Annotate>Select; View>Select; Manage>Select; Modify>Select; Architecture>Select; Structure>Select; Site>Select; Contextual Tabs>Select
Select elements by face	ID.TOGGLE_ALLOW_FACE_SELECTION		Create>Select; Insert>Select; Annotate>Select; View>Select; Manage>Select; Modify>Select; Architecture>Select; Structure>Select; Site>Select; Contextual Tabs>Select
Drag elements on selection	ID.TOGGLE_ALLOW_DRAG_ON_SELECTION		Create>Select; Insert>Select; Annotate>Select; View>Select; Manage>Select; Modify>Select; Architecture>Select; Structure>Select; Site>Select; Contextual Tabs>Select
Type Properties	ID.EDIT_TYPE		Create>Properties; Modify>Properties
Properties; Toggle Properties Palette	ID.TOGGLE_PROPERTIES_PALETTE	PP#Ctrl+I#VP	Create>Properties; View>Windows; Modify>Properties; Contextual Tabs>Properties; Debug>Debug
Family Category and Parameters	ID.OBJECTS_FAMILYHOST		Create>Properties; Modify>Properties
Family Types	ID.FAMILY_TYPE		Create>Properties; Modify>Properties
Solid Extrusion	ID.OBJECTS_EXTRUSION		Create>Forms
Solid Blend	ID.OBJECTS_BLEND		Create>Forms
Solid Revolve	ID.OBJECTS_REVOLUTION		Create>Forms
Solid Sweep	ID.OBJECTS_SWEEP		Create>Forms
Solid Swept Blend	ID.OBJECTS_SWEPBLEND		Create>Forms
Void Forms:Void Extrusion	ID.OBJECTS_EXTRUSION_CUT		Create>Forms
Void Forms:Void Blend	ID.OBJECTS_BLEND_CUT		Create>Forms
Void Forms:Void Revolve	ID.OBJECTS_REVOLUTION_CUT		Create>Forms
Void Forms:Void Sweep	ID.OBJECTS_SWEEP_CUT		Create>Forms
Void Forms:Void Swept Blend	ID.OBJECTS_SWEPBLEND_CUT		Create>Forms
Model Line; Model Line; Boundary Line; Rebar Line	ID.OBJECTS_CURVE	LI	Create>Model; Create>Detail; Create>Draw; Modify>Draw; Contextual Tabs>Draw
Place a Component	ID.OBJECTS_FAMSYM	CM	Create>Model; Architecture>Build
Model Group:Place Model Group	ID.OBJECTS_PLACE_GROUP		Create>Model; Architecture>Model
Model Group>Create Group; Detail Group>Create Group; Create Group	ID.EDIT_GROUP	GP	Create>Model; Annotate>Detail; Modify>Create; Create>Detail; Architecture>Model
Model Text	ID.OBJECTS_MODELTEXT		Create>Model; Architecture>Model
Opening	ID.OBJECTS_OPENING		Create>Model
Control	ID.OBJECTS_CONTROL		Create>Control
Reference Line; Reference Line	ID.OBJECTS_REFERENCE_CURVE		Create>Datum; Create>Draw; Modify>Draw
Reference Plane; Reference Plane	ID.OBJECTS_CLINE	RP	Create>Datum; Create>Draw; Modify>Draw; Architecture>Work Plane; Contextual Tabs>Work Plane
Set; Set Work Plane	ID.SKETCH_PLANE_TOOL		Create>Work Plane; Modify>Work Plane; Architecture>Work Plane; Contextual Tabs>Work Plane
Set:Pick a Plane; Edit Work Plane:Pick a Plane	ID.PICK_WORKPLANE	PK	Create>Work Plane; Modify>Work Plane; Architecture>Work Plane; Contextual Tabs>Work Plane;
Show Work Plane	ID.SKETCH_GRID_VIS		Create>Work Plane; Modify>Work Plane; Architecture>Work Plane; Contextual Tabs>Work Plane
Workplane Viewer; Form Work Plane View	ID.WORKPLANE_VIEW		Create>Work Plane; Modify>Work Plane; Architecture>Work Plane; Contextual Tabs>Work Plane; Debug>Debug
Manage Links; Manage Links	ID.LINKED_DWG		Insert>Manage; Manage>Manage Project; Contextual Tabs>Image; Contextual Tabs>Coordination; Contextual Tabs>Link; Debug>Debug
Import CAD	ID.FILE_IMPORT		Insert>Import
Import PDF	ID.OBJECTS_RASTER_PDF		Insert>Import
Import Image	ID.OBJECTS_RASTER		Insert>Import
Manage Images	ID.EDIT_RASTER_SYMBOLS		Insert>Import; Manage>Manage Project
Load Family; Load Framing Family; Load Shapes	ID.FAMILY_LOAD		Insert>Load from Library; Contextual Tabs>Mode; Contextual Tabs>Family
Content Catalog:Launch as App	ID.CONTENT_CATALOG_APP		Insert>Load from Library
Content Catalog:Launch in Browser	ID.CONTENT_CATALOG_BROWSER		Insert>Load from Library
Content Catalog:Launch in Docked Window	ID.CONTENT_CATALOG_DOCKED_WINDOW		Insert>Load from Library
Load Autodesk Family	ID.FAMILY_LOAD_CLOUD		Insert>Load from Library
Load as Group	ID.LOAD_GROUP		Insert>Load from Library
Insert from File:Insert Views from File	ID.INSERT_VIEWS_FROM_FILE		Insert>Load from Library
Insert from File:Insert 2D Elements from File	ID.INSERT_2D_ELEMENTS_FROM_FILE		Insert>Load from Library
Aligned Dimension	ID.ANNOTATIONS_DIMENSION_ALIGNED	DI	Annotate>Dimension; Modify>Measure; Create>Dimension; Contextual Tabs>Dimension; Quick Access Toolbar
Angular Dimension	ID.ANNOTATIONS_DIMENSION_ANGULAR		Annotate>Dimension; Modify>Measure; Create>Dimension; Contextual Tabs>Dimension
Radial Dimension	ID.ANNOTATIONS_DIMENSION_RADIAL		Annotate>Dimension; Modify>Measure; Create>Dimension; Contextual Tabs>Dimension
Diameter Dimension	ID.ANNOTATIONS_DIMENSION_DIAMETER		Annotate>Dimension; Modify>Measure; Create>Dimension; Contextual Tabs>Dimension
Arc Length Dimension	ID.ANNOTATIONS_DIMENSION_ARCLENGTH		Annotate>Dimension; Modify>Measure; Create>Dimension; Contextual Tabs>Dimension
Linear Dimension Types	ID.SETTINGS_DIMENSIONS_LINEAR		Annotate>Dimension; Create>Dimension
Angular Dimension Types	ID.SETTINGS_DIMENSIONS_ANGULAR		Annotate>Dimension; Create>Dimension
Radial Dimension Types	ID.SETTINGS_DIMENSIONS_RADIAL		Annotate>Dimension; Create>Dimension
Diameter Dimension Types	ID.SETTINGS_DIMENSIONS_DIAMETER		Annotate>Dimension; Create>Dimension
Symbolic Line	ID.OBJECTS_VIEW_DIR_SPEC_CURVE		Annotate>Detail
Detail Component; Detail Component	ID.OBJECTS_FAMDETAIL		Annotate>Detail; Create>Detail; Debug>Debug
Detail Group:Place Detail Group	ID.OBJECTS_PLACE_DETAIL_GROUP		Annotate>Detail; Create>Detail
Symbol	ID.OBJECTS_FAM_ANN_INST		Annotate>Detail; Create>Detail; Annotate>Symbol
Masking Region; Masking Region	ID.MASKING_REGION		Annotate>Detail; Create>Detail
Filled Region; Filled Region	ID.OBJECTS_FILLED_REGION		Annotate>Detail; Create>Detail
Text	ID.OBJECTS_TEXT_NOTE	TX	Annotate>Text; Create>Text; Quick Access Toolbar
Check Spelling	ID.CHECK_SPELLING		Annotate>Text; Create>Text; Contextual Tabs>Text
Find/ Replace	ID.FIND_REPLACE	FR	Annotate>Text; Create>Text; Contextual Tabs>Text
Visibility/ Graphics	ID.VIEW_CATEGORY_VISIBILITY	VG#VV	View>Graphics
Thin Lines; Thin Lines	ID.THIN_LINES	TL	View>Graphics; Quick Access Toolbar
3D View; Default 3D View	ID.VIEW_DEFAULT_3DVIEW		View>Create; Quick Access Toolbar
3D View:Camera; Default 3D View:Camera	ID.VIEW_NEW_3DVIEW		View>Create; Quick Access Toolbar
3D View:Walkthrough; Default 3D View:Walkthrough	ID.VIEW_NEW_WALKTHROUGH		View>Create; Quick Access Toolbar
Section	ID.VIEW_NEW_SECTION		View>Create; Quick Access Toolbar
Plan Views:Floor Plan; Floor Plan	ID.VIEW_NEW_PLAN		View>Create
Plan Views:Reflected Ceiling Plan	ID.VIEW_NEW_RCP		View>Create
Plan Views:Plan Region	ID.NEW_PLAN_REGION		View>Create
Plan Views:Area Plan; Area:Area Plan	ID.VIEW_NEW_AREAScheme		View>Create; Architecture>Room & Area
Elevation; Elevation:Framing Elevation	ID.BUTTON_BRACING_ELEVATION		View>Create
Elevation:Building Elevation	ID.BUTTON_INTERIOR_ROOM_ELEVATION		View>Create
Duplicate View:Duplicate View	ID.PRIBROWSER_COPY		View>Create
Duplicate View:Duplicate with Detailing	ID.DUPLICATE_WITH_DETAILING		View>Create
Duplicate View:Duplicate as Dependent	ID.CREATE_DEPENDENT_VIEW		View>Create
Legends:Legend	ID.VIEW_NEW_LEGEND		View>Create
Legends:Keynote Legend	ID.VIEW_NEW_KEYNOTE_LEGEND		View>Create
Schedules:Schedule/Quantities	ID.VIEW_NEW_SCHEDULE		View>Create

Schedules:Material Takeoff	ID_VIEW_NEW_MATERIAL_TAKEOFF		View>Create
Schedules:Sheet List	ID_VIEW_NEW_DRAWING_LIST		View>Create
Schedules:Note Block	ID_VIEW_NEW_NOTE_BLOCK		View>Create
Schedules:View List	ID_NEW_VIEWLIST		View>Create
Close Inactive Views	ID_VIEW_CLOSE_INACTIVE		View>Windows; Quick Access Toolbar
Tab Views	ID_VIEW_TAB	TW	View>Windows
Tile Views	ID_WINDOW_TILE_VERT	WT	View>Windows
ViewCube	ID_SHOW_VIEWCUBE		View>Windows
Navigation Bar	ID_NAVIGATION_BAR		View>Windows
Project Browser	ID_VIEW_PROJECTEXPLORER		View>Windows
Status Bar	ID_VIEW_STATUS_BAR		View>Windows
Browser Organization	ID_BROWSER_ORGANIZATION		View>Windows
Keyboard Shortcuts	ID_KEYBOARD_SHORTCUT_DIALOG	KS	View>Windows
Canvas Theme	ID_CANVAS_THEME_SWITCH	CA	View>Windows
Materials	ID_SETTINGS_MATERIALS		Manage>Settings
Object Styles	ID_SETTINGS_OBJECTSTYLES		Manage>Settings
Snaps	ID_SETTINGS_SNAPPING		Manage>Settings
Parameters Service	ID_SETTINGS_FORGE_PARAMETERS	PM	Manage>Settings
Shared Parameters	ID_FILE_EXTERNAL_PARAMETERS		Manage>Settings
Transfer Project Standards	ID_TRANSFER_PROJECT_STANDARDS		Manage>Settings
Purge Unused	ID_PURGE_UNUSED		Manage>Settings
Project Units	ID_SETTINGS_UNITS	UN	Manage>Settings
MEP Settings:Building Operating Schedules	ID_OPERATING_SCHEDULES		Manage>Settings
Additional Settings:Line Styles	ID_SETTINGS_LINE_STYLES		Manage>Settings
Additional Settings:Line Weights	ID_SETTINGS_PENS		Manage>Settings
Additional Settings:Line Patterns	ID_SETTINGS_PEN_FONTS		Manage>Settings
Additional Settings:Fill Patterns	ID_SETTINGS_FILLPATTERNS		Manage>Settings
Arrowheads	ID_SETTINGS_ANNOTATIONS_LEADERS		Manage>Settings
Temporary Dimensions	ID_SETTINGS_DIMENSIONS		Manage>Settings
Section Tags	ID_VIEWTAGSTYLES_SECTIONTAGS		Manage>Settings
Keynoting Settings	ID_SETTINGS_KEYNOTING		Manage>Settings; Annotate>Tag
Additional Settings:Detail Level	ID_DETAIL_LEVEL		Manage>Settings
Additional Settings:Assembly Code	ID_SETTINGS_ASSEMBLY_CODE		Manage>Settings
IDs of Selection	ID_IDS_OF_SELECTION		Manage>Inquiry
Select by ID	ID_SELECT_BY_ID		Manage>Inquiry
Review Warnings	ID_REVIEW_WARNINGS		Manage>Inquiry
Calculate Areas	CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%Calculate Areas		Quantification>Areabook Extension
Edit Room	CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%Edit Room		Quantification>Areabook Extension
Room Group:Add Room Group	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%MNU_ROOM_GROUP_Lvl1%Add Room		Quantification>Areabook Extension
Room Group>Edit Room Group	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%MNU_ROOM_GROUP_Lvl1%Edit Room		Quantification>Areabook Extension
Add/Edit Floor Area	CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%Add/Edit Floor Area		Quantification>Areabook Extension
Calculation Settings	CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%Calculation Settings		Quantification>Areabook Extension
Edit Room Assignment Type	CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%Edit Room Assignment Type		Quantification>Areabook Extension
Hide/Show Areabook IDs	CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%Hide/Show Areabook IDs		Quantification>Areabook Extension
Set language	CustomCtrl.%CustomCtrl.%Quantification%Areabook Extension%Set language		Quantification>Areabook Extension
Calculate Building Part Quantities	CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%Calculate Building Part Quantities		Quantification>Buildingbook Extension
Calculation Settings	CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%Calculation Settings		Quantification>Buildingbook Extension
Buildingbook IDs:Quantity IDs: Show All	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%MNU_BB_QID_Lvl1%Quantity IDs:		Quantification>Buildingbook Extension
Buildingbook IDs:Quantity IDs: Hide All	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%MNU_BB_QID_Lvl1%Quantity IDs:		Quantification>Buildingbook Extension
Buildingbook IDs:Material IDs: Show All	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%MNU_BB_QID_Lvl1%Material IDs:		Quantification>Buildingbook Extension
Buildingbook IDs:Material IDs: Hide All	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%MNU_BB_QID_Lvl1%Material IDs:		Quantification>Buildingbook Extension
Buildingbook IDs:Hide/Show IDs by Category	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%MNU_BB_QID_Lvl1%Hide/Show If		Quantification>Buildingbook Extension
Buildingbook IDs:Select Building Parts by ID	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%MNU_BB_QID_Lvl1%Select Buildi		Quantification>Buildingbook Extension
Buildingbook IDs:Purge discontinued versions data	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%MNU_BB_QID_Lvl1%Purge discon		Quantification>Buildingbook Extension
Set language	CustomCtrl.%CustomCtrl.%Quantification%Buildingbook Extension%Set language		Quantification>Buildingbook Extension
Calculate Room Quantities	CustomCtrl.%CustomCtrl.%Quantification%RIBBON_PANEL_ROOMBOOK%Calculate Room Quantities		Quantification>Roombook Extension
Calculation Settings	CustomCtrl.%CustomCtrl.%Quantification%RIBBON_PANEL_ROOMBOOK%Calculation Settings		Quantification>Roombook Extension
Surface Materials:Apply Surface Materials to Rooms	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%RIBBON_PANEL_ROOMBOOK%RIBBON_RMQ_SurfMat_Lvl1		Quantification>Roombook Extension
Surface Materials>Edit Surface Materials	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%RIBBON_PANEL_ROOMBOOK%RIBBON_RMQ_SurfMat_Lvl1		Quantification>Roombook Extension
Roombook IDs:Hide/Show Quantity IDs	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%RIBBON_PANEL_ROOMBOOK%RIBBON_RMQ_ToggleSym_I		Quantification>Roombook Extension
Roombook IDs:Hide/Show Finish IDs	CustomCtrl.%CustomCtrl.%CustomCtrl.%Quantification%RIBBON_PANEL_ROOMBOOK%RIBBON_RMQ_ToggleSym_I		Quantification>Roombook Extension
Set language	CustomCtrl.%CustomCtrl.%Quantification%RIBBON_PANEL_ROOMBOOK%Set language		Quantification>Roombook Extension
Paste: Paste from Clipboard	ID_EDIT_PASTE		Modify>Clipboard; Contextual Tabs>Clipboard; Text Editor
Paste:Aligned to Selected Levels	ID_EDIT_PASTE_ALIGNED_LEVEL_BY_NAME		Modify>Clipboard
Paste:Aligned to Selected Views	ID_EDIT_PASTE_ALIGNED_VIEWS_BY_NAME		Modify>Clipboard
Paste:Aligned to Current View	ID_EDIT_PASTE_ALIGNED		Modify>Clipboard
Paste:Aligned to Same Place	ID_EDIT_PASTE_ALIGNED_SAME_PLACE		Modify>Clipboard
Paste:Aligned to Picked Level	ID_EDIT_PASTE_ALIGNED_PICK_LEVEL		Modify>Clipboard
Cut to Clipboard	ID_EDIT_CUT		Modify>Clipboard; Contextual Tabs>Clipboard; Text Editor
Copy to Clipboard	ID_EDIT_COPY		Modify>Clipboard; Contextual Tabs>Clipboard; Text Editor
Match Type Properties	ID_EDIT_MATCH_TYPE	MA	Modify>Clipboard
Paint	ID_EDIT_PAINT	PT	Modify>Geometry
Paint:Remove Paint	ID_EDIT_UNPAINT		Modify>Geometry
Cut: Cut Geometry	ID_CUT_HOST		Modify>Geometry
Cut:Uncut Geometry	ID_UNCUT_HOST		Modify>Geometry
Join: Join Geometry	ID_JOIN_ELEMENTS_EDITOR		Modify>Geometry
Join:Unjoin Geometry	ID_UNJOIN_ELEMENTS_EDITOR		Modify>Geometry
Split Face	ID_SPLIT_FACE	SF	Modify>Geometry
Activate Controls and Dimensions	ID_TOGGLE_ACTIVATE_CONTROLS	AC	Modify>Controls; Quick Access Toolbar
Move	ID_EDIT_MOVE	MV	Modify>Modify
Copy	ID_EDIT_MOVE_COPY	CO#CC	Modify>Modify
Copy:Array	ID_EDIT_CREATE_PATTERN	AR	Modify>Modify
Rotate	ID_EDIT_ROTATE	RO	Modify>Modify

