



This Month:

## **Views & View Management**

Welcome to **INFOCUS**, C3 Consulting Solution's Monthly Newsletter. Over the next few editions of INFOCUS, we'll explore Views and View Management. Specifically within this edition, we'll take an in-depth look into View Markers – how to create and employ them.

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View Markers are most often used to make reference to, or to label views. The most common examples are:

- Elevation Markers
- Section Markers
- Callout Markers

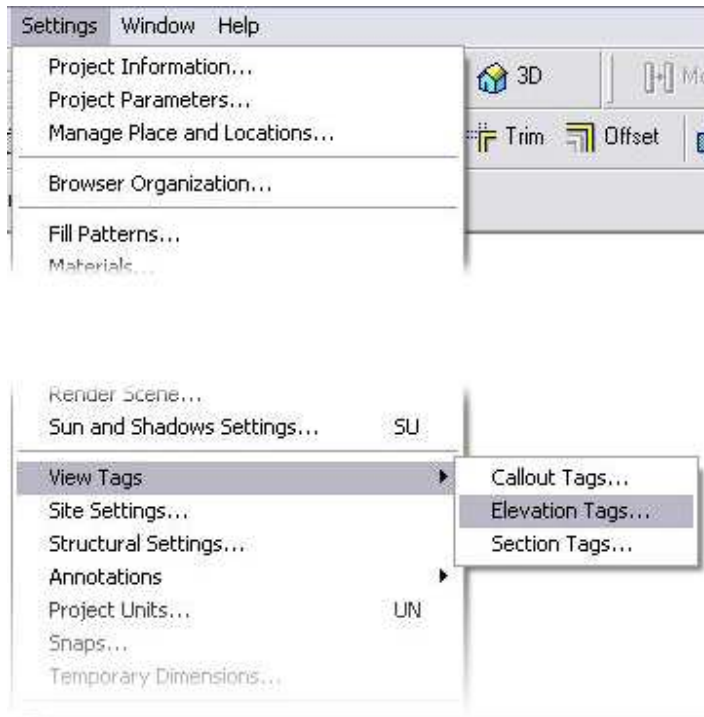
Other reference types, such as View References (used with Dependent Views) and View Titles (which accompany viewports) will be explored later.

At the end of reading this paper, you should be able to construct your own Elevation, Section and Callout markers, enabling you further to develop visual styles and standards for use within your project template(s). These markers usually reflect company or client-specific standards, so just because you may know how to alter them does not mean you have licence to change them in an office environment. Check first with your appropriate colleagues before attempting to change any company standard content.

### **Elevation markers**

Elevations have for some time been the subject of a repeating wish of users to be able to better customise their appearance within Revit. While this is not yet possible, let's run through how to construct an elevation marker.

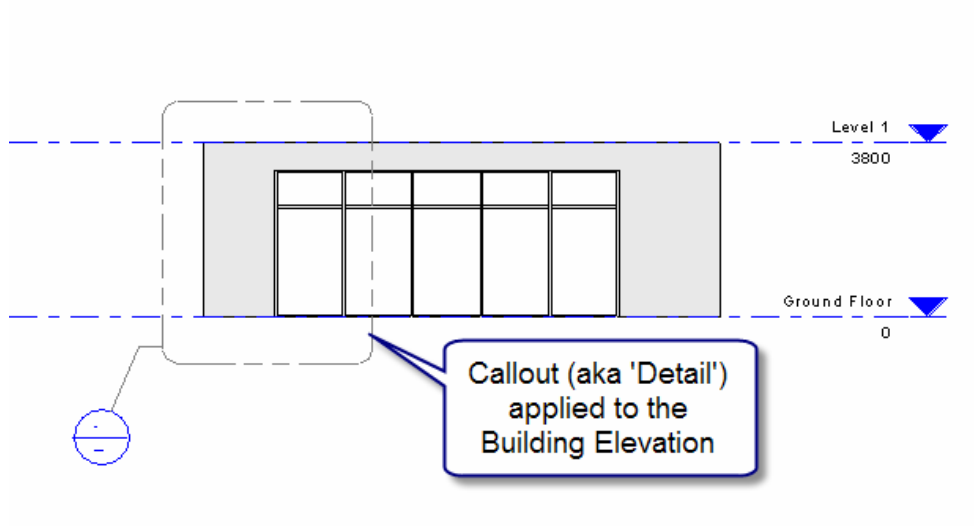
If you select an existing elevation marker (usually found in floor plan views), you'll see that amongst the type properties there are two nested families – an Elevation Tag, and a Callout Tag. If you try to find these families within the project browser, you'll be disappointed, because they are, in fact *System* families, which reside and are defined within project files only. To access or edit these, you'll need to click on Settings->View Tags.

