

# Autodesk Revit cheat sheet

## Annotate

D then I	ALIGNED DIMENSION / Creates an aligned dimension.
D then L	DETAIL LINE / Creates view-specific lines.
E then L	SPOT ELEVATION / Displays the elevation of a selected point.
F then R	FIND/REPLACE / Find and replace.
G then P	MODEL GROUP:CREATE GROUP; DETAIL GROUP:CREATE GROUP / Creates a group of elements.
R then T	TAG ROOM; ROOM TAG / Tags the selected room.
T then G	TAG ROOM; ROOM TAG / Applies tags to elements based on their categories.
T then X	TEXT / Adds text.

## Analyze

A then A	ADJUST ANALYTICAL MODEL / Adjusts the analytical model of the structural member in relation to those of the elements to which it joins.
D then C	CHECK DUCT SYSTEMS / Examines the mechanical systems in a project to verify that each system is assigned to a userdefined system, and properly connected.
E then C	CHECK CIRCUITS / Verifies all circuits for proper connections to panels and valid system assignments.
L then D	LOADS / Applies point, line and area loads to a model.
L then O	HEATING AND COOLING LOADS / Prepares a heating and cooling load analysis report based on an existing building model.
P then C	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.

P then S	PANEL SCHEDULES / Generates a panel schedule for a specific panel.
R then A	RESET ANALYTICAL MODEL / Restores the analytical model alignment methods to auto-detect.

## Architecture

C then L	COLUMN; STRUCTURAL COLUMN / Adds a vertical load-bearing element to the building model.
C then M	PLACE A COMPONENT / Place a component.
D then R	DOOR / Adds a door to the building model.
G then R	GRID / Places column grid lines in the building design.
L then L	LEVEL / Places a level in view.
R then M	ROOM / Creates a room bounded by model elements and separation lines.
R then P	REFERENCE PLANE / Creates a reference plane using drawing tools.
R then T	TAG ROOM; ROOM TAG / Tags the selected room.
S then B	FLOOR:FLOOR: STRUCTURAL / Adds structural floors to a building model.
W then A	WALL; WALL:WALL: ARCHITECTURAL / Creates a non-bearing wall or a structural wall in the building model.
W then N	WINDOW / Places a window in a wall or skylight in a roof.

## Collaborate

E then R	EDITING REQUESTS / Displays a list of users' requests to borrow
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	elements in worksets, as well as pending requests.
R then L or R then W	RELOAD LATEST / Loads the latest version of the central model.

## Context Menu

M then P	MOVE TO PROJECT / Move the model relative to a shared coordinate system.
R then 3	DEFINE A NEW CENTER OF ROTATION / Relocates center of rotation when rotating elements.
R then A	RESTORE ALL EXCLUDED / Restores all excluded parts and elements.
R then B	RESTORE EXCLUDED MEMBER / Restores an excluded member.
R then C	REPEAT LAST COMMAND / Repeats the last command.
S then A	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

/ then /	DIVIDE SURFACE / Applies a division grid along a surface in a conceptual design.
A then A	ADJUST ANALYTICAL MODEL / Adjusts the analytical model of the structural member in relation to those of the elements to which it joins.
A then D	ATTACH DETAIL GROUP / Creates an attached detail group.
A then P	ADD TO GROUP / Adds elements to a group.
B then S	STRUCTURAL BEAM SYSTEM; AUTOMATIC BEAM SYSTEM / Creates a layout that is used to control the number and spacing

	of a series of parallel beams.
C then G	CANCEL / Cancels an action.
D then I	ALIGNED DIMENSION / Creates an aligned dimension.
E then G	EDIT GROUP / Edits a group.
E then L	SPOT ELEVATION / Displays the elevation of a selected point.
E then P	EDIT PAR / Edits a part element.
E then U	UNHIDE ELEMENT / Enables a hidden element to appear in view.
E then W	EDIT WITNESS LINES / Edits a witness line.
F then G	FINISH / Finishes editing a group.
H then T	SHOW HELP TOOLTIP / Displays the Help Tooltip.
J then P	JUSTIFICATION POINTS / Sets a justification point for relocating elements.
J then Y	ZOFFSET / Offsets an element in the z direction.
J then Z	SHOW HELP TOOLTIP / Displays the Help Tooltip.
L then I	MODEL LINE; BOUNDARY LINE; REBAR LINE / Places a new line.
P then P or Ctrl + 1 or V then P	PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.
R then A	RESTORE ALL EXCLUDED / Restores all excluded parts and elements.
R then G	REMOVE FROM GROUP / Removes elements from a group.
R then H	TOGGLE REVEAL HIDDEN ELEMENTS MODE / Toggles the Reveal Hidden Elements Mode.
R then P	REFERENCE PLANE / Creates a reference plane using drawing tools.
U then G	UNGROUP / Ungroups members of a group.

V then U	UNHIDE CATEGORY / Enables a hidden category to appear in view.
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## Create

C then M	PLACE A COMPONENT / Place a component.
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D ALIGNED DIMENSION / Creates an aligned dimension.