Trim	ID_TRIM_EXTEND_CORNER	TR	Modify>Modify
Trim:Trim/Extend Single	ID_TRIM_EXTEND_SINGLE		Modify>Modify
Trim:Trim/Extend Multiple	ID_TRIM_EXTEND_MULTIPLE		Modify>Modify
Align	ID_ALIGN	AL	Modify>Modify
Mirror	ID_EDIT_MIRROR_LINE	DM	Modify>Modify
Mirror:Mirror - Pick Axis	ID_EDIT_MIRROR	MM	Modify>Modify
Split	ID_SPLIT	SL	Modify>Modify
Split:Split with Gap	ID_SPLIT_WITH_GAP		Modify>Modify
Offset	ID_OFFSET	OF	Modify>Modify
Scale	ID_EDIT_SCALE	RE	Modify>Modify
Pin	ID_LOCK_ELEMENTS	PN	Modify>Modify
Unpin	ID_UNLOCK_ELEMENTS	UP	Modify>Modify
Delete	ID_BUTTON_DELETE	DE	Modify>Modify
Measure:Measure Between Two References	ID_MEASURE_LINE		Modify>Measure; Quick Access Toolbar
Measure:Measure Along an Element	ID_MEASURE_PICK_LINES		Modify>Measure; Quick Access Toolbar
Create Similar	ID_EDIT_CREATE_SIMILAR	CS	Modify>Create
Load into Project; Model Group/Load as Group into Open Projects	ID_LOAD_INT0_PROJECTS		Family Editor>Family Editor; Architecture>Model
Load into Project and Close	ID_LOAD_INT0_PROJECTS_CLOSE		Family Editor>Family Editor
Label	ID_OBJECTS_TAG_NOTE		Create>Text
Revision Schedule	ID_VIEW_NEW_REVISION_SCHEDULE		View>Create
Major Segment	ID_MAJOR_SEGMENT		Create>Draw; Modify>Draw
Multi-planar	ID_TURN_ON_MULTI_PLANAR_SHAPE		Family Editor>Family Editor
Shape Status	ID_SHAPE_STATUS		Family Editor>Family Editor
Load into Project	ID_LOAD_INT0_PROJECTS_REBAR_SHAPE		Family Editor>Family Editor
Load into Project and Close	ID_LOAD_INT0_PROJECTS_CLOSE_REBAR_SHAPE		Family Editor>Family Editor
Place Mass	ID_OBJECTS_MASS		Create>Model
Draw on Face	IDC_DRAW_ON_FACE		Create>Draw; Modify>Draw; Contextual Tabs>Placement
Draw on Work Plane	IDC_DRAW_ON_WORKPLANE		Create>Draw; Modify>Draw; Contextual Tabs>Placement
Level	ID_OBJECTS_LEVEL	LL	Create>Datum; Architecture>Datum; Structure>Datum
Additional Settings:Sun Settings; Sun Settings	ID_SETTINGS_SUNANDSHADOWSETTINGS	SU	Manage>Settings; Contextual Tabs>Presets and Data
Split Face	ID_SPLIT_FACE_IN_NEW_FAMILIES	SF	Modify>Geometry
Wall; Wall:Wall: Architectural	ID_OBJECTS_WALL	WA	Architecture>Build; Structure>Structure
Wall:Wall: Structural	ID_OBJECTS_STRUCTURAL_WALL		Architecture>Build; Structure>Structure
Wall:In-Place Wall	ID_INPLACE_WALL		Architecture>Build; Structure>Structure
Wall:Wall: Sweep	ID_OBJECTS_CORNICE		Architecture>Build; Structure>Structure
Wall:Wall: Reveal	ID_OBJECTS_REVEAL		Architecture>Build; Structure>Structure
Door	ID_OBJECTS_DOOR	DR	Architecture>Build
Window	ID_OBJECTS_WINDOW	WN	Architecture>Build
Column; Structural Column	ID_OBJECTS_STRUCTURAL_COLUMN		Architecture>Build; Structure>Structure
Column:Column: Architectural	ID_OBJECTS_COLUMN		Architecture>Build
Roof; Roof by Footprint	ID_ROOF_FOOTPRINT		Architecture>Build
Roof:Roof by Extrusion	ID_ROOF_EXTRUSION		Architecture>Build
Roof:Roof: Soffit	ID_CREATE_SOFFIT_TB		Architecture>Build
Roof:Roof: Fascia	ID_CREATE_FASCIA_TB		Architecture>Build
Roof:Roof: Gutter	ID_CREATE_GUTTER_TB		Architecture>Build
Ceiling; Automatic Ceiling	ID_OBJECTS_CEILING		Architecture>Build; Contextual Tabs>Ceiling
Floor; Floor:Floor: Architectural	ID_OBJECTS_FLOOR		Architecture>Build; Structure>Structure
Floor:Floor: Structural	ID_OBJECTS_SLAB		Architecture>Build; Structure>Structure
Floor:Floor: Slab Edge	ID_CREATE_SLAB_EDGE_TB		Architecture>Build; Structure>Structure
Curtain Grid	ID_OBJECTS_CW_GRID		Architecture>Build
Curtain Wall Mullion	ID_OBJECTS_MULLION		Architecture>Build
Railing	ID_OBJECTS_RAILING		Architecture>Circulation; Debug>Debug
Railing:Place on Stair/Ramp	ID_OBJECTS_RAILING_ON_HOST		Architecture>Circulation
Ramp	ID_OBJECTS_RAMP		Architecture>Circulation
Stair	ID_OBJECTS_STAIRS		Architecture>Circulation
Model Line	ID_OBJECTS_PROJECT_CURVE	LI	Architecture>Model
Room	ID_OBJECTS_ROOM	RM	Architecture>Room & Area
Room:Re-center Reference; Room Tag:Re-center Reference	ID_RECENTER_REFERENCE_LINE		Architecture>Room & Area; Annotate>Tag
Room Separator	ID_OBJECTS_AREA_SEPARATION		Architecture>Room & Area
Tag Room; Tag Room; Room Tag	ID_OBJECTS_ROOM_TAG	RT	Architecture>Room & Area; Annotate>Tag
Tag Room:Tag Area; Tag Area; Area Tag	ID_OBJECTS_AREA_TAG		Architecture>Room & Area; Annotate>Tag
Tag Room:Tag All Not Tagged; Tag Area:Tag All Not Tagged	ID_BUTTON_TAG_ALL		Architecture>Room & Area; Annotate>Tag
Area	ID_OBJECTS_AREA		Architecture>Room & Area
Area Boundary	ID_OBJECTS_AREASCHHEME_BOUNDARY		Architecture>Room & Area
Color Schemes	ID_SETTINGS_COLORFILLSCHMES		Architecture>Room & Area
Area Computations	ID_SETTING_AREACALCULATIONS		Architecture>Room & Area
Opening by Face	ID_CREATE_OPENING_BY_FACE_TB		Architecture>Opening
Shaft Opening	ID_CREATE_SHAFT_OPENING_TB		Architecture>Opening
Wall Opening	ID_CREATE_WALL_OPENING_TB		Architecture>Opening
Vertical Opening	ID_CREATE_VERTICAL_OPENING_TB		Architecture>Opening
Dormer Opening	ID_CREATE_DORMER_OPENING_TB		Architecture>Opening
Grid	ID_OBJECTS_GRID	GR	Architecture>Datum; Structure>Datum
Structural Framing: Beam	ID_OBJECTS_BEAM		Structure>Structure
Structural Framing: Brace	ID_OBJECTS_BRACE		Structure>Structure
Structural Foundation: Isolated	ID_OBJECTS_ISOLATED_FOOTING		Structure>Foundation
Structural Foundation: Wall	ID_OBJECTS_CONTINUOUS_FOOTING		Structure>Foundation
Link Revit	ID_RVTD0C_LINK		Insert>Link
Link IFC	ID_IFC_LINK		Insert>Link
Link CAD	ID_FILE_CADFORMAT_LINK		Insert>Link
Link Topography	ID_TOPOGRAPHY_LINK		Insert>Link
DWF Markup	ID_MARKUPS_LOAD		Insert>Link
Coordination Model:Local	ID_COORDINATIONMODEL_ADD_LOCAL		Insert>Link; Contextual Tabs>Coordination Model
Coordination Model:Autodesk Docs	ID_COORDINATIONMODEL_ADD_AUTODESKDOCS		Insert>Link; Contextual Tabs>Coordination Model

Link PDF	ID_LINK_PDF		Insert>Link
Link Image	ID_LINK_IMAGE		Insert>Link
Linear Dimension	ID_ANNOTATIONS_DIMENSION_LINEAR		Annotate>Dimension; Modify>Measure; Contextual Tabs>Dimension
Spot Elevation; Spot Elevation	ID_SPOT_ELEVATION	EL	Annotate>Dimension; Modify>Measure; Contextual Tabs>Dimension
Spot Coordinate; Spot Coordinate	ID_SPOT_COORDINATE		Annotate>Dimension; Modify>Measure; Contextual Tabs>Dimension
Spot Slope; Spot Slope	ID_SPOT_SLOPE		Annotate>Dimension; Modify>Measure; Contextual Tabs>Dimension
Spot Elevation Types	ID_SETTINGS_SPOT_ELEVATION		Annotate>Dimension
Spot Coordinate Types	ID_SETTINGS_SPOT_COORDINATE		Annotate>Dimension
Spot Slope Types	ID_SETTINGS_SPOT_SLOPE		Annotate>Dimension
Detail Line	ID_OBJECTS_DETAIL_CURVES	DL	Annotate>Detail
Repeating Detail Component	ID_OBJECTS_REPEATING_DETAIL		Annotate>Detail
Legend Component	ID_OBJECTS_LEGEND_COMPONENT		Annotate>Detail
Revision Cloud	ID_OBJECTS_CLOUD		Annotate>Detail
Insulation	ID_OBJECTS_INSULATION		Annotate>Detail
Tag by Category; Tag by Category	ID_BUTTON_TAG	TG	Annotate>Tag; Quick Access Toolbar
Multi-Category Tag	ID_TAG_MULTI		Annotate>Tag
Material Tag	ID_TAG_MATERIAL		Annotate>Tag
View Reference	ID_NEW_REFERENCE_VIEWER		Annotate>Tag; View>Sheet Composition
Stair Tread/Riser Number	ID_STAIRS_TRISER_NUMBER		Annotate>Tag
Element Keynote	ID_KEYNOTE_ELEMENT		Annotate>Tag
Material Keynote	ID_KEYNOTE_MATERIAL		Annotate>Tag
User Keynote	ID_KEYNOTE_USER		Annotate>Tag
Loaded Tags And Symbols	ID_SETTINGS_TAGS		Annotate>Tag; Contextual Tabs>Tags
Color Fill Legend	ID_OBJECTS_ROOM_FILL		Annotate>Color Fill
Stair Path	ID_OBJECTS_STAIRS_PATH		Annotate>Symbol
Toposolid	ID_SITE_TOPO_SOLID		Site>Model Site
Toposolid>Create from Import	ID_SITE_TOPO_SOLID_FROM_IMPORT		Site>Model Site
Site Component	ID_SITE_COMPONENT		Site>Model Site
Parking Component	ID_SITE_PARKING_COMPONENT		Site>Model Site
Property Line	ID_SITE_PROPERTYLINE		Site>Model Site
Label Contours	ID_SITE_LABEL_CONTOURS		Site>Model Site
Property Line Data	ID_PROPERTY_LINE_DATA		Site>Model Site
Topography Cut Void Stability	ID_SITE_BOOLEAN_PERTURBATION_UI	BP	Site>Model Site
Toposolid Smooth Shading	ID_TOGGLE_SMOOTH_TOPOSOLID	TS	Site>Model Site
Graded Region	ID_SITE_GRADE		Site>Analysis
View Templates:Apply Template Properties to Current View	ID_APPLY_VIEW_TEMPLATE		View>Graphics
View Templates>Create Template from Current View	ID_CREATE_VIEW_TEMPLATE		View>Graphics
View Templates:Manage View Templates	ID_SETTINGS_VIEWTEMPLATES		View>Graphics
Show Hidden Lines by Element	ID_HIDE_ELEMENTS_EDITOR		View>Graphics
Remove Hidden Lines by Element	ID_UNHIDE_ELEMENTS_EDITOR		View>Graphics
Cut Profile	ID_EDIT_CUT_BOUNDARY		View>Graphics
Cloud Rendering:Render in Cloud	ID_PHOTO_RENDER_IN_CLOUD	RD	View>Presentation; View Control Bar
Cloud Rendering:Render Gallery	ID_PHOTO_RENDER_GALLERY	RG	View>Presentation; View Control Bar
Callout	ID_VIEW_NEW_CALLOUT		View>Create
Callout:Sketch	ID_VIEW_NEW_CALLOUT_SKETCH		View>Create
Drafting View	ID_VIEW_NEW_DRAFTING		View>Create
Scope Box	ID_VOLUME_OF_INTEREST		View>Create
Sheet; New Sheet	ID_VIEW_NEW_SHEET		View>Sheet Composition; Contextual Tabs>Create
Place View	ID_VIEW_PLACE_VIEW		View>Sheet Composition
Title Block	ID_OBJECTS_PLACE_TITLEBLOCK		View>Sheet Composition
Sheet Issues/Revisions; Additional Settings:Sheet Issues/Revisions	ID_SETTINGS_REVISIONS		View>Sheet Composition; Manage>Settings
Guide Grid	ID_CREATE_GUIDE_GRID		View>Sheet Composition
Matchline	ID_NEW_MATCHLINE		View>Sheet Composition
Viewports:Activate View; Activate View	ID_VIEWPORT_ACTIVATE		View>Sheet Composition; Contextual Tabs>Viewport; Context Menu
Viewports:Deactivate View	ID_VIEWPORT_ACTIVATE_BASE		View>Sheet Composition; Context Menu
Project Information	ID_SETTINGS_PROJECT_INFORMATION		Manage>Settings
Project Parameters	ID_SETTINGS_PROJECT_PARAMETERS		Manage>Settings
Elevation Tags	ID_VIEWTAGSTYLES_ELEVATIONTAGS		Manage>Settings
Callout Tags	ID_VIEWTAGSTYLES_CALLOUTTAGS		Manage>Settings
Additional Settings:Halftone / Underlay	ID_SETTINGS_HALFTONE		Manage>Settings
Additional Settings:Material Assets	ID_SETTINGS_RENDERING_APPEARANCE		Manage>Settings
Additional Settings:Multiple Values Indication	ID_MULTIPLE_VALUES_INDICATOR_SETTINGS		Manage>Settings
Location	ID_GEO_MANAGE_LOCATIONS		Manage>Project Location
Coordinates:Specify Coordinates at Point	ID_SPECIFY_SHARED_COORDINATES		Manage>Project Location
Coordinates:Report Coordinates	ID_REPORT_COORDINATES		Manage>Project Location
Position:Relocate Project	ID_RELOCATE_PROJECT		Manage>Project Location
Position:Rotate True North	ID_ROTATE_TRUE_NORTH		Manage>Project Location
Position:Mirror Project	ID_MIRROR_PROJECT		Manage>Project Location
Position:Rotate Project North	ID_ROTATE_PROJECT		Manage>Project Location
Reconcile Hosting; Reconcile Hosting	ID_TOGGLE_HOST_BY_LINK_BROWSER		Manage>Manage Project; Contextual Tabs>Host
Restore Backup	ID_FILE_BACKUPS		Manage>Manage Project
Phases	ID_SETTINGS_PHASES		Manage>Phasing
Publish Settings	ID_VIEWS_FOR_A360		Manage>Manage Models
Shared Views	ID_SHARED_VIEWS		Manage>Share
Join:Switch Join Order	ID_SWITCH_JOIN_ORDER_EDITOR		Modify>Geometry
Join/Unjoin Roof	ID_JOIN_ROOF		Modify>Geometry
Beam/Column Joins	ID_EDIT_BEAM_JOINS		Modify>Geometry
Wall Joins	ID_EDIT_WALL_JOINS		Modify>Geometry
Demolish	ID_EDIT_DEMOLISH		Modify>Geometry
Hide in View:Hide Elements	ID_VIEW_HIDE_ELEMENTS	EH	Modify>View
Hide in View:Hide Category	ID_VIEW_HIDE_CATEGORY	VH	Modify>View
Displace Elements	ID_DISPLACEMENT_CREATE		Modify>View
Override Graphics in View:Override by Element	ID_VIEW_OVERRIDE_ELEMENTS	EOD	Modify>View

Override Graphics in View:Override by Category	ID_VIEW_OVERRIDE_CATEGORY		Modify>View
Linework	ID_EDIT_LINEWORK	LW	Modify>View
Selection Box	ID_VIEW_APPLY_SELECTION_BOX	BX	Modify>View
Cancel Edit Mode	ID_CANCEL_SKETCH		Contextual Tabs>Mode
Finish Edit Mode	ID_FINISH_SKETCH		Contextual Tabs>Mode
Symbolic Line	ID_SKETCH_SHAFTOPENING_SYMBOL		Contextual Tabs>Draw
Cancel Edit Mode	ID_QUIT_SKETCH_PROFILE		Contextual Tabs>Mode
Finish Edit Mode	ID_FINISH_SKETCH_PROFILE		Contextual Tabs>Mode
Add elements	ID_ANALYTICAL_AUTOMATION_EDIT_MODE_ADD		Contextual Tabs>Edit Analytical Automation
Remove elements	ID_ANALYTICAL_AUTOMATION_EDIT_MODE_REMOVE		Contextual Tabs>Edit Analytical Automation
Finish	ID_ANALYTICAL_AUTOMATION_EDIT_MODE_FINISH		Contextual Tabs>Edit Analytical Automation
Cancel	ID_ANALYTICAL_AUTOMATION_EDIT_MODE_CANCEL		Contextual Tabs>Edit Analytical Automation
Slope Arrow	ID_SKETCH_DEFINE_SLOPE		Contextual Tabs>Draw
Auto Ceiling	ID_AUTO_CEILING		Contextual Tabs>Tools
Cancel Edit Mode	ID_STAIRSEDTMODE_QUIT		Contextual Tabs>Mode
Finish Edit Mode	ID_STAIRSEDTMODE_FINISH		Contextual Tabs>Mode
Run	ID_STAIRS_RUN		Contextual Tabs>Components
Landing	ID_STAIRS_LANDING		Contextual Tabs>Components
Support	ID_STAIRS_SUPPORT		Contextual Tabs>Components
Edit Stairs	ID_EXIT_PICK_LEVELS_EDITOR		Contextual Tabs>Edit
Connect Levels	ID_PICK_LEVELS_ON_STAIRS_CREATION		Contextual Tabs>Multistory Stairs
Convert to sketch-based	ID_STAIRS_CONVERT_TO_CUSTOM		Contextual Tabs>Tools
Edit Sketch; Edit Extrusion; Edit Base; Edit Sketch; Edit Boundary; Edit Footprint; Edit Path; Edit Revolve; Flip	ID_EDIT_SKETCH		Contextual Tabs>Tools; Contextual Tabs>Mode; Contextual Tabs>Property Lines; Contextual Tabs>Subregion
	ID_FLIP_STAIRS_DIRECTION		Contextual Tabs>Tools
Railing	ID_SET_RAILINGS_TYPE		Contextual Tabs>Tools
Add Landings	ID_ADD_ALL_LEVEL_LANDINGS		Contextual Tabs>Mode
Remove Landings	ID_REMOVE_ALL_LEVEL_LANDINGS		Contextual Tabs>Mode
Finish	ID_FINISH_LEVEL_LANDINGS_EDIT		Contextual Tabs>Mode
Cancel	ID_QUIT_LEVEL_LANDINGS_EDIT		Contextual Tabs>Mode
Add to Displacement	ID_DISPLACEMENT_ADD_ELEMENT		Contextual Tabs>Edit Displacement Set
Remove from Displacement	ID_DISPLACEMENT_REMOVE_ELEMENT		Contextual Tabs>Edit Displacement Set
Finish	ID_DISPLACEMENT_FINISH_EDIT		Contextual Tabs>Edit Displacement Set
Cancel	ID_DISPLACEMENT_CANCEL_EDIT		Contextual Tabs>Edit Displacement Set
Add to Relation	ID_ANALYTICAL_RELATIONSHIP_EDIT_MODE_ADD		Contextual Tabs>Edit Relation
Remove from Relation	ID_ANALYTICAL_RELATIONSHIP_EDIT_MODE_REMOVE		Contextual Tabs>Edit Relation
Finish	ID_ANALYTICAL_RELATIONSHIP_EDIT_MODE_FINISH		Contextual Tabs>Edit Relation
Cancel	ID_ANALYTICAL_RELATIONSHIP_EDIT_MODE_CANCEL		Contextual Tabs>Edit Relation
Add to Group	ID_ADD_LIGHT_TO_GROUP		Contextual Tabs>Light Group
Remove from Group	ID_REMOVE_LIGHT_FROM_GROUP		Contextual Tabs>Light Group
Finish	ID_FINISH_LIGHT_GROUP_EDIT		Contextual Tabs>Light Group
Cancel	ID_CANCEL_LIGHT_GROUP_EDIT		Contextual Tabs>Light Group
Finish	ID_LAYERSEDTMODE_FINISH		Contextual Tabs>Modify
Cancel	ID_LAYERSEDTMODE_QUIT		Contextual Tabs>Modify
Boundary	ID_BUTTON_STAIRS_LANDING_SKETCH		Contextual Tabs>Draw
Stairs Path; Stair Path	ID_BUTTON_STAIRS_PATH		Contextual Tabs>Draw
Beam Direction	ID_PICK_DIRSPAN_EDGE		Contextual Tabs>Draw
Edit Base	ID_EDIT_BLEND_BASE		Contextual Tabs>Mode
Edit Vertices	ID_EDIT_VERTEX_CONNECTIONS		Contextual Tabs>Mode; Contextual Tabs>Sweep; Contextual Tabs>Swept Blend
Cancel Edit Mode	ID_QUIT_SKETCH_PATH		Contextual Tabs>Mode
Finish Edit Mode	ID_FINISH_SKETCH_PATH		Contextual Tabs>Mode
Slope Control Point	ID_RBS_TOGGLE_END_REFERENCE		Contextual Tabs>Slope; Contextual Tabs>Justify
Finish	ID_RBS_FINISH_JUSTIFY_SLOPE_EDITMODE		Contextual Tabs>Slope Editor; Contextual Tabs>Justify Editor
Cancel	ID_RBS_CANCEL_JUSTIFY_SLOPE_EDITMODE		Contextual Tabs>Slope Editor; Contextual Tabs>Justify Editor
Cancel	ID_QUIT_CONNECTED_LEVELS_EDIT		Contextual Tabs>Mode
Finish	ID_FINISH_CONNECTED_LEVELS_EDIT		Contextual Tabs>Mode
Connect Levels	ID_ADD_CONNECTED_LEVELS_TO_MULTISTORY_STAIRS		Contextual Tabs>Multistory Stairs
Disconnect Levels	ID_REMOVE_CONNECTED_LEVELS_FROM_MULTISTORY_STAIRS		Contextual Tabs>Multistory Stairs
Modify	ID_RBS_CIRCUIT_GROUP_EDIT_EDIT_PATH		Contextual Tabs>Modify
Path Length	ID_PATH_LENGTH		Contextual Tabs>Edit Path
Path Offset	ID_PATH_OFFSET		Contextual Tabs>Edit Path
Finish Editing Path	ID_RBS_FINISH_CIRCUIT_PATH_EDIT_MODE		Contextual Tabs>Mode
Cancel Editing Path	ID_RBS_CANCEL_CIRCUIT_PATH_EDIT_MODE		Contextual Tabs>Mode
Finish	ID_FINISH_VIEW_POSITION_EDIT_MODE		Contextual Tabs>Edit View Position
Cancel	ID_CANCEL_VIEW_POSITION_EDIT_MODE		Contextual Tabs>Edit View Position
Add to Group	ID_EDITGROUP_ATTACH_ELEM_TO_GROUP		Contextual Tabs>Edit Attached Group
Remove from Group	ID_EDITGROUP_DETACH_ELEM_FROM_GROUP		Contextual Tabs>Edit Attached Group
Finish	ID_FINISH_ATTACHED_GROUP_EDIT_MODE		Contextual Tabs>Edit Attached Group
Cancel	ID_CANCEL_ATTACHED_GROUP_EDIT_MODE		Contextual Tabs>Edit Attached Group
Edit Top	ID_EDIT_BLEND_TOP		Contextual Tabs>Mode
Cancel Edit Mode	ID_QUIT_PICK_PATH		Contextual Tabs>Mode
Finish Edit Mode	ID_FINISH_PICK_PATH		Contextual Tabs>Mode
Pick 3D Edges	ID_PICK_EDGES		Contextual Tabs>Pick
Cancel Edit Mode	ID_QUIT_SWEEP		Contextual Tabs>Mode
Finish Edit Mode	ID_FINISH_SWEEP		Contextual Tabs>Mode
Sketch Path	ID_SKETCH_2D_PATH		Contextual Tabs>Sweep; Contextual Tabs>Swept Blend
Pick Path	ID_PICK_PATH		Contextual Tabs>Sweep; Contextual Tabs>Swept Blend
Select Profile	ID_SWEEP_PROFILE		Contextual Tabs>Sweep
Edit Profile; Edit Profile	ID_EDIT_SKETCH_SWEEPPROFILE		Contextual Tabs>Sweep; Contextual Tabs>Swept Blend; Contextual Tabs>Profile
Load Profile	ID_ESSENTIALS_LOAD_FAMILY		Contextual Tabs>Sweep; Contextual Tabs>Swept Blend; Contextual Tabs>Profile
Span Direction	ID_FLOOR_PICK_DISPAN_EDGE		Contextual Tabs>Draw
Auto Floor	ID_AUTO_FLOOR		Contextual Tabs>Tools
Move to New; Remove Load Area	ID_RBS_AREA_BASED_LOAD_REMOVE_AREA		Contextual Tabs>Divide Area Based Load; Contextual Tabs>Edit Area Based Load
Back to Existing; Add Load Area	ID_RBS_AREA_BASED_LOAD_ADD_AREA		Contextual Tabs>Divide Area Based Load; Contextual Tabs>Edit Area Based Load