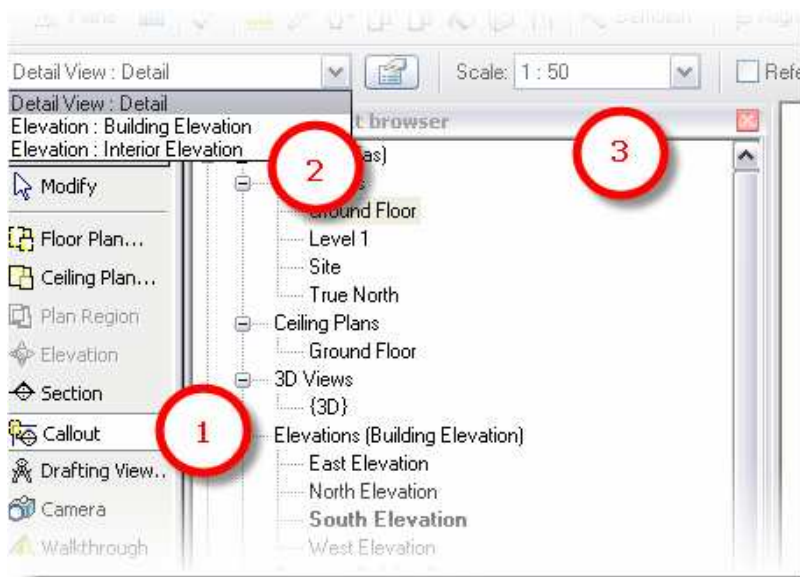


You'll have three options – callout tags, elevation tags and section tags. Though it might appear to be self-explanatory, it should be understood that:

- Elevation Tags determine the appearance of the elevation markers
- Callout Tags control the appearance of the callout markers (e.g. applied to elevations, sections or floor plans)
- Section Tags control the appearance of the section markers.

To clarify, the reason why a Callout Tag parameter applies to an Elevation Marker is because you may wish to apply an elevation callout (e.g. 1:20 scale) to an elevation (e.g. 1:100 scale), as below. Thus, you need to have a tag defined for that purpose.





To apply a callout to an elevation:

**Step 1:** Click on Callout from the View Tab of the Design Bar

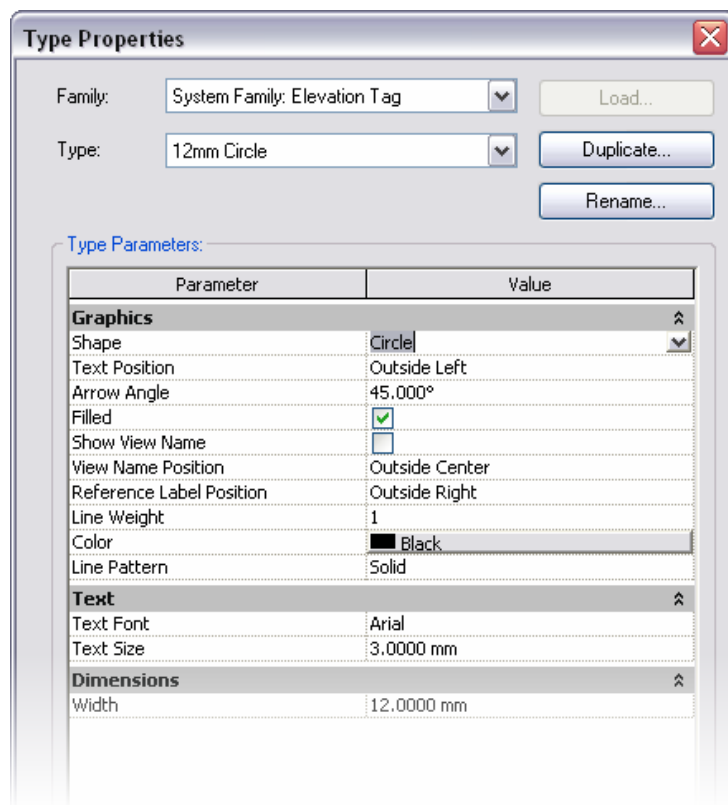
**Step 2:** Select your desired callout marker