F then R	FIND/REPLACE / Find and replace.
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G then P MODEL GROUP:CREATE GROUP; DETAIL GROUP:CREATE GROUP / Creates a group of elements.

L then I	MODEL LINE; BOUNDARY LINE; REBAR LINE / Places a new line.
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L then L LEVEL / Places a level in view.

M then D	MODIFY / Enters selection mode to select elements to modify.
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P then P or Ctrl + 1 or V then P PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.

R then P	REFERENCE PLANE / Creates a reference plane using drawing tools.
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T then X TEXT / Adds text

## Manage

E then S	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.
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M then S MEP SETTINGS:MECHANICAL SETTINGS / Accesses dialog box to configure component sizes, and the behavior and appearance of the mechanical systems.

S then U	ADDITIONAL SETTINGS:SUN SETTINGS / Opens the sun settings dialog box.
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U then N PROJECT UNITS / Opens the Project Units tool.

## Modify

A then L	ALIGN / Aligns one or more elements with selected element.
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A then R ARRAY / Creates a linear or radial array of selected elements.

C then O or C then C	COPY / Copies selected element(s).
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C then P COPE; APPLY COPING / Applies coping to steel beam or columns.

C then S	CREATE SIMILAR / Creates an element of the same type as the selected element.
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D then E DELETE / Removes selected element(s) from the building model.

D then I	ALIGNED DIMENSION / Creates an aligned dimension.
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D then M MIRROR - DRAW AXIS / Reverses the position of a selected model element, using a user-generated line as the mirror axis.

E then H	HIDE IN VIEW:HIDE ELEMENTS / Hides an element from view.
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E then L SPOT ELEVATION / Displays the elevation of a selected point.

E then O then D	OVERRIDE GRAPHICS IN VIEW:OVERRIDE BY ELEMENT / Changes the graphic display settings for selected elements in the current view.
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L then I MODEL LINE; BOUNDARY LINE; REBAR LINE / Places a new line.

L then W	LINEWORK / Overrides the line style of selected line in the active view only.
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M then A MATCH TYPE PROPERTIES / Opens the Match Type tool to convert one or more elements to

match the type assigned to another element.

M then M	MIRROR - PICK AXIS / Reverses the position of a selected model element, using a selected line as the mirror axis.
M then V	MOVE / Moves a selected element.
O then F	OFFSET / Moves a selected model line, detail line, wall, or beam a specified distance perpendicular to its length.
P then N	PIN / Locks a model element in place.
PP or Ctrl + 1 or V then P	PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.
P then T	PAINT / Opens the Paint tool.
R then C	COPE:REMOVE COPING / Removes coping.
R then E	SCALE / Resizes the selected element.
R then O	ROTATE / Rotates selected element around an axis.
R then P	REFERENCE PLANE / Creates a reference plane using drawing tools.
S then F	SPLIT FACE / Divides the face of an element into regions for application of different materials.
S then L	SPLIT ELEMENT / Cuts an element (such as a wall or line) at a selected point.
T then R	TRIM/EXTEND TO CORNER / Trims or extend one or more elements to form a corner.
U then P	UNPIN / Unpins an element that is locked in position or an element that is driven by its host system.
V then H	HIDE IN VIEW:HIDE CATEGORY / Hides an element category from view.

## Navigation Bar

3 then 2	2D MODE / Navigates the view
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	using only 2D navigation options.
3 then F	FLY MODE / Simulates flying through a model.
3 then O	OBJECT MODE / Navigates and reorients the view in the direction of the controller cap.
3 then W	WALK MODE / Simulates walking through a model.
Z then A	ZOOM ALL TO FIT / Zooms to fit all in view.
Z then E or Z then F or Z then X	ZOOM TO FIT / Zooms to fit.
Z then O or Z then V	ZOOM OUT(2X) / Zooms out the project view by 2X.
Z then P or Z then C	PREVIOUS PAN/ZOOM / Returns to previous pan or zoom.
Z then R or Z then Z	ZOOM IN REGION / Zooms to a region.
Z then S	ZOOM SHEET SIZE / Zooms to sheet size.

## Snaps

P then C	SNAP TO POINT CLOUDS / Snaps to point cloud.
S then C	CENTERS / Snaps to center
S then E	ENDPOINTS / Snaps to endpoints.
S then I	INTERSECTIONS / Snaps to intersection.
S then M	MIDPOINTS / Snaps to midpoint.
S then N	NEAREST / Snaps to nearest.
S then O	SNAPS OFF / Turns snaps off.
S then P	PERPENDICULAR / Snaps to perpendicular.
S then Q	QUADRANTS / Snaps to quadrant.
S then R	SNAP TO REMOTE OBJECTS / Snaps to objects that are not near the element.
S then S	TURN OVERRIDE OFF / Turns off override feature.
S then T	TANGENTS / Snaps to tangent.

S then W	WORK PLANE GRID / Snaps to the work plane grid.
S then X	POINTS / Snaps to points.

