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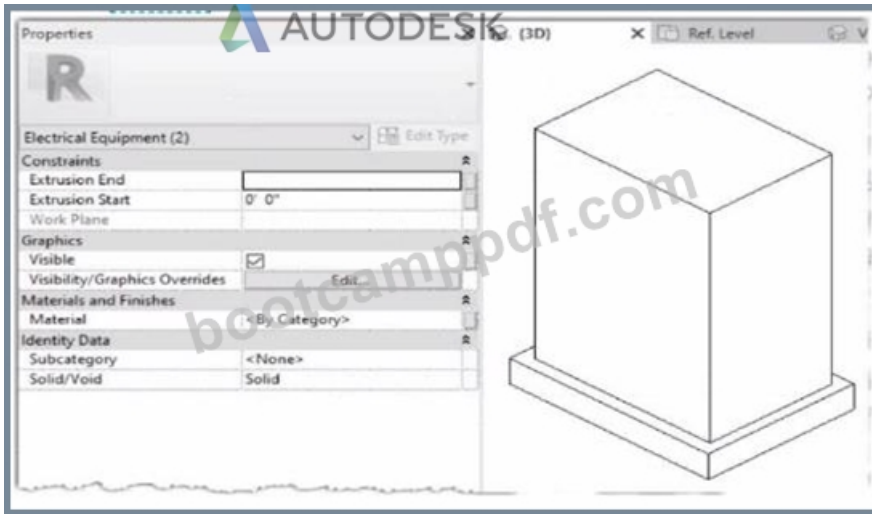
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Autodesk Certified Professional in Revit for Electrical Design Sample

Questions (Q62-Q67):

NEW QUESTION # 62

Refer to exhibits.



When loaded into a project, the family displays as below in plan view.



The electrical designer is satisfied with the line color and weight of the transformer because it matches all other electrical equipment in the project. However, the designer wants the housekeeping pad to display with different line properties as shown below.



How can this be achieved?

An electrical designer creates a simple family of a transformer with a concrete housekeeping pad using two rectangular extrusions. Both extrusions and their properties within the family editor are shown.

- A. Within the project, right-click and select Override Graphics in View from the context menu. Edit the line properties as desired.
- B. Within the family editor, right-click the housekeeping pad object and select Visibility from the context menu. Edit the line properties as desired.
- C. Within the family editor, create a new object style subcategory with the desired properties. Assign that subcategory to the housekeeping pad object.
- D. Within the family editor, select the housekeeping pad object and change it from a solid to a void.

Answer: C

Explanation:

In Autodesk Revit Electrical Design, when customizing a family-such as a transformer with a housekeeping pad-each element within the family can have its own subcategory under the parent category (in this case, Electrical Equipment). Subcategories are critical for controlling line weight, color, and material properties independently in project views and visibility settings.

The issue described is that the transformer and its concrete pad currently share the same default category (Electrical Equipment) and therefore use identical line weights and colors in plan view. The designer wants the housekeeping pad to display differently - for example, with a lighter or dashed outline.

According to the Autodesk Revit MEP User's Guide (Chapter: Creating and Editing Families):

"To control the visibility or graphical appearance of individual components within a family, create a new Object Styles subcategory under the parent category. You can then assign any solid or void geometry in the family to that subcategory. When loaded into a project, the subcategory can be independently controlled through Visibility/Graphics (VG) settings." This is the exact and recommended workflow for differentiating line appearances between elements in the same family.

Steps to achieve this:

In the Family Editor, open Manage tab ➤ Object Styles.

Under the Model Objects tab, click New to create a new subcategory (e.g., "Housekeeping Pad").

Set the desired line weight, color, or material properties.

Select the housekeeping pad extrusion in the model.

In the Properties palette, under Identity Data → Subcategory, choose Housekeeping Pad.

Reload the family into the project.

You can now modify or control its visibility independently in project views.

Why the other options are incorrect:

A . Change to void: A void removes geometry, not graphical appearance.

B . Override Graphics in View: Applies only in a single view, not globally across the project.

D . Visibility from context menu: Controls whether the object is visible, not its line properties.

Thus, the most efficient, parametric, and Revit-standard method is to use subcategories within the family to apply distinct graphical controls.

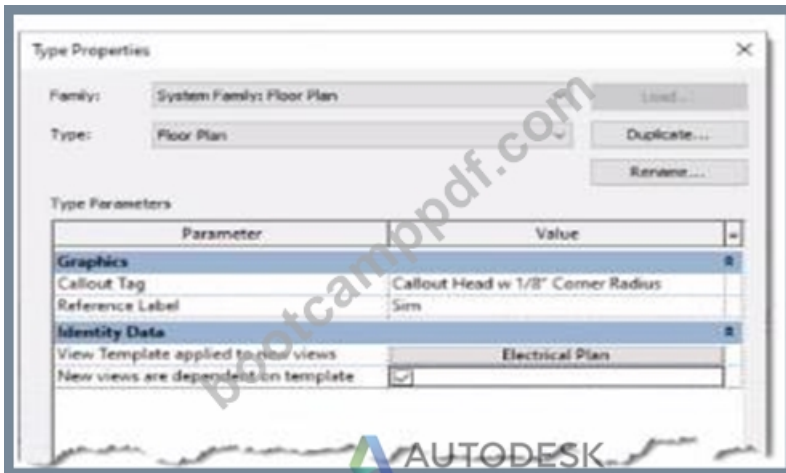
References:

Autodesk Revit MEP 2011 User's Guide, Chapter 53: Creating Families - Managing Object Styles, pp. 1248-1251.

