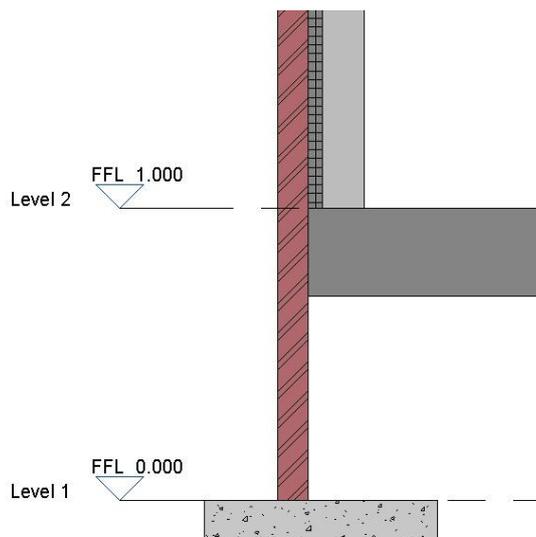


Unlock Wall Layers.....

Unlocking wall layers so they can be adjusted separately

All Revit Users

When you have placed a wall into your Revit model you may want part of the wall for example the external brickwork to sit on foundations but the internal blockwork to stop at ground floor level.

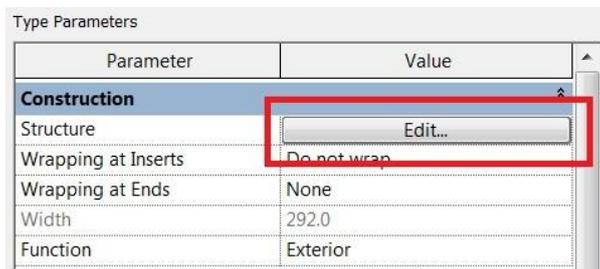


Instead of creating two wall types and placing them next to you or modelling one wall to starting from ground floor level upwards, and one spanning from foundation level to ground floor.

Why not modify the wall layers by unlocking them so you can pull one or more layers up and down to suit.

1. To do this you need to select a wall you have already created in your model or select the wall tool from the Ribbon.
2. Select Edit Type in the Properties window.
The Type Properties dialog box will open.
3. In the **Type Properties, under Construction > Structure, click Edit..**

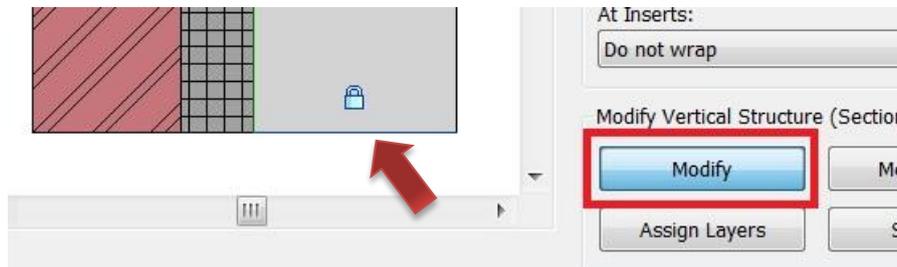
The dialog box will change to Edit Assembly dialog box.



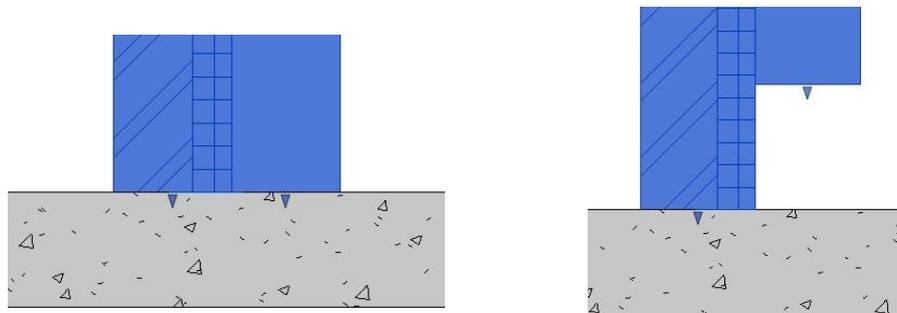
- If you don't have a preview of the wall click on the Preview button.
- Also if the view is currently showing a plan view switch it to a section view.



- Click the Modify button under Modify Vertical Structure.

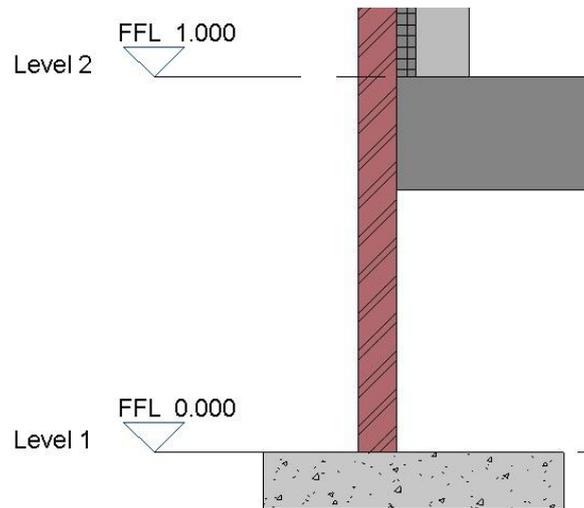


- If you click on the edge of the one of the layers a padlock will appear, if you unlock the padlock it allows you to modify that layer separately.
- Click **OK**, and then click **OK** again.
- Select the wall you have just modified you should see that it now has two grips, pick the one under the layer of the wall you unlocked and drag it up or down.



If you want to lock all the layers back so they all move as one element, simply repeat the exercise and when you select the wall layer(s) lock the padlock. When you come out of the type properties dialog box the wall only has one grip which controls all layers.

Why not try and modify other layers of the so you can adjust more parts of the wall similar to what's shown in the below image.



Please note the information in this White Paper document is based on Revit 2013 and it may differ if you're using another version of Revit.