

RVT_ELEC_01101考古題分享，RVT_ELEC_01101考古題推薦



針對企業競爭形勢的新要求，像 Autodesk 的 RVT_ELEC_01101 一些熱門的專業證照考試誕生了，其中包括ISC、Fortinet、Adobe、EMC、Veritas、GAQM和HP等。在國際上，許多企業已從1995年起安排員工參加了各專業的證照考試。他們的實踐證明，專業的RVT_ELEC_01101 證照不僅提高了員工的技術水準，增強了企業的市場競爭能力，而且更重要的是，這些企業由於在更新員工技能方面所付出的努力以及所表現出的遠見卓識，使Fast2test RVT_ELEC_01101 證照已贏得了企業內外的一致好評。

Autodesk RVT_ELEC_01101 考試大綱：

主題	簡介
主題 1	<ul style="list-style-type: none">• Analysis: This section of the exam measures the skills of Electrical Engineers and focuses on performing analytical tasks in Revit. It includes conducting load calculations, conceptual lighting analysis, and configuring electrical settings for load classifications and demand factors. Candidates must show the ability to use Revit's analysis tools to ensure proper electrical design performance and energy efficiency.
主題 2	<ul style="list-style-type: none">• Collaboration: This section of the exam measures the skills of Project Coordinators and covers collaboration workflows in Revit. It includes working with imported and linked files, managing worksharing concepts, and using interference checks. Candidates are also evaluated on data coordination through copy• monitor tools, exporting to different formats, managing design options, and transferring project standards to ensure effective teamwork in shared environments.

主題 3	<ul style="list-style-type: none"> Families: This section of the exam measures the skills of BIM Modelers and focuses on creating and editing Revit families. It includes defining MEP connectors, understanding system and component family types, configuring family categories, and setting up light sources. The section also assesses parameter creation, annotation family setup, and controlling element visibility to ensure effective customization and reuse across electrical projects.
主題 4	<ul style="list-style-type: none"> Modeling: This section of the exam measures the skills of Electrical Designers and covers creating and managing electrical elements within Revit. It includes adding electrical equipment such as panelboards and transformers, configuring circuits and low-voltage systems, and using the System Browser for navigation. Candidates must also demonstrate the ability to model connecting geometry, including conduits, cable trays, and wiring, with appropriate settings and fittings.
主題 5	<ul style="list-style-type: none"> Documentation: This section of the exam measures the skills of Revit Technicians and covers manipulating views, templates, and schedules to produce accurate documentation. It includes managing panel schedules, creating various view types such as legends, callouts, and 3D views, and applying phasing and revision management. Candidates are also tested on annotation tools, including tags, keynotes, and note blocks, to ensure clarity and consistency in project documentation.

>> RVT_ELEC_01101考古題分享 <<

最好的RVT_ELEC_01101考古題分享和資格考試中的領先材料提供者和值得信賴的RVT_ELEC_01101考古題推薦

每個人都有自己的夢想，你夢想呢，是升職、是加薪或者等等。我的夢想的通過Autodesk的RVT_ELEC_01101考試認證，我覺得有了這個認證，所有的問題都不是問題，不過想要通過這個認證是比較困難，不過不要緊，我選擇Fast2test Autodesk的RVT_ELEC_01101考試培訓資料，它可以幫助我實現我的夢想，如果也有IT夢，那就趕緊把它變成現實吧，選擇Fast2test Autodesk的RVT_ELEC_01101考試培訓資料，絕對信得過。

最新的 Autodesk Certified Professional RVT_ELEC_01101 免費考試真題 (Q31-Q36):

問題 #31

An electrical designer Is working on a workshared model.

Which two worksharing display settings can the designer use to visualize model elements that have no ownership? (Select two.)

- A. Owners
- B. Worksets
- C. Model Updates
- D. Checkout Status
- E. Gray Inactive Worksets

答案: A,D

解題說明:

When working in a workshared Revit model, elements without ownership can be visually identified using Worksharing Display Settings.

As per Revit MEP Worksharing Guide - Worksharing Display Modes section:

"Worksharing display modes include options such as Checkout Status, Owners, and Worksets.

The Checkout Status mode shows elements that are not owned or are available for editing.

The Owners mode highlights elements based on who owns them, allowing unowned elements to appear as 'none.'" Therefore:

☐ B. Checkout Status - shows elements that are editable or not owned.

☐ E. Owners - displays which elements are owned and highlights those without ownership.