Autodesk Revit Architecture 2020 Help, "Assigning Geometry to Subcategories in Families." Smithsonian Facilities Revit Template User's Guide (2021), Section 8.4.1 - Electrical Equipment Family Standards and Subcategories.

NEW QUESTION # 63

Refer to exhibit.



An electrical designer is reviewing the Type Properties for a floor plan view. How will the view behave when creating a new floor plan?

- A. When duplicating a floor plan view of any type, the Electrical Plan view template will be assigned to the new floor plan view.
- B. A new floor plan view created by duplicating a floor plan view of the Floor Plan type will be duplicated as a dependent view.
- C. Creating a new floor plan view using the Floor Plan tool with the Floor Plan type selected will create a new Electrical Plan view template.
- **D. The Electrical Plan view template will be assigned to a new floor plan view created with the Floor Plan tool with the Floor Plan type selected**

Answer: D

Explanation:

The exhibit shown displays the Type Properties dialog box for a System Family: Floor Plan view type. Within the "Identity Data" group, there are two critical parameters that govern the behavior of new views created from this view type:

"View Template applied to new views"

"New views are dependent on template"

According to Autodesk Revit's documentation in the Revit MEP User's Guide (Chapter 48 "Views and View Templates" and Chapter 49 "Preparing Construction Documents"):

"When a view template is assigned to a view type through the Type Properties dialog, any new view created from that view type automatically receives the defined view template. This ensures consistent visibility, graphics, and discipline settings for all new views."

In this image, the parameter "View Template applied to new views" is set to Electrical Plan, and "New views are dependent on template" is checked. This means that any new floor plan created using this type will automatically have the Electrical Plan template

applied, and the view will be dependent on that template, meaning it inherits all its visibility and annotation control settings.

This ensures that all electrical floor plan views generated are standardized and visually consistent, a fundamental practice in Revit Electrical Design workflows, as described in the Smithsonian Facilities Revit Template User's Guide:

"Assigning a default view template to a view type (e.g., Electrical Plan) ensures every new view created follows organizational and graphical standards without manual setup." Option A matches this behavior exactly.

Option B is incorrect** because Revit does not create a new template automatically.

Option C is incorrect** because duplication of an existing view does not reassign templates by type.

Option D is incorrect** because dependent view creation requires a specific "Duplicate as Dependent" command, not this setting.

References:

Autodesk Revit MEP User's Guide - Chapter 48 "Views and View Templates," pp. 1112-1115 Smithsonian Facilities Revit

Template User's Guide - Section 2.8.1 "View Types and View Templates," p. 30 Autodesk Revit Electrical Design Essentials -

View Template Application and Management Section

NEW QUESTION # 64

How can an electrical designer see changes from other users without saving their own work to the central model?

- A. Relinquish All Mine
- B. Worksharing Display
- C. Manage Worksets
- D. Reload Latest

Answer: D

Explanation:

In Autodesk Revit, particularly for electrical and MEP design disciplines using a workshared model, the command "Reload Latest" allows a designer to see changes made by other users without saving or publishing their own work to the central model. This tool ensures that while the designer continues to work locally, their environment stays updated with the latest modifications made by colleagues.

According to the Autodesk Revit MEP User Guide (Chapter 54 - Working in a Team), under the section Loading Updates from the Central Model, it states:

"As you work, you can see the changes other team members have made to the project after they have been synchronized with the central model. You can load updates from the central model without publishing your changes to the central model.

In your local file, click Collaborate tab > Synchronize panel > (Reload Latest)." This confirms that the Reload Latest command refreshes your local file with any modifications from the central file that others have synchronized, but it does not send your local changes back. It is a critical feature for coordination in a team environment, especially when multiple designers-such as electrical, mechanical, and structural engineers-are contributing simultaneously to a shared BIM model.

By contrast:

A . Relinquish All Mine only releases ownership of elements but doesn't update the local model.

C . Manage Worksets is for controlling visibility and editability of worksets.

D . Worksharing Display visually identifies ownership and status but doesn't refresh model data.

Therefore, when an electrical designer needs to review updates from others (for example, when a lighting layout needs coordination with architectural ceiling adjustments), the proper workflow is to use Reload Latest, ensuring all new information from the central model appears instantly without saving or affecting their current unsaved edits.

