Casework and Interior Joinery FAQ's

Frequently asked questions and answers regarding RevitWorks Casework and Interior Joinery families.

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Q. What is shown at the different detail levels (Coarse/ Medium/ Fine)? – in particular door swings and hidden carcase lines.

A. We haven't used different detail levels (i.e. all items show at all detail levels) since different practices seem to have their own concept/procedure on how they want this to work. Because we have used nested components (one of our mantras is "Reuse and Recycle") this can be easily amended to fit into your office standards. Simply edit the family and components and change the visibility settings to suit your standards.

Regarding door swings and hidden carcase lines, again you can edit the families and change the visibility settings of these lines. However, they are on subcategories so can easily be turned on and off and you can control these settings within your view templates. Refer to the Casework Family Specifications document for Object Styles used.

Q. Dimensional Parameters: which parameters are type or instance based? – in particular unit depth and shelf numbers.

A. We debated this issue a lot when building the families as there are pros and cons of having parameters set to Instance or Type. We resolved to make it so that most of the parameters could be either Type or Instance and that the end user could ultimately choose what suited their needs best. We had to choose something though, and this is explained in detail below.

If you want to change a parameter from Instance to Type-based, simply edit the family and modify the parameter. In most cases this will work fine, however, some are tied up in formulas and can't be changed unless others are as well. If this happens we suggest leaving those parameters as they are.

Refer to the Casework Family Specifications document for parameter screenshots. Generally, the instance parameters control aspects of the joinery unit's interaction with the units/ model around it. (i.e. Shadow Margins, End Panels, Front Panels Material etc.). One useful parameter set is the instance parameters "Carcase Offset off Wall" and "...End Panel Extend Back". An example of using this includes having a 600mm deep unit under an 800mm deep bench top, offsetting the carcase 200mm off the wall and then having the end panels extend back to the wall.

Regarding the unit depth, we have made this a type parameter so one can have different preset depths for over-bench units, under-bench units or specific units (350mm/600mm or, say, an inbuilt 655mm Fridge unit). This can be easily changed to your preference by editing the families and changing the "Carcase Depth" and "Depth" parameters to be instance-based, but we would suggest the preset depth functionality is too useful to miss.

In regards to shelf numbers, we have made this a type parameter for similar reasons as the unit depth (as above) i.e. for a "Fridge" unit I might require the first shelf to be exactly 1575mm above FFL.

Q. The demonstration seems to need a lot of working views to be set up (plan/elevation/3d), can the units be spaced in a plan?

A. Yes they can, the working views were set up in the demonstration so it was visually more obvious what was happening.

Q. The demonstration seems to need several reference planes, is there another way of spacing the units without them (our projects have too many already)?

A. Yes. we would suggest creating and using a 'work-in-progress' style of detail line (mine are orange and called "WIP") instead of reference planes. Since they are detail lines they only show on the views you draw

them on. I have a filter for them so I can easily turn them on and off in the view, but realistically once I have set out the units I tend to just delete them.

Having an abundance of reference planes is a very common problem. Too many of them and they become extremely ungainly. I tend to use reference planes only where necessary to have them show in intersecting views – otherwise, I have WIP detail lines within WIP views.

Q. Can one show under bench units or overhead units door swings?

A. Yes. The overhead and under bench casework have the door swing angle set to 0° so they don't show; if you change this angle they will show.

Q. How are component types handled? (i.e. Panel types, Handle types)

A. We provide a variety of different component families which you can use as-is or edit to create your own (i.e. use as a template). These are nested into the cupboard and drawer families allowing for an unlimited amount of variations. We only have one type of each component nested in. To change the component simply edit the family, right-click on the component within the project browser family list and 'reload from". Refer to the Component Swapping video.

When reloading a component, it is imperative that the type name is the same.

Our logic for these nested components is that the parameters are not taken through to the final family. They just add confusion and the number of parameters becomes unwieldy. As an example, an Inlayed Front Panel has a parameter for its frame width: we don't link this through to the final family. If we want to change that parameter we edit the family, select the panel and change it there. Of course, if you so desire, it's very easy to link the parameters, bearing in mind that if you then swap in another type of component those parameters may become superfluous and you should delete them.

Q. Do the Handles come with visibility controls?

A. Yes, on/off type parameters: "Handle Horizontal", "Handle Vertical" (if both un-ticked, no handle) and "Handle Centred on Panel Width". Refer to the Casework Family Specifications document for parameter screenshots. They are also on their own subcategory so their visibility can also be controlled via Visibility Graphics overrides.

Q. Is there a parameter for a finger pull detail for doors and drawers? (I.e. carcase height above door height)

A. We provide a variety of different panel families (and you can make your own using any of the provided panels as a template). One of them is exactly what you are asking for and has a parameter for the top recess. I.e. it is controlled within a specific panel family which you swap into your cupboards/drawer families.

Also, all our units come with a "Panel Top Margin" type parameter which controls how you want the panels to interact with the top of the carcase (i.e. under bench applications for a cupboard door with a pull handle need a gap of 10mm from the top of the panel to the underside of the bench top). Refer to Casework Family Specifications document for parameter screenshots.

Q. What do the overhead units look like in plan?

A. There are several ways to show overhead units. We recommend either changing the look by the use of visibility graphic filters (which you can add to your view templates) or by changing the visibility of the components within the family editor.

Q. Do the cabinets have materials in section?

A. Yes. In section you are seeing the modelled components – not symbolic lines (other than adjustable shelf fixings and the drawer section).

All the RevitWorks casework units have their materials preset to be "By Category". We suggest that you control their materials through the project's Object Styles> Casework. Only change them within the family if the unit material is a one-off.

The front & end panels have a finish material 'painted' onto the exposed surfaces. This is great for specifying a different finish without having to duplicate a type. I.e. the front panel is always MDF but one is painted red and another is blue. These finish materials are controlled by instance parameters whereas the materials for the other components are type based. Refer to the Casework Family Specifications document for parameter screenshots.

Q. Can I have the sections drawn differently?

A. As per the previous question, in a section you are mostly seeing the modelled components, so to change how the sections look you would have to change the modelled components.

If the construction of the units is different than the units provided, the units should be remodelled to suit. Because we have used nested components (one of our mantras is "Reuse and Recycle") you only have to remodel one component and then you can swap it into the other units. I would suggest that if this is the case, you either ensure a modelling "guru" in your office does this or you get us to do it since you need to be fairly experienced within the family editor.

We have also made use of nested detail components to show details where the 3d modelling would be too complex (drawers and the holes for adjustable shelves in section views are a good example of this).

If you want to see something specific, send us a sample drawing and we can advise on the best way to do it.