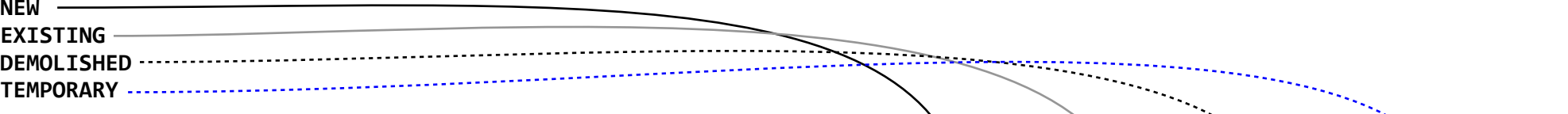


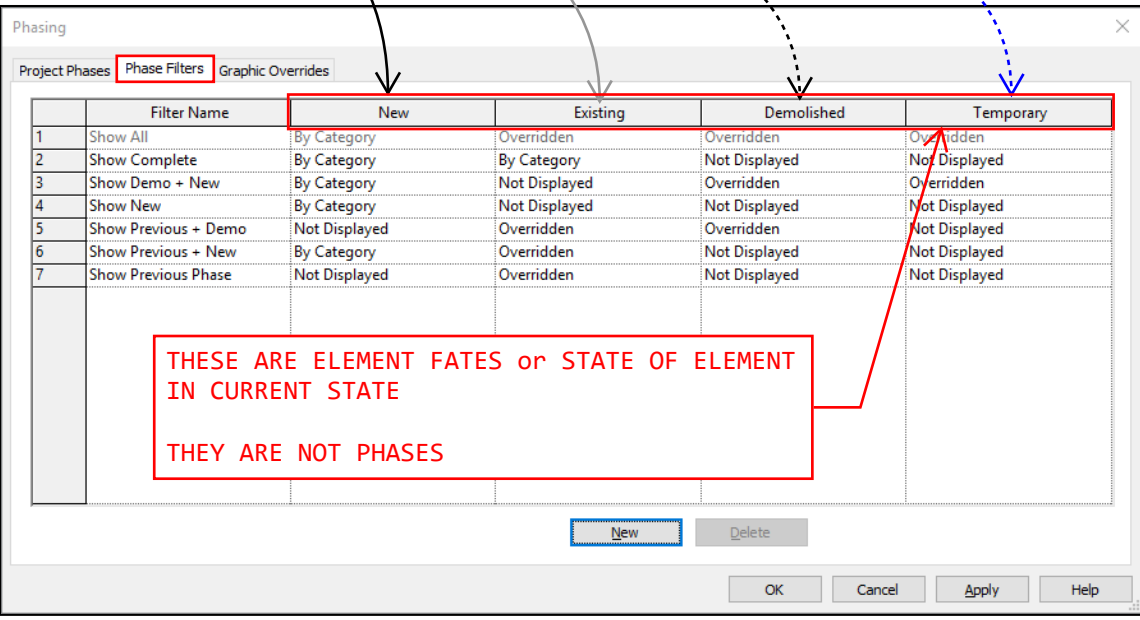
REVIT PHASES, ... AND LINKED PHASES, ... AND NESTED PHASES

1.

WHAT YOU SEE IN A VIEW IS THE "CURRENT STATE" OF THE MODEL.
EACH ELEMENT HAS A HISTORY.
THROUGHOUT THE TIMELINE OF PHASES, EACH ELEMENT CAN HAVE ONE OF 4 FATES:



THE PHASE FILTERS OVERRIDE THE GRAPHICS OF THE ELEMENTS BASED ON THEIR FATE.

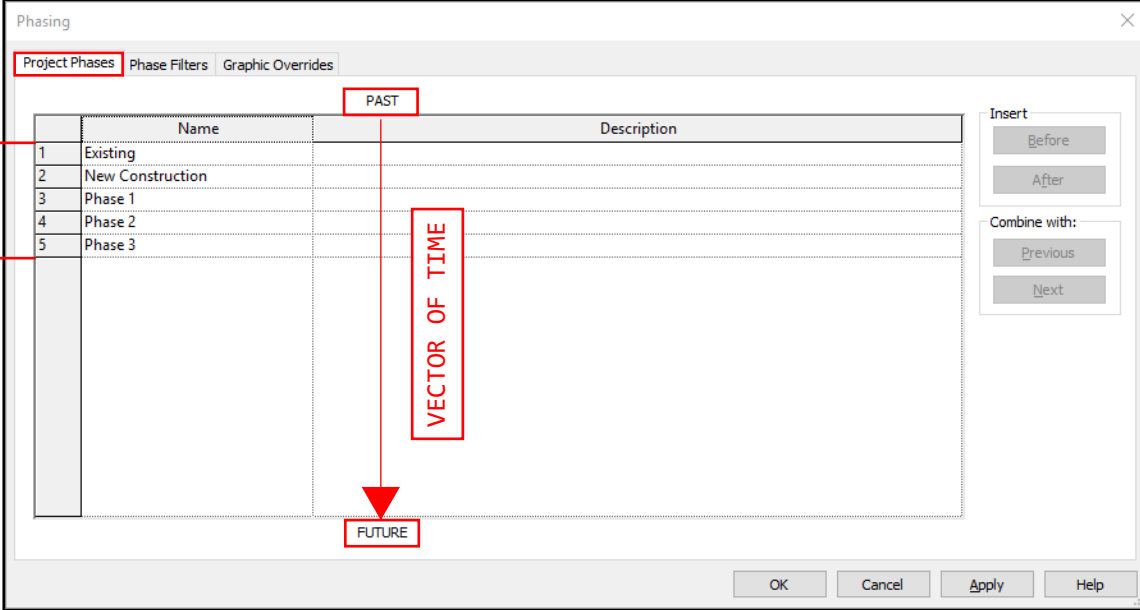


THESE ARE ELEMENT FATES OR STATE OF ELEMENT IN CURRENT STATE
THEY ARE NOT PHASES

2.