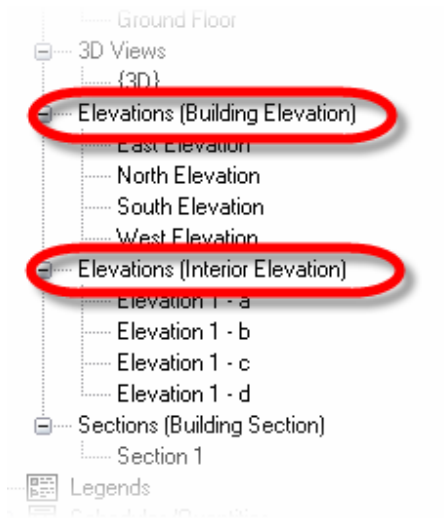
**Step 3:** Select the desired scale to apply to the new callout view

Let's look more closely now at Elevation Tags.

Unfortunately, you can still only choose between square or circular shaped tags, which are the only available options. However you can adjust other type parameters, as shown in the image right.

The parameters that are shown control the appearance of the elevation tag itself. If you want to have different types of elevation markers (e.g. one for building elevations and another for internal elevations), simply duplicate the type of tag already present, and alter the new version as you desire. For instance, perhaps you want a different size or colour, or perhaps you want the markers to show View Numbers and not View Names (if so, ensure **Show View Name** is unchecked).



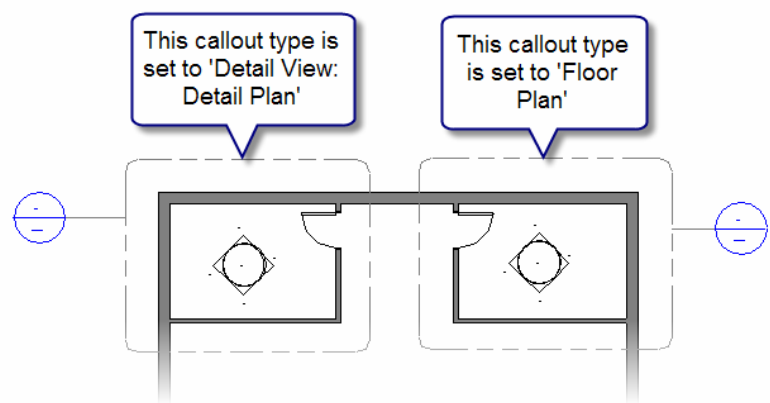
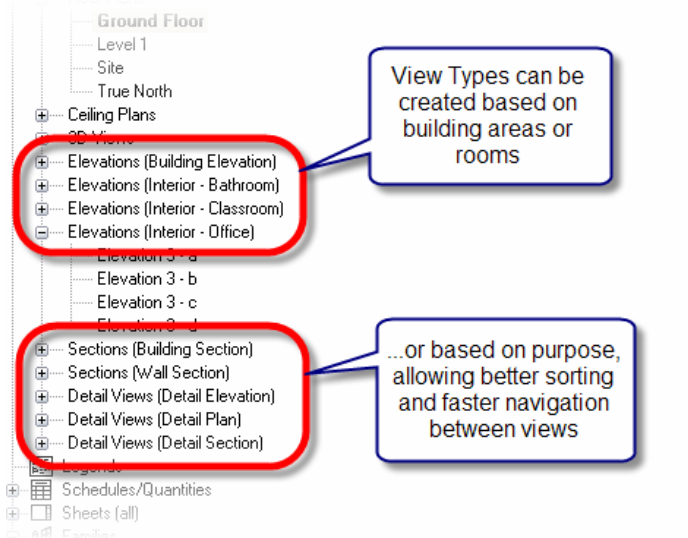


It's important to understand a clear distinction here. That is, the difference between an Elevation *Tag* and an Elevation *Marker*. Creating a new Elevation Tag (as per the above dialog) only provides another visual or style choice for your Elevation Markers.

To make a new Elevation *Marker*, you must select an elevation marker from the project, and get to its type properties (via Properties->Edit/New), then duplicate it and alter as you see fit. Changing the elevation tag type property will then distinguish visually between one elevation type and another.

