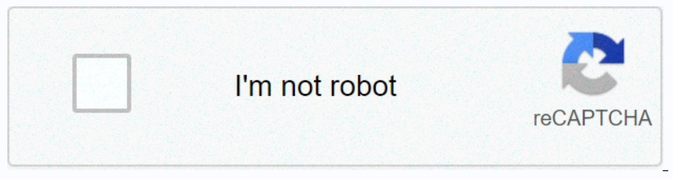

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How to add levels in revit family

I'm trying to create a chart that allows me to create all visualizations for all levels for a new project based on the view family type. My template file has family types created, but I'm stuck in creating a way to create all visualizations for selected types. I'm thinking there might be a solution using python, but I'm not familiar with python. So far I'm able to pick up the family view types and filter them base don some entries, but the only nodes I can find to create views is for creating floor plans or ceiling plans by level. Any help is appreciated. in case you want to start with something, here's my current graph.1.3.4_CreateAllViews_GHT.dyn (21.2 KB) hi @AWalshGHT, see this thread: Duplicate 3D view several times Very possible with clock Animation [image] Screenshot [image] And 3dViewsFromExcel.dyn graphic (7.8 KB) better, Ben Thanks for the reply. Since this morning, I've been able to create multiple views the number of times I need, but I'm still having trouble changing the View Family Type after they're created. It doesn't look like the wire you called solves this problem. I found myself trying to cut lists to match the Change.Family Type node of Archi-Lab 2016.13.4. This is where I've been getting too now. This is difficult, and there are many things I was trying that are dead ends.1.3.4_CreateAllViews_Cycled.dyn (54.5 KB) I should add that the Change.Family Type node keeps failing me. What is the reasoning for using display type? To track display templates? Create all visualizations first, and then assign the View Template or display type. That's a good question. I am currently using view family types to rename any views that are created to match our current pattern. I have another chart that copies the name of the family type and attaches it at the end of the display name while clearing the rest of the display name. for example, if the display family type is M_MECHANICAL FLOOR PLAN, the chart cuts M_ and then attaches THE MECHANICAL FLOOR PLAN after the level at which the floor is referring. thus, the new view of the floor plan will be named something like FIRST LEVEL MECHANICAL FLOOR PLAN, then SECOND LEVEL MECHANICAL FLOOR PLAN, and so on. It also helps us maintain the view creation pattern by automatically applying the correct view template instead of having to search for and apply it separately. Thus, the only tedious step left in creating the project is the actual creation of the views. Currently, we would have to go to the view tab, select the floor plan and select the type we want to create. I'm just trying to automate this step. Python is your best bet, because the method of viewplan requires the View Type. It's pretty simple in terms of Python, bu if you're not familiar I think you'd still be able to create the plan and then change the Display Type. 2007-04-27, 09:28 #1 Login to Dar bone 0 I'm creating families in Revit 2008, at some point, I need to create a second level line, does anyone know how to do it? Thank you Images attached familiar level line.jpg (67.9 KB, 211 views) 2007-04-27, 22:16 #2 Login to Give a Bone 0 Have you tried using reference planes instead? You can define the dimension between a level and the intermediate reference plane; this can be corrected or parametrically altered. This amount can be added as a new parameter to your familiar type field. Let me know what it's like! Or click the sequence of dimensions you just created and apply a label to it that will automatically appear in the 'Family Types' dialog. 2007-04-28, 12:31 #3 Login to give a bone 0 thanks for your reply, in fact I was trying to make a family downspout. Please look at the attached file, you will know my problem. When I open the 1st level, I see everything from all the downspout, (which I don't want, I just want to see a simple circle - the cut section of the downspout). I was wondering if I can create multiple levels in the family, maybe I could solve this problem? ThanksEd Files downspout-test.rvt (696.0 KB, 53 views) 2007-04-28, 1:28 #4 Login to Give a Bone 0 1. Select the downspout geometry and modify the visibility settings by turning off visibility in the plane and when cut in the plane. 2. In the plane view, draw a circle using symbolic lines. 