PHASES ARE SLOTS IN TIME THAT SOMETHING CAN HAPPEN TO ELEMENTS.

PHASES CAN HAVE ANY NAMES



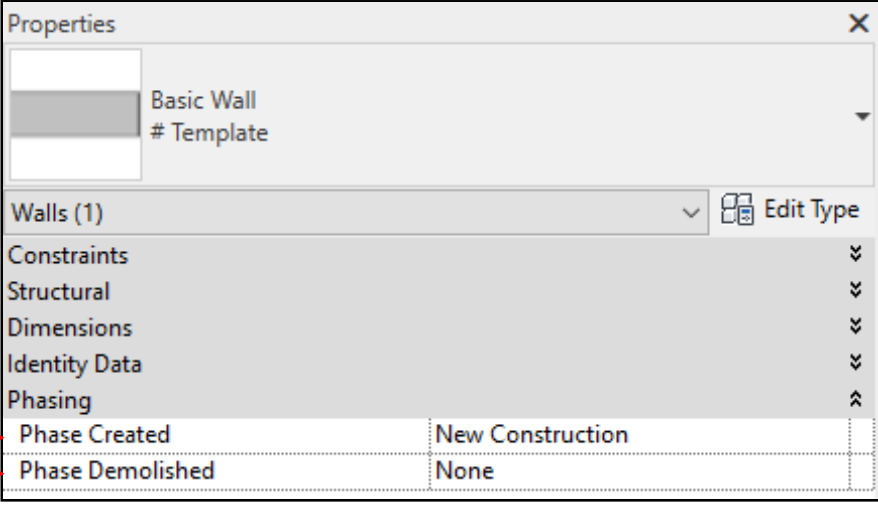
3.

TWO THINGS CAN HAPPEN TO ELEMENT AT EACH PHASE:

+ THEY ARE CREATED

x THERE ARE DEMOLISHED

IF AN ELEMENT IS BOTH CREATED AND DEMOLISHED IN THE SAME PHASE, IT WILL BE CONSIDERED TO BE "TEMPORARY"

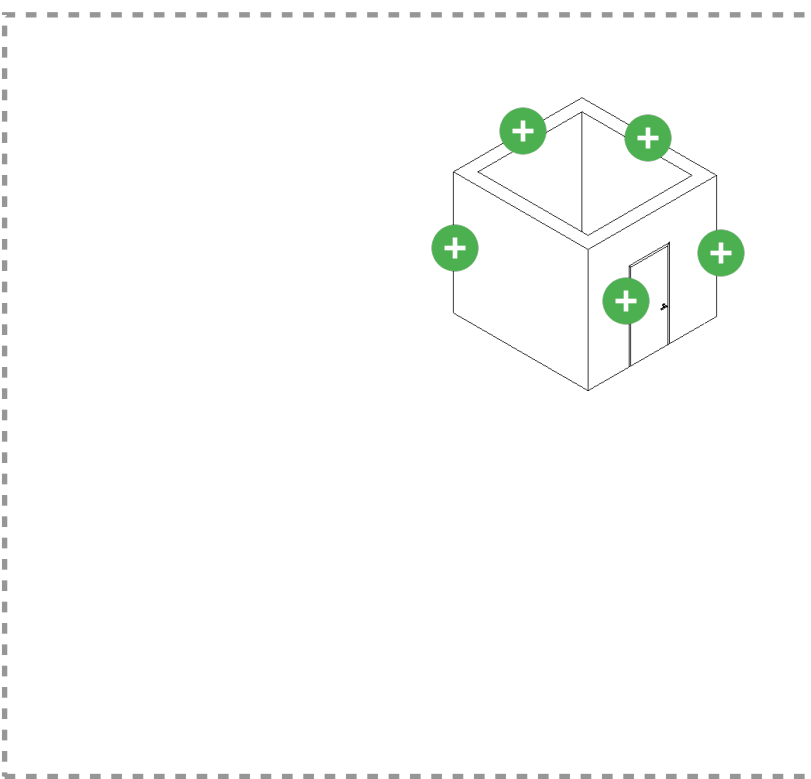


4.

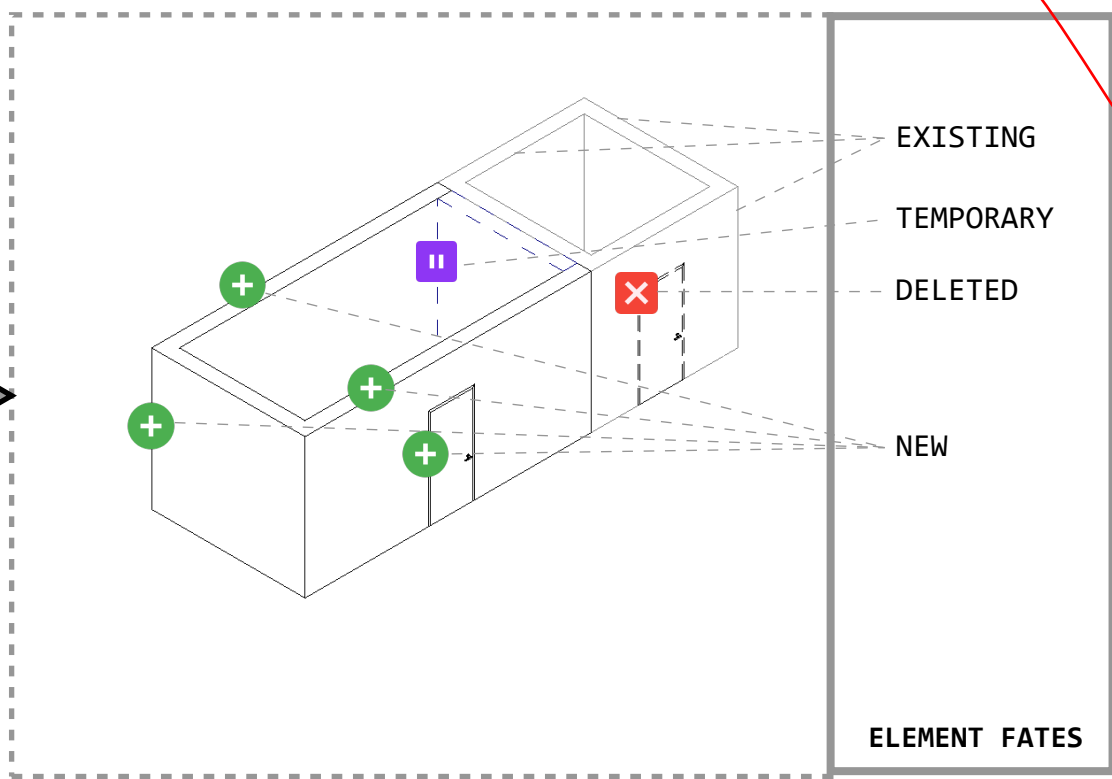
NOW LET'S LOOK AT THE LIFE SPAN AND FATE OF A FEW ELEMENTS ACROSS TIME...

