

# Revit Architecture 2016: Keyboard Shortcuts

Applications Menu	
Ctrl+N	New
Ctrl+O	Open
Ctrl+S	Save
Ctrl+P	Print
Architecture>Build	
WA	Wall
DR	Door
WN	Window
CM	Place a Component
CL	Column
Architecture>Model	
GP	Create Group
LI	Model Line
Architecture>Room & Area	
RM	Room
RT	Tag Room
Architecture>Datum	
LL	Level
GR	Grid
Architecture>Work Plane	
RP	Reference Plane
Annotate>Dimension	
DI	Aligned Dimension
EL	Spot Elevation
Annotate>Detail	
DL	Detail Line
Annotate>Text	
TX	Text
FR	Find/Replace
Annotate>Tag	
TG	Tag by Category
Collaborate>Synchronize	
RL/RW	Reload Latest
ER	Editing Requests

View>Graphics	
VG/VV	Visibility/Graphics
TL	Thin Lines
RR	Render
RD	Render in Cloud
RG	Render Gallery
View>Windows	
WC	Cascade Windows
WT	Tile Windows
PP	Properties
KS	Keyboard Shortcuts
Manage>Settings	
UN	Project Units
SU	Sun and Shadow Settings
Modify>Clipboard	
MA	Match Type Properties
Modify>Geometry	
CP	Cope; Apply Notching
PT	Paint
RC	Cope: Remove Notching
SF	Split Face
Modify>Modify	
AL	Align
AR	Array
CO/CC	Copy
CS	Create Similar
DE	Delete
DM	Mirror - Draw Axis
MM	Mirror - Pick Axis
MV	Move
OF	Offset
PN	Pin
RE	Scale
RO	Rotate
SL	Split Element
TR	Trim/Extend to Corner
UP	Unpin

Modify>View	
EH	Hide in View: Hide Elements
EOD	Override Graphics in View
LW	Linework
VH	Hide in View: Hide Category
Zoom	
ZA	Zoom All to Fit
ZE/ZF/ZX	Zoom to Fit
ZO/ZV	Zoom Out(2x)
ZP/ZC	Previous Pan/Zoom
ZR/ZZ	Zoom in Region
ZS	Zoom Sheet Size
Snaps	
PC	Snap to Point Clouds
SC	Centres
SE	Endpoints
SI	Intersections
SM	Midpoints
SN	Nearest
SO	Snap Off
SP	Perpendicular
SQ	Quadrants
SR	Snap to Remote Objects
ST	Tangents
SW	Work Plane Grid
SX	Points
SZ	Close
View Control Bar	
CX	Reveal Constraints
GD	Graphic Display Options
HL	Hidden Line
RY	Ray Trace
SD	Shaded
WF	Wireframe
Function Keys	
F1	Displays Revit Help
F7	Spelling
F8	Navigation Wheel
F10/Alt	Keytips
Spacebar	Flip or rotate 90 degrees selected elements
Tab	Cycles through snaps or chain of elements