Finish Dividing	ID_RBS_FINISH_AREA_BASED_LOAD_DIVIDE_MODE	Contextual Tabs>Mode
Cancel Dividing	ID_RBS_CANCEL_AREA_BASED_LOAD_DIVIDE_MODE	Contextual Tabs>Mode
Axis Line	ID_OBJECTS_AXIS	Contextual Tabs>Draw
Alignment Top Left	ID_STRUCT_CONN_OFFSET_REF_TOP_LEFT	Contextual Tabs>Edit Connectivity
Alignment Middle Left	ID_STRUCT_CONN_OFFSET_REF_MIDDLE_LEFT	Contextual Tabs>Edit Connectivity
Alignment Bottom Left	ID_STRUCT_CONN_OFFSET_REF_BOTTOM_LEFT	Contextual Tabs>Edit Connectivity
Alignment Top Center	ID_STRUCT_CONN_OFFSET_REF_TOP_CENTER	Contextual Tabs>Edit Connectivity
Alignment Middle Center	ID_STRUCT_CONN_OFFSET_REF_MIDDLE_CENTER	Contextual Tabs>Edit Connectivity
Alignment Bottom Center	ID_STRUCT_CONN_OFFSET_REF_BOTTOM_CENTER	Contextual Tabs>Edit Connectivity
Alignment Top Right	ID_STRUCT_CONN_OFFSET_REF_TOP_RIGHT	Contextual Tabs>Edit Connectivity
Alignment Middle Right	ID_STRUCT_CONN_OFFSET_REF_MIDDLE_RIGHT	Contextual Tabs>Edit Connectivity
Alignment Bottom Right	ID_STRUCT_CONN_OFFSET_REF_BOTTOM_RIGHT	Contextual Tabs>Edit Connectivity
Add to Set	ID_MECHANICAL_EQUIPMENT_SET_ADD	Contextual Tabs>Parallel Sets
Remove from Set	ID_MECHANICAL_EQUIPMENT_SET_REMOVE	Contextual Tabs>Parallel Sets
Assisted Association	ID_ENABLE_ANALYTICAL_ASSISTED_ASSOCIATION	Contextual Tabs>Coordination
Boundary	ID_BUTTON_STAIRS_RUN_BOUNDARY	Contextual Tabs>Draw
Riser	ID_BUTTON_STAIRS_RISER	Contextual Tabs>Draw
Run	ID_RUN	Contextual Tabs>Draw
Boundary	ID_BUTTON_STAIRS_BOUNDARY	Contextual Tabs>Draw
Filter	ID_BTN_FILTER_SELECTION	Contextual Tabs>Edit Pasted; Contextual Tabs>Selection; Contextual Tabs>Filter
Select All	ID_SELECT_ALL_PASTED	Contextual Tabs>Edit Pasted
Finalize Selected	ID_FINALIZE_SELECTED_ELEMENTS	Contextual Tabs>Edit Pasted
Finish	ID_FINISH_PASTE_EDIT_MODE	Contextual Tabs>Edit Pasted
Cancel	ID_QUIT_PASTE_EDIT_MODE	Contextual Tabs>Edit Pasted
Pick New Host; Pick New Host	ID_RAILING_SET_HOST	Contextual Tabs>Tools
Edit Joins	ID_RAILING_EDIT_JOINS	Contextual Tabs>Tools
Preview	ID_RAILING_EDIT_MODE_TOGGLE_PREVIEW	Contextual Tabs>Options
Add to Group	ID_EDITGROUP_ADD_TO_GROUP	AP Contextual Tabs>Edit Group
Remove from Group	ID_EDITGROUP_REMOVE_FROM_GROUP	RG Contextual Tabs>Edit Group
Attach Detail Group	ID_EDITGROUP_ATTACH_TO_GROUP	AD Contextual Tabs>Edit Group
Finish	ID_FINISH_GROUP_EDIT_MODE	FG Contextual Tabs>Edit Group
Cancel	ID_CANCEL_GROUP_EDIT_MODE	CG Contextual Tabs>Edit Group
Alignment Line	ID_RBS_PICKALIGNMENT_LINE	Contextual Tabs>Justify
Alignment Top Left	ID_JUSTIFY_TOP_LEFT	Contextual Tabs>Justify
Alignment Middle Left	ID_JUSTIFY_MIDDLE_LEFT	Contextual Tabs>Justify
Alignment Bottom Left	ID_JUSTIFY_BOTTOM_LEFT	Contextual Tabs>Justify
Alignment Top Center	ID_JUSTIFY_TOP_CENTER	Contextual Tabs>Justify
Alignment Middle Center	ID_JUSTIFY_MIDDLE_CENTER	Contextual Tabs>Justify
Alignment Bottom Center	ID_JUSTIFY_BOTTOM_CENTER	Contextual Tabs>Justify
Alignment Top Right	ID_JUSTIFY_TOP_RIGHT	Contextual Tabs>Justify
Alignment Middle Right	ID_JUSTIFY_MIDDLE_RIGHT	Contextual Tabs>Justify
Alignment Bottom Right	ID_JUSTIFY_BOTTOM_RIGHT	Contextual Tabs>Justify
Cancel Edit Mode	ID_QUIT_PICK_BOUNDARY	Contextual Tabs>Mode
Finish Edit Mode	ID_FINISH_PICK_BOUNDARY	Contextual Tabs>Mode
Pick Roof/Wall Edges	ID_PICK_DORMER_BOUNDARY	Contextual Tabs>Pick
Finish Editing	ID_RBS_FINISH_AREA_BASED_LOAD_EDIT_MODE	Contextual Tabs>Mode
Cancel Editing	ID_RBS_CANCEL_AREA_BASED_LOAD_EDIT_MODE	Contextual Tabs>Mode
Cancel Edit Mode	ID_RAILPATH_EDITMODE_QUIT	Contextual Tabs>Mode
Finish Edit Mode	ID_RAILPATH_EDITMODE_FINISH	Contextual Tabs>Mode
Edit Rail Joins	ID_EDIT_CONTINUOUS_RAIL_JOINS	Contextual Tabs>Joins
Reference Point	ID_PLACE_REF_POINT	Contextual Tabs>Tools
Cancel Edit Mode	ID_QUIT_SWEEP_BLEND	Contextual Tabs>Mode
Finish Edit Mode	ID_FINISH_SWEEP_BLEND	Contextual Tabs>Mode
Select Profile 1	ID_SKETCH_PROFILE_1	Contextual Tabs>Swept Blend
Select Profile 2	ID_SKETCH_PROFILE_2	Contextual Tabs>Swept Blend
Edit Path	ID_EDIT_CONTINUOUS_RAIL_PATH	Contextual Tabs>Tools
Reset Rail	ID_RESET_CONTINUOUS_RAIL	Contextual Tabs>Tools; Contextual Tabs>Continuous Rail
Finish Edit Mode	ID_FINISH_PROOF	Contextual Tabs>Mode
Slope Arrow	ID_SKETCH_DEFINE_ROOF_SLOPE	Contextual Tabs>Draw
Align Eaves	ID_SKETCH_ALIGN_EAVES	Contextual Tabs>Tools
Adjust Height	Dialog_Essentials_AdjustHeightOrOverhang;Control_Essentials_RadioHeight	Contextual Tabs>Tools
Adjust Overhang	Dialog_Essentials_AdjustHeightOrOverhang;Control_Essentials_RadioOverhang	Contextual Tabs>Tools
Add to Selection	ID_EDITSFILTER_ADD_TO_FILTER	Contextual Tabs>Edit Selection
Remove from Selection	ID_EDITSFILTER_REMOVE_FROM_FILTER	Contextual Tabs>Edit Selection
Finish Selection	ID_FINISH_SFILTER_EDIT_MODE	Contextual Tabs>Selection Mode
Cancel Selection	ID_CANCEL_SFILTER_EDIT_MODE	Contextual Tabs>Selection Mode
Propagate Rebar	ID_PROPAGATE_REBAR	Contextual Tabs>Reinforcement; Contextual Tabs>Host
Single Fabric Sheet Placement	ID_FABRIC_SINGLE_PLACEMENT	Contextual Tabs>Reinforcement
Reset Manual Edge Offsets	ID_CLEAN_MANUALLY_ADJUSTED	Contextual Tabs>Edge Horizontal Alignment
Select Host	ID_SELECT_HOST	Contextual Tabs>Host
Pick New Host	ID_PICK_HOST_IND_TAG	Contextual Tabs>Host
Edit Rail	ID_EDIT_CONTINUOUS_RAIL	Contextual Tabs>Continuous Rail
Reset Railing	ID_RESET_RAILING	Contextual Tabs>Tools
Select Tag	ID_MULTI_REFERENCE_ANNOTATION_SELECT_TAG	Contextual Tabs>Edit
Select Dimension	ID_MULTI_REFERENCE_ANNOTATION_SELECT_DIMENSION	Contextual Tabs>Edit
Change End Reference	ID_CHANGE_BEAM_END_REFERENCE	Contextual Tabs>Join Tools
Elbows	ID_OVERRIDE_FAB_PART_BENDS	Contextual Tabs>Override
Tees	ID_OVERRIDE_FAB_PART_TEES	Contextual Tabs>Override
Crosses	ID_OVERRIDE_FAB_PART_CROSSES	Contextual Tabs>Override
Restore Size	ID_RESTORE_IMAGE_SIZE	Contextual Tabs>Image
Remove Repeater	ID_COMPONENTREPEATER_REMOVEPEATER	Contextual Tabs>Repeater
Rotate Part	ID_FABRICATION_PART_PRE_ROTATE	Contextual Tabs>Options
Toggle Connector	ID_FABRICATION_PART_TOGGLE_CONNECTOR	Contextual Tabs>Options

Insert Part	ID_FABRICATION_PART_INSERT	Contextual Tabs>Options
Connect as Tap	ID_FABRICATION_PART_CONNECT_AS_TAP	Contextual Tabs>Options
Smart Snapping	ID_FABRICATION_PART_SMART_SNAPPING	Contextual Tabs>Options
Show Help Tooltip	ID_FABRICATION_PART_SHOW_TOOLTIP	Contextual Tabs>Options
Attach To Structure	ID_FABRICATION_HANGER_ATTACH	Contextual Tabs>Edit
Rotate 45°	ID_FABRICATION_PART_ROTATE_45DEGREES	Contextual Tabs>Edit
Rotate 90°	ID_FABRICATION_PART_ROTATE_90DEGREES	Contextual Tabs>Edit
Rotate 180°	ID_FABRICATION_PART_ROTATE_180DEGREES	Contextual Tabs>Edit
Export Job File	ID_EXPORT_FAB_MAJ	Contextual Tabs>Output
Print Reports	ID_FABRICATION_PRINT_REPORTS	Contextual Tabs>Output
Setup Item Reports	ID_FABRICATION_ITEM_REPORT	Contextual Tabs>Output
Setup Ancillary Reports	ID_FABRICATION_ANCILLARY_REPORT	Contextual Tabs>Output
Setup Linear Nest Reports	ID_FABRICATION_LINEAR_NEST_REPORT	Contextual Tabs>Output
Setup Worksheets	ID_FABRICATION_WORKSHEET	Contextual Tabs>Output
Printer Setup	ID_FABRICATION_PRINTER_SETUP	Contextual Tabs>Output
Use Default Printer Setup	ID_FABRICATION_USE_DEFAULT_PRINTER_SETUP	Contextual Tabs>Output
About this addin	ID_FABRICATION_ABOUT	Contextual Tabs>Output
Setup Item Data Export	ID_FABRICATION_ITEM_EXPORT	Contextual Tabs>Output
Setup Ancillary Data Export	ID_FABRICATION_ANCILLARY_EXPORT	Contextual Tabs>Output
Setup Linear Nest Data Export	ID_FABRICATION_LINEAR_NEST_EXPORT	Contextual Tabs>Output
Export Fabrication Data	ID_FABRICATION_RUN_EXPORT_DATA	Contextual Tabs>Output
Create Parameter	ID_ADD_PARAMETER	Contextual Tabs>Label Dimension; Contextual Tabs>Labeling
Align Text Top	ID_ALIGN_TOP	Contextual Tabs>Text
Align Text Middle	ID_ALIGN_MIDDLE	Contextual Tabs>Text
Align Text Bottom	ID_ALIGN_BOTTOM	Contextual Tabs>Text
Align Text Left	ID_ALIGN_LEFT	Contextual Tabs>Text
Align Text Center	ID_ALIGN_CENTER	Contextual Tabs>Text
Align Text Right	ID_ALIGN_RIGHT	Contextual Tabs>Text
Show border when editing	ID_TEXTEDITOR_SHOWBORDER	Contextual Tabs>Text; Contextual Tabs>Edit Text; Text Editor
Show opaque background when editing	ID_TEXTEDITOR_SHOWOPAQUEBK	Contextual Tabs>Text; Contextual Tabs>Edit Text; Text Editor
Pick New Host	ID_CONNECTOR_PICK_HOST	Contextual Tabs>Host
Enable Snaps	ID_ENABLE_RASTER_IMAGE_SNAPS	Contextual Tabs>Image
Select All	ID_REBAR_SELECT_SHOW_ALL_BARS	Contextual Tabs>Bars to Keep
Select None	ID_REBAR_SELECT_HIDE_ALL_BARS	Contextual Tabs>Bars to Keep
Remove Bar	ID_REBAR_REMOVE_BARS	Contextual Tabs>Customization
Reset Position	ID_REBAR_RESET_BARS	Contextual Tabs>Customization
Reset All	ID_REBAR_RESET_ALL_BARS	Contextual Tabs>Customization
Modify Bars	ID_REBAR_MODIFY_SET	Contextual Tabs>Mode
Show Removed Bars	ID_REBAR_ADD_REMOVE_BARS	Contextual Tabs>Mode
Finish	ID_REBAR_FINISH_EDIT_BARS	Contextual Tabs>Multiple
Cancel	ID_REBAR_CANCEL_EDIT_BARS	Contextual Tabs>Multiple
Check Changes	ID_COORDINATION_CHECK_CHANGES	Contextual Tabs>Coordination
Show All Leaders	ID_SHOW_ALL_TAG_LEADERS	Contextual Tabs>Leaders
Show One Leader	ID_SHOW_ONE_LEADER	Contextual Tabs>Leaders
Hide All Leaders	ID_HIDE_ALL_TAG_LEADERS	Contextual Tabs>Leaders
Select Leaders to Show	ID_SELECT_VISIBLE_LEADERS	Contextual Tabs>Leaders
Merge Leaders	ID_MERGE_LEADER_ELBOWS	Contextual Tabs>Leaders
Add Association	ID_COORDINATION_ADD_LOCAL_ASSOCIATION	Contextual Tabs>Coordination
Applicable Rules	ID_COORDINATION_APPLICABLE_RULES	Contextual Tabs>Coordination
Highlight Association	ID_COORDINATION_HIGHLIGHT_ASSOCIATIONS	Contextual Tabs>Coordination
Remove Association	ID_COORDINATION_REMOVE_ASSOCIATION	Contextual Tabs>Coordination
Save Position	ID_VIEWPORT_SAVE_VIEW_POSITION	Contextual Tabs>Positioning & View
Edit Position	ID_VIEWPORT_EDIT_VIEW_POSITION	Contextual Tabs>Positioning & View
Manage Positions	ID_MANAGE_VIEW_POSITIONS	Contextual Tabs>Positioning & View
Saved Position	ID_SAVED_VIEW_POSITION	Contextual Tabs>Positioning & View
View Anchor	ID_VIEW_ANCHOR	Contextual Tabs>Positioning & View
View	ID_VIEWPORT_VIEW	Contextual Tabs>Positioning & View
Align to Bar	ID_BENDING_DETAIL_ORTHO_PLACEMENT	Contextual Tabs>Mode
Parallel To View	ID_BENDING_DETAIL_PARALLEL_TO_VIEW	Contextual Tabs>Mode
Select Host	ID_BENDING_DETAIL_SELECT_HOST	Contextual Tabs>Host
Pick New Host	ID_BENDING_DETAIL_PICK_HOST	Contextual Tabs>Host
Add / Remove Host	ID_BENDING_DETAIL_ADD_REMOVE_HOST	Contextual Tabs>Host
Select Multiple	ID_BENDING_DETAIL_SELECT_MULTIPLE	Contextual Tabs>Multiple Selection
Clear Selection	ID_BENDING_DETAIL_CLEAR_SELECTION	Contextual Tabs>Multiple Selection
Create Details	ID_BENDING_DETAIL_CREATE_MULTIPLE	Contextual Tabs>Multiple Selection
Realistic	ID_BENDING_DETAIL_MODE_REALISTIC	Contextual Tabs>Type
Schematic	ID_BENDING_DETAIL_MODE_SCHEMATIC	Contextual Tabs>Type
Pick Primary Host	IDC_PICK_MAIN_HOST	Contextual Tabs>Host
Propagate Extents	ID_DATUM_PROPAGATE_EXTENTS	Contextual Tabs>Datum
Show Related Warnings	ID_SHOW_RELATED_WARNINGS	Contextual Tabs>Warning; Debug>Debug
Edit Walkthrough	ID_WALKTHROUGH_EDIT	Contextual Tabs>Walkthrough
Edit	ID_DISPLACEMENT_EDIT	Contextual Tabs>Displacement Set
Reset	ID_DISPLACEMENT_RESET	Contextual Tabs>Displacement Set
Path	ID_DISPLACEMENT_PATH	Contextual Tabs>Displacement Set
Add / Remove Host	ID_EDIT_TAG_EDITOR_DURING_PLACEMENT	Contextual Tabs>Host
Pick New Host	ID_LOAD_BC_REHOST	Contextual Tabs>Host
Size Crop	ID_MODIFY_CROP_AREA	Contextual Tabs>Crop
Edit Crop	ID_EDIT_SKETCH_CROP_AREA	Contextual Tabs>Mode
Reset Crop	ID_REMOVE_SKETCH_CROP_AREA	Contextual Tabs>Mode
Reset Target	ID_RESET_TARGET	Contextual Tabs>Camera
Visibility Settings	ID_CURVE_VISIBILITY_SETTINGS	Contextual Tabs>Visibility
Apply Area Rules	IDC_APPLYAREARULES_OPTIONS	Contextual Tabs>Area Boundary
Edit Pasted Elements	ID_PASTE_EDIT_MODE	Contextual Tabs>Edit Pasted