WE HAVE A 3D VIEW, WITH PHASE PARAMETER SET TO "NEW CONSTRUCTION" AND PHASE FILTER SET TO "SHOW NEW"

PHASE: EXISTING

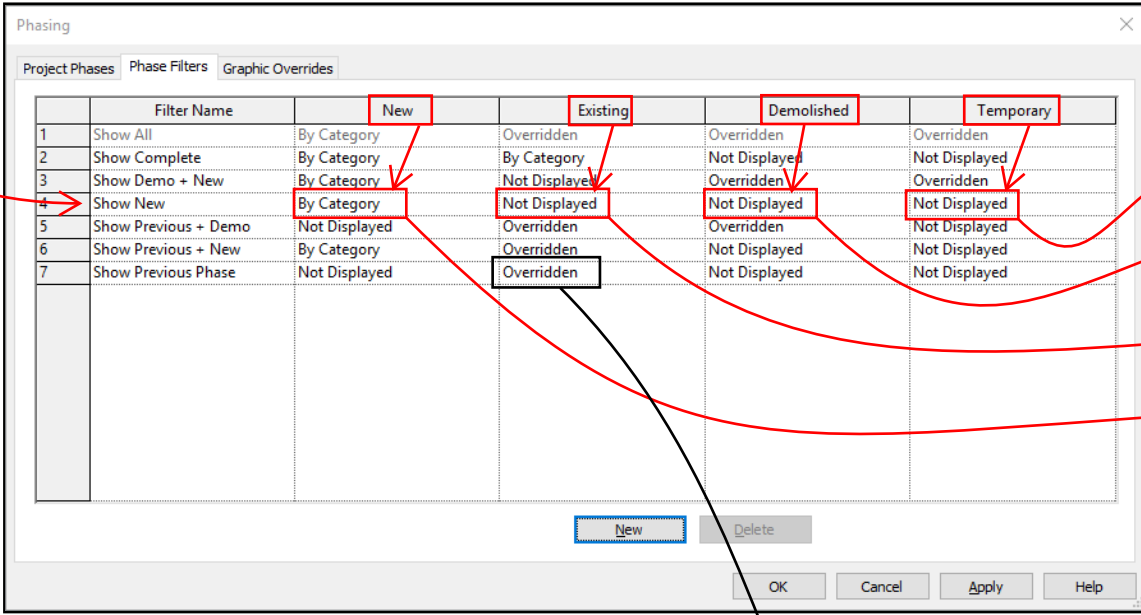


PHASE: NEW CONSTRUCTION

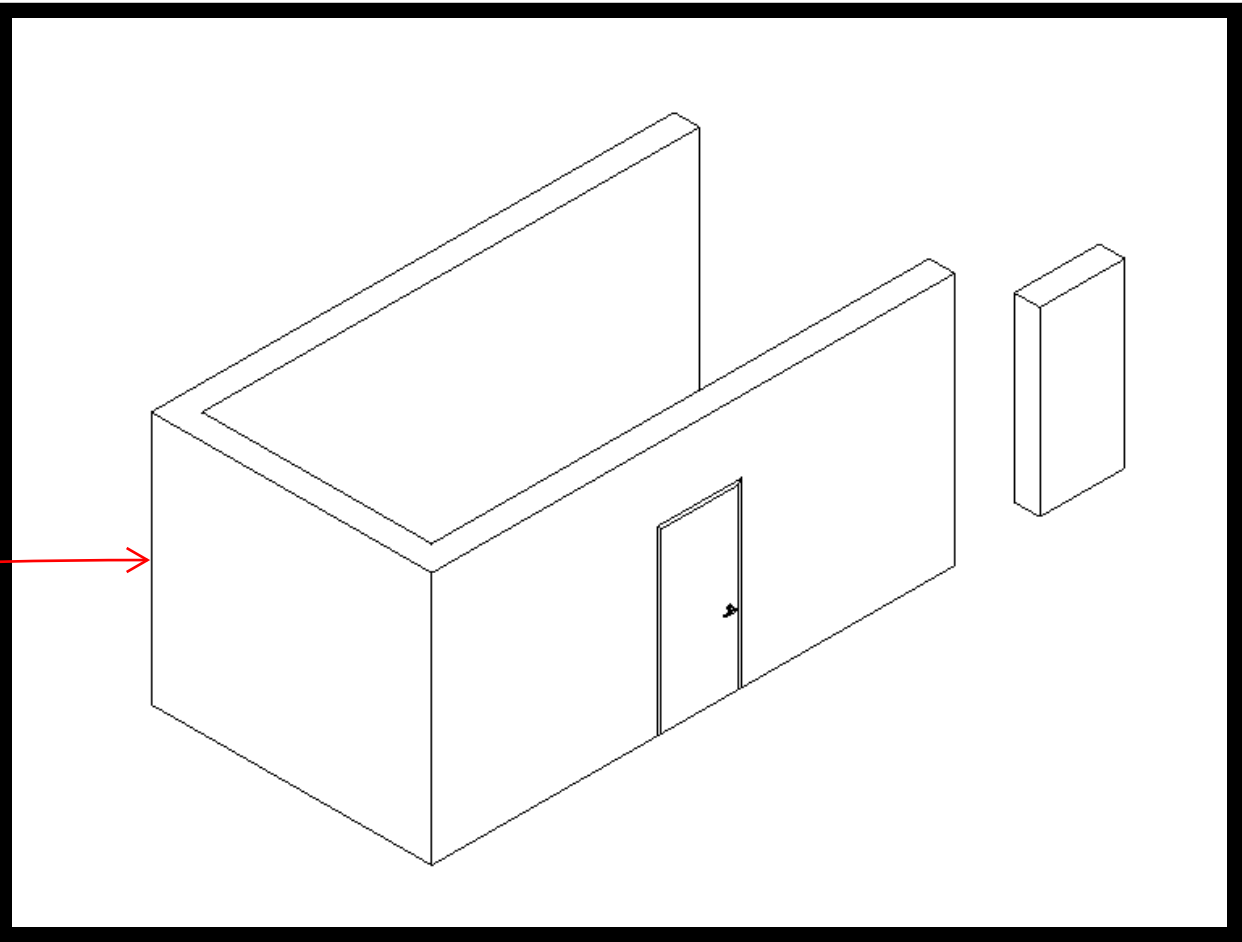


EXISTING
TEMPORARY
DELETED
NEW
ELEMENT FATES

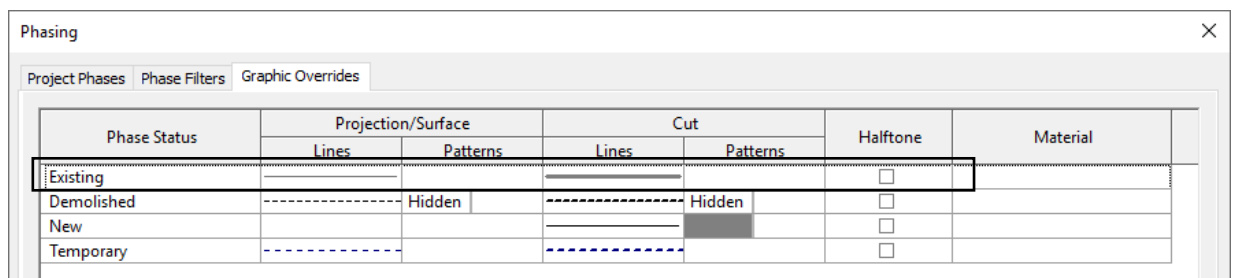
NOW THE PHASE FILTER IS USED TO OVERRIDE THE ELEMENT GRAPHICS BASED ON THEIR FATE