Multiple types of elevations will be sorted separately in the *default* project browser organisation (this may vary depending on your project template), but if your views are at all grouped by 'Family and Type', you'll see something similar to the image above.

This method can be used to establish greater levels of organisation, particularly when used on elevations, sections and callouts.



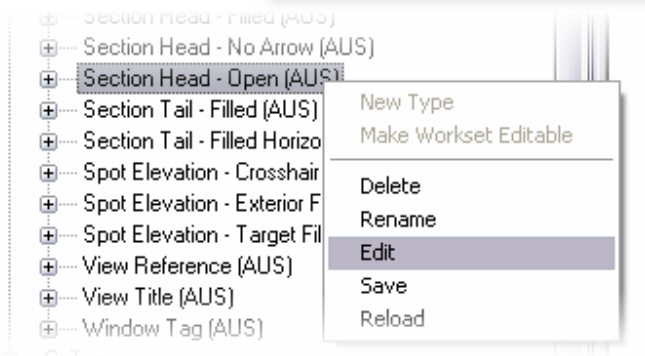
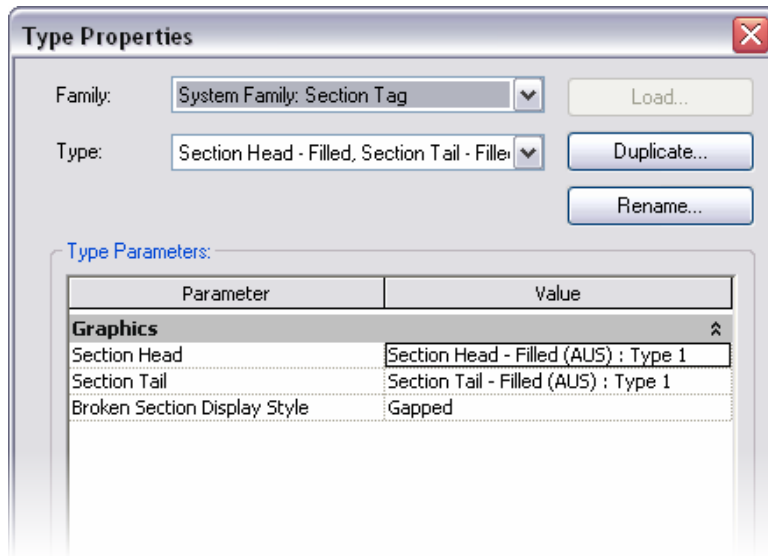
**TIP:**

When applying callouts to Floor Plans, for the purposes of key plans for use with internal elevations, the callout view type must be 'Floor Plan', otherwise your elevation markers will not display. In the image left, only the linked callout on the right will have the elevation markers still displayed.

## Section Markers

Let's look at Section Markers now. Accessing the Section Tag system family type properties (via Settings->View Tags->Section Tags), we can see the following. Your precise parameter values may vary depending on your project file or template.

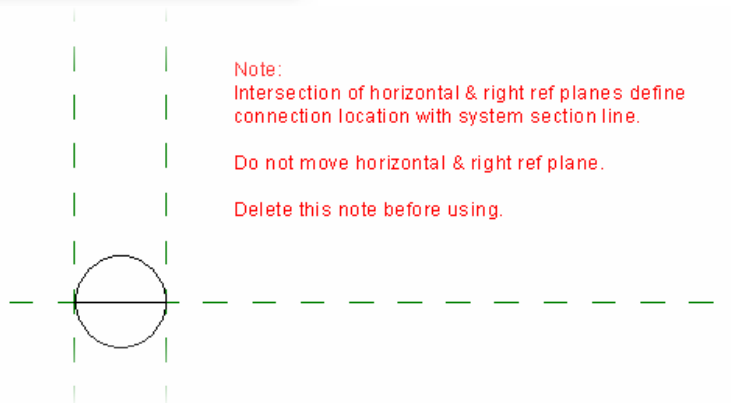
Both the Section Head and Section Tail are determined by annotation families, which you *can* access as standalone families.



You can find these families within your project browser. To explore how they are created, simply right-mouse-click on an appropriate example and select 'Edit'. Click 'Yes' at the dialog, and this will open the family as its own file.