Finish	ID_FINISH_PASTE		Contextual Tabs>Edit Pasted
Cancel	ID_QUIT_PASTE		Contextual Tabs>Edit Pasted
Remove Splice	ID_REBAR_REMOVE_SPLICE		Contextual Tabs>Modify
Finish	ID_SPLICE_REBAR_FINISH		Contextual Tabs>Multiple
Cancel	ID_SPLICE_REBAR_CANCEL		Contextual Tabs>Multiple
Pick Line	ID_REBAR_SPLICE_BY_POINT		Contextual Tabs>Splice
Splice By Length	ID_REBAR_SPLICE_BY_RULES		Contextual Tabs>Splice
Modify Splices	ID_SPLICE_MODIFY_SPLICE		Contextual Tabs>Splice
Create Plan View	ID_MAKE_PLAN_VIEW		Contextual Tabs>Plan Views
Plan View Types	ID_PLAN_VIEW_TYPES		Contextual Tabs>Plan Views
Graphical	IDC_SCALE_GRAPH		Contextual Tabs>Scale
Numerical	IDC_SCALE_NUM		Contextual Tabs>Scale
Place on Vertical Face; Place on Vertical Face	IDC_PLACE_BY_INSERT		Contextual Tabs>Placement
Place on Face; Place on Face	IDC_PLACE_BY_XFACE		Contextual Tabs>Placement
Place on Work Plane; Place on Work Plane	IDC_PLACE_BY_WORKPLANE		Contextual Tabs>Placement
Align Elements Top	ID_TEXTNOTE_TOP_ALIGN		Contextual Tabs>Multiple Align
Align Elements Middle	ID_TEXTNOTE_CENTER_VERT_ALIGN		Contextual Tabs>Multiple Align
Align Elements Bottom	ID_TEXTNOTE_BOTTOM_ALIGN		Contextual Tabs>Multiple Align
Distribute Vertically	ID_TEXTNOTE_VERT_DISTRIBUTE		Contextual Tabs>Multiple Align
Align Elements Left	ID_TEXTNOTE_LEFT_ALIGN		Contextual Tabs>Multiple Align
Align Elements Center	ID_TEXTNOTE_CENTER_HOR_ALIGN		Contextual Tabs>Multiple Align
Align Elements Right	ID_TEXTNOTE_RIGHT_ALIGN		Contextual Tabs>Multiple Align
Distribute Horizontally	ID_TEXTNOTE_HOR_DISTRIBUTE		Contextual Tabs>Multiple Align
Bold	ID_TEXT_BOLD	Ctrl+B	Contextual Tabs>Font; Text Editor
Italic	ID_TEXT_ITALIC	Ctrl+I	Contextual Tabs>Font; Text Editor
Underline	ID_TEXT_UNDERLINE	Ctrl+U	Contextual Tabs>Font; Text Editor
Subscript	ID_TEXT_SUBSCRIPT	Ctrl+=	Contextual Tabs>Font; Text Editor
Superscript	ID_TEXT_SUPERSCRIPT	Ctrl+Shift+=	Contextual Tabs>Font; Text Editor
All Caps	ID_TEXT_ALL_CAPS	Ctrl+Shift+A	Contextual Tabs>Font; Text Editor
List: None	ID_TEXT_PARA_NONE		Contextual Tabs>Paragraph; Text Editor
List: Bullets	ID_TEXT_PARA_BULLET		Contextual Tabs>Paragraph; Text Editor
List: Numbers	ID_TEXT_PARA_NUMBER		Contextual Tabs>Paragraph; Text Editor
List: Uppercase Letters	ID_TEXT_PARA_UPPERCASE		Contextual Tabs>Paragraph; Text Editor
List: Lowercase Letters	ID_TEXT_PARA_LOWERCASE		Contextual Tabs>Paragraph; Text Editor
Decrease Indent	ID_TEXT_DECREASE_INDENT		Contextual Tabs>Paragraph; Text Editor
Increase Indent	ID_TEXT_INCREASE_INDENT		Contextual Tabs>Paragraph; Text Editor
Increment List Value	ID_TEXT_INCREMENT_LIST_START		Contextual Tabs>Paragraph; Text Editor
Decrement List Value	ID_TEXT_DECREMENT_LIST_START		Contextual Tabs>Paragraph; Text Editor
Undo Text Edit	ID_EDIT_UNDO		Contextual Tabs>Undo; Text Editor
Redo Text Edit	ID_EDIT_REDO		Contextual Tabs>Undo; Text Editor
Close Text Editor	ID_TEXTEDITOR_CLOSE	Ctrl+Q	Contextual Tabs>Edit Text; Text Editor
Edit Profile; Edit Profile	ID_EDIT_ELEVATION_SKETCH		Contextual Tabs>Mode
Reset Profile; Reset Profile	ID_HOST_REMOVE_ELEVATION_SKETCH		Contextual Tabs>Mode
Wall Opening	ID_CREATE_WALL_OPENING		Contextual Tabs>Modify Wall
Attach/Attach Top	ID_EXTEND_WALLS_TOP		Contextual Tabs>Modify Wall
Attach/Attach Base	ID_EXTEND_WALLS_BASE		Contextual Tabs>Modify Wall
Detach:Detach Top/Base	ID_UNEXTEND_WALLS		Contextual Tabs>Modify Wall
Detach:Detach All	IDC_DETACH_WALLS_FROM_ALL		Contextual Tabs>Modify Wall
Edit Dormer Opening	ID_EDIT_DORMER_OPENING		Contextual Tabs>Opening
Reset Position	ID_BENDING_DETAIL_RESET		Contextual Tabs>Annotations
Add / Remove Host	ID_BENDING_DETAIL_ADD_REMOVE_HOST_PLACEMENT		Contextual Tabs>Host
Add / Remove Host	ID_EDIT_TAG_EDITOR		Contextual Tabs>Host
Pick New Work Plane; Pick New Host	ID_PICK_HOST		Contextual Tabs>Work Plane; Contextual Tabs>Host
Re-center Reference	ID_RECENTER_SELECTED_REFERENCE_LINE		Contextual Tabs>Room
Attach to Grid	IDC_ATTACHTOGRID		Contextual Tabs>Elevation
Auto Place	ID_BEAM_SYSTEM_TAG_AUTO_PLACE		Contextual Tabs>Tag
Edit Sweep	ID_EDIT_SKETCH_SWEEP		Contextual Tabs>Mode
Visibility Settings	ID_EDIT_SKETCH_SWEPBLEND_VISIBILITY		Contextual Tabs>Mode
Edit Swept Blend	ID_EDIT_SKETCH_SWEPBLEND		Contextual Tabs>Mode
Visibility Settings; Visibility Settings	ID_ESSENTIALS_SKETCHVISIBILITY		Contextual Tabs>Mode; Contextual Tabs>Visibility
Edit Model Text	ID_ESSENTIALS_EDIT_TEXT		Contextual Tabs>Text
Visibility Settings	ID_ESSENTIALS_VISIBILITY		Contextual Tabs>Text
Edit Top	ID_EDIT_SKETCH_BLEND_TOP		Contextual Tabs>Mode
Move to Room Reference	ID_FOLLOW_ROOM_REFERENCE		Contextual Tabs>Tag
Auto Place	ID_FABRIC_SHEET_SYMBOL_AUTO_PLACE		Contextual Tabs>Tag
Auto Place	ID_AREA_REINFORCEMENT_SYMBOL_AUTO_PLACE		Contextual Tabs>Tag
Auto Place	ID_PATH_REINFORCEMENT_SYMBOL_AUTO_PLACE		Contextual Tabs>Tag
Auto Place	ID_OBJECTS_SPAN_DIR_SYM_AUTO_PLACE		Contextual Tabs>Tag
Linear	IDC_RADIO_LINEAR_ARRAY		Contextual Tabs>Array
Radial	IDC_RADIO_RADIAL_ARRAY		Contextual Tabs>Array
Opening by Face	ID_ANALYTICAL_OPENING		Contextual Tabs>Opening
Align X Axis	ID_ANALYTICAL_ELEMENT_ALIGN_XAXIS		Contextual Tabs>Local Coordinate System
Flip Z Axis; Align Z Axis	ID_ANALYTICAL_ELEMENT_ALIGN_ZAXIS		Contextual Tabs>Local Coordinate System
Auto Join	ID_AUTO_FINISH_JOIN		Contextual Tabs>Join
Auto Join & Lock	ID_AUTO_FINISH_JOIN_LOCK		Contextual Tabs>Join
Place By Room	ID_WALL_PLACE_BY_ROOM		Contextual Tabs>Placement
Place By Segment	ID_WALL_PLACE_BY_SEGMENT		Contextual Tabs>Placement
Point Load; On End Point	ID_ANALYTICAL_MODEL_POINT_LOAD_ON_ENDPOINT		Contextual Tabs>Loads; Contextual Tabs>Point Loads
Line Load; On Host	ID_ANALYTICAL_MODEL_LINE_LOAD_ON_HOST		Contextual Tabs>Loads; Contextual Tabs>Line Loads
Area Load; On Host	ID_ANALYTICAL_MODEL_AREA_LOAD_ON_HOST		Contextual Tabs>Loads; Contextual Tabs>Area Loads
Define Boundary	ID_ANALYTICAL_MODEL_AREA_LOAD_DEFINE_BOUNDARY		Contextual Tabs>Area Loads
Define Path	ID_ANALYTICAL_MODEL_LINE_LOAD_DEFINE_PATH		Contextual Tabs>Line Loads
Pick Position	ID_ANALYTICAL_MODEL_POINT_PICK_POSITION		Contextual Tabs>Point Loads

Flip X Axis; Align X Axis	ID_FLIP_ANALYTICAL_MEMBER		Contextual Tabs>Align X Axis
Show Related Dimensions	ID_SHOW_RELATED_DIMENSION		Contextual Tabs>Display
Options	ID_DIM_OPTIONS		Contextual Tabs>Place Dimensions
Create Vertical	ID_RBS_BTNADDOVERTICAL		Contextual Tabs>Placement Tools
Automatically Connect	ID_RBS_BTNAUTOCONNECT		Contextual Tabs>Placement Tools
Inherit Elevation	ID_RBS_BTNINHERITELEVATION		Contextual Tabs>Placement Tools
Inherit Size	ID_RBS_BTNINHERITSIZE		Contextual Tabs>Placement Tools
Add Vertical	ID_RBS_BTN_MAINTAIN_SLOPE		Contextual Tabs>Placement Tools
Change Slope	ID_RBS_BTN_CHANGE_SLOPE		Contextual Tabs>Placement Tools
Tag on Placement	ID_TAG_ON_PLACEMENT		Contextual Tabs>Tag
Edit Witness Lines	IDC_EDIT_WITNESS_REFS	EW	Contextual Tabs>Witness Lines
Previous	IDC_PREV_JOIN		Contextual Tabs>Configuration
Next	IDC_NEXT_JOIN		Contextual Tabs>Configuration
Square Off	IDC_WALL_JOIN_SQUARE_OFF		Contextual Tabs>Configuration
Butt	IDC_WALL_JOIN_BUTT		Contextual Tabs>Configuration
Miter	IDC_WALL_JOIN_MITER		Contextual Tabs>Configuration
Allow Join	IDC_WALL_END_JOINABLE		Contextual Tabs>Configuration
Disallow Join	IDC_WALL_END_NOTJOINABLE		Contextual Tabs>Configuration
Delete Inner Segment	ID_DEL_INNER_SEG		Contextual Tabs>Adjustments
Edit Group	ID_EDITGROUP_GROUP_EDIT	EG	Contextual Tabs>Group
Ungroup	ID_EDITGROUP_UNGROUP	UG	Contextual Tabs>Group
Cap Open Ends	ID_RBS_CAP_OPEN_ENDS		Contextual Tabs>
Add/Remove Walls; Add/Remove Walls	IDC_EDIT_WALL_SWEEP		Contextual Tabs>Wall Sweep; Contextual Tabs>Reveal
Modify Returns; Modify Returns	IDC_CHANGE_SWEEP_RETURNS		Contextual Tabs>Wall Sweep; Contextual Tabs>Reveal
Straight Cut	IDC_RADIO_STRAIGHT_CUT		Contextual Tabs>Return Options
Return	IDC_RADIO_RETURN		Contextual Tabs>Return Options
Add/Remove Segments	IDC_EDIT_SWEEP_HOST		Contextual Tabs>Roof Fascia; Contextual Tabs>Profile
Modify Mitering	IDC_MITER_SWEEP_HOST		Contextual Tabs>Roof Fascia
Vertical	IDC_MITER_VERTICAL		Contextual Tabs>Mitering
Horizontal	IDC_MITER_HORIZONTAL		Contextual Tabs>Mitering
Perpendicular	IDC_MITER_NORMAL_TO_PATH		Contextual Tabs>Mitering
Restart Wall Sweep; Restart Reveal	IDC_FINISH_CORNICE_REVEAL		Contextual Tabs>Placement
Restart Slab Edge; Restart Gutter; Restart Fascia	IDC_FINISH_SWEEP_HOST		Contextual Tabs>Placement
Walls Define Slope	IDC_WALLS_DEFINE_BEAM_SYSTEM_SLOPE		Contextual Tabs>Constraints
Select Elements	ID_ANALYTICAL_AUTOMATION_EDIT_SELECTION		Contextual Tabs>Physical to Analytical
Select Planes	ID_ANALYTICAL_AUTOMATION_EDIT_PLANES		Contextual Tabs>Physical to Analytical
Select Levels	ID_ANALYTICAL_AUTOMATION_EDIT_LEVELS		Contextual Tabs>Physical to Analytical
Run Automation	ID_ANALYTICAL_AUTOMATION_RUN		Contextual Tabs>Physical to Analytical
Divide System	Dialog_BuildingSystems_RbsEditSystemGroup:Control_BuildingSystems_SplitHvacSystemGroup		Contextual Tabs>System Tools
Edit Path	Dialog_BuildingSystems_RbsEditCircuitGroup:Control_BuildingSystems_RbsEditCircuitPath		Contextual Tabs>System Tools
Divide System	Dialog_BuildingSystems_EditPipingSystemGroup:Control_BuildingSystems_SplitPipingSystemGroup		Contextual Tabs>System Tools
Add Vertical	Dialog_BuildingSystems_RbsLayoutOptionsBar:Control_BuildingSystems_MaintainSlope		Contextual Tabs>Offset Connections
Add Vertical	Dialog_BuildingSystems_3dSnapping:Control_BuildingSystems_MaintainSlope		Contextual Tabs>Offset Connections
Placeholders	Dialog_BuildingSystems_RbsRoutePathModify:Control_BuildingSystems_RbsBtnUsingPlaceholders		Contextual Tabs>Solution Geometry
3D Elements	Dialog_BuildingSystems_RbsRoutePathModify:Control_BuildingSystems_RbsBtnUsing3DElements		Contextual Tabs>Solution Geometry
All Segments	Dialog_CurtainGridFamily_CurtainGridDialog:Control_CurtainGridFamily_WholeGrid		Contextual Tabs>Placement
One Segment	Dialog_CurtainGridFamily_CurtainGridDialog:Control_CurtainGridFamily_OneSeg		Contextual Tabs>Placement
All Except Picked	Dialog_CurtainGridFamily_CurtainGridDialog:Control_CurtainGridFamily_ExcludeSegs		Contextual Tabs>Placement
Restart Curtain Grid	Dialog_CurtainGridFamily_CurtainGridDialog:Control_CurtainGridFamily_FinishGridLine		Contextual Tabs>Placement
Select Multiple; Select Multiple	ID_SEL_MULTI_CHECK		Contextual Tabs>Multiple Selection; Contextual Tabs>Intersects
Make Continuous	Dialog_CurtainGridFamily_MullionJoinsBar:Control_CurtainGridFamily_SetMillionJoinsConti		Contextual Tabs>Mullion
Break at Join	Dialog_CurtainGridFamily_MullionJoinsBar:Control_CurtainGridFamily_SetMillionJoinsButt		Contextual Tabs>Mullion
Grid Line	Dialog_CurtainGridFamily_MullionPlacement:Control_CurtainGridFamily_RadioMullionLine		Contextual Tabs>Placement
Grid Line Segment	Dialog_CurtainGridFamily_MullionPlacement:Control_CurtainGridFamily_RadioMullionSegment		Contextual Tabs>Placement
All Grid Lines	Dialog_CurtainGridFamily_MullionPlacement:Control_CurtainGridFamily_RadioMullionGrid		Contextual Tabs>Placement
Edit Label	ID_EDIT_SUBSTITUTION_TEXT		Contextual Tabs>Label
Add Left Side Straight Leader	ID_TEXTNOTE_ADDLEADER		Contextual Tabs>Leader
Add Right Side Straight Leader	ID_TEXTNOTE_ADDLEADER_R		Contextual Tabs>Leader
Add Left Side Arc Leader	ID_TEXTNOTE_ADD_LEADER_ARC		Contextual Tabs>Leader
Add Right Side Arc Leader	ID_TEXTNOTE_ADD_LEADER_ARC_R		Contextual Tabs>Leader
Remove Last Leader	ID_TEXTNOTE_RMVLEADER		Contextual Tabs>Leader
Leader at Top Left	ID_LEADER_TOP_LEFT		Contextual Tabs>Leader
Leader at Middle Left	ID_LEADER_MIDDLE_LEFT		Contextual Tabs>Leader
Leader at Bottom Left	ID_LEADER_BOTTOM_LEFT		Contextual Tabs>Leader
Leader at Top Right	ID_LEADER_TOP_RIGHT		Contextual Tabs>Leader
Leader at Middle Right	ID_LEADER_MIDDLE_RIGHT		Contextual Tabs>Leader
Leader at Bottom Right	ID_LEADER_BOTTOM_RIGHT		Contextual Tabs>Leader
No Leader	ID_TEXT_LEADER_NONE		Contextual Tabs>Leader
One Segment	ID_TEXT_LEADER_ONESeg		Contextual Tabs>Leader
Two Segments	ID_TEXT_LEADER_TWOSeg		Contextual Tabs>Leader
Curved	ID_TEXT_LEADER_ARC		Contextual Tabs>Leader
Edit Color Scheme	ID_EDIT_COLORScheme		Contextual Tabs>Scheme
Visibility Settings	Dialog_Essentials_CurveVisibilityDbar:Control_Essentials_Visibility		Contextual Tabs>Visibility
Unhide Element	ID_VIEW_UNHIDE_ELEMENTS	EU	Contextual Tabs>Reveal Hidden Elements
Unhide Category	ID_VIEW_UNHIDE_BY_CATEGORY	VU	Contextual Tabs>Reveal Hidden Elements
Toggle Reveal Hidden Elements Mode	ID_VIEW_FRAME_REVEALHIDDEN	RH	Contextual Tabs>Reveal Hidden Elements; View Control Bar
Delete Layers	Dialog_Essentials_ImportInstanceExplode:Control_Essentials_ImportDeleteLayers		Contextual Tabs>Import Instance
Explode	Dialog_Essentials_ImportInstanceExplode:Control_Essentials_ImportPartialExplode		Contextual Tabs>Import Instance
Explode	Dialog_Essentials_ImportInstanceExplode:Control_Essentials_ImportExplode		Contextual Tabs>Import Instance
Query	Dialog_Essentials_ImportInstanceExplode:Control_Essentials_ImportQuery		Contextual Tabs>Import Instance
Visibility Settings	Dialog_Essentials_ImportInstanceExplode:Control_Essentials_SketchVisibility		Contextual Tabs>Import Instance
Select All	Dialog_Essentials_EditLeadersDialogBar:Control_Essentials_ShowAllLeaders		Contextual Tabs>Select Leaders to Show
Select None	Dialog_Essentials_EditLeadersDialogBar:Control_Essentials_HideAllLeaders		Contextual Tabs>Select Leaders to Show