NOW THE CONTENTS OF THE VIEW CAN BE DRAWN PER THE PHASE FILTER, ONLY "NEW" ITEMS ARE SHOWN USING "BY CATEGORY" OVERRIDE, MEANING THEY WILL BE DRAWN WITH THE GLOBAL STYLE FOR THAT ELEMENT CATEGORY.



WHEN PHASE FILTER IS SET TO "OVERRIDE" THE ELEMENT GRAPHICS ARE OVERRIDEN BASED ON THE GRAPHIC SETTINGS IN PHASES WINDOW

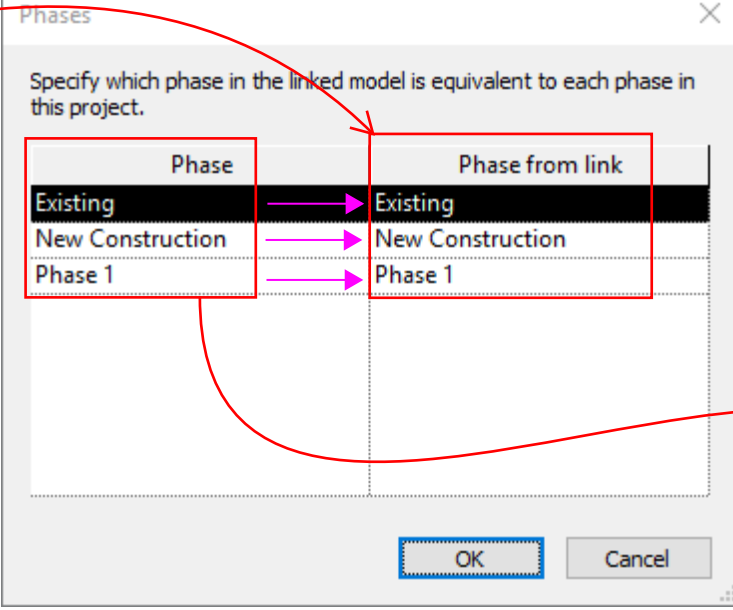


5.

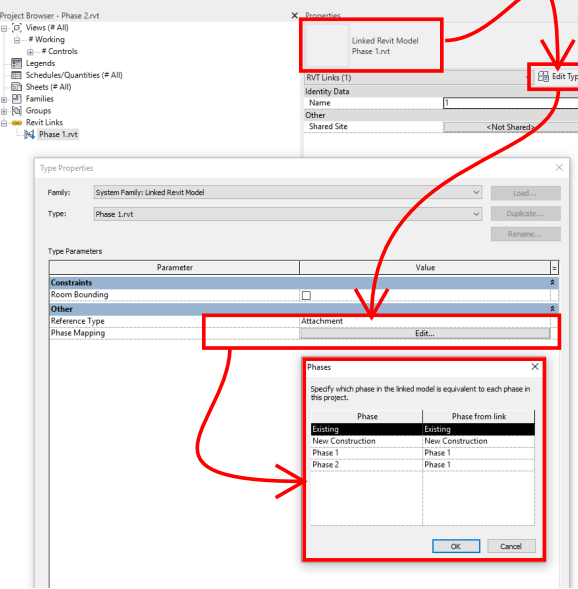
CORRECTLY LINKING PHASES FROM LINKED MODELS, WHEN PROJECT PHASES ARE SPREAD OUT BETWEEN SEPARATE MODELS.