You can create your own section heads and tails by duplicating and altering existing examples, or you can start a fresh file. To do this, go to File->New->Annotation Symbol and select Section Head.

There are already instructions present in the family template to help you.



You can choose between a host of parameters to add to the tag, including:

- Detail Number
- Reference Label (e.g. 'SIM')
- Referencing Detail
- Referencing Sheet
- Sheet Number
- View Name

You can also add additional parameters if required.

When you've added your desired labels, test your work after loading it back into a blank project.

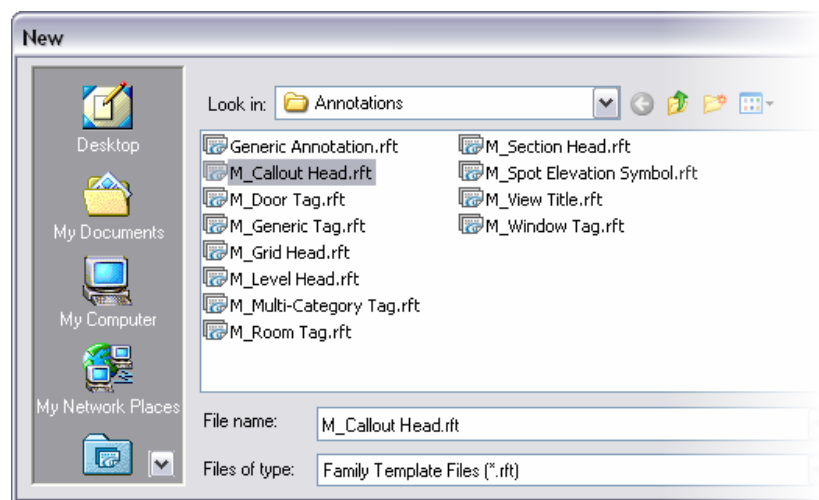
### Callout Markers

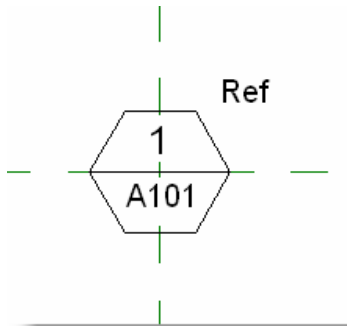
Callouts 'call out' (as the name suggests), or 'refer to' portions of views, usually to be shown elsewhere in more detail. They can be applied to any two-dimensional view. Often, callouts applied to sections and elevations appear the same (remembering that sections and elevations are essentially the same, except that sections usually cut objects more often than elevations). Callouts applied to floor plans can be more easily recognised if they have their own style (this may actually be the standard drafting convention according to your local regulatory body).

To create such a callout, you can (as before) amend an existing example, being careful to duplicate it, rather than altering the original. Alternatively, you can start one from scratch (File->New->Annotation Symbol...).

Select the callout head family template (imperial or metric as appropriate). Be sure to read and follow the instructions (red text) if present.

You can create whatever geometry you like to accompany your text. In this case, we will create a hexagonal shape, as distinct from a circle.