Finish	Dialog_Essentials_EditLeadersDialogBar:Control_Essentials_SelectLeadersFinish	Contextual Tabs>Select Leaders to Show
Cancel	Dialog_Essentials_EditLeadersDialogBar:Control_Essentials_SelectLeadersCancel	Contextual Tabs>Select Leaders to Show
Light Source Definition	ID_LIGHTSOURCE_DEFINITION	Contextual Tabs>Lighting
Pick New Host	ID_POINTELEMENT_REHOST	Contextual Tabs>Host
Split Segment	Dialog_Essentials_SectionBar:Control_Essentials_SplitSectionSegment	Contextual Tabs>Section
Visibility Settings	ID_EDIT_SKETCH_VISIBILITY	Contextual Tabs>Mode
Add Control	IDC_SPLINE_ADD_CONTROL	Contextual Tabs>Edit Spline
Delete Control	IDC_SPLINE_DELETE_CONTROL	Contextual Tabs>Edit Spline
Twist Right	IDC_SHIFT_CW	Contextual Tabs>Vertex Connect
Twist Left	IDC_SHIFT_CCW	Contextual Tabs>Vertex Connect
Reset Vertex Connect	IDC_RESET_VTX_CONNECTIONS	Contextual Tabs>Vertex Connect
Controls on Base	IDC_VTX_CTRL_ON_LOOP_0	Contextual Tabs>Vertex Connect
Controls on Top	IDC_VTX_CTRL_ON_LOOP_1	Contextual Tabs>Vertex Connect
Finish Walkthrough	ID_CANCEL_EDITOR	Contextual Tabs>Walkthrough
Pick New Host	ID_EDIT_INSERT_REHOST	Contextual Tabs>Host
Add Leader	ID_FAMINST_ADDLEADER	Contextual Tabs>Leader
Remove Leader	ID_FAMINST_RMVLEADER	Contextual Tabs>Leader
At Grid Intersection	ID_CREATE_FOOTING_BY_GRID_INTERSECTION	Contextual Tabs>Multiple
At Structural Column	ID_CREATE_FOOTING_FROM_STRUCTURAL_COLUMN	Contextual Tabs>Multiple
At Grid Intersection	Dialog_Family_NewStructuralColumn:Control_Family_GridIntersection	Contextual Tabs>Multiple
At Architectural Columns	Dialog_Family_NewStructuralColumn:Control_Family_FromArchColumn	Contextual Tabs>Multiple
Single Vertical	ID_RADIO_VER_ARROW	Contextual Tabs>Control Type
Double Vertical	ID_RADIO_VER_ARROW2	Contextual Tabs>Control Type
Single Horizontal	ID_RADIO_HOR_ARROW	Contextual Tabs>Control Type
Double Horizontal	ID_RADIO_HOR_ARROW2	Contextual Tabs>Control Type
Finish	Dialog_HostObj_DividedSurfaceEditRefSelectionDbar:Control_HostObj_DividedSurfaceFinishMultiPickDbar	Contextual Tabs>Intersects
Cancel	Dialog_HostObj_DividedSurfaceEditRefSelectionDbar:Control_HostObj_DividedSurfaceCancelMultiPickDbar	Contextual Tabs>Intersects
Add/Remove Segments	IDC_CURTA_GRID_LINE_ADD_REMOVE_SEGS	Contextual Tabs>Curtain Grid
Edit Sketch	Dialog_HostObj_OpeningDbar:Control_HostObj_EditSketch	Contextual Tabs>Opening
Update to Face	Dialog_HostObj_RedoFaceBased:Control_HostObj_RedoFaceBased	Contextual Tabs>Model by Face
Clear Selection	Dialog_HostObj_RoofByFaceEditDbar:Control_HostObj_CancelMultiPickDbar	Contextual Tabs>Multiple Selection
Recreate Roof	Dialog_HostObj_RoofByFaceEditDbar:Control_HostObj_FinishMultiPickDbar	Contextual Tabs>Multiple Selection
Vertical Opening	ID_EDIT_ROOF_SKETCH	Contextual Tabs>Opening
Modify Sub Elements	ID_MODIFY_SLAB_SHAPE_SUBS	Contextual Tabs>Shape Editing
Add Point	ID_DRAW_SLAB_SHAPE_VERTEX	Contextual Tabs>Shape Editing
Add Split Line	ID_DRAW_SLAB_SHAPE_LINES	Contextual Tabs>Shape Editing
Pick Supports	ID_PICK_SLAB_SHAPE_SUPPORTS	Contextual Tabs>Shape Editing
Convert Folding Lines	ID_CONVERT_FOLDING_LINES	Contextual Tabs>Shape Editing
Reset Shape	ID_REMOVE_SLAB_EDIT	Contextual Tabs>Shape Editing
Preview Points	ID_SSE_POINTS_VISIBILITY	PV Contextual Tabs>Shape Editing
Snap to Editor Points and Lines	ID_TOGGLE_SNAP_TO_SSE_POINTS_LINES	SG Contextual Tabs>Shape Editing
Splice Rebar	ID_REBAR_SPLICE	Contextual Tabs>Splice
Insert Coupler	ID_REBAR_COUPLER	Contextual Tabs>Splice
One bar Coupler	ID_REBAR_COUPLER_ONE	Contextual Tabs>Placement Options
Two Bars Coupler	ID_REBAR_COUPLER_TWO	Contextual Tabs>Placement Options
Show all rebars for the selection	ID_EDIT_SELECT_SHOW_ALL	Contextual Tabs>Edit Rebar Presentation
Hide all rebars for the selection	ID_EDIT_SELECT_HIDE_ALL	Contextual Tabs>Edit Rebar Presentation
Finish	ID_EDIT_SELECT_FINISH	Contextual Tabs>Edit Rebar Presentation
Cancel	ID_EDIT_SELECT_CANCEL	Contextual Tabs>Edit Rebar Presentation
Varying Rebar Set	Dialog_Rebar_DistributionType:Control_Rebar_DistributionType	Contextual Tabs>Set Type
Place Parallel to Work Plane	Dialog_Rebar_2ClickParaPerpHorizVertStraight:Control_Rebar_2ClickPlaceParallelStraight	Contextual Tabs>Placement Orientation
Place with Major Segment Perpendicular to Work Plane	Dialog_Rebar_2ClickParaPerpHorizVertStraight:Control_Rebar_2ClickPlacePointsStraight	Contextual Tabs>Placement Orientation
Place Perpendicular to Work Plane and Horizontal	Dialog_Rebar_2ClickParaPerpHorizVertStraight:Control_Rebar_2ClickPlacePerpHorizStraight	Contextual Tabs>Placement Orientation
Place Perpendicular to Work Plane and Vertical	Dialog_Rebar_2ClickParaPerpHorizVertStraight:Control_Rebar_2ClickPlacePerpVertStraight	Contextual Tabs>Placement Orientation
Place Parallel to Work Plane	Dialog_Rebar_2ClickParaPerpHorizVert:Control_Rebar_2ClickPlaceParallel	Contextual Tabs>Placement Orientation
Place Perpendicular to Work Plane and Horizontal	Dialog_Rebar_2ClickParaPerpHorizVert:Control_Rebar_2ClickPlacePerpHoriz	Contextual Tabs>Placement Orientation
Place Perpendicular to Work Plane and Vertical	Dialog_Rebar_2ClickParaPerpHorizVert:Control_Rebar_2ClickPlacePerpVert	Contextual Tabs>Placement Orientation
Place on Current Work Plane	Dialog_Rebar_RebarPlacementPlaneDbar:Control_Rebar_RebarOnCurrentWorkPlane	Contextual Tabs>Placement Plane
Place on Near Cover Reference	Dialog_Rebar_RebarPlacementPlaneDbar:Control_Rebar_RebarOnNearCover	Contextual Tabs>Placement Plane
Place on Far Cover Reference	Dialog_Rebar_RebarPlacementPlaneDbar:Control_Rebar_RebarOnFarCover	Contextual Tabs>Placement Plane
Select Host	IDC_REINFORCEMENT_SELECT_HOST	Contextual Tabs>Host
Edit Constraints	ID_EDIT_REBAR_JOINS	Contextual Tabs>Constraints
Constrained Placement	Dialog_Rebar_ConstraintPlacement:Control_Rebar_ConstraintPlacement	Contextual Tabs>Constraints
Edit Bars	ID_REBAR_EDIT_BARS	Contextual Tabs>Customization
Show Help Tooltip	Dialog_Rebar_ShowTooltip:Control_Rebar_ToggleTooltip	Contextual Tabs>Show Tooltip
Disable All	ID_DISABLE_CONSTRAINTS	Contextual Tabs>Constraints
Reset All	ID_ENABLE_CONSTRAINTS	Contextual Tabs>Constraints
Disable Current	ID_DISABLE_CURRENT_CONSTRAINT	Contextual Tabs>Constraints
Reset Current	ID_ENABLE_CURRENT_CONSTRAINT	Contextual Tabs>Constraints
Align By Host	ID_PROPAGATE_REBAR_BY_HOST	Contextual Tabs>Propagate Rebar
Align By Face	ID_PROPAGATE_REBAR_BY_FACE	Contextual Tabs>Propagate Rebar
Finish	ID_PROPAGATE_REBAR_FINISH	Contextual Tabs>Propagate Rebar
Cancel	ID_PROPAGATE_REBAR_CANCEL	Contextual Tabs>Propagate Rebar
Show Help Tooltip	ID_PROPAGATE_REBAR_TOOLTIP	Contextual Tabs>Show Tooltip
Bring to Front	Dialog_Revit_DrawOrder:Control_Revit_BringToFront	Contextual Tabs>Arrange
Bring to Front	Dialog_Revit_DrawOrder:Control_Revit_BringForward	Contextual Tabs>Arrange
Send to Back	Dialog_Revit_DrawOrder:Control_Revit_SendToBack	Contextual Tabs>Arrange
Send to Back	Dialog_Revit_DrawOrder:Control_Revit_SendBackward	Contextual Tabs>Arrange
Edit Family	IDC_EDIT_LOADED_FAM	Contextual Tabs>Mode
Edit Work Plane	ID_EDIT_SKETCHPLANE	Contextual Tabs>Work Plane
Pick New Work Plane	ID_EDIT_WP_REHOST	Contextual Tabs>Work Plane
Show	ID_ROOM_SCHEDULE_FILTER_SHOW	Contextual Tabs>Filter Placeholder Sheets; Contextual Tabs>Not Placed/Unenclosed
Hide	ID_ROOM_SCHEDULE_FILTER_HIDE	Contextual Tabs>Filter Placeholder Sheets; Contextual Tabs>Not Placed/Unenclosed

Isolate	ID_ROOM_SCHEDULE_FILTER_ISOLATE	Contextual Tabs>Filter Placeholder Sheets; Contextual Tabs>Not Placed/Unenclosed
Group Headers; Group Headers	Dialog_Revit_ScheduleBar:Control_Revit_GroupHeaders	Contextual Tabs>Headers; Contextual Tabs>Titles & Headers
Ungroup Headers; Ungroup Headers	Dialog_Revit_ScheduleBar:Control_Revit_UngroupHeaders	Contextual Tabs>Headers; Contextual Tabs>Titles & Headers
New Row	Dialog_Revit_ScheduleBar:Control_Revit_InsertRow	Contextual Tabs>Rows
Delete Row	Dialog_Revit_ScheduleBar:Control_Revit_DeleteRows	Contextual Tabs>Rows
Hide Columns	ID_HIDE_COLUMNS	Contextual Tabs>Columns
Unhide All Columns	ID_UNHIDE_ALL_COLUMNS	Contextual Tabs>Columns
Highlight in Model	Dialog_Revit_ScheduleBar:Control_Revit_BtnScheduleShow	Contextual Tabs>Element
Shading	ID_SCHEDULE_CELL_EDIT_SHADING	Contextual Tabs>Appearance
Borders	ID_SCHEDULE_CELL_EDIT_BORDER	Contextual Tabs>Appearance
Reset	ID_SCHEDULE_RESET_OVERRIDE	Contextual Tabs>Appearance
Font	ID_SCHEDULE_TEXT_EDIT_FONT	Contextual Tabs>Appearance
Align Horizontal:Left	ID_SCHEDULE_TEXT_HORIZONTAL_ALIGN_LEFT	Contextual Tabs>Appearance
Align Horizontal:Center	ID_SCHEDULE_TEXT_HORIZONTAL_ALIGN_CENTER	Contextual Tabs>Appearance
Align Horizontal:Right	ID_SCHEDULE_TEXT_HORIZONTAL_ALIGN_RIGHT	Contextual Tabs>Appearance
Align Vertical:Top	ID_SCHEDULE_TEXT_VERTICAL_ALIGN_TOP	Contextual Tabs>Appearance
Align Vertical:Middle	ID_SCHEDULE_TEXT_VERTICAL_ALIGN_MIDDLE	Contextual Tabs>Appearance
Align Vertical:Bottom	ID_SCHEDULE_TEXT_VERTICAL_ALIGN_BOTTOM	Contextual Tabs>Appearance
Format Unit	ID_SCHEDULE_PARAM_FORMATUNITS	Contextual Tabs>Parameters
Calculated	ID_SCHEDULE_PARAM_CALCULATE	Contextual Tabs>Parameters
Combine Parameters	ID_SCHEDULE_PARAM_COMBINE	Contextual Tabs>Parameters
Merge	ID_SCHEDULE_CELL_MERGE_UNMERGE	Contextual Tabs>Titles & Headers
Insert Image	ID_SCHEDULE_CELL_INSERT_GRAPHIC	Contextual Tabs>Titles & Headers
Clear Cell	ID_SCHEDULE_CLEAR_CELL	Contextual Tabs>Titles & Headers
Freeze Header	ID_SCHEDULE_HEADER_FREEZE	Contextual Tabs>Titles & Headers
Insert	ID_SCHEDULE_COLUMN_INSERT_RIGHT	Contextual Tabs>Columns
Delete	ID_SCHEDULE_COLUMN_DELETE	Contextual Tabs>Columns
Resize	ID_SCHEDULE_COLUMN_RESIZE	Contextual Tabs>Columns
Insert:Above Selected	ID_SCHEDULE_ROW_INSERT_ABOVE	Contextual Tabs>Rows
Insert:Below Selected	ID_SCHEDULE_ROW_INSERT_BELOW	Contextual Tabs>Rows
Insert Data Row	ID_INSERT_ROW	Contextual Tabs>Rows
Delete	ID_DELETE_ROWS	Contextual Tabs>Rows
Resize	ID_SCHEDULE_ROW_RESIZE	Contextual Tabs>Rows
Split & Place	ID_SCHEDULE_SPLIT_BY_HEIGHT	Contextual Tabs>Split
Explain	ID_SCHEDULE_EXPLAIN_ERROR	Contextual Tabs>Error
Previous Key Frame	Dialog_Revit_WalkthroughModify:Control_Revit_BtnPrevCkp	Contextual Tabs>Walkthrough
Previous Frame	Dialog_Revit_WalkthroughModify:Control_Revit_BtnPrevFrame	Contextual Tabs>Walkthrough
Next Frame	Dialog_Revit_WalkthroughModify:Control_Revit_BtnNextFrame	Contextual Tabs>Walkthrough
Next Key Frame	Dialog_Revit_WalkthroughModify:Control_Revit_BtnNextCkp	Contextual Tabs>Walkthrough
Play	Dialog_Revit_WalkthroughModify:Control_Revit_BtnPlay	Contextual Tabs>Walkthrough
Open Walkthrough	Dialog_Revit_WalkthroughModify:Control_Revit_BtnEditActivetview	Contextual Tabs>Walkthrough
Reset Cameras	Dialog_Revit_WalkthroughModify:Control_Revit_BtnResetDirections	Contextual Tabs>Walkthrough
Tag on Placement	Dialog_RoomAreaPlan_AreaTagDlgBar:Control_RoomAreaPlan_TagRoomOnPlacement	Contextual Tabs>Tag on Placement
Highlight Boundaries	Dialog_RoomAreaPlan_RoomTagDlgBar:Control_RoomAreaPlan_ShowAllRoomBounds	Contextual Tabs>Room; Contextual Tabs>Spaces
Tag on Placement	Dialog_RoomAreaPlan_RoomTagDlgBar:Control_RoomAreaPlan_ShowAllRoomBounds	Contextual Tabs>Tag
Pick New Host	ID_PICK_HOST_ROOM_TAG	Contextual Tabs>Host
Sketch Ceiling	ID_SKETCH_CEILING	Contextual Tabs>Ceiling
Edit Table	ID_PROPERTYLINE_EDIT_TABLE	Contextual Tabs>Property Lines
Generate Toposolid	ID_SITE_TOPO_SOLID_FROM_SURFACE	Contextual Tabs>Surface
Toposurface Settings	ID_TOPOSURFACE_SETTINGS	Contextual Tabs>Surface
Multi-Segment Grid	ID_OBJECTS_GRID_CHAIN	Contextual Tabs>Draw
Attach Top/Base	IDD_COLUMN_ATTACH_DETACH:ID_ATTACH_COLUMNS	Contextual Tabs>Modify Column
Detach Top/Base	IDD_COLUMN_ATTACH_DETACH:ID_DETACH_COLUMNS	Contextual Tabs>Modify Column
Finish	IDD_MULTIPICK_DBAR:ID_FINISH_MULTI_PICK_DBAR	Contextual Tabs>Multiple
Cancel	IDD_MULTIPICK_DBAR:ID_CANCEL_MULTI_PICK_DBAR	Contextual Tabs>Multiple
Select Multiple	IDD_MULTIPICK_DBAR:ID_SEL_MULTI_CHECK	Contextual Tabs>Multiple
Convert To Model Line; Convert Lines	ID_CONVERT_LINES	Contextual Tabs>Edit
Pick Position	ID_QUICK_MRA_PLACEMENT	Contextual Tabs>Tag
Treads	ID_OBJECTS_RAILING_ON_TREADS	Contextual Tabs>Position
Stringer	ID_OBJECTS_RAILING_ON_STRINGER	Contextual Tabs>Position
Edit Stairs	ID_STAIRS_EDIT_STAIRS	Contextual Tabs>Edit
Select Levels	ID_CREATE_MULTISTORYSTAIRS	Contextual Tabs>Multistory Stairs
Connect/Disconnect Levels	ID_ADD_REMOVE_CONNECTED_LEVELS	Contextual Tabs>Multistory Stairs
Parallel Face	Dialog_Rebar_FreeFormDistribPathParallel:Control_Rebar_DistribPathParallel	Contextual Tabs>Next
End Surface	ID_REBAR_FREE_FORM_END_FACES	Contextual Tabs>Next
Path	Dialog_Rebar_FreeFormHostFacesTransversal:Control_Rebar_HostFacesTransversal	Contextual Tabs>Next
Start Surface	ID_REBAR_FREE_FORM_START_FACES	Contextual Tabs>Next
Cancel	ID_REBAR_FREE_FORM_CANCEL	Contextual Tabs>Mode
Finish	ID_REBAR_FREE_FORM_FINISH	Contextual Tabs>Mode
Perpendicular Face	Dialog_Rebar_FreeFormDistribPathPerp:Control_Rebar_DistribPathPerp	Contextual Tabs>Next
Host Surface	Dialog_Rebar_FreeFormOrientationFace:Control_Rebar_OrientationFace	Contextual Tabs>Next
Select Multiple	Dialog_Rebar_Selection:Control_Rebar_Multiple	Contextual Tabs>Multiple selection
Clear Selection	Dialog_Rebar_Selection:Control_Rebar_Clear	Contextual Tabs>Multiple selection
Host Surface	ID_REBAR_FREE_FORM_REINF_FACES	Contextual Tabs>Next
Aligned	ID_REBAR_FREE_FORM_TRANSVERSAL_DISTRIB	Contextual Tabs>Distribution Type
Surface	ID_REBAR_FREE_FORM_SURF_DISTRIB	Contextual Tabs>Distribution Type
Host Surface	Dialog_Rebar_FreeFormDistribPath:Control_Rebar_DistribPath	Contextual Tabs>Next
Expand Rebar to Host	ID_REBAR_PLACE_EXPAND_TO_HOST	Contextual Tabs>Placement Methods
Place Rebar by Two Points	ID_REBAR_PLACE_TWO_POINTS	Contextual Tabs>Placement Methods
Free Form	ID_REBAR_FREE_FORM_MORPHED	Contextual Tabs>Placement Methods
Sketch	ID_REBAR_SKETCH	Contextual Tabs>Placement Methods
Edit Pattern Boundary; Edit Boundary	ID_EXT_ENTITY_EDIT_SKETCH	Contextual Tabs>Mode
Create from CAD	ID_SITE_TOPO_SOLID_FROM_IMPORT_INSTANCE	Contextual Tabs>Toposolid