References:

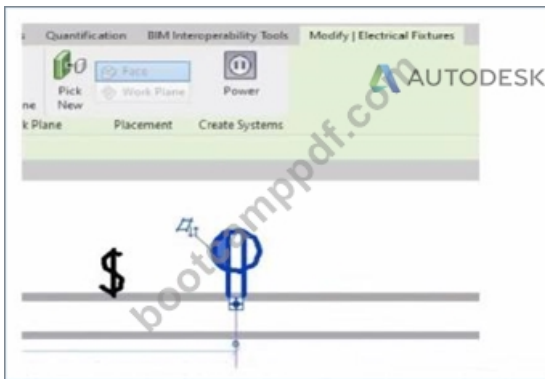
Autodesk Revit MEP 2011 User's Guide, Chapter 54: Working in a Team, "Loading Updates from the Central Model," pp. 1332-1333.

Autodesk Revit Structure User's Guide, Chapter 49: Working in a Team, "Loading Updates from the Central Model," p. 1230.

Smithsonian Revit Template Guide (2021), Section 6.3.1 How Worksharing Works, confirming synchronization and reloading behavior for shared Revit environments.

NEW QUESTION # 65

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

Answer: D

Explanation:

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.

If this option is not enabled, Revit treats the receptacle as a standard unswitched outlet and will not display it in the switch system creation dialog. Once the option is checked, the designer can reload the family into the project and associate it with a switch system normally.

Additionally, the Smithsonian Facilities Revit Template User's Guide explains this concept as follows:

"To associate receptacles with lighting switches, ensure that the receptacle family has a switchable connector. Without this setting, the device will not appear as an assignable component to a switch system." This distinction is important in residential electrical modeling, where switched receptacles are common for plug-in lamps. Lighting circuits can include both Lighting Fixtures and Switchable Receptacles when the family configuration supports it.

Incorrect Options Explanation:

A. A switch system not being created is irrelevant - the issue occurs before system creation.

C. Being on the same circuit doesn't affect switchability; it affects electrical load connection.

D. Incorrect - Revit supports switchable receptacles if properly configured.

Therefore, the correct answer is B. The receptacle's "Switchable" option is not selected within the family editor.

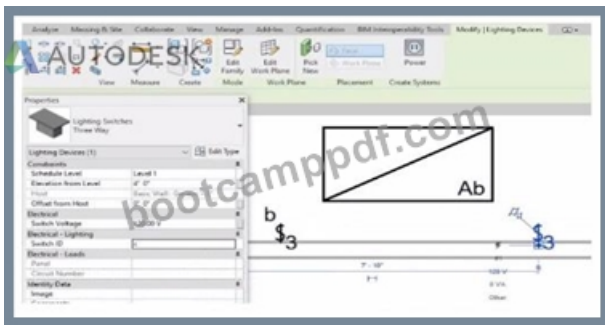
References:

Autodesk Revit MEP User's Guide - Chapter 17 "Electrical Systems," pp. 417-421 Autodesk Revit Electrical Design Essentials - Section "Creating and Editing Electrical Fixtures and Switch Systems" Smithsonian Facilities Revit Template User's Guide - Section 8.4 "Switchable Receptacle Family Standards," p. 89

NEW QUESTION # 66

Refer to exhibit.

(The image is presented in Imperial units: 1 In = 25 mm [Metric units rounded].)



An electrical designer is trying to add the selected three-way switch to the existing switch system "b". The designer is unable to add the switch to the switch system.

Why is this problem occurring?

- A. A switch system can contain only one switch.
- **B. The switch's Switch ID parameter does not match the switch system.**
- C. The switch is not powered.
- D. Revit is not in Edit Switch System mode.

Answer: B

Explanation:

In Autodesk Revit Electrical Design, lighting control systems such as single-pole, three-way, and four-way switches are managed using Switch Systems. These systems logically connect lighting devices (switches) to the lighting fixtures they control. For multiple switches (like three-way configurations) to be part of the same control circuit, they must share the same Switch ID value.

In the exhibit, the electrical designer is attempting to add a three-way switch to the existing switch system labeled "b", but Revit does not allow it. The reason is that the Switch ID parameter of the new switch does not match the Switch ID of the system it is intended to join.

The Switch ID acts as the unique identifier that links all switches controlling the same group of fixtures. If the IDs differ (for example, "b3" versus "b"), Revit interprets them as belonging to separate systems and prevents them from being grouped together.

The Autodesk Revit MEP User's Guide - Electrical Systems: Lighting and Switch Systems explains this clearly:

"Switch systems are organized by Switch ID. All switches controlling the same lighting circuit must have identical Switch ID values. Revit will not allow a switch to be added to an existing system if its Switch ID does not match that system's identifier." To fix this, the designer must:

Select the three-way switch.

In the Properties palette, locate the Switch ID parameter.

Change its value to match the target switch system's ID (in this case, "b").

Once both switches share the same Switch ID, Revit will successfully include them in the same Switch System.

NEW QUESTION # 67

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