<p>Some common Revit keyboard Shortcuts  From C:\Program Files\Autodesk Revit &lt;version number&gt;\Program\KeyboardShortcuts.txt</p>		<p>This is the majority, there are others, but I try to keep that list down to one page so that it can be printed and taped to your monitor...</p>
<p><b>EDIT MENU</b>  MD modify  MV move  CO copy (Cntrl-C)  RO rotate  AR array  MM mirror  PR properties  DE delete  GP group  LO lock objects  SA Select all instances  RE Resize  PP Pin Position UP=unpin  CS Create Similar</p>	<p><b>VIEW MENU</b>  ZR zoom in region  ZO zoom out (2x)  ZF zoom to fit  ZE zoom to fit  ZA zoom all to fit  ZS sheet size  ZP previous scroll/zoom    F8 dynamic view dbox  F5 refresh</p>	<p>; Settings menu  "SU" menu:"Settings-Sun and Shadows Settings"  "UN" menu:"Settings-Project Units"  Window menu  "WC" menu:"Window-Cascade"  "WT" menu:"Window-Tile"  ;  ; snap overrides  "SI" snapcode:"Intersections"  "SE" snapcode:"Endpoints"  "SM" snapcode:"Midpoints"  "SC" snapcode:"Centers"  "SN" snapcode:"Nearest"  "SP" snapcode:"Perpendicular"  "ST" snapcode:"Tangents"  "SW" snapcode:"Work Plane Grid"  "SQ" snapcode:"Quadrants"  "SX" snapcode:"Points"  "SR" snapcode:"Snap to Remote Objects"  "SO" snapcode:"Snaps Off"  "SS" snapcode:"Turn Override Off"  ;  Revit Building features many preset keyboard commands to increase your efficiency:</p>
<p><b>DRAFTING MENU</b>  DI dimension  EL spot elevation  GR grid  LL level  TX text  TG tag  RP ref plane  RT room tag  DL detail lines</p>	<p><b>More VIEW menu</b>  VP View Properties  VG Visibility graphics  VH category invisible  Vi Other categories invisible  HH Hide object  HI isolate object  HC hide category  IC isolate category  HR reset temp hide/isolate</p>	<p>Selecting: Press If you want to  CTRL Select multiple elements  TAB Cycle through the prehighlighting of elements to select among ones that are close to one another. Note: If you are selecting multiple elements and need to use the Tab key, do not hold the CTRL key while pressing TAB.  TAB Prehighlight wall faces or wall centerlines when placing dimensions  TAB Toggle between selecting a curtain wall or a glazed panel in a plan view  SHIFT+TAB Reverse the order in which TAB cycles through the prehighlighting of elements  CTRL+A Select all rows in the Worksets dialog box.</p>
<p><b>TOOLS MENU</b>  LW linework  PT paint  SF split face  AL align  SL split walls and lines  TR trim/extend  OF offset  F7 spelling  MA match</p>	<p><b>SHADE/WIREFRAME</b>  WF wireframe  HL hidden line  SD shade mode  AG advanced model graphic    other  TL thin lines  RR rendering raytrace</p>	<p>Snapping    Press If you want to  TAB Cycle through different snaps while creating walls and lines, placing components, or moving or pasting elements.  SHIFT+TAB Reverse the order in which TAB cycles through different snaps. Pressing SHIFT+TAB once suppresses all snap points.</p>
<p><b>ALTERNATES</b>  ZZ zoom in region  ZX zoom to fit  ZC previous scroll/zoom  ZV zoom out (2x)  VV visibility/graphics  CC copy</p>	<p><b>File menu</b>  ER File-Editing Requests  RL File-Reload Latest  RW File-Reload Latest</p>	<p>File Management    Press If you want to  CTRL+O Open a project  CTRL+P Print a page  CTRL+S Save a project</p>
	<p><b>MODELING MENU</b>  WA wall  WN window  DR door  CM component  LI lines  RP ref plane</p>	

The following is gleaned from AUGI discussion forums:

You can use Alt+Enter to edit the Element properties of almost everything.

I found out today you can use Ctrl+Enter to toggle between Element and Type properties.

Is this documented anywhere?

Doesn't have to be ctrl-enter, just enter.

Because by default when the Element Properties box comes up, the "Edit/New" button is highlighted, hitting enter brings up the Type Properties. Where the default highlighted button is "OK". Which takes you back to the Element Properties.

You can verify this by clicking in any field first. Now neither Ctrl-enter nor Enter take you to the Type Properties.

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Also, if you hold the Delete key down, you can delete items one-by-one by clicking on them. It's often faster (although slightly more dangerous) than Click-Delete,...Click-Delete...Click-Delete....

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Here are a few more. Some of them might be well known to most users, but there are always some users who haven't yet figured them out:

- Arrow keys nudge selected object; Shift Arrow nudges 10 times as much.
- When box selecting, if you drag left to right it selects only those elements entirely within the rectangle; if you drag right to left it selects elements that cross the rectangle as well.
- Tab before selecting cycles through selection candidates. Tab while sketching cycles through possible snaps. This can be used to disable snapping in a particular case. Shift Tab cycles backwards.
- SO disables all snaps for the next pick. Look in the snaps dialog box for other snap control keyboard tricks.
- Tab to select a chain of lines or walls when none of them is already selected. To select only part of a chain, select a line in the chain, then mouse over another line in the chain, Tab, pick, selects the part of the chain connecting those two lines.
- Esc key generally gets you out of the current command and back to the Modify tool (sometimes you need a few Escapes to get out several levels).
- CS when an element is selected invokes the Create Similar command; this puts you into the appropriate tool to create an element like the selected one, and it sets up the Type to be the same as the original.
- Typing a number while sketching a line finishes creating a line in the direction you were going with the specified length. Similar behavior for other commands such as Move -- the value typed goes into the "listening" temporary dimension (which is the one that is bold).
- When entering a number in feet and inches, type the feet then a space then the inches -- no need to put " and '. (I didn't know this one myself for the longest time 😊).
- Any time you are entering a number (such as in a temporary dimension) you can put an equal sign and then type an expression. For example, to sketch a golden rectangle with one side 10, set the other side to  $=10 \cdot (\sqrt{5}-1)/2$ . Revit will calculate the expression and use that value.
- If you are sketching many arcs or circles with the same radius, pick the Radius check box in the option bar and type the radius before sketching. This works even in the straight line tool for creating a rounded polyline.
- Drag the witness line control on a temporary dimension to a different reference to control a different distance.
- This one isn't keyboard related, but it's something that people often don't notice. If one or more elements are selected and you don't see any temporary dimensions, press Activate Dimensions from the option bar.

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