Create from CSV	ID_SITE_TOPO_SOLID_IMPORT_POINTS	Contextual Tabs>Toposolid
Clear Selection	Dialog_HostObj_ToposolidByFaceEditDbar:Control_HostObj_CancelMultiPickDbar	Contextual Tabs>Multiple Selection
Recreate Toposolid	Dialog_HostObj_ToposolidByFaceEditDbar:Control_HostObj_FinishMultiPickDbar	Contextual Tabs>Multiple Selection
Sub-divide	ID_TOPOSOLID_SUBREGION	Contextual Tabs>Toposolid Shaping
Simplify Toposolid	ID_TOPOSOLID_SIMPLIFY	Contextual Tabs>Toposolid Shaping
Excavate	ID_TOPOSOLID_EXCAVATION	Contextual Tabs>Toposolid Shaping
Excavate:Remove Excavation	ID_TOPOSOLID_UNEXCAVATION	Contextual Tabs>Toposolid Shaping
Edit Boundary	ID_SURFACE_EDIT_SKETCH	Contextual Tabs>Mode
Edit Sketch	ID_EDIT_SKETCH_BENDPROFILE	Contextual Tabs>Mode
Exit Revit	ID_APP_EXIT	Application Menu
Options	ID_OPTIONS	Application Menu
New; Project	ID_FILE_NEW_CHOOSE_TEMPLATE	Application Menu; Application Menu> New; Quick Access Toolbar; Home
Family	ID_FAMILY_NEW	Application Menu> New; Home
Title Block	ID_TITLEBLOCK_NEW	Application Menu> New
Annotation Symbol	ID_ANNOTATION_SYMBOL_NEW	Application Menu> New
Open; Revit file	ID_REVIT_FILE_OPEN	Application Menu; Application Menu> Open; Quick Access Toolbar; Home
Cloud Model	ID_FILE_OPEN_CLOUD_MODEL	Application Menu> Open
Project	ID_APPMENU_PROJECT_OPEN	Application Menu> Open
Family	ID_FAMILY_OPEN	Application Menu> Open; Home
IFC	ID_IMPORT_IFC	Application Menu> Open
IFC Options	ID_IFC_IMPORT_OPTIONS	Application Menu> Open
Sample Files	ID_SAMPLES_OPEN	Application Menu> Open
Save	ID_REVIT_FILE_SAVE	Application Menu; Quick Access Toolbar
Cloud Model	ID_REVIT_FILE_SAVE_AS_CLOUD_MODEL	Application Menu> Save As
Project	ID_REVIT_FILE_SAVE_AS	Application Menu> Save As
Family	ID_REVIT_SAVE_AS_FAMILY	Application Menu> Save As
Template	ID_REVIT_SAVE_AS_TEMPLATE	Application Menu> Save As
Family	ID_SAVE_FAMILY_ANY	Application Menu> Save As >Library
Group	ID_SAVE_GROUP	Application Menu> Save As >Library
View	ID_SAVE_VIEWS_TO_FILE	Application Menu> Save As >Library
DWG	ID_EXPORT_DWG	Application Menu> Export >CAD Formats
DXF	ID_EXPORT_DXF	Application Menu> Export >CAD Formats
DGN	ID_EXPORT_DGN	Application Menu> Export >CAD Formats
OBJ	ID_EXPORT_OBJ	Application Menu> Export >CAD Formats
STL	ID_EXPORT_STL	Application Menu> Export >CAD Formats
PDF	ID_EXPORT_PDF	Application Menu> Export; Quick Access Toolbar
IFC	ID_EXPORT_IFC	Application Menu> Export
DWF/DWfx	ID_EXPORT_DWF	Application Menu> Export
FBX	ID_EXPORT_FBX	Application Menu> Export
Walkthrough	ID_RM_ANIMATION	Application Menu> Export >Images and Animations
Image	ID_FILE_PRINT_TO_IMAGE	Application Menu> Export >Images and Animations
Schedule	ID_FILE_EXPORT_SCHEDULE	Application Menu> Export >Reports
Room/Area Report	ID_ROOM_AREA_REPORT	Application Menu> Export >Reports
Export Setups DWG/DXF	ID_SETTINGS_EXPORT_SETUPS_DWGDXF	Application Menu> Export >Options
Export Setups DGN	ID_SETTINGS_EXPORT_SETUPS_DGN	Application Menu> Export >Options
Print	ID_REVIT_FILE_PRINT	Application Menu; Application Menu> Print; Quick Access Toolbar
PDF	ID_EXPORT_PDF_IN_PRINT	Application Menu> Print
Print Preview	ID_REVIT_FILE_PRINT_PREVIEW	Application Menu> Print
Print Setup	ID_REVIT_FILE_PRINT_SETUP	Application Menu> Print
Close	ID_REVIT_FILE_CLOSE	Application Menu
Undo	ID.BUTTON_UNDO	Quick Access Toolbar
Redo	ID.BUTTON_REDO	Quick Access Toolbar
Help F1	ID_HELP_FINDER	Help
What's New?	ID_HELP_NEWS	Help
Revit LT Community	ID_HELP_VIDEOS	Help
Support Knowledge Base	ID_HELP_SUPPORT_KNOWLEDGE_BASE	Help
3rd Party Learning Content	ID_HELP_THIRDPARTYLEARNINGCONTENT	Help
Autodesk.com/revitt	ID_HELP_PRODUCTURL	Help
Autodesk Building Solutions	ID_HELP_AUTODESK_BUILDING_SOLUTIONS	Help
Privacy Settings...	ID_HELP_DESKTOP_ANALYTICS	Help
About Autodesk Revit LT 2026	ID_APP_ABOUT	Help
Realistic	ID_IMAGE_REALISTIC	View Control Bar
Reset Temporary Hide/Isolate	ID_TEMPHIDE_RESET	HR View Control Bar
Grid:Line	ID_GRID_LINE	Contextual Tabs>Draw
Line:Pick Existing Wall	ID_SKETCH_PICK_WALLS	Contextual Tabs>Draw
Line:Start-End-Radius Arc	ID_OBJECTS_CURVE_ARC_THREE_PNT	Contextual Tabs>Draw
Architectural Wall:Partial Ellipse	ID_WALL_PARTIAL_ELLIPSE	Contextual Tabs>Draw
Set Current View as Home	ID_VIEWCUBE_SET_HOME	View Cube
Architectural Wall:Circle	ID_WALL_CIRCLE	Contextual Tabs>Draw
Toggle Fly Mode On/Off	ID.FIRST_PERSON_NAV	Navigation Bar
Increase/Decrease Focal Length	ID.SET_FOCAL_LENGTH	Steering Wheel
Snap Off; Snaps Off	ID.SNAP_OVERRIDE_NO_SNAP	SO Snaps; Debug>Debug
Create Contour - Circle	ID.EXT_ENTITY_CONTOUR_CIRCLE	
Activate the first contextual tab	ID.ACTIVATE_CONTEXTUAL_TAB	Ctrl+*
Points	ID.SNAP_OVERRIDE_POINT	SX Snaps; Debug>Debug
2D Mode (3D Mouse)	ID.NAVBAR_3DCONTROLLER_2D	32 Navigation Bar
Unlock 3D View	ID.LOCKUNLOCK3DVIEW_UNLOCK	View Control Bar
Line:Inscribed Polygon	ID_OBJECTS_CURVE_POLY_INSCRIBED	Contextual Tabs>Draw
Endpoints	ID.SNAP_OVERRIDE_END	SE Snaps; Debug>Debug
Intersections	ID.SNAP_OVERRIDE_INTERSECT	SI Snaps; Debug>Debug
Orient to West Direction	ID.ORIENT_WEST_DIRECTION	View Cube
Mid between 2 points	ID.SNAP_MIDBETWEEN2POINTS	S2 Snaps
Orient to Front	ID.ORIENT_TO_FRONT	View Cube

Default:Ellipse	IDC_RADIO_FULL_ELLIPSE		Contextual Tabs>Draw
Orient to North Direction	ID_ORIENT_NORTH_DIRECTION		View Cube
Tangents	ID_SNAP_OVERRIDE_TANGENT	ST	Snaps; Debug>Debug
Shadows On	ID_IMAGE_SHADOW_ON		View Control Bar
Orient to Southeast Direction	ID_ORIENT_SOUTHEAST_DIRECTION		View Cube
Select All Instances: Visible in View	ID_SEL_ALL_IN_VIEW		Context Menu
Line:Rectangle	ID_OBJECTS_CURVE_RECT		Contextual Tabs>Draw
Architectural Wall:Inscribed Polygon	ID_WALL_POLY_INSCRIBED		Contextual Tabs>Draw
Zoom Out(2x)	ID_ZOOM_OUT_X2	ZO#ZV	Navigation Bar
Architectural Wall:Rectangle	ID_WALL_RECT		Contextual Tabs>Draw
Architectural Wall:Fillet Arc	ID_WALL_ARC_FILLET		Contextual Tabs>Draw
Architectural Wall:Start-End-Radius Arc	ID_WALL_ARC_THREE_PNT		Contextual Tabs>Draw
Orient to A Plane	ID_ORIENT_PLANE		View Cube
Create Contour - Arc from Three Points	ID_EXT_ENTITY_CONTOUR_ARC_THREE_PNT		
Schedule View Zoom Out	ID_SCHEDULE_VIEW_ZOOM_OUT		
Architectural Wall:Spline	ID_WALL_SPLINE		Contextual Tabs>Draw
Orient to Back Left	ID_ORIENT_TO_BACK_LEFT		View Cube
Contour	ID_EXT_ENTITY_CONTOUR		
Structural Wall:Rectangle	ID_WALL_STRUCT_RECT		Contextual Tabs>Draw
Full Navigation Wheel	ID_NAVWHEEL_FULL_WHEEL		Steering Wheel
Reset Front	ID_VIEWCUBE_RESET_FRONT		View Cube
Default:Circumscribed Polygon	IDC_RADIO_CIRCUMSCRIBED_POLYGON		Contextual Tabs>Draw
Toggle Free Form Rebar Auto-close	ID_TOGGLE_REBAR_CONSTRAINT_CLOSE_LOOP_KEYSHORTCUT		Drawing Area Controls
Shaded	ID_IMAGE_SHADING		View Control Bar
Restore Excluded Member	ID_ELEM_GROUP_EXCLUDED_MEMBER	RB	Context Menu
Next Pan/Zoom	ID_VIEW_ZOOMANDPAN_NEXTVIEW		Navigation Bar
Toggle Highlight Displacement Sets	Control_Revit_ExplodedViewMode		View Control Bar
Create Contour - Circumscribed Polygon	ID_EXT_ENTITY_CONTOUR_POLY_CIRCUMSCRIBED		
Save View	ID_NAVWHEEL_SAVEVIEW		Steering Wheel
Orient to Front Left	ID_ORIENT_TO_FRONT_LEFT		View Cube
Quadrants	ID_SNAP_OVERRIDE_QUADRANT	SQ	Snaps; Debug>Debug
Exclude	ID_EXCLUDE_GROUP_MEMBERS	EX	Context Menu
Schedule View Zoom In	ID_SCHEDULE_VIEW_ZOOM_IN	Ctrl+*	
Go Home	ID_VIEWCUBE_HOME		View Cube
Hidden Line	ID_IMAGE_HIDDENLINE	HL	View Control Bar
Structural Wall:Inscribed Polygon	ID_WALL_STRUCT_POLY_INSCRIBED		Contextual Tabs>Draw
Enable Temporary View Properties	ID_ENABLE_TEMPORARY_VIEW_PROPERTIES		View Control Bar
Background Processes	ID_PARALLEL_INDICATOR		Status Bar
Center of rotation on center of selection set	ID_DEFAULT_ROTATION_CENTER		Context Menu
Zoom Sheet Size	ID_ZOOM_SHEET	ZS	Navigation Bar
Increase Walk Speed	ID_NAVWHEEL_INCREASEWALKSPEED		Steering Wheel
Structural Wall:Fillet Arc	ID_WALL_STRUCT_ARC_FILLET		Contextual Tabs>Draw
Select All Reinforcement in Host	ID_SELECT_IN_HOST_ALL_REINFORCEMENT		Context Menu
Nearest	ID_SNAP_OVERRIDE_INTERIOR	SN	Snaps; Debug>Debug
Default:Pick Lines	IDC_RADIO_COPY_CURVE		Contextual Tabs>Draw
Zoom in Region	ID_ZOOM_IN	ZR#ZZ	Navigation Bar
Line:Line	ID_OBJECTS_CURVE_LINE		Contextual Tabs>Draw
Shadows Off	ID_IMAGE_SHADOW_OFF		View Control Bar
Structural Wall:Center-Ends Arc	ID_WALL_STRUCT_ARC_CENTER_ENDS		Contextual Tabs>Draw
Orient to Left	ID_ORIENT_TO_LEFT		View Cube
Graphic Display Options	ID_GRAPHIC_DISPLAY_OPTIONS	GD	View Control Bar
Snap to Remote Objects	ID_SNAP_OVERRIDE_REMOTE	SR	Snaps; Debug>Debug
Orient to South Direction	ID_ORIENT_SOUTH_DIRECTION		View Cube
Create Contour - Arc Tangent	ID_EXT_ENTITY_CONTOUR_ARC_TAN		
Structural Wall:Spline	ID_WALL_STRUCT_SPLINE		Contextual Tabs>Draw
Coarse Detail	ID_DETAIL_LEVEL_COARSE		View Control Bar
Default:Start-End-Radius Arc	IDC_RADIO_ARC_3_PNT		Contextual Tabs>Draw
Orient to East Direction	ID_ORIENT_EAST_DIRECTION		View Cube
Perpendicular	ID_SNAP_OVERRIDE_PERP	SP	Snaps; Debug>Debug
Close	ID_NAVWHEEL_CLOSE		Steering Wheel
Accelerated Graphics Bar Visibility	ID_SHOW_ARG_BAR		
Duplicate Sheet:Duplicate Empty Sheet	ID_DUPLICATE_EMPTY_SHEET		
Work Plane Grid	ID_SNAP_OVERRIDE_SKETCH_GRID	SW	Snaps; Debug>Debug
Orient to Front Right	ID_ORIENT_TO_FRONT_RIGHT		View Cube
Orient to Northwest Direction	ID_ORIENT_NORTHWEST_DIRECTION		View Cube
Line:Center-Ends Arc	ID_OBJECTS_CURVE_ARC_CENTER_ENDS		Contextual Tabs>Draw
New File Default Template 1	ID_FILE_NEW_WITH_TEMPLATE1		
Select All Instances in Active Option: In Entire Project	ID_SEL_ALL_IN_PRJ_IN_OPTION		Context Menu
Toggle Rebar Cover Constraint	ID_TOGGLE_REBAR_COVER_CHECK_UNCHECK_KEYSHORTCUT		Drawing Area Controls
Fine Detail	ID_DETAIL_LEVEL_FINE		View Control Bar
Structural Wall:Tangent End Arc	ID_WALL_STRUCT_ARC_TAN		Contextual Tabs>Draw
Architectural Wall:Pick Faces	ID_WALL_PICK_FACES		Contextual Tabs>Draw
Undo View Orientation Changes	ID_NAVWHEEL_UNDOVIEWORIENTATIONCHANGES		Steering Wheel
Select All Rebar in Host	ID_SELECT_IN_HOST_ALL_REBAR		Context Menu
Line:Fillet Arc	ID_OBJECTS_CURVE_ARC_FILLET		Contextual Tabs>Draw
Default:Center-ends Arc	IDC_RADIO_ARC_CENTER		Contextual Tabs>Draw
Pan Active View	ID_PAN_VIEW		Navigation Bar
Restore Original Center	ID_NAVWHEEL_RESTOREORIGINALCENTER		Steering Wheel
Architectural Wall:Tangent End Arc	ID_WALL_ARC_TAN		Contextual Tabs>Draw
New File Default Template 4	ID_FILE_NEW_WITH_TEMPLATE4		
Place center of rotation	ID_DEFINE_ROTATION_CENTER	R3	Context Menu
Orient to Right	ID_ORIENT_TO_RIGHT		View Cube
Orient to Back Right	ID_ORIENT_TO_BACK_RIGHT		View Cube

Line:Spline	ID_OBJECTS_CURVE_SPLINE		Contextual Tabs>Draw
Structural Wall:Partial Ellipse	ID_WALL_STRUCT_PARTIAL_ELLIPSE		Contextual Tabs>Draw
Isolate Category	ID_TEMPHIDE_ISOLATECAT	IC	View Control Bar
Duplicate Sheet:Duplicate with Views	ID_DUPLICATE_SHEET_WITH_VIEWS		
StairRun:Line	ID_RUN_LINE		Contextual Tabs>Draw
Shaded with Edges	ID_IMAGE_SHADING_WITH_EDGES	SD	View Control Bar
Default:Spline	IDC_RADIO_SPLINE		Contextual Tabs>Draw
Grid:Start-End-Radius Arc	ID_GRID_ARC_THREE_PNT		Contextual Tabs>Draw
Default:Partial Ellipse	IDC_RADIO_PARTIAL_ELLIPSE		Contextual Tabs>Draw
Default:Circle	IDC_RADIO_CIRCLE		Contextual Tabs>Draw
Save Orientation and Lock 3D View	ID_LOCKUNLOCK3DVIEW_LOCKANDSAVE		View Control Bar
Reposition to Internal Origin	ID_REPOSITION_LINK_ORIGIN_TO_HOST		Context Menu
Toggle Rebar Two-way Constraint	ID_TOGGLE_REBAR_TOGGLE_BI_DIRECTIONAL_KEYSHORTCUT		Drawing Area Controls
Zoom All to Fit	ID_ZOOM_ALL_ALL	ZA	Navigation Bar
Help	ID_VIEWCUBE_HELP		View Cube
Crop (Uncrop) View	IDC_VIEW_FRAME_CROPREGION_ACTIVITY		View Control Bar
Line:Ellipse	ID_OBJECTS_CURVE_ELLIPSE		Contextual Tabs>Draw
Medium Detail	ID_DETAIL_LEVEL_MEDIUM		View Control Bar
Repeat Last Command	ID_REPEAT_LASTCOMMAND	RC	Context Menu
Structural Wall:Ellipse	ID_WALL_STRUCT_FULL_ELLIPSE		Contextual Tabs>Draw
Fit to Window	ID_NAVWHEEL_FITWINDOW		Steering Wheel
View Range	ID_EDIT_VIEW_RANGE	VR	Properties Panel
Previous Pan/Zoom	ID_VIEW_ZOOMANDPAN_PREVIOUSVIEW	ZP#ZC	Navigation Bar
Structural Wall:Pick Lines	ID_WALL_STRUCT_PICK_LINES		Contextual Tabs>Draw
Reposition to Project Base Point	ID_REPOSITION_LINK_BASEPOINT_TO_HOST		Context Menu
Show (Hide) Crop Region	IDC_VIEW_FRAME_CROPREGION_VISIBILITY		View Control Bar
StairRun:Center-Ends Arc	ID_RUN_ARC_CENTER_ENDS		Contextual Tabs>Draw
Line:Partial Ellipse	ID_OBJECTS_CURVE_ELLIPSE_PARTIAL		Contextual Tabs>Draw
Default:Inscribed Polygon	IDC_RADIO_INSCRIBED_POLYGON		Contextual Tabs>Draw
Default:Rectangle	IDC_RADIO_RECT		Contextual Tabs>Draw
Create Contour - Rectangle	ID_EXT_ENTITY_CONTOUR_RECT		
Grid:Center-Ends Arc	ID_GRID_ARC_CENTER_ENDS		Contextual Tabs>Draw
Orient to Back	ID_ORIENT_TO_BACK		View Cube
Select All Instances in Active Option: Visible in View	ID_SEL_ALL_IN_VIEW_IN_OPTION		Context Menu
Default:Tangent End Arc	IDC_RADIO_ARC_TAN_END		Contextual Tabs>Draw
Zoom to Fit	ID_ZOOM_FIT	ZE#ZF#ZX	Navigation Bar
Turn Override Off	ID_SETTINGS_SNAPS_NOOVERRIDE	SS	Snaps; Debug>Debug
Properties	ID_SHOW_PROPERTIES_PALETTE		Context Menu
Architectural Wall: Center-Ends Arc	ID_WALL_ARC_CENTER_ENDS		Contextual Tabs>Draw
Create Contour - Inscribed Polygon	ID_EXT_ENTITY_CONTOUR_POLY_INSCRIBED		
Structural Wall:Circumscribed Polygon	ID_WALL_STRUCT_POLY_CIRCUMSCRIBED		Contextual Tabs>Draw
Isolate Element	ID_TEMPHIDE_ISOLATE	HI	View Control Bar
WireFrame	ID_IMAGE_WIREFRAME	WF	View Control Bar
Options	ID_NAVWHEEL_OPTIONS		Steering Wheel
View Object Wheel	ID_NAVWHEEL_EXTERIOR_WHEEL		Steering Wheel
Show/Hide Analytical Model	ID_VIEW_FRAME_TOGGLE_ANALYTICAL_MODEL_VISIBILITY		View Control Bar
Grid:Pick Lines	ID_GRID_PICK_LINES		Contextual Tabs>Draw
Lock to Selection	ID_VIEWCUBE_LOCK_SELECTION		View Cube
Structural Wall:Pick Faces	ID_WALL_STRUCT_PICK_FACES		Contextual Tabs>Draw
Default:Fillet Arc	IDC_RADIO_ARC_FILLET		Contextual Tabs>Draw
Schedule View Zoom Restore	ID_SCHEDULE_VIEW_ZOOM_RESTORE		
Snap to Coordination Models	ID_SNAP_OVERRIDE_COORDINATION_MODELS	LM	Snaps; Debug>Debug
Orient to Top Direction	ID_ORIENT_TOP_DIRECTION		View Cube
Line:Tangent End Arc	ID_OBJECTS_CURVE_ARC_TAN		Contextual Tabs>Draw
Walk Mode (3D Mouse)	ID_NAVBAR_3DCONTROLLER_WALK	3W	Navigation Bar
Snap to Point Clouds	ID_SNAP_OVERRIDE_POINT_CLOUDS	PC	Snaps; Debug>Debug
Object Mode (3D Mouse)	ID_NAVBAR_3DCONTROLLER_OBJECT	3O	Navigation Bar
Re-center Crop Boundary	ID_NAVWHEEL_RECENTERCROPBOUNDARY		Steering Wheel
Toggle to Orthographic-3D View / Toggle to Perspective-3D View	ID_VIEWCUBE_TOGGLE_BETWEEN_PERSP_AND_ORTHO		View Cube
Mini View Object Wheel	ID_NAVWHEEL_MINI_MINI_WHEEL		Steering Wheel
Close	ID_SNAP_OVERRIDE_CLOSE	SZ	Snaps; Debug>Debug
Level Camera	ID_NAVWHEEL_LEVELCAMERA		Steering Wheel
Line:Circle	ID_OBJECTS_CURVE_CIRCLE		Contextual Tabs>Draw
Mini Full Navigation Wheel	ID_NAVWHEEL_MINI_EIGHT_WHEEL		Steering Wheel
Orient to Northeast Direction	ID_ORIENT_NORTHEAST_DIRECTION		View Cube
Restore Temporary View Properties	ID_RESTORE_VIEW_PROPERTIES		View Control Bar
Tour Building Wheel	ID_NAVWHEEL_INTERIOR_WHEEL		Steering Wheel
Select All Fabric in Host	ID_SELECT_IN_HOST_ALL_FABRIC		Context Menu
Architectural Wall:Ellipse	ID_WALL_FULL_ELLIPSE		Contextual Tabs>Draw
Move to Project	ID_MOVE_GROUP_MEMBER_TO_PROJECT	MP	Context Menu
Structural Wall:Start-End-Radius Arc	ID_WALL_STRUCT_ARC_THREE_PNT		Contextual Tabs>Draw
Restore Orientation and Lock 3D View	ID_LOCKUNLOCK3DVIEW_LOCKANDRESTORE		View Control Bar
Toggle Bar Alignment	ID_TOGGLE_REBAR_ALIGNED_SET_ORIENTATION_KEYSHORTCUT		Drawing Area Controls
Consistent Colors	ID_IMAGE_FLAT_COLORS		View Control Bar
Orient to Other View	ID_ORIENT_TO_OTHER_VIEW		Steering Wheel
Mini Tour Building Wheel	ID_NAVWHEEL_MINI_OTHER_WHEEL		Steering Wheel
Graphic Override by Element in View: toggle halftone	ID_VIEW_OVERRIDE_ELEMENTS_HALFTONE	EOH	
Hide Category	ID_TEMPHIDE_HIDECAT	HC	View Control Bar
New File Default Template 3	ID_FILE_NEW_WITH_TEMPLATE3		
Restore All Excluded	ID_RESTORE_ALL_EXCLUDED	RA	Context Menu
Move Crop Boundary	ID_MOVE_CROP_BOUNDARY		Steering Wheel
Help	ID_NAVWHEEL_HELP		Steering Wheel
Duplicate Sheet:Duplicate with Sheet Detailing	ID_DUPLICATE_SHEET_WITH_DETAILING		

