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# Revit Keyboard Shortcuts Cheat Sheet

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## Annotate

KEY(S)	COMMAND	DESCRIPTION
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

KEY(S)	COMMAND	DESCRIPTION
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
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## Architecture

KEY(S)	COMMAND	DESCRIPTION
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

KEY(S)	COMMAND	DESCRIPTION
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

KEY(S)	COMMAND	DESCRIPTION
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

KEY(S)	COMMAND	DESCRIPTION
//	DIVIDE SURFACE	Applies a division grid along a surface in a conceptual design
AA	ADJUST ANALYTICAL MODEL	Adjusts the analytical model of the structural member in relation to those of the elements to which it joins
AD	ATTACH DETAIL GROUP	Creates an attached detail group
AP	ADD TO GROUP	Adds elements to a group.
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
CG	CANCEL	Cancels an action
DI	ALIGNED DIMENSION	Creates an aligned dimension
EG	EDIT GROUP	Edits a group
EL	SPOT ELEVATION	Displays the elevation of a selected point
EP	EDIT PAR	Edits a part element
EU	UNHIDE ELEMENT	Edits a part element
EW	EDIT WITNESS LINES	Edits a witness line

FG	FINISH	Finishes editing a group
HT	SHOW HELP TOOLTIP	Displays the Help Tooltip
JP	JUSTIFICATION POINTS	Sets a justification point for relocating elements
JY	ZOFFSET	Offsets an element in the z direction
JZ	SHOW HELP TOOLTIP	Displays the Help Tooltip
LI	MODEL LINE; BOUNDARY LINE; REBAR LINE	Places a new line
PP or CTRL-1 or VP	PROPERTIES; TOGGLE PROPERTIES PALETTE	Toggles the Properties palette
RA	RESTORE ALL EXCLUDED	Restores all excluded parts and elements
RG	REMOVE FROM GROUP	Removes elements from a group
RH	TOGGLE REVEAL HIDDEN ELEMENTS MODE	Toggles the Reveal Hidden Elements Model
RP	REFERENCE PLANE	Creates a reference plane using drawing tools
UG	UNGROUP	Ungroups members of a group
VU	UNHIDE CATEGORY	Enables a hidden category to appear in view

## Create

KEY(S)	COMMAND	DESCRIPTION
CM	PLACE A COMPONENT	Place a component
D	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

KEY(S)	COMMAND	DESCRIPTION
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

KEY(S)	COMMAND	DESCRIPTION
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	LINWORK	Overrides the line style of selected line in the active view only
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

KEY(S)	COMMAND	DESCRIPTION
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

KEY(S)	COMMAND	DESCRIPTION
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

KEY(S)	COMMAND	DESCRIPTION
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	Places 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

KEY(S)	COMMAND	DESCRIPTION
AT	AIR TERMINAL	Places a register, grille or diffuser
CM	PLACE A COMPONENT	Place a component
CN	CONDUIT	Draws a rigid conduit run
CT	CABLE TRAY	Draws a cable tray run
CV	CONVERT TO FLEX DUCT	Converts a section of rigid duct to flexible duct
DA	DUCT ACCESSORY	Adds duct accessories, such as dampers, in duct systems
DF	DUCT FITTING	Places duct fittings (elbows, tees, end caps, and so on) in duct systems
DT	DUCT	Draws ductwork in the building model
EE	ELECTRICAL EQUIPMENT	Places electrical equipment, such as panels and switchgear
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
PA	PIPE ACCESSORY	Adds pipe accessories
PF	PIPE FITTING	Draws a pipe fitting in a piping system
PI	PIPE	Draws rigid piping
PX	PLUMBING FIXTURE	Places a plumbing fixture
RP	REFERENCE PLANE	Creates a reference plane using drawing tools
SK	SPRINKLER	Places a sprinkler
TF	CABLE TRAY FITTING	Places cable tray fittings

## View

KEY(S)	COMMAND	DESCRIPTION
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

KEY(S)	COMMAND	DESCRIPTION
CX	TOGGLE REVEAL CONSTRAINTS MODE	Toggles the constraints in a view
GD	GRAPHIC DISPLAY OPTIONS	Opens the Graphics dialog box
HC	HIDE CATEGORY	Hides all selected categories in the view
HH	HIDE ELEMENT	Hides an element from view
HI	ISOLATE ELEMENT	Hides an element from view

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
RR	RENDER	Creates a photorealistic image of the building model
RY	RAY TRACE	Opens Ray Trace visual style, enabling a photorealistic rendering mode that allows panning and zooming around the model
SD	SHADED WITH EDGES	Applies a shaded edge
WF	WIREFRAME	Displays the image of the model with all edges and lines drawn, but with no surfaces drawn