



REVIT®

Shortcuts Guide

Keyboard Shortcut Commands by Category

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NOTE: Revit is customizable, so users can customize the product to have their own keyboard shortcuts. However, this list covers many of the out-of-the-box shortcuts available.

Annotate

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

Analyze

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

Architecture

CL	COLUMN; STRUCTURAL COLUMN / Adds a vertical load-bearing element to the building model.
CM	PLACE A COMPONENT / Place a component.
DR	DOOR / Adds a door to the building model.
GR	GRID / Places column grid lines in the building design.
LL	LEVEL / Places a level in view.
RM	ROOM / Creates a room bounded by model elements and separation lines.
RP	REFERENCE PLANE / Creates a reference plane using drawing tools.
RT	TAG ROOM; ROOM TAG / Tags the selected room.
SB	FLOOR:FLOOR: STRUCTURAL / Adds structural floors to a building model.
WA	WALL; WALL:WALL: ARCHITECTURAL / Creates a non-bearing wall or a structural wall in the building model.
WN	WINDOW / Places a window in a wall or skylight in a roof.

Collaborate

ER	EDITING REQUESTS / Displays a list of users' requests to borrow elements in worksets, as well as pending requests.
RL or RW	RELOAD LATEST / Loads the latest version of the central model.

Context Menu

MP	MOVE TO PROJECT / Move the model relative to a shared coordinate system.
R3	DEFINE A NEW CENTER OF ROTATION / Relocates center of rotation when rotating elements.
RA	RESTORE ALL EXCLUDED / Restores all excluded parts and elements.
RB	RESTORE EXCLUDED MEMBER / Restores an excluded member.
RC	REPEAT LAST COMMAND / Repeats the last command.
SA	SELECT ALL INSTANCES: IN ENTIRE PROJECT / Selects all of the elements that are similar to the selected element in the current view, or throughout the project.

Contextual Tabs

//	DIVIDE SURFACE / Applies a division grid along a surface in a conceptual design.	HT	SHOW HELP TOOLTIP / Displays the Help Tooltip.
AA	ADJUST ANALYTICAL MODEL / Adjusts the analytical model of the structural member in relation to those of the elements to which it joins.	JP	JUSTIFICATION POINTS / Sets a justification point for relocating elements.
AD	ATTACH DETAIL GROUP / Creates an attached detail group.	JY	YOFFSET / Offsets an element in the y direction.
AP	ADD TO GROUP / Adds elements to a group.	JZ	ZOFFSET / Offsets an element in the z direction.
BS	STRUCTURAL BEAM SYSTEM; AUTOMATIC BEAM SYSTEM / Creates a layout that is used to control the number and spacing of a series of parallel beams.	LI	MODEL LINE; BOUNDARY LINE; REBAR LINE / Places a new line.
CG	CANCEL / Cancels an action.	PP or CTRL-1 or VP	PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.
DI	ALIGNED DIMENSION / Creates an aligned dimension.	RA	RESTORE ALL EXCLUDED / Restores all excluded parts and elements.
EG	EDIT GROUP / Edits a group.	RG	REMOVE FROM GROUP / Removes elements from a group.
EL	SPOT ELEVATION / Displays the elevation of a selected point.	RH	TOGGLE REVEAL HIDDEN ELEMENTS MODE / Toggles the Reveal Hidden Elements Mode.
EP	EDIT PAR / Edits a part element.	RP	REFERENCE PLANE / Creates a reference plane using drawing tools.
EU	UNHIDE ELEMENT / Enables a hidden element to appear in view.	UG	UNGROUP / Ungroups members of a group.
EW	EDIT WITNESS LINES / Edits a witness line.	VU	UNHIDE CATEGORY / Enables a hidden category to appear in view.
FG	FINISH / Finishes editing a group.		

Create

CM	PLACE A COMPONENT / Place a component.
DI	ALIGNED DIMENSION / Creates an aligned dimension.
FR	FIND/REPLACE / Find and replace.
GP	MODEL GROUP:CREATE GROUP; DETAIL GROUP:CREATE GROUP / Creates a group of elements.
LI	MODEL LINE; BOUNDARY LINE; REBAR LINE / Places a new line.
LL	LEVEL / Places a level in view.
MD	MODIFY / Enters selection mode to select elements to modify.
PP or CTRL-1 or VP	PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.
RP	REFERENCE PLANE / Creates a reference plane using drawing tools.
TX	TEXT / Adds text.

Manage

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

Modify

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

Modify

MA	MATCH TYPE PROPERTIES / Opens the Match Type tool to convert one or more elements to match the type assigned to another element.
MM	MIRROR - PICK AXIS / Reverses the position of a selected model element, using a selected line as the mirror axis.
MV	MOVE / Moves a selected element.
OF	OFFSET / Moves a selected model line, detail line, wall, or beam a specified distance perpendicular to its length.
PN	PIN / Locks a model element in place.
PP or CTRL-1 or VP	PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.
PT	PAINT / Opens the Paint tool.
RC	COPE:REMOVE COPING / Removes coping.
RE	SCALE / Resizes the selected element.
RO	ROTATE / Rotates selected element around an axis.
RP	REFERENCE PLANE / Creates a reference plane using drawing tools.
SF	SPLIT FACE / Divides the face of an element into regions for application of different materials.
SL	SPLIT ELEMENT / Cuts an element (such as a wall or line) at a selected point.
TR	TRIM/EXTEND TO CORNER / Trims or extend one or more elements to form a corner.