5b.

SET THE PHASE MAPPING

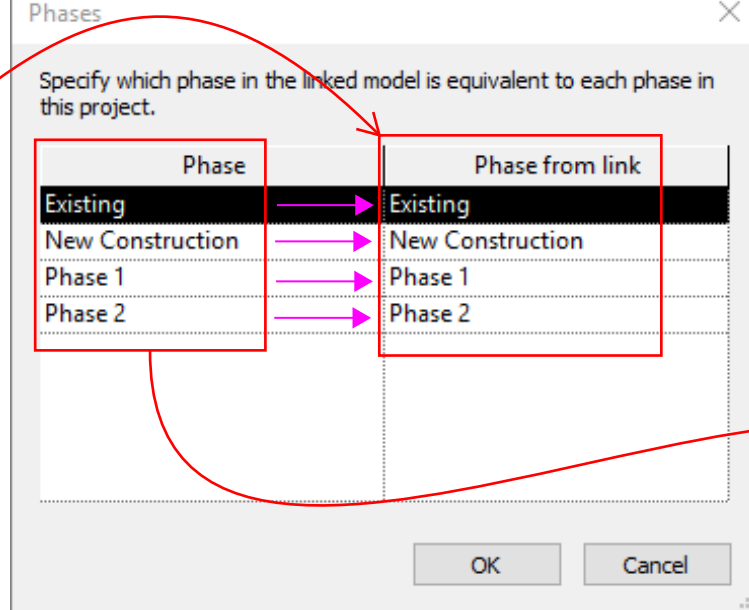


PHASE MAPPING OPTIONS

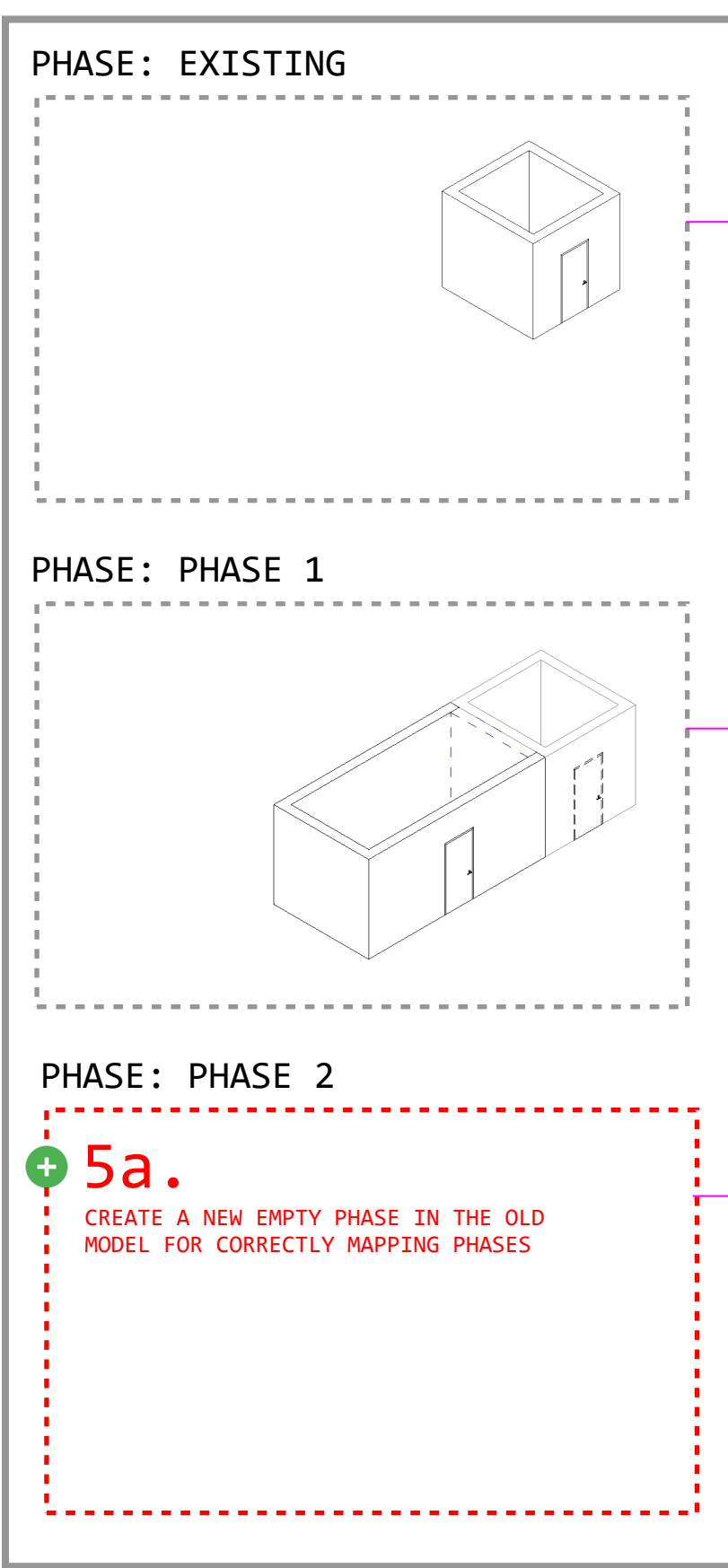


5e.