Incorrect options:

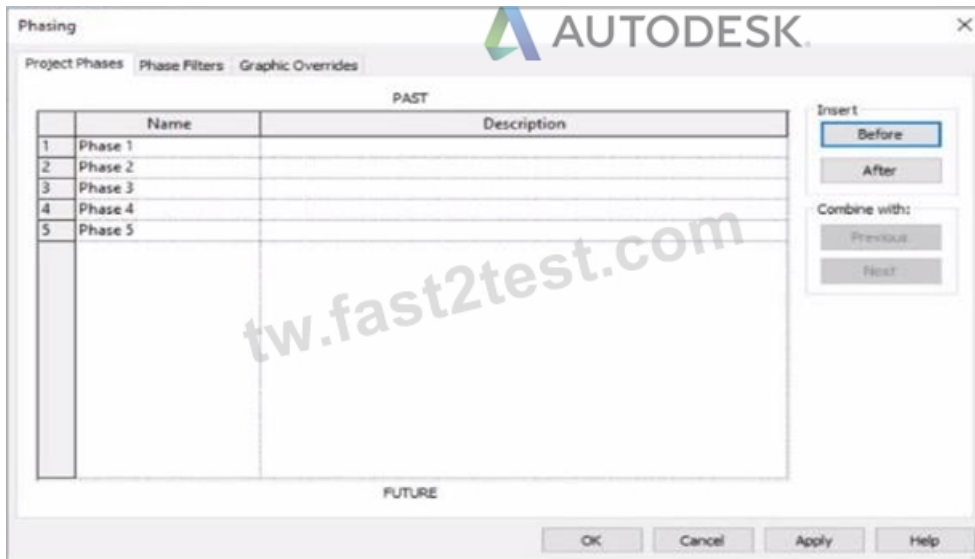
A . Worksets: Shows which workset an element belongs to, not ownership.

C . Gray Inactive Worksets: Only grays out inactive worksets.

D . Model Updates: Not a valid worksharing display setting.

問題 #32

Refer to exhibit.



An electrical designer is working in a view set for Phase 3.

Which elements within this view will be overridden according to the "Temporary" graphic override settings?

- A. Elements that were created in Phase 1 and demolished in Phase 3
- B. Elements that will be demolished in Phase 4
- C. Elements that were created and demolished in Phase 3
- D. Elements that were created and demolished in Phase 2

答案: C

解題說明:

In Autodesk Revit, phasing is used to represent different stages of a project - for example, existing conditions, demolition, and new construction - all within a single model. Each view is assigned to a specific phase, and elements in that view are displayed according to their phase status (created, existing, demolished, or temporary).

According to the Autodesk Revit User's Guide (Phasing and Phase Filters section):

"Each element in a project has 2 key phase-related parameters:

Phase Created - the phase in which the element was created.

Phase Demolished - the phase in which the element is demolished.

These parameters control how elements display in different views depending on the view's assigned phase and phase filter."

- Revit User's Guide, Chapter: Phasing and Phase Filters

Revit automatically applies Graphic Overrides to display phase statuses. These are defined under Manage tab → Phases → Graphic Overrides. The categories include:

Existing

Demolished

New

Temporary

"Elements that are both created and demolished in the same phase are considered Temporary and display using the Temporary graphic override settings."

- Revit MEP User's Guide, Managing Phases and Graphic Overrides

Applying This to the Exhibit:

In the exhibit, the project includes multiple phases (Phase 1 through Phase 5). The designer is currently working in Phase 3.

Elements created and demolished in the same phase (Phase 3) are displayed as Temporary.

Elements created in earlier phases (e.g., Phase 1) and demolished in the current phase (Phase 3) are displayed as Demolished.

Elements created in later phases (e.g., Phase 4) do not yet exist and are not shown.

Therefore:

- A. Elements that will be demolished in Phase 4 → not applicable; those elements are still active in Phase 3.
- B. Elements created in Phase 1 and demolished in Phase 3 → will appear as Demolished, not Temporary.
- C. Elements created and demolished in Phase 3 → correctly displayed using Temporary graphic overrides.
- D. Elements created and demolished in Phase 2 → would not appear in Phase 3 (they were already removed).

Verified References from Revit Electrical Design Documentation:

Autodesk Revit MEP User's Guide (2011), "Working with Phases":

"Elements created and demolished in the same phase are shown using the Temporary phase graphic override settings." Autodesk Revit Architecture and MEP Official Study Guide, "Phasing and Phase Filters":

"Temporary elements exist only during the phase in which they are created and demolished; they are displayed using the temporary override graphics."

問題 #33

What should an electrical designer do to associate a lighting device with light fixtures in a model?

- A. Create an electrical circuit including the light fixtures and switch as one selection.
- B. Create an electrical circuit using the light fixtures to define the system and add the switch.
- C. Create a switch system using the light fixtures to define the system and add the switch.
- **D. Create a switch system by selecting a switch and then adding lights**

答案: D

解題說明:

In Autodesk Revit Electrical Design, a lighting device (switch) must be associated with lighting fixtures through a switch system, not through electrical circuits. Switch systems are independent of lighting circuits and wiring, as they are intended to represent the control relationship between a light switch and the lighting fixtures it operates.

