

<p>Some common Revit keyboard Shortcuts From C:\Program Files\Autodesk Revit <version number>\Program\KeyboardShortcuts.txt</p>		<p>This is the majority, there are others, but I try to keep that list down to one page so that it can be printed and taped to your monitor...</p>
<p>EDIT MENU MD modify MV move CO copy (Cntrl-C) RO rotate AR array MM mirror PR properties DE delete GP group LO lock objects SA Select all instances RE Resize PP Pin Position UP=unpin CS Create Similar</p>	<p>VIEW MENU ZR zoom in region ZO zoom out (2x) ZF zoom to fit ZE zoom to fit ZA zoom all to fit ZS sheet size ZP previous scroll/zoom F8 dynamic view dbox F5 refresh</p>	<p>; Settings menu "SU" menu:"Settings-Sun and Shadows Settings" "UN" menu:"Settings-Project Units" Window menu "WC" menu:"Window-Cascade" "WT" menu:"Window-Tile" ; ; snap overrides "SI" snapcode:"Intersections" "SE" snapcode:"Endpoints" "SM" snapcode:"Midpoints" "SC" snapcode:"Centers" "SN" snapcode:"Nearest" "SP" snapcode:"Perpendicular" "ST" snapcode:"Tangents" "SW" snapcode:"Work Plane Grid" "SQ" snapcode:"Quadrants" "SX" snapcode:"Points" "SR" snapcode:"Snap to Remote Objects" "SO" snapcode:"Snaps Off" "SS" snapcode:"Turn Override Off" ; Revit Building features many preset keyboard commands to increase your efficiency:</p>
<p>DRAFTING MENU DI dimension EL spot elevation GR grid LL level TX text TG tag RP ref plane RT room tag DL detail lines</p>	<p>More VIEW menu VP View Properties VG Visibility graphics VH category invisible Vi Other categories invisible HH Hide object HI isolate object HC hide category IC isolate category HR reset temp hide/isolate</p>	<p>Selecting: Press If you want to CTRL Select multiple elements TAB Cycle through the prehighlighting of elements to select among ones that are close to one another. Note: If you are selecting multiple elements and need to use the Tab key, do not hold the CTRL key while pressing TAB. TAB Prehighlight wall faces or wall centerlines when placing dimensions TAB Toggle between selecting a curtain wall or a glazed panel in a plan view SHIFT+TAB Reverse the order in which TAB cycles through the prehighlighting of elements CTRL+A Select all rows in the Worksets dialog box.</p>
<p>TOOLS MENU LW linework PT paint SF split face AL align SL split walls and lines TR trim/extend OF offset F7 spelling MA match</p>	<p>SHADE/WIREFRAME WF wireframe HL hidden line SD shade mode AG advanced model graphic other TL thin lines RR rendering raytrace</p>	<p>Snapping Press If you want to TAB Cycle through different snaps while creating walls and lines, placing components, or moving or pasting elements. SHIFT+TAB Reverse the order in which TAB cycles through different snaps. Pressing SHIFT+TAB once suppresses all snap points.</p>
<p>ALTERNATES ZZ zoom in region ZX zoom to fit ZC previous scroll/zoom ZV zoom out (2x) VV visibility/graphics CC copy</p>	<p>File menu ER File-Editing Requests RL File-Reload Latest RW File-Reload Latest</p>	<p>File Management Press If you want to CTRL+O Open a project CTRL+P Print a page CTRL+S Save a project</p>
	<p>MODELING MENU WA wall WN window DR door CM component LI lines RP ref plane</p>	

The following is gleaned from AUGI discussion forums:

You can use Alt+Enter to edit the Element properties of almost everything.

I found out today you can use Ctrl+Enter to toggle between Element and Type properties.

Is this documented anywhere?

Doesn't have to be ctrl-enter, just enter.

Because by default when the Element Properties box comes up, the "Edit/New" button is highlighted, hitting enter brings up the Type Properties. Where the default highlighted button is "OK". Which takes you back to the Element Properties.

You can verify this by clicking in any field first. Now neither Ctrl-enter nor Enter take you to the Type Properties.

Also, if you hold the Delete key down, you can delete items one-by-one by clicking on them. It's often faster (although slightly more dangerous) than Click-Delete,...Click-Delete...Click-Delete....

Here are a few more. Some of them might be well known to most users, but there are always some users who haven't yet figured them out:

- Arrow keys nudge selected object; Shift Arrow nudges 10 times as much.
- When box selecting, if you drag left to right it selects only those elements entirely within the rectangle; if you drag right to left it selects elements that cross the rectangle as well.
- Tab before selecting cycles through selection candidates. Tab while sketching cycles through possible snaps. This can be used to disable snapping in a particular case. Shift Tab cycles backwards.
- SO disables all snaps for the next pick. Look in the snaps dialog box for other snap control keyboard tricks.
- Tab to select a chain of lines or walls when none of them is already selected. To select only part of a chain, select a line in the chain, then mouse over another line in the chain, Tab, pick, selects the part of the chain connecting those two lines.
- Esc key generally gets you out of the current command and back to the Modify tool (sometimes you need a few Escapes to get out several levels).
- CS when an element is selected invokes the Create Similar command; this puts you into the appropriate tool to create an element like the selected one, and it sets up the Type to be the same as the original.
- Typing a number while sketching a line finishes creating a line in the direction you were going with the specified length. Similar behavior for other commands such as Move -- the value typed goes into the "listening" temporary dimension (which is the one that is bold).
- When entering a number in feet and inches, type the feet then a space then the inches -- no need to put " and '. (I didn't know this one myself for the longest time 😊).
- Any time you are entering a number (such as in a temporary dimension) you can put an equal sign and then type an expression. For example, to sketch a golden rectangle with one side 10, set the other side to $=10*(\sqrt{5}-1)/2$. Revit will calculate the expression and use that value.
- If you are sketching many arcs or circles with the same radius, pick the Radius check box in the option bar and type the radius before sketching. This works even in the straight line tool for creating a rounded polyline.
- Drag the witness line control on a temporary dimension to a different reference to control a different distance.
- This one isn't keyboard related, but it's something that people often don't notice. If one or more elements are selected and you don't see any temporary dimensions, press Activate Dimensions from the option bar.

Irwin Jungreis