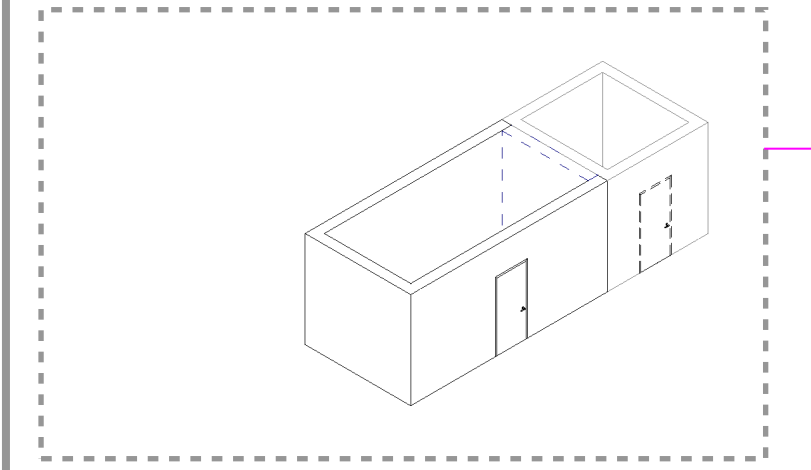
SET THE PHASE MAPPING



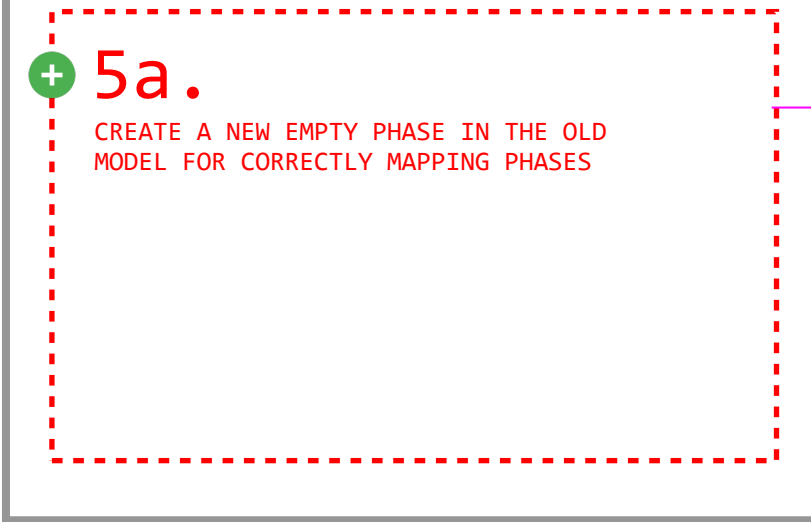
MODEL: PHASE 1.rvt



PHASE: PHASE 1



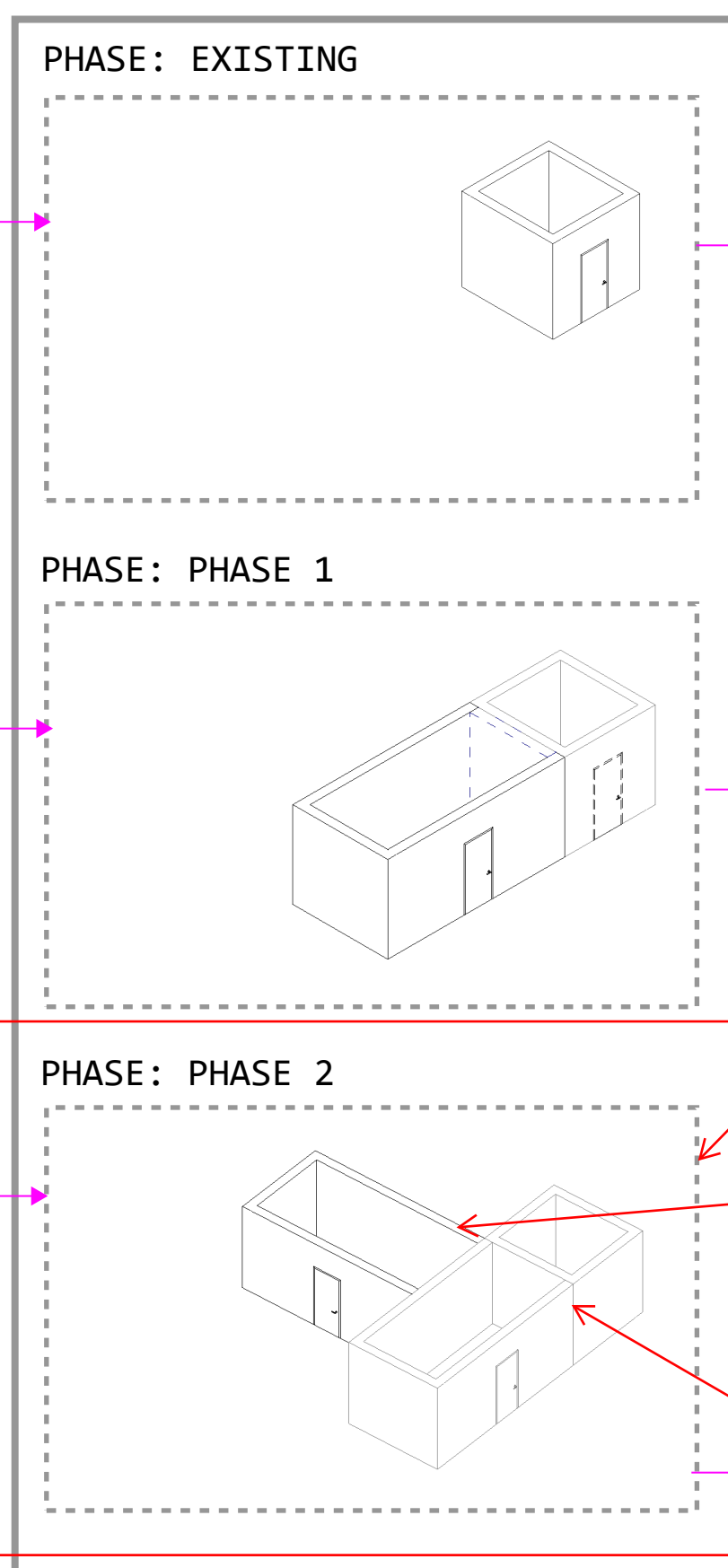
PHASE: PHASE 2



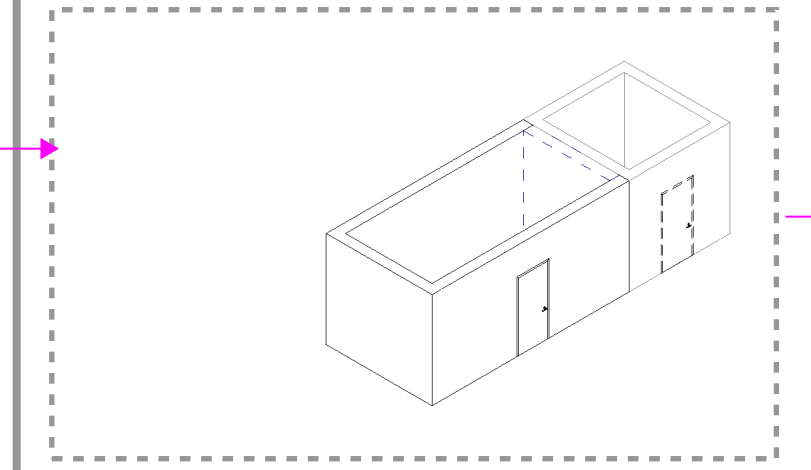
+ 5a.
CREATE A NEW EMPTY PHASE IN THE OLD MODEL FOR CORRECTLY MAPPING PHASES

THIS PHASE IS EMPTY SO IT DOES NOT BRING ANYTHING TO NEW PROJECT

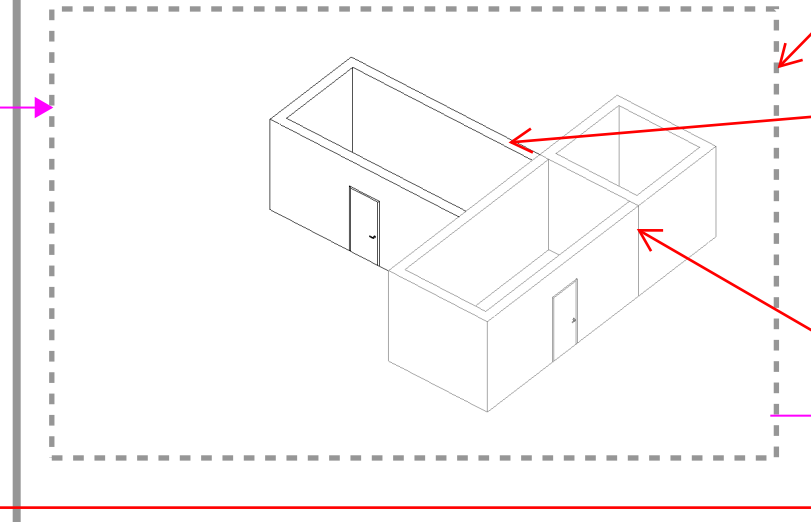