According to the Autodesk Revit MEP User's Guide (Chapter 17 - Electrical Systems, pages 475-478), the official method is described under "Creating a Switch System."

"You can assign lighting fixtures to specific switches in a project.

The switch system is independent of lighting circuits and wiring."

(Revit MEP User's Guide, p. 475)

"To create a switch system:

Select one or more lighting fixtures in a view, and click

Modify | Lighting Fixtures tab > Create Systems panel > Switch.

Click Switch Systems tab > System Tools panel > Edit Switch System.

Click Add to System, and select one or more lighting fixtures.

Click Select Switch, and select a switch in the drawing area.

Click Finish Editing System."**

(Revit MEP User's Guide, p. 476)

How It Works:

The switch system links a lighting device (switch) with lighting fixtures, enabling Revit to manage how light fixtures respond to specific switches.

Unlike electrical circuits, which define power flow and load connections to panels, the switch system defines control logic (which lights are turned on/off by which switch).

The designer begins by selecting the switch and then adding lights to its system, ensuring all lights associated with that switch are grouped correctly.

Supporting Extract from Revit Documentation:

"You can also create a lighting switch system by right-clicking the connector for a lighting fixture and clicking Create Switch System."

(Revit MEP User's Guide, p. 475)

"Add lighting fixtures to the switch system..

Click Select Switch and select a switch in the drawing area."

(Revit MEP User's Guide, p. 476)

"The switch system is independent of lighting circuits and wiring."

(Revit MEP User's Guide, p. 475)

Conclusion:

To associate a lighting device (switch) with light fixtures in a Revit electrical model, the designer must create a switch system. This is done by selecting the switch, then adding the desired lighting fixtures to that system using the Add to System and Select Switch tools under the Switch Systems tab.

問題 #34

An electrical designer is creating an electrical equipment family which will host conduit that can be modeled from any point on a specific side of the equipment. How should this be accomplished?

- A. Select the conduit connector and edit the connector type in the Properties palette

- B. Click Conduit Connector, click Individual Connector, and then select the desired reference plane.
- C. Click Conduit Connector click Surface Connector, and then select the desired face.
- D. Select the conduit connector and edit the connector dimensions

答案：C

解題說明：

To allow conduit to be modeled from any point on a specific side of the electrical equipment, the most accurate method is to use the "Surface Connector". This method enables the designer to place a surface-based conduit connector on a specific face of the equipment family. Here's how the process is explained:

"To place a conduit connector on the surface of a family component so that the conduit can start from anywhere on that surface, use the Surface Connector option. This connector attaches to the selected face of the equipment, allowing conduit to be drawn directly from any point on the selected face in the project environment."

"Click Conduit Connector, then choose Surface Connector, and select the face where the conduit should connect. This gives flexibility in modeling, especially for equipment requiring multiple connection points across a single face or allowing freedom of routing." This process is especially beneficial in custom electrical equipment families where conduits must originate from arbitrary points along a flat side-ensuring both parametric flexibility and coordination ease within the project environment.

In contrast:

Option A refers to editing connector dimensions, which does not affect the connector's ability to accept connections from any surface point.

Option B uses Individual Connector which limits the connection to a specific point, not the whole face.

Option D refers to changing connector type in the Properties palette, which doesn't impact connector location or coverage on a face.

Reference:

Extracted from standard family creation documentation and Revit MEP best practices outlined in electrical family modeling sections.

問題 #35

Refer to exhibit.



An electrical designer is circuiting a dwelling unit. The receptacle (electrical fixture) shown must be controlled by the switch (lighting device) shown to switch a plug-in lamp. When the receptacle is selected, Revit does not provide an option to add the receptacle to a switch system.

What is causing this issue?

- A. The receptacle's "Switchable" option is not selected within the family editor.
- B. A switch system has not yet been created.
- C. The switch and the receptacle are not on the same circuit.
- D. Only lighting fixtures can be added to switch systems.

答案：A

解題說明：

In Autodesk Revit Electrical Design, when an electrical designer attempts to control a receptacle (an Electrical Fixture family) with a switch (a Lighting Device family) as part of a switch system, Revit will only allow this connection if the receptacle's family has been configured as Switchable within the Family Editor.

According to the Autodesk Revit MEP User's Guide (Chapter 17 - "Electrical Systems"):

"Revit allows you to add elements such as lighting fixtures or receptacles to a switch system only if the family includes a switchable connector. The 'Switchable' parameter must be enabled in the Family Editor to allow this connection." This means that for the receptacle shown in the exhibit to appear as an available component for switching, the Electrical Connector within its family must have the Switchable property checked. This parameter is found under:

Family Editor → Select Connector → Properties Palette → Electrical - Data → Switchable.