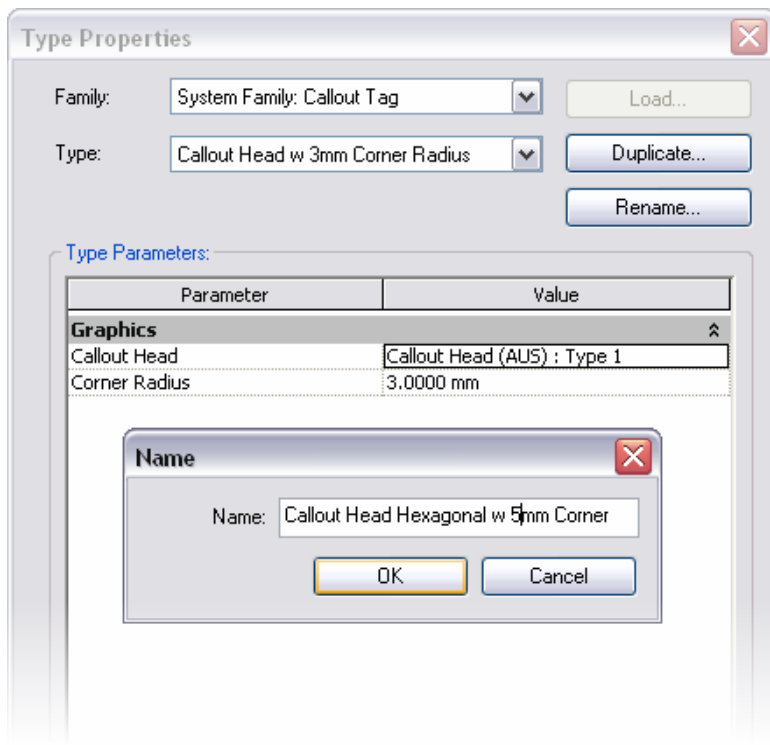




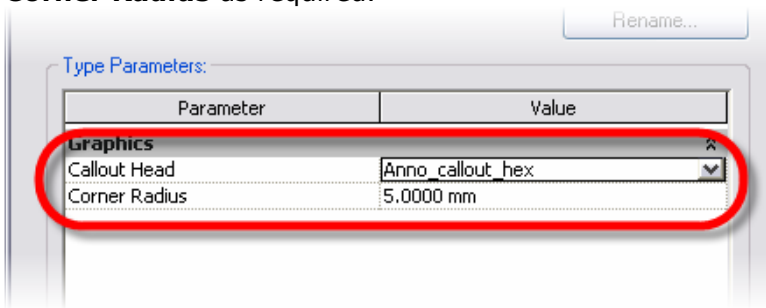
Save the file and name it appropriately (naming rules may apply in your office – if not, use something descriptive and useful, such as ANNO\_CALLOUT\_HEX.rfa

Once you've loaded the family into your project (or project template), you will need to assign it for use within a callout tag.

To do this, go to Settings->View Tags->Callout Tags, and duplicate a type already present. Name the new type appropriately.

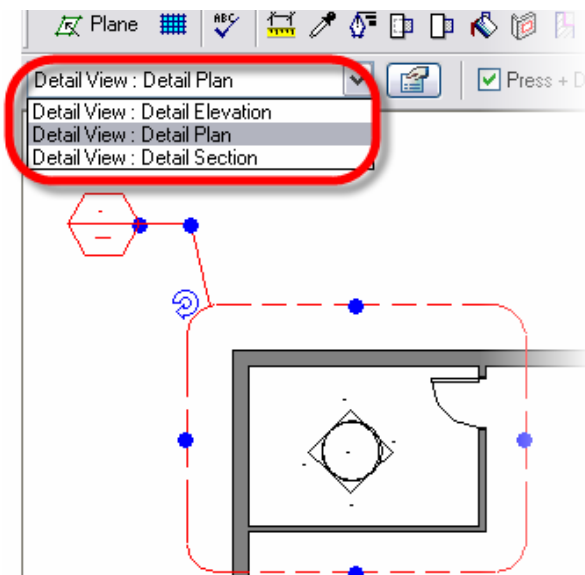
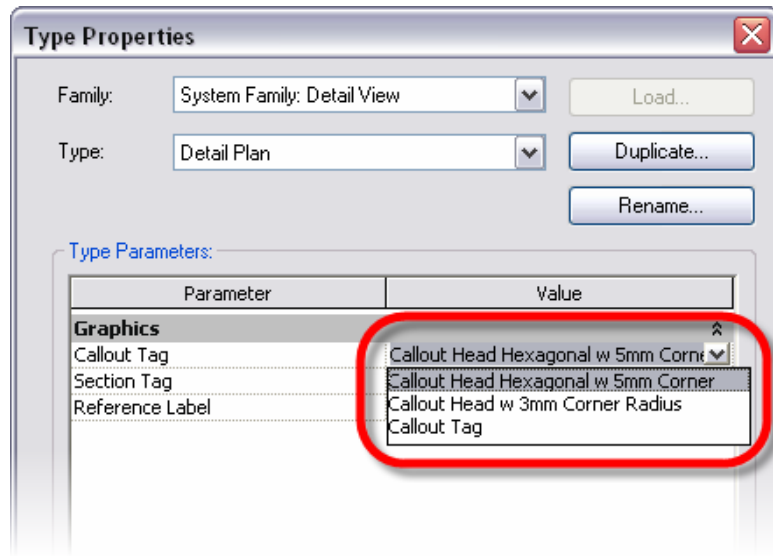


Change the **Callout Head** parameter to refer to your new annotation family, and the **Corner Radius** as required.