MODEL: PHASE 2.rvt



PHASE: PHASE 1



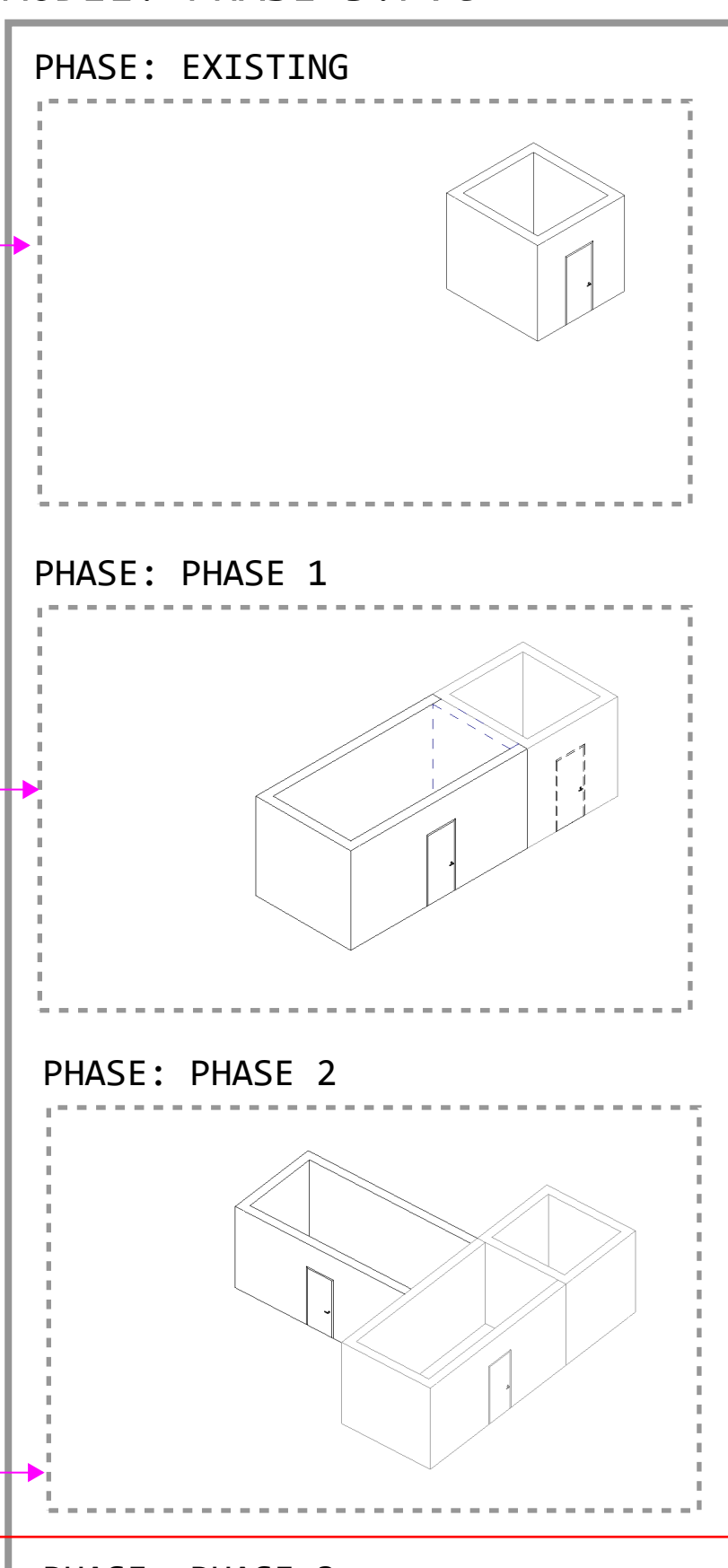
PHASE: PHASE 2



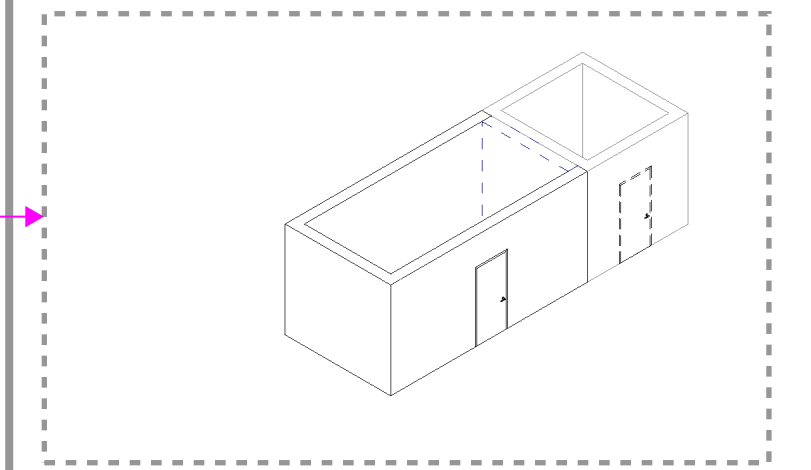
5c.

VIEWS IN THIS MODEL ARE SET TO "PHASE 2" SINCE THIS IS THE NEW PHASE.
NEW ELEMENTS ARE CREATED IN "PHASE 2" OF THIS MODEL
FATE OF LINKED ELEMENTS CAN NOT BE "NEW" SINCE NON OF THEM ARE CREATED IN "PHASE 2"

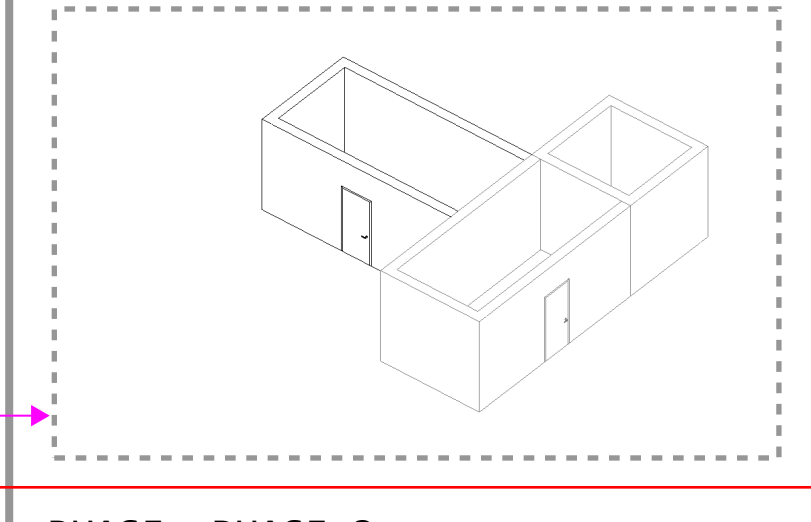
MODEL: PHASE 3.rvt



PHASE: PHASE 1



