



Revit Python Wrapper

COMMON USE

INTERNAL USE

from rpw import

doc

uidoc

DB

UI

rpw.BaseWrapper

`unwrap ()`
`__getitem__ ()`
`__repr__ ()`
`__init__ ()`

rpw.enumeration

`BicEnum`
`BipEnum`

rpw.forms

`SelectFromList ()`
`TextInput ()`

rpw.utils

`to_elements ()`
`to_element_ids ()`

rpw.Element.Factory

rpw.Element

`int_as_id ()`
`from_id ()`
`from_int ()`
`parameters`

rpw.Parameter
rpw.ParameterSet

`__getitem__ ()`
`value`
`type`

rpw.Instance

`name`
`symbol`
`family`
`category`
`siblings`

rpw.Symbol

`name`
`instances`
`family`
`category`
`siblings`

System Symbol / Type

`Wall`
`Floor`
`Ceiling`

rpw.Family

`name`
`symbols`
`instances`
`family`
`category`
`siblings`

System Family Variations

`Wall`
`Floor`
`Ceiling`

rpw.Category

`name`
`families`
`symbols`
`instances`
`category`

rpw.Selection

`add ()`
`clear ()`
`__getitem__ ()`
`__iter__ ()`

rpw.Transaction

`with context`
`@ensure ()`

rpw.Collector

`__iter__ ()`
`filter ()`
`elements`
`first`
`element_ids`
`** view (scope)`
`** of_class (filter)`
`** of_category (filter)`
`** symbol (filter)`
`** is_type (filter)`
`** is_not_type (filter)`
`***is_view_dependent (filter)`
`**parameter_filter (filter)`