## Structure

B then M	STRUCTURAL FRAMING: BEAM / Adds a load-bearing structural beam element to the building model.
B then R	STRUCTURAL FRAMING: BRACE / Adds diagonal members that are connected to beams and columns.
B then S	STRUCTURAL BEAM SYSTEM; AUTOMATIC BEAM SYSTEM / Creates a layout that is used to control the number and spacing of a series of parallel beams.
C then L	COLUMN; STRUCTURAL COLUMN / Adds a vertical load-bearing element to the building model.
C then M	PLACE A COMPONENT / Place a component.
F then T	STRUCTURAL FOUNDATION: WALL / Creates a wall foundation for the building model.
G then R	GRID / Places column grid lines in the building design.
L then L	LEVEL / Places a level in view.
R then N	REINFORCEMENT NUMBERS / Defines or edits numbering sequences by partition for rebar and fabric sheets.
R then P	REFERENCE PLANE / Creates a reference plane using drawing tools.
S then B	FLOOR:FLOOR: STRUCTURAL / Adds structural floors to a building model.
W then A	WALL; WALL:WALL: ARCHITECTURAL / Creates a non-bearing wall or a structural wall in the building model.

## System

A then T	AIR TERMINAL / Places a register, grille or diffuser.
C then M	PLACE A COMPONENT / Place a component.
C then N	CONDUIT / Draws a rigid conduit run.
C then T	CABLE TRAY / Draws a cable tray run.
C then V	CONVERT TO FLEX DUCT / Converts a section of rigid duct to flexible duct.
D then A	DUCT ACCESSORY / Adds duct accessories, such as dampers, in duct systems.
D then F	DUCT FITTING / Places duct fittings (elbows, tees, end caps, and so on) in duct systems.
D then T	DUCT / Draws ductwork in the building model.
E then E	ELECTRICAL EQUIPMENT / Places electrical equipment, such as panels and switch gear.
E then W	ARC WIRE / Draws an arced wire run.
F then D	FLEX DUCT / Draws flexible ductwork in the building model.
F then P	FLEX PIPE / Draws flexible pipes.
L then F	LIGHTING FIXTURE / Adds a lighting fixture element.
M then E	MECHANICAL EQUIPMENT / Places mechanical equipment such as boilers, furnaces or fans.
N then F	CONDUIT FITTING / Places conduit fittings.
P then A	PIPE ACCESSORY / Adds pipe accessories.
P then F	PIPE FITTING / Draws a pipe fitting in a piping system.
P then I	PIPE / Draws rigid piping.
P then X	PLUMBING FIXTURE / Places a plumbing fixture.
R then P	REFERENCE PLANE / Creates

a reference plane using drawing tools.

S then K SPRINKLER / Places a sprinkler

T then F CABLE TRAY FITTING / Places cable tray fittings.

## View

F then N then 9 SYSTEM BROWSER / Finds components that are not assigned to a system.

K then S KEYBOARD SHORTCUTS / Assigns key sequences to tools.

P then P or Ctrl + 1 or V then P PROPERTIES; TOGGLE PROPERTIES PALETTE / Toggles the Properties palette.

R then D RENDER IN CLOUD / Renders 3D views online.

R then G RENDER GALLERY / Enables access to multiple versions of renderings, render images as panoramas, change rendering quality, and apply background environments to rendered scenes.

R then R RENDER / Creates a photorealistic image of the building model.

T then L THIN LINES / Displays all lines on the screen as a single width, regardless of zoom level.

V then G or V then V VISIBILITY/GRAPHICS / Controls the visibility and graphic display of model elements, datum elements, and viewspecific elements for each view in a project.

W then C CASCADE WINDOWS / Arranges all open windows in a series in the drawing area.

W then T TILE WINDOWS / See all open views at the same time.

## View Control Bar

C then X TOGGLE REVEAL CONSTRAINTS MODE / Toggles the constraints in a

view.

G then D GRAPHIC DISPLAY OPTIONS / Opens the Graphics dialog box.

H then C HIDE CATEGORY / Hides all selected categories in the view.

H then H HIDE ELEMENT / Hides an element from view.

H then I ISOLATE ELEMENT / Isolates selected elements.

H then L HIDDEN LINE / Displays the image with all edges and lines drawn except those obstructed by surfaces.

H then R RESET TEMPORARY HIDE/ISOLATE / Restores any temporarily hidden elements or categories.

I then C ISOLATE CATEGORY / Isolates selected categories.

R then D RENDER IN CLOUD / Renders 3D views online.

R then G RENDER GALLERY / Enables access to multiple versions of renderings, render images as panoramas, change rendering quality, and apply background environments to rendered scenes.

R then H TOGGLE REVEAL HIDDEN ELEMENTS MODE / Toggles the Reveal Hidden Elements Mode.

R then R RENDER / Creates a photorealistic image of the building model.

R then Y RAY TRACE / Opens Ray Trace visual style, enabling a photorealistic rendering mode that allows panning and zooming around the model.

S then D SHADED WITH EDGES / Applies a shaded edge.

W then F WIREFRAME / Displays the image of the model with all edges and lines drawn, but with no surfaces drawn.

Source: Autodesk

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