Now the Callout Tag is set up, but we also need to implement this into a view type.

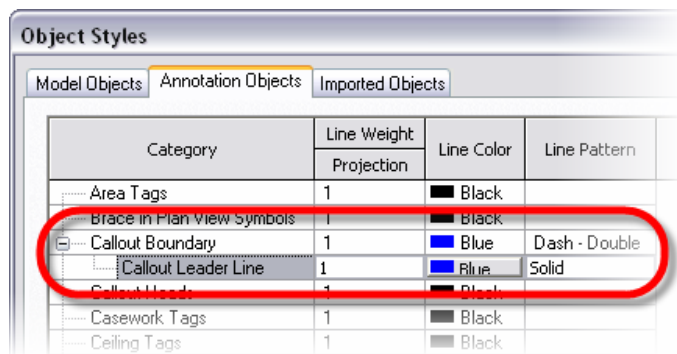
In this example, we'll use 'Detail View: Detail Plan' (originally created as a duplicate of 'Detail View: Detail'). Altering the **Callout Tag** type parameter of this view type should do the trick.



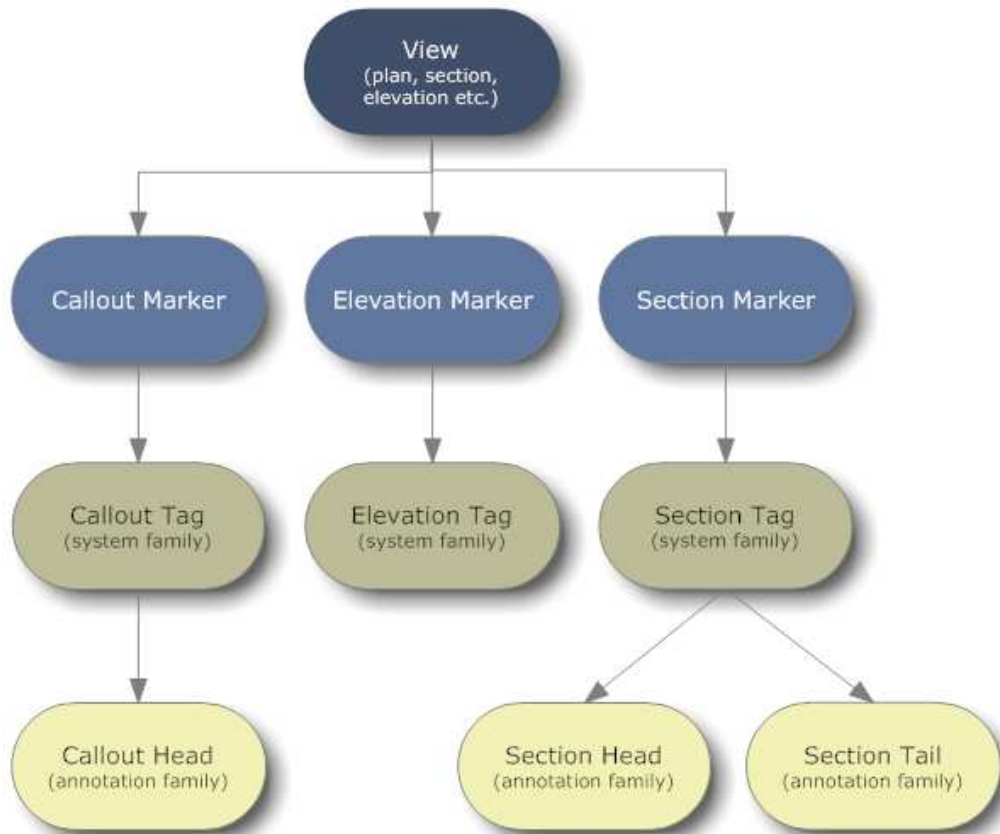
Once set, simply create a callout in a Floor Plan or Ceiling Plan view, and choose the Detail View: Detail Plan callout type from the Type Selector.

Your new callout head should display!

**TIP:**  
You can change the properties of the linework associated with a callout from the Object Styles dialog.



In summary, this chart should help you better understand the way that these Markers and Tags etc. relate to one another.



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In our next edition of INFOCUS, we'll continue exploring Views and View Management. We'll look at other ways to leverage toward maximum benefit during the procurement of your projects.

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