



Andhra Pradesh State Skill Development Corporation



ARCHITECTURAL MODELING USING REVIT

**TEXT
&
MODEL TEXT**

TEXT & MODEL TEXT

TEXT

If you want to display text in your plan we can use the text component in Revit.

Adds text to the plan view why because in that view only we can describe each and every room with dimensions in a text format.

For doing this at first go to

Annotate tab ► Text panel ► Text, when you're selecting text component here automatically cursor changes to the text tool and as you see in our main toolbar modify / place text tab will be created in that tab we have some tabs will be there

At first, In the Leader panel, click a leader line option we have some options are there they are

- No Leader: default leader
- One Segment
- Two Segments
- Curved: To change the curve shape, drag the elbow control.

Note: When you place a text with a leader, the last leader point snaps to all possible leader attachment points from nearby text. When you place a text without a leader, it snaps to the text origins from nearby text or labels. Origin is a point that depends on the text alignment (left, right, or center).

Again selecting Leader panel, click a left attachment point and click a right attachment point 6 possibility options are there they are

- Leader at Top Left
- Leader at Middle Left
- Leader at Bottom Left
- Leader at Top Right
- Leader at Middle Right
- Leader at Bottom Right

Note: The default attachment points are top left and bottom right, but you can change the defaults. After selecting text we are getting alignment panel also, in that panel click a vertical alignment we have 3 possibilities are there they are

- Top Align
- Middle Align
- Bottom Align

Again in that panel click a horizontal alignment we have 3 possibilities are there they are

- Align Left
- Align Center



- Align Right

If you want to give some optional cases in the Font panel, click typeface for the text we have some options are there they are

- Bold
- Italic
- Underline
- All Caps

To create a list in the note, on the Paragraph panel, click a list style:

- No List
- Bullets
- Numbers
- Letters - Lowercase
- Letters - Uppercase

Enter text (bed room 3m X 4m), and then click anywhere in the view to finish it. Press Esc twice to end the command

Check Spelling


The Check Spelling tool checks the spelling of text in plan view. This tool does not check the spelling of other types of text, such as text in element properties.

To check the spelling of text with work sets.

Note: If you have text in plan view, and you want to check their spelling but the sheet work set is not editable, use the Make Work set Editable with All Views option on the context menu.

The Check Spelling tool notifies you if any groups were skipped when it finishes. If you are editing a group of text, the Check Spelling tool tests only the notes in that group.

To check the spelling of text notes, do one of the following

- Click Annotate tab ► Text panel ►  (Check Spelling).
- Press F7.

To view or modify spelling settings

1. Click File tab ► Options.
2. In the Options dialog, click the Check Spelling tab.
3. Specify Settings, the language for the main dictionary, and any additional dictionaries to use during spell check operations.
4. Click OK.



Finding and Replacing Text

In the text panel we have the Find/**Replace** tool to search the text in notes and detail groups, and replace it with new text.

Note: The **Find/Replace** function is only available for text created using the Text tool. Text in a view that is parameter based, a tag value for example, or text in a schedule is not recognized by the **Find/Replace** function.

The Find/Replace function is available for searching:

- current selection - searches for text in the text notes currently selected
- current view - searches for text in the view that is open
- entire project - searches for text in the entire project

Detail group text can only be replaced from Modify | Detail Groups tab ► Group panel ► Edit Group. When text is replaced using Edit Group, it is replaced in all group instances.

When you search, the Find/Replace dialog displays the results in a table. Each row displays a single search result under columns labeled:

- Match - displays text search result
- Found in - displays the view or group name, such as Level 1, North, Detail Group
- View Type - displays the type of view in which the search result is located, such as floor plan or elevation

When a row is highlighted, the Context field displays text that identifies the particular text string's exact location.

For example, you may have created text in a project's planning stage that you plan to replace with more meaningful text as the project progresses. If you used "SEALANT - TBD" in 20 places in the project, and want to replace that text with "GAF 1051 SEALANT", 20 rows display in the search results table. When one of the rows is highlighted, the Context field displays what text is adjacent to the search result. This lets you determine if it is, for example, "Wall: SEALANT - TBD" or a "Tub: SEALANT - TBD".

MODEL TEXT

If you want to display 3d text in your project plan we can use the model **text** component in Revit.

Note: create model text in 3d view only.

1. Add model text to the design to show lettering on a building or wall.
At first set the work plane where you want the text to display by using the work plane panel.
2. After set the work plane we can move with
 - Architecture tab ► Model panel ► Model Text
3. In the Edit Text dialog, enter the text (modern building), and click OK.



4. Place the cursor in the drawing area.

A preview image of the model text displays as you move the cursor.

Move the cursor to the desired location, and click to place the model text.

Note: Because of the way model text is generated, it has many faces and edges. Using model text extensively in the model, or in families that are included in the model, can increase the model file size. To decrease memory usage and improve performance, adjust the Depth property for the model text. If it is not essential that the model text display with a 3D effect, consider changing the Depth value to 0.