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

Navigation Bar

32	2D MODE / Navigates the view using only 2D navigation options.
3F	FLY MODE / Simulates flying through a model.
3O	OBJECT MODE / Navigates and reorients the view in the direction of the controller cap.
3W	WALK MODE / Simulates walking through a model.
ZA	ZOOM ALL TO FIT / Zooms to fit all in view.
ZE or ZF or ZX	ZOOM TO FIT / Zooms to fit.
ZO or ZV	ZOOM OUT(2X) / Zooms out the project view by 2X.
ZP or ZC	PREVIOUS PAN/ZOOM / Returns to previous pan or zoom.
ZR or ZZ	ZOOM IN REGION / Zooms to a region.
ZS	ZOOM SHEET SIZE / Zooms to sheet size.

Snaps

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

Structure

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

System

AT	AIR TERMINAL / Places a register, grille or diffuser.	PA	PIPE ACCESSORY / Adds pipe accessories.
CM	PLACE A COMPONENT / Place a component.	PF	PIPE FITTING / Draws a pipe fitting in a piping system.
CN	CONDUIT / Draws a rigid conduit run.	PI	PIPE / Draws rigid piping.
CT	CABLE TRAY / Draws a cable tray run.	PX	PLUMBING FIXTURE / Places a plumbing fixture.
CV	CONVERT TO FLEX DUCT / Converts a section of rigid duct to flexible duct.	RP	REFERENCE PLANE / Creates a reference plane using drawing tools.
DA	DUCT ACCESSORY / Adds duct accessories, such as dampers, in duct systems.	SK	SPRINKLER / Places a sprinkler.
DF	DUCT FITTING / Places duct fittings (elbows, tees, end caps, and so on) in duct systems.	TF	CABLE TRAY FITTING / Places cable tray fittings.
DT	DUCT / Draws ductwork in the building model.		
EE	ELECTRICAL EQUIPMENT / Places electrical equipment, such as panels and switch gear.		
EW	ARC WIRE / Draws an arced wire run.		
FD	FLEX DUCT / Draws flexible ductwork in the building model.		
FP	FLEX PIPE / Draws flexible pipes.		
LF	LIGHTING FIXTURE / Adds a lighting fixture element.		
ME	MECHANICAL EQUIPMENT / Places mechanical equipment such as boilers, furnaces or fans.		
NF	CONDUIT FITTING / Places conduit fittings.		

View

FN9	SYSTEM BROWSER / Finds components that are not assigned to a system.
KS	KEYBOARD SHORTCUTS / Assigns key sequences to tools.
PP or CTRL-1 or VP	PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.
RD	RENDER IN CLOUD / Renders 3D views online.
RG	RENDER GALLERY / Enables access to multiple versions of renderings, render images as panoramas, change rendering quality, and apply background environments to rendered scenes.
RR	RENDER / Creates a photorealistic image of the building model.
TL	THIN LINES / Displays all lines on the screen as a single width, regardless of zoom level.
VG or VV	VISIBILITY/GRAPHICS / Controls the visibility and graphic display of model elements, datum elements, and view-specific elements for each view in a project.
WC	CASCADE WINDOWS / Arranges all open windows in a series in the drawing area.
WT	TILE WINDOWS / See all open views at the same time.

View Control Bar

CX	TOGGLE REVEAL CONSTRAINTS MODE / Toggles the constraints in a view.	RR	RENDER / Creates a photorealistic image of the building model.
GD	GRAPHIC DISPLAY OPTIONS / Opens the Graphics dialog box.	RY	RAY TRACE / Opens Ray Trace visual style, enabling a photorealistic rendering mode that allows spanning and zooming around the model.
HC	HIDE CATEGORY / Hides all selected categories in the view.	SD	SHADED WITH EDGES / Applies a shaded edge.
HH	HIDE ELEMENT / Hides an element from view.	WF	WIREFRAME / Displays the image of the model with all edges and lines drawn, but with no surfaces drawn.
HI	ISOLATE ELEMENT / Isolates selected elements.		
HL	HIDDEN LINE / Displays the image with all edges and lines drawn except those obstructed by surfaces.		
HR	RESET TEMPORARY HIDE/ISOLATE / Restores any temporarily hidden elements or categories.		
IC	ISOLATE CATEGORY / Isolates selected categories.		
RD	RENDER IN CLOUD / Renders 3D views online.		
RG	RENDER GALLERY / Enables access to multiple versions of renderings, render images as panoramas, change rendering quality, and apply background environments to rendered scenes.		
RH	TOGGLE REVEAL HIDDEN ELEMENTS MODE / Toggles the Reveal Hidden Elements Mode.		

Additional Revit Command and Shortcut Information

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

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