2007-04-28, 1:47 #5 Login to Give a Bone 0 Haha... It works, thank you very much!!! You're the master! \ו (SIMPLIFIED CHINESE) ENGLISH FRANÇAIS (FRENCH) DEUTSCH (GERMAN) (JAPANESE) ENGLISH (ENGLISH) POLSKI (POLISH) РУССКИЙ (RUSSIAN) ESPAÑOL (SPANISH) TÜRKÇE (SPANISH) TÜRKÇE (ENGLISH) TÜRKÇE (ENGLISH) SPANISH) TURKISH) ITALIAN (ITALIAN) (KOREAN) Featured Featured Featured Featured Featured Products and Versions Covered Revit 2019 By: Product Vision Help In addition to creating a level for each story in a building, you can also create reference levels, as the level of the sill. Open the elevation section or view to add levels. On the tape, click (Level). Architecture guideDeto panel (Level) Detum panel structure (Level) Place the cursor in the drawing area and click. Note: When you place the cursor to create a level, if the cursor aligns to an existing level line, a temporary vertical dimension is displayed between the cursor and the level line. Draw level lines by moving the cursor horizontally. In the options bar, The Plan View is selected by default. As a result, each level you create is a story level and has an associated floor plan view and a reflected ceiling plan view. If you click Plan display types in the options bar, you can choose to create only the display types specified in the Types of of the plan. If you clear the Make Plan View, the level is considered a non-story level or a reference level; no associated plan view is created. Walls and other level-based elements can use to use levels such as their upper or base constraint. As you draw level lines, the heads and tails of the lines can align with each other. When you select a level line that is aligned with others, a lock appears to show alignment. If you move the level line horizontally, all aligned level lines move with it. Click when the level line is the correct length. You can change the name of the level by clicking on the number to select it. You can also change the height of the level by clicking on the dimension. Revit assigns the label (for example, Level 1) and the level symbol to the new level. Use the Project Browser to rename the level if desired. If you rename the level, you will be asked if you would like to rename the corresponding views of the plan as well. See about renaming corresponding levels and views. See Original Products X and Revit 2017, Revit 2018, Revit LT 2017, and Revit LT 2018 For: Support Issue: You'd like to know a workflow in Revit to create a cutting family that spans multiple floors with correct visibility at each level. For example, a very tall equipment item that spans three floors. The following is a workflow to create a multi-level crop family: Create separate families that match each level. Make these families a family category. Check the When to Cut In Plan/RCP option in the visibility setting for each family. And make sure that each of these families is shared. Then load them into a new host family, also cuttable. Create reference plans that match your project levels. Move each nested family to the desired reference plane, in fact stacking the nested families. Put this host family on the Revit project. Place it at the base level that corresponds to the reference level of the host family. For each floor plan that the family extends, place the Underlay as none. The following screencast demonstrates this using Revit 2017: Products: Revit Product Family; Versions: 2017; 2018; In this quick tip I'll show you how to change the Units of a Level in Revit. That's actually a little more involved than you think, and even some veteran Revit users wouldn't know how to do it! If this is you and you struggling to figure out how to change the units of a level, then keep reading and I'll show you how. Changing the Level A units in this example I have my Level units set to millimeters, but not displaying any unit symbols. I want to change this to be Metres and show the unit symbol, and have a plus or minus symbol to indicate whether it is above or below zero. The first thing we need to do is select our level and hit Type. We need to write down the Symbol, in this case M_Level The Head - Circle. In Project Browser under Families, under Annotation Symbols, we'll find our Head Level Family. Right-click the family and click Edit. When When the Family Editor, select the Elevation Label and press the Edit Label: Being so small and discreet that you would probably miss it, but there is a small button near the bottom of a hand pointing to a hash symbol. This is obviously the edit unit parameters format button! Once here, you can uncompany the usage project settings and change the Units to whatever you want. I'm switching to Meters for this example. You also have a range of other options, such as rounding, to display or not display the symbol of the device, deleting the range 0 and displaying + or – for positive or negative values. Once satisfied with your options, press OK and ok again. Then select the Load button on the project. A warning appears saying that you are carrying a family that already exists in the Project. You are aware of this so tap Replace the existing version and its BOOM parameter values! You are now displaying a different unit as you wanted! And that's how you change the units from one level into revit! Looks like it might be a little easier than that, but what can we do. If you have other tips or comments about revit level units, please share them in the comments below! -Talk to P.S soon - I'd love to connect with you on Twitter: here Stay on top of the latest posts, Sign up! posts, Sign up!