Select All Instances: In Entire Project	ID_SEL_ALL_IN_PRJ	SA	Context Menu
Create Contour - Fillet Arc	ID_EXT_ENTITY_CONTOUR_ARC_FILLET		
Line:Circumscribed Polygon	ID_OBJECTS_CURVE_POLY_CIRCUMSCRIBED		Contextual Tabs>Draw
Architectural Wall:Circumscribed Polygon	ID_WALL_POLY_CIRCUMSCRIBED		Contextual Tabs>Draw
Temporarily Apply Template Properties	ID_TEMPORARILY_APPLY_TEMPLATE_PROPERTIES		View Control Bar
Fly Mode (3D Mouse)	ID_NAVBAR_3DCONTROLLER_FLY	3F	Navigation Bar
Orient to Southwest Direction	ID_ORIENT_SOUTHWEST_DIRECTION		View Cube
Architectural Wall:Line	ID_WALL_LINE		Contextual Tabs>Draw
Default:Line	IDC_RADIO_LINE		Contextual Tabs>Draw
Toggle Rebar Clear Distance	ID_TOGGLE_REBAR_CONSTRAINT_CLEAR_SPACING_KEYSHORTCUT		Drawing Area Controls
Create Contour - Arc Center Ends	ID_EXT_ENTITY_CONTOUR_ARC_CENTER_ENDS		
Find in Project Browser	ID_FIND_IN_PROJECT_BROWSER	FF	Context Menu
Show Compass	ID_SHOW_COMPASS		View Cube
Orient to Top	ID_ORIENT_TO_TOP		View Cube
Set Front to Current View	ID_SET_FRONT_TO_CURRENT_VIEW		View Cube
Create Contour - Line	ID_EXT_ENTITY_CONTOUR_LINE		
Midpoints	ID_SNAP_OVERRIDE_MID	SM	Snaps; Debug>Debug
Accelerated Graphics - Tech Preview; Accelerated Graphics Mode	ID_SWITCH_ARG_VIEW		Debug>Debug
Find Referring views	ID_FIND_VIEW_GENERATOR		Context Menu
Structural Wall:Circle	ID_WALL_STRUCT_CIRCLE		Contextual Tabs>Draw
Centers	ID_SNAP_OVERRIDE_CENTER	SC	Snaps; Debug>Debug
Decrease Walk Speed	ID_NAVWHEEL_DECREASEWALKSPEED		Steering Wheel
Options	ID_VIEWCUBE_OPTIONS		View Cube
ArchWat:Pick Lines	ID_WALL_PICK_LINES		Contextual Tabs>Draw
New File Default Template 5	ID_FILE_NEW_WITH_TEMPLATES		
Structural Wall:Line	ID_WALL_STRUCT_LINE		Contextual Tabs>Draw
Apply Hide/Isolate to View	ID_TEMPHIDE_MAKEPERM		View Control Bar
Graphic Override by Category in View: toggle halftone	ID_VIEW_OVERRIDE_CATEGORY_HALFTONE	VOH	
Select Previous	ID_EDIT_SELECT_PREVIOUS		Context Menu
Toggle Reveal Constraints Mode	ID_TOGGLE_REVEAL_CONSTRAINTS	CX	View Control Bar
Hide Element	ID_TEMPHIDE_HIDE	HH	View Control Bar
Flip Rebar Set	ID_FLIP_REBAR_SET		Context Menu
New File Default Template 2	ID_FILE_NEW_WITH_TEMPLATE2		
Line:Pick Lines	ID_OBJECTS_CURVE_PICK_LINES		Contextual Tabs>Draw
Toggle visibility	ID_TOGGLE_REBAR_VISIBILITY		Context Menu
Play...	ID_JOURNAL_PLAYBACK		Debug>Journal
Record	ID_JOURNAL_RECORD		Debug>Journal
Stop	ID_JOURNAL_STOP		Debug>Journal
Step	ID_JOURNAL_STEP		Debug>Journal
Add User Comment...	ID_USER_COMMENT		Debug>Journal
Execute Shell Command...	ID_EXECUTE_SHELL_COMMAND		Debug>Journal
Dump Ribbon State	ID_DEBUG_DUMP_RIBBON_STATE		Debug>Journal
Dump AppFrame State	ID_DEBUG_DUMP_APPFRAME_STATE		Debug>Journal
Journal Element State	ID_DEBUG_JOURNAL_ELEMENT_STATE		Debug>Journal
Journal Element State - Dual Format	ID_DEBUG_JOURNAL_ELEMENT_STATE_DUAL		Debug>Journal
Dump Element Parameters	ID_DEBUG_DUMP_ELEMENT_PARAMETERS		Debug>Journal
Dump Element Parameters and Values	ID_DEBUG_DUMP_ELEMENT_PARAMETERS_AND_VALUES		Debug>Journal
Dump Tooltip Data	ID_DBG_DUMP_WORKSHARING_TOOLTIPS		Debug>Journal
Dump Editing Request Notifications	ID_DBG_DUMP_EDITING_REQUEST_NOTIFICATIONS		Debug>Journal
Dump User List	ID_DBG_DUMP_USER_LIST		Debug>Journal
Dump Editing Request Count	ID_DBG_DUMP_PENDING_ER_COUNT		Debug>Journal
Start New Dump File	ID_DBG_NEW_WORKSHARING_DUMP_FILE		Debug>Journal
KeyTip duplication checker	ID_KEY_TIP_VALIDATE		Debug>Journal
Window Capture Test With Temp Graphics (F6)	ID_DEBUG_WINDOW_CAPTURE_STORE_WITH_TEMP		Debug>Journal
Window Dump	ID_DEBUG_WINDOW_DUMP		Debug>Journal
Image Compare	ID_DEBUG_WINDOW_CAPTURE_COMPARE		Debug>Journal
Rendering Image Compare	ID_IMAGE_RENDERING_IMAGE_COMPARE		Debug>Journal
Compare All Sheets	ID_DEBUG_IMAGE_COMPAREALLSHEETS		Debug>Journal
Compare Print Results	ID_DEBUG_PRINT_TEST		Debug>Journal
Image Compare Editor	ID_DEBUG_IMAGE_COMPARE		Debug>Journal
Bulk Image Update	ID_DEBUG_BULK_IMAGE_UPDATE		Debug>Journal
Type Preview Image Test	ID_DEBUG_TYPE_PREVIEW_COMPARE		Debug>Journal
Re-create Preview Image Legend Components	ID_DEBUG_TYPE_PREVIEW_RECREATE		Debug>Journal
Dump Preview Images	ID_DEBUG_TYPE_PREVIEW_DUMP		Debug>Journal
Error Dialogs	ID_DEBUG_TEST_ERROR_DIALOGS		Debug>Journal
Analytical Support Tracker	ID_DEBUG_CHECK_ANALYTICALTRACKER		Debug>Journal
Retrieval with Full Regen...	ID_DEBUG_TESTRETRIVAL		Debug>Journal
Retrieval with Partial Regen...	ID_DEBUG_TESTRETRIVAL_LITE		Debug>Journal
Tree...	ID_DEBUG_TESTRETRIVAL_TREE		Debug>Journal
Load Families...	ID_DEBUG_TESTLOADFAMILIES		Debug>Journal
Load-Save Families...	ID_DEBUG_TESTLOADSAVEFAMILIES		Debug>Journal
Load From Type Catalogs...	ID_DEBUG_TESTLOAD_FROM_FAM_TYPE_CATALOGS		Debug>Journal
Fam Retrieval (Tree) ...	ID_DEBUG_TEST_FAM_RETRIEVAL_TREE		Debug>Journal
Upgrade Families...	ID_TEST_UPGRADE_FAMS_TREE		Debug>Journal
*.rte Regen and Compare (Tree)...	ID_DEBUG_TEST_PROJ_TEMPLATE_REGEN_ALL_INSIGNIFICANCE_TREE		Debug>Journal
*.rft Regen and Compare (Tree)...	ID_DEBUG_TEST_FAM_TEMPLATE_REGEN_ALL_INSIGNIFICANCE_TREE		Debug>Journal
Auto Preview Tool...	ID_DEBUG_AUTOPREVIEW_TOOL		Debug>Journal
Upgrade Family Thermal Properties...	ID_DEBUG_UPDATE_FAMILY_THERMALPROPERTIES		Debug>Journal
Regenerate all views	ID_DEBUG_OPEN_ALL_VIEWS		Debug>Journal
Dump protein materials	ID_DEBUG_DUMP_PROTEIN_MATERIALS		Debug>Journal
Dump rendering assets	ID_DEBUG_DUMP_RENDERING_ASSETS		Debug>Journal
Dump materials with Wood schema	ID_DEBUG_DUMP_MATERIAL_WOODSCHEMA		Debug>Journal
Dump unused appearance assets	ID_DEBUG_DUMP_UNUSED_APPEARANCE		Debug>Journal

Replace protein assets	ID_DEBUG_REPLACE_PROTEIN_ASSETS	Debug>Journal
Fix absolute material texture path	ID_DEBUG_FIX_ABSOLUTE_TEXTURE_PATH	Debug>Journal
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Upgraded Materials - Remove Comments	ID_DEBUG_UPGRADED_MATERIALS_REMOVE_COMMENTS	Debug>Journal
Output Materials Information	ID_DEBUG_OUTPUT_MATERIALS_INFORMATION	Debug>Journal
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Upgrade Material 2012	ID_DEBUG_UPGRADE_MATERIAL2012	Debug>Journal
Find Deprecated Beam and Column Material Parameters	ID_DEBUG_FIND_DEPRECATED_STRUCTURAL_MATERIAL_PARAMS	Debug>Journal
Set 'Structural Material' Parameters	ID_DEBUG_SET_STRUCTURAL_MATERIAL_PARAMS	Debug>Journal
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Upgrade Materials 2013	ID_DEBUG_UPDATE_MATERIAL2013	Debug>Journal
Merge Duplicated Assets	ID_DEBUG_MERGE_DUPLICATED_ASSETS	Debug>Journal
Spell Check C:\wordlist.txt and add misspelled words to custom.dic	ID_DEBUG_SPELL_CHECK_WORD_LIST	Debug>Journal
Spell Check every TextNote and add misspelled words to custom.dic	ID_DEBUG_SPELL_CHECK_ALL_TEXT_NOTES	Debug>Journal
Check File Size	ID_DEBUG_CHECK_FILE_SIZE	Debug>Journal
Compare Files	ID_DEBUG_COMPARE_FILES	Debug>Journal
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Context Reuse Source Scan	ID_DEBUG_SCAN_FOR_CONTEXT_REUSE	Debug>Journal
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Check Session Dirty	ID_CHECK_SESSION_DIRTY	Debug>Journal
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Check Families	ID_DEBUG_CHECK_FAMILY_CONSISTENCY	Debug>Journal
Check family validation rules in the current family	ID_DEBUG_VALIDATE_FAMILY	Debug>Journal
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Check Geom Tables	ID_CHECK_GEOM_TABLES	Debug>Journal
Test Family Type Defs	ID_TEST_FAM_TYPES	Debug>Journal
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Test CER	ID_DBG_TEST_CER	Debug>Journal
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Create ADP Whitelist - Start	ID_DEBUG_ADP_CREATE_WHITELIST_START	Debug>Journal
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Dump All Elements	ID_DUMP_ALL_ELEMS	Debug>Debug
Dump All AppInfos	ID_DUMP_ALL_APPINFOS	Debug>Debug
Dump All Events, Observers, and Contexts	ID_DUMP_ALL_DOCCONTEXTS	Debug>Debug
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Analyze all Loaded Families	ID_DEBUG_FAMILY_ANALYZER	Debug>Debug
Dump ACommand Info	IDC_DEBUG_DUMP_ACOMMANDS	Debug>Debug
Dump Unit Info	ID_DUMP_UNIT_INFO	Debug>Debug
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Dump Category Info	ID_DEBUG_DUMP_CATEGORY_INFO	Debug>Debug
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Dump Built-in Parameters	ID_DEBUG_DUMP_BUILTIN_PARAMETERS	Debug>Debug
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Dump All Failure Messages	ID_DEBUG_DUMP_ALL_FAILURE_MESSAGES	Debug>Debug
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Product Information...	ID_PRODUCT_INFO	Debug>Debug
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Dump Upgrade History	ID_DEBUG_DUMPUPGRADEHISTORY	Debug>Debug
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Reclaim Memory	ID_RECLAIM_MEMORY	Debug>Debug
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Dump Element Category Statistics	ID_DEBUG_DUMP_ELEMENT_CATEGORY_STATISTICS	Debug>Debug
Dump Data Dictionary	ID_DEBUG_DUMP_DD	Debug>Debug
Optimize Data Dictionary	ID_DEBUG_OPTIMIZE_DD	Debug>Debug
Dump ES Entities	ID_DEBUG_DUMP_ES_ENTITIES	Debug>Debug
Dump ES Schemas in Document	ID_DEBUG_DUMP_ES_SCHEMAS_IN_DOC	Debug>Debug
Dump ES Schemas in Memory	ID_DEBUG_DUMP_ES_SCHEMAS_IN_MEMORY	Debug>Debug
Sundial Int Test	ID_DEBUG_SUNDIAL_INT_TEST	Debug>Debug
Add debug ES Entity to selected element	ID_DEBUG_EMLPLACE_ENTITY	Debug>Debug
Add Extensible Storage Entity	ID_DEBUG_ADD_ES_ENTITY	Debug>Debug
Rebuild Cell Tracking (recover file from EStorage SPR 223104)	ID_DEBUG_REBUILD_CELL_TRACKING	Debug>Debug
Delete ES Schema	ID_DEBUG_DELETE_ALL_ES_STORAGE	Debug>Debug
Delete 3rd-Party ES Schema	ID_DEBUG_DELETE_3RD_PARTY_ES_STORAGE	Debug>Debug
Check Analytics	ID_DEBUG_CHECK_C4R_ANALYTICS	Debug>Debug
Check Feature Flags	ID_DEBUG_CHECK_C4R_FEATURE_FLAGS	Debug>Debug
Initialize	ID_HTML_VIEW_ELEMENT_INIT	Debug>Debug
Element Count	ID_HVE_ELEMENT_COUNT	Debug>Debug
Element Count Of Categories	ID_HVE_ELEMENT_COUNT_CATEGORIES	Debug>Debug
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Nested Family (Collapsible)	ID_HVE_NESTED_FAMILY_COLLAPSIBLE	Debug>Debug
Nested Family (Radial)	ID_HVE_NESTED_FAMILY_RADIAL	Debug>Debug
Nested Family (Circle Packing)	ID_HVE_NESTED_FAMILY_PACKING	Debug>Debug
Compute Occluded Elements	ID_VTU_COMPUTE_VISIBLE	Debug>Debug
Time Repaint Visible	ID_VTU_DRAW_VISIBLE	Debug>Debug
Time Repaint All	ID_VTU_DRAW_ALL	Debug>Debug
Dump ViewElemCache	ID_DEBUG_DUMPVIEWELEMCACHE	Debug>Debug
Auto Clip Elev	ID_AUTO_CLIP_ELEV	Debug>Debug
Draw Tiny Objects	ID_DEBUG_DRAW_VERY_SMALL_OBJECTS	Debug>Debug
Reflected View	ID_REFLECTED_VIEW	Debug>Debug
Use VHRL preprocessing	ID_DEBUG_GRAPHICS_USE_VHRL_PREPROCESSING	Debug>Debug
Thin Prehighlighting	ID_THIN_PREHIGHLIGHTING	Debug>Debug
Set DynView FPS	ID_DEBUG_FPS	Debug>Debug
Tessellation Controls...	ID_DEBUG_GRAPHICS_ALWAYSUSEDELAUNAY	Debug>Debug
Display Progress Meter...	ID_DEBUG_GFX_PROGRES_METER	Debug>Debug
Refresh All	ID_REFRESH	Debug>Debug
Small Objects Rendering	ID_SMALL_OBJECTS_RENDERING	Debug>Debug
Sketchy Lines	ID_SKETCHY_LINES	Debug>Debug
Dump RhViewport	ID_DEBUG_DUMPRHVIEWPORT	Debug>Debug
Verbose Dump RhViewport	ID_DEBUG_DUMPRHVIEWPORTVERBOSE	Debug>Debug
Start Diagnostics Logging	ID_DEBUG_ARG_DIAGNOSTICS_ON	Debug>Debug
Stop Diagnostics Logging	ID_DEBUG_ARG_DIAGNOSTICS_OFF	Debug>Debug
Dump	ID_DEBUG_PARTITIONS	Debug>Debug
Disable	ID_DISABLE_WORKSETS	Debug>Debug
List Borrowings	ID_LIST_BORROWINGS	Debug>Debug
Kill Borrowings and Requests	ID_KILL_BORROWINGS_AND_REQUESTS	Debug>Debug
List Edited Elements	ID_LIST_EDITED_ELEMENTS	Debug>Debug
Project Diff	ID_DEBUG_WORKSETS_PROJDIFF	Debug>Debug
Purge Deleted	ID_PURGE_DELETED_WORKSETS	Debug>Debug
Move Elements Out of Workset	ID_DEBUG_MOVE_ELEM_OUT_OF_WORKSET	Debug>Debug
Validate Backups...	ID_DEBUG_WORKSETS_VALIDATE_BACKUPS	Debug>Debug
Episode Stats	ID_DUMP_EPISODE_STATS	Debug>Debug
Show All Worksets in All Views	ID_OPEN_VIEWS_SHOW_WORKSETS	Debug>Debug
Optimize Views	ID_OPTIMIZE_VIEWS	Debug>Debug
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Dump Elements With Invalid Workset	ID_DEBUG_DUMP_ELEMS_INVALID_WORKSET	Debug>Debug
Kill Elements With Invalid Permission	ID_KILL_ELEMENTS_WITH_INVALID_PERMISSION	Debug>Debug
2D Family	ID_FAM_IS_2D	Debug>Debug
Curve Driven (ref planes-based structure)	ID_FAM_IS_CRVDRIVEN	Debug>Debug
Curve Based	ID_FAM_IS_CURVE_BASED	Debug>Debug
Disallow Stretching	ID_FAM_IDISALLOW_STRETCHING	Debug>Debug
Fam Elevation Fixed	ID_TOGGLE_FAM_ELEV	Debug>Debug
Upgrade Fam Symbols	ID_UPGRADE_FAMSYM_VER	Debug>Debug

