

QUESTION

How do I change the value my level line shows?

ANSWER

The height value next to the level line graphic is NOT just simple text that you type in. The number is the position of the level in 3D space. If you use the move command and adjust the level line up or down, it will change the height that is displayed. You can also click on the level line and change its "elevation" parameter which will reposition after typing in a value.

	₹	Properties			×
3D Level 2 7			Level 1/4" Head		•
10' - 0"	6	Levels (1)			~ 🗄 Edit Type
		Constraints			^
	9	Elevation		10' 0"	
Level 1		Story Abov	e	Default	
0' - 0"		Dimensions			\$
			Computation Height		
		Extents			\$
		Scope Box		None	
		Identity Data			*
		Name		Level 2	
		Structural			
	- 1	Building St	ory		

The height indicated can be relative to one of two origin points in Revit. The '**Project Base Point'** or '**Survey Point**'. To change which origin point the level line is associated with:

- Select your Level and choose "Edit Type".
- Change the setting for 'Elevation Base' to desired setting.

	Family: System Family: Lev Type: 1/4" Head	vel V Load Duplicate	
	Type Parameters	Kename	/ 冊 Edit 1
10' - 0" 🔍	Parameter	Value =	Leg cont
	Elevation Base	Survey Point	
	Graphics	~	ult
	Line Weight	1	
	Color	Black	
	Line Pattern	Grid Line 1/2"	2
	Symbol	Level Head - Circle	
	Symbol at End 1 Default		11
level 1	Symbol at End 2 Default		
0 0. 🦯			

This change will affect all level lines in your project. If desired, you can create duplicate level "types" and create one option for each elevation base, thereby allowing you to reference either base in the same project.