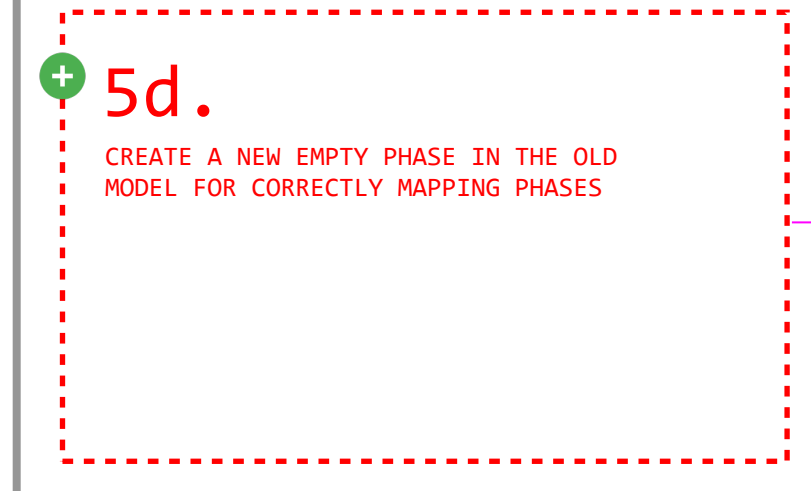
PHASE: PHASE 2



5f.

VIEWS IN THIS MODEL ARE SET TO "PHASE 3" SINCE THIS IS THE NEW PHASE.
NEW ELEMENTS ARE CREATED IN "PHASE 3" OF THIS MODEL
FATE OF LINKED ELEMENTS CAN NOT BE "NEW" SINCE NON OF THEM ARE CREATED IN "PHASE 3"

PHASE: PHASE 3



+ 5d.
CREATE A NEW EMPTY PHASE IN THE OLD MODEL FOR CORRECTLY MAPPING PHASES

THIS PHASE IS EMPTY SO IT DOES NOT BRING ANYTHING TO NEW PROJECT