Deactivate Unused Symbols	ID_DEACTIVATE_UNUSED_PRIMARY_SYMBOLS	Debug>Debug
Family delete...	ID_FAMILY_DELETE	Debug>Debug
Save all loaded families...	ID_DEBUG_SAVE_ALL_FAMS	Debug>Debug
Edit and finish all in-place families...	ID_DEBUG_OPEN_AND_CLOSE_IN_PLACE_FAMILIES	Debug>Debug
Edit and reload all loaded families	ID_DEBUG_EDIT_ALL_FAMS	Debug>Debug
Delete Unused Fams and Syms	ID_DELETE_UNUSED_FAMS_AND_SYMBOLS	Debug>Debug
Dump Bad Family Visibility...	ID_DUMP_BAD_FAM_VIS	Debug>Debug
Host based slave syms (non-wall)	ID_DBG_FAM_OVRHD_HOST	Debug>Debug
Column slaves	ID_DBG_FAM_OVRHD_COLUMNS	Debug>Debug
Computed FamSym stats	ID_DBG_COMPUTED_FAM_SYM_STATS	Debug>Debug
Dbg Dump Family File Data	ID_DBG_DUMP_FAMILY_FILE_DATA	Debug>Debug
Dump Loaded Families	ID_DUMP_LOADED_FAMILIES	Debug>Debug
Import Types...	ID_IMPORT_FAM_TYPES	Debug>Debug
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Family Types...	ID_FAMILY_TYPE_2	Debug>Debug
Remove geometry references for lines and ref planes...	ID_DEBUG_FAMILY_REMOVE_GEOM_REFS	Debug>Debug
Set View Scale for Families...	ID_FAMILY_VIEWSCALEOFFAMILIES	Debug>Debug
Run content creation commands	ID_FAMILY_CONTENTTOOL	Debug>Debug
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Set parameters silently...	ID_DEBUG_SET_ELEM_PARAMETERS_SILENTLY	Debug>Debug
Create Connected Duct/Pipe...	ID_CREATE_DUCT_PIPE_FOR_CONNECTORS	Debug>Debug
Compare Translated Contents	ID_COMPARE_TRANSLATED_CONTENTS	Debug>Debug
Batch Content CTT Auto Generator...	ID_GENERATE_CTT_JOURNAL_BATCH	Debug>Debug
Content CTT Auto Generator...	ID_GENERATE_CTT_JOURNAL	Debug>Debug
Export Template Information	ID_EXPORT_TEMPLATE_INFORMATION	Debug>Debug
Update Duct Pipe Fitting	IDC_DEBUG_UPDATE_FITTING	Debug>Debug
Dump All Other Types	ID_DUMP_ALL_OTHER_FAMILY_TYPES	Debug>Debug
ACRD Content Conversion...	ID_ACRD_CONTENT_CONVERSION	Debug>Debug
Dump Built-in Category table	ID_DUMP_BUILTIN_CATEGORY_TABLE	Debug>Debug
Rebuild FamSym Dependency Objects	ID_REBUILD_FAM_SYM_DEP_OBJS	Debug>Debug
Separate Loaded Families	ID_DEBUG_SEPARATE_ALL_LOADED_FAMS	Debug>Debug
Dump Content Doc Tree	ID_DEBUG_CONTENT_DOC_TREE	Debug>Debug
Upgrade Join Geometry	ID_JOIN_GEOMETRY_WITH_SNAPSHOT	Debug>Debug
Upgrade Family Sketch Structure	ID_UPGRADE_SKETCHES_IN_FAMILY	Debug>Debug
Upgrade Beams to new Join type	ID_BEAM_JOINS_UPGRADE	Debug>Debug
Upgrade internal secret DimensionStyles	ID_MERGEINTERNALSECRETSTYLES	Debug>Debug
Upgrade recapture stray members and remove membership	ID_RECAPTURESTRAYMEMBERSANDREMOVEMEMBERSHIP	Debug>Debug
Fix Ghost Computed Symbols	ID_DEBUG_GHOST_COMPUTED_SYMBOLS	Debug>Debug
Check for family members that refer to elements outside their family	ID_DEBUG_ILLEGAL_FAM_MEMBER_REFS	Debug>Debug
Recompute all rooms	ID_RECOMPUTE_ALL_ROOMS	Debug>Debug
Create default DBViewTypes in the document	ID_DEBUG_CREATE_DEFAULT_DBVIEW_TYPES	Debug>Debug
Find and attempt to delete elements with huge model coordinates	ID_DEBUG_FIND_ELEMENTS_WITH_HUGE_MODEL_COORDINATES	Debug>Debug
Find and attempt to delete or fix DatumPlanes with huge envelopes	ID_DEBUG_FIND_DATUMPLANES_WITH_HUGE_ENVELOPES	Debug>Debug
Find and attempt to fix DBViews with huge Viewer coordinates or remove Viewers with huge Model coord	ID_DEBUG_FIND_VIEWS_WITH_HUGE_VIEWER_COORDINATES_OR_REMOVE_VIEWERS_WITH_HUGE_MODEL_COORDI	Debug>Debug
Reset detail elements on current sketchplane.	ID_DEBUG_RESET_DETAIL_ELEMENTS_ON_CURRENT_SKETCHPLANE	Debug>Debug
Delete all views	ID_DEBUG_DELETE_ALL_VIEWS	Debug>Debug
Clear Recent Types	ID_DEBUG_CLEAR_RECENT_TYPES	Debug>Debug
Correct Default StairsRun Type	ID_DEBUG_CORRECT_DEFAULT_RUN_TYPE	Debug>Debug
Correct Default StairsPath Text Type	ID_DEBUG_CORRECT_DEFAULT_STAIRSPATH_TEXT_TYPE	Debug>Debug
Make names of identical elements unique, with an option to delete unused elements	ID_DEBUG_UNIQIFY_ELEMENT_NAMES	Debug>Debug
Create and recompute view referencing element	ID_FIX_MISSING_VIEWREFERENCING_ELEMENT	Debug>Debug
Try repairing rooms	ID_FIX_MISSING_TOPOLOGIES	Debug>Debug
Fix sheets missing from print UI	ID_DEBUG_DBDRAWINGINFO	Debug>Debug
Add base point to file (if missing)	ID_DEBUG_REPAIR_BASE_POINT	Debug>Debug
Conformalize all Revit link instances	ID_DEBUG_CONFORMALIZE_REVIT_LINKS	Debug>Debug
Reattach elevation views to their elevation symbols	ID_DEBUG_FIX_ORPHANED_ELEVATIONS	Debug>Debug
Add the missing Legend view type from the name	ID_DEBUG_REPAIR_LEGEND_VIEW	Debug>Debug
Fix levels with slight tilts	ID_DEBUG_FIX_TILTED_LEVELS	Debug>Debug
Export Element Id as XData	ID_DEBUG_EXPORT_ELEMENT_ID_XDATA	Debug>Debug
Export additional info as XData	ID_DEBUG_EXPORT_ADDITIONAL_INFO_AS_XDATA	Debug>Debug
Export panel schedule...	ID_DEBUG_EXPORT_PANEL_SCHEDULE	Debug>Debug
Export system schedule view...	ID_DEBUG_EXPORT_MEP_SYSTEM_SCHEDULE_VIEW	Debug>Debug
Export system browser...	ID_DEBUG_EXPORT_SYSTEM_BROWSER	Debug>Debug
Export Electrical Analytical distributable nodes...	ID_DEBUG_EXPORT_ELECTRICAL_ANALYTICAL_DISTRIBUTABLE_NODES	Debug>Debug
Export systems analysis report...	ID_DEBUG_EXPORT_SYSTEMS_ANALYSIS_REPORT	Debug>Debug
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ATF XML	ID_DEBUG_ATF_PRODUCER_XML	Debug>Debug
ATFX	ID_DEBUG_ATF_PRODUCER_ATFX	Debug>Debug
JSON	ID_DEBUG_ATF_PRODUCER_FDXJ	Debug>Debug
Delta JSON	ID_DEBUG_ATF_PRODUCER_FDXJ_DELTA	Debug>Debug
Exchange	ID_DEBUG_ATF_PRODUCER_FDX	Debug>Debug
Delta Exchange	ID_DEBUG_ATF_PRODUCER_FDX_DELTA	Debug>Debug
gbXML	ID_DEBUG_ATF_PRODUCER_GBXML	Debug>Debug
One DirectShape	ID_DEBUG_IMPORT_ATFXXML_ONE_DIRECTSHAPE	Debug>Debug
Multiple Elements	ID_DEBUG_IMPORT_ATFXML_MULTIPLE_ELEMENTS	Debug>Debug
One DirectShape	ID_DEBUG_IMPORT_ATFX_ONE_DIRECTSHAPE	Debug>Debug
Multiple Elements	ID_DEBUG_IMPORT_ATFX_MULTIPLE_ELEMENTS	Debug>Debug
Link ATFX as Data Exchange	ID_DEBUG_LINK_ATFX	Debug>Debug
FDXJSON	ID_DEBUG_IMPORT_ATF_FDXJ	Debug>Debug
FDX Exchange	ID_DEBUG_IMPORT_ATF_FDX	Debug>Debug
IFC	ID_DEBUG_IMPORT_ATF_IFC	Debug>Debug
IFC (Default Table)	ID_DEBUG_IMPORT_ATF_IFC_DEFAULT_TABLE	Debug>Debug

ATFXML	ID_DEBUG_UPDATE_ATFXML	Debug>Debug
ATFX	ID_DEBUG_UPDATE_ATFX	Debug>Debug
FDX Exchange	ID_DEBUG_UPDATE_ATF_FDX	Debug>Debug
IFC	ID_DEBUG_UPDATE_IFC	Debug>Debug
IFC (Default Table)	ID_DEBUG_UPDATE_IFC_DEFAULT_TABLE	Debug>Debug
ATFX to ATF XML	ID_DEBUG_ATF_CONVERT_ATFX_TO_ATFXML	Debug>Debug
ATF XML to ATFX	ID_DEBUG_ATF_CONVERT_ATFXML_TO_ATFX	Debug>Debug
IFC to ATF XML	ID_DEBUG_ATF_CONVERT_IFC_TO_ATFXML	Debug>Debug
Rhino to SAT	ID_DEBUG_ATF_CONVERT_RHINO_TO_SAT	Debug>Debug
STEP to ATF XML	ID_DEBUG_ATF_CONVERT_STEP_TO_ATFXML	Debug>Debug
Split SAT one per BRep	ID_DEBUG_ATF_SEPARATE_SAT_BREPS	Debug>Debug
Load IFC Schemas	ID_DEBUG_LOAD_IFC_SCHEMAS	Debug>Debug
Extract part atom stream...	ID_DEBUG_EXTRACT_PARTATOM	Debug>Debug
Extract project atom stream...	ID_DEBUG_EXTRACT_PROJECTATOM	Debug>Debug
Start	ID_DEBUG_TIMER_START	Debug>Debug
Stop	ID_DEBUG_TIMER_STOP	Debug>Debug
Elements...	ID_SHOW_RELATED	Debug>Debug
Duplication CleanUp...	ID_DEBUG_DUPLICATION_CLEANUP	Debug>Debug
Validate Geometry	ID_DEBUG_VALIDATE_GEOMETRY	Debug>Debug
Draw Temp Geometry	ID_DEBUG_DRAW_TEMP_GEOM	Debug>Debug
Import Geometry as DirectShape	ID_DEBUG_IMPORT_GEOM_AS_DIRECTSHAPE	Debug>Debug
Import Mesh as DirectShape	ID_DEBUG_IMPORT_MESH_AS_DIRECTSHAPE	Debug>Debug
Import GGroup as DirectShape	ID_DEBUG_IMPORT_GGROUP_AS_DIRECTSHAPE	Debug>Debug
Import facets and curves from vertex file as as a DirectShape with curves	ID_DEBUG_IMPORT_FACETS_POLYLINES_FROM_VERTEXFILE_AS_DIRECTSHAPE_WITH_CURVES	Debug>Debug
Import facets, curves and vertices from vertex file as as a DirectShape with curves	ID_DEBUG_IMPORT_FACETS_POLYLINES_VERTICES_FROM_VERTEXFILE_AS_DIRECTSHAPE_WITH_CURVES	Debug>Debug
Reset Regen Counter	ID_DEBUG_RESET_REGEN_COUNTER	Debug>Debug
Force View Elements Update	ID_DEBUG_FORCE_VIEW_ELEMENTS_UPDATE	Debug>Debug
Display Profile Dialog	ID_DEBUG_DISPLAY_PROFILE_DIALOG	Debug>Debug
Draw Lines	ID_DEBUG_DRAW_LINES	Debug>Debug
Turntable	ID_VIEW_ROTATION_TECHNIQUE_TURNTABLE	Debug>Debug
Trackball	ID_VIEW_ROTATION_TECHNIQUE_TRACKBALL	Debug>Debug
Enable Undo	ID_DEBUG_ENABLE_UNDO	Debug>Debug
Flush Undo	ID_FLUSH_UNDO	Debug>Debug
Replace with Link	ID_EDIT_REPLACE_WITH_LINK	Debug>Debug
Insert 3d from File	ID_INSERT_3D_ELEMENTS_FROM_FILE	Debug>Debug
Copy Selection to New File	ID_EDIT_COPY_TO_NEW_FILE	Debug>Debug
Special Params...	ID_SPECIAL_PARAMS	Debug>Debug
Calculate Point Cloud Normals	ID_DEBUG_CALCULATE_PC_NORMALS	Debug>Debug
Add default light	ID_DEBUG_ADD_LIGHT	Debug>Debug
Create Assembly	ID_CREATE_ASSEMBLY	Debug>Debug
Add Swept Blend Profile	ID_ADD_SWEEP_BLEND_PROFILE	Debug>Debug
Standalone NonPlanarSketch	ID_ADD_NON_PLANAR_SKETCH	Debug>Debug
Content Tree Browser	ID_CONTENT_TREE	Debug>Debug
Load Catalog...	ID_LOAD_CATALOG	Debug>Debug
Manage Catalogs...	ID_MANAGE_CATALOGS	Debug>Debug
Catalog Organization...	ID_CATALOG_ORGANIZATION	Debug>Debug
Curtain System by Mesh	ID_OBJECTS_CURTA_MESH_SYSTEM	Debug>Debug
Mesh Parquets...	ID_SETTINGS_TILE_PATTERNS	Debug>Debug
Convert to Component	ID_CONVERT_TO_COMPONENT	Debug>Debug
Form Reorder Profiles	ID_REORDER_FORM_PROFILES	Debug>Debug
New Family	ID_FILE_NEW	Debug>Debug
Point	ID_OBJECT_POINT	Debug>Debug
Line by Points (model)	ID_SET_3D_SNAPPING	Debug>Debug
Line by Points (reference)	ID_SET_REF_3D_SNAPPING	Debug>Debug
Spline by Points (model)	ID_OBJECT_3D_CURVE	Debug>Debug
Spline by Points (reference)	ID_OBJECTS_REFERENCE_CURVE_SPLINE_BY_POINTS	Debug>Debug
Rectangle by Points (model)	ID_SET_RECT_3D_SNAPPING	Debug>Debug
Rectangle by Points (reference)	ID_SET_REF_RECT_3D_SNAPPING	Debug>Debug
Repeat Component	ID_REPEAT_COMPONENT	Debug>Debug
Arc by Points (model)	ID_SET_ARC_3D_SNAPPING	Debug>Debug
Arc by Points (reference)	ID_SET_REF_ARC_3D_SNAPPING	Debug>Debug
Sculpt Face	ID_SCULPT_FACE	Debug>Debug
Make Datums Visible in 3D Views	ID_DEBUG_MAKE_DATUMS_VISIBLE_IN_3D	Debug>Debug
Export all views in all files in the background	ID_DEBUG_TEST_BPDFE_ALL_VIEWS_ALL_FILES	Debug>Debug
Export all views in the current file in the background	ID_DEBUG_TEST_BPDFE_ALL_VIEWS	Debug>Debug
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HVAC Zone	ID_RBS_HVAC_ZONE	Debug>Debug
Heating and Cooling Loads	ID_RBS_HVAC_LOADS	Debug>Debug
Check the EAM	ID_CHECK_EAM	Debug>Debug
Shrink the model around issue	ID_SHRINKER_EAM	Debug>Debug
Energy Analysis View	ID_RBS_SHOW_EA_VIEW	Debug>Debug
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Manual to autodetect	ID_CONVERT_MANUAL_AM_TO_AUTODETECT	Debug>Debug
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Dump Floor/Ceiling Constraints	ID_DUMP_FLOOR_CEILING_CONSTRAINTS	Debug>Debug
Create Dynamic Updater	ID_DYNAMIC_UPDATE_REGISTER_UPDATER	Debug>Debug
Load Trusses	ID_DEBUG_LOAD_TRUSSES	Debug>Debug

Dump Graphics Cache	ID_DUMP_GRAPHICS_CACHE	Debug>Debug
Create prototype shapes	ID_REBAR_SHAPE_CREATE_DEBUG	Debug>Debug
Remake all family-based shapes	ID_REBAR_SHAPE_REMAKE_DEBUG	Debug>Debug
Run Rebar unit tests	ID_DEBUG_RUN_REBAR_UNIT_TESTS	Debug>Debug
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Locally Unload Is Set	ID_RVT_LINK_LOCALLY_UNLOAD_LINK_IS_SET	Debug>Debug
Locally Unload Toggle	ID_RVT_LINK_LOCALLY_UNLOAD_LINK_TOGGLE	Debug>Debug
Set Locally Unload All Links	ID_RVT_LINK_SET_LOCALLY_UNLOAD_ALL_LINKS	Debug>Debug
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Locally Unload New Links Toggle	ID_RVT_LINK_LOCALLY_UNLOAD_NEW_LINKS_TOGGLE	Debug>Debug
Set Hidden Edge Family Params	ID_SET_HIDDEN_EDGE_PARAMS	Debug>Debug
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Symmetry	ID_DEBUG_MERGE_SYMMETRY	Debug>Debug
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Place Railing	ID_OBJECTS_RAILINGSYSTEM	Debug>Debug
Routing Preference Manager	ID_ROUTING_PREFERENCE_MANAGE	Debug>Debug
Built-in Parameter Tooltips Tool	ID_BUILT_IN_PARAM_TOOLTIPS_TOOL	Debug>Debug
Filter Components	ID_FILTER_MEPCOMPONENTS	Debug>Debug
CSV File Into Family Size Table	ID_RBS_CSVFILE_INTO_FAMILY_SIZETABLE	Debug>Debug
Remove duct and pipe offsets	ID_MEP_REMOVE_DUCT_PIPE_OFFSETS	Debug>Debug
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Create Fabrication Element	ID_CREATE_FABRICATIONPART	Debug>Debug
Create Fabrication Spool...	ID_CREATE_FABPATS_SPOOL	Debug>Debug
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Create Fabrication Job	ID_CREATE_FABRICATION_JOB	Debug>Debug
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Calculate Flow in Network	ID_DEBUG_CALCULATE_FLOW_NETWORK	Debug>Debug
Refresh Flow Network Id	ID_DEBUG_REFRESH_NETWORK_ID	Debug>Debug
Analytical Pipe Connection to Space	ID_MEP_ANALYTICAL_PIPE_SPACE_CONNECTION	Debug>Debug
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Create an Area Based Load	IDS_RBS_ANALYTICAL_LOADZONE	Debug>Debug
Place Electrical Load Areas	IDS_RBS_ANALYTICAL_PLACE_LOADAREAS	Debug>Debug
Add Electrical Analytical Load Case	ID_RBS_DEBUG_ELECTRICAL_ANALYSIS_ADD_LOAD_CASE	Debug>Debug
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NoBLE Select File	ID_DEBUG_NOBLE_FILE	Debug>Debug
NoBLE DocTold Map	ID_DEBUG_NOBLE_MAP	Debug>Debug
NoBLE PrintSettings Demo	ID_DEBUG_NOBLE_PRINT_SETTINGS_DEMO	Debug>Debug
NoBLE Dirty Elements Demo	ID_DEBUG_NOBLE_DIRTY_ELEMENTS_DEMO	Debug>Debug
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Reload from Disk	ID_LOAD_XAML_RELOAD	Debug>Ribbon XAML
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