How to Add Content from Revit to UNIFI Using Batch Export

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This article shows you how to add content to UNIFI from Revit using the Batch Export feature. Keep in mind that you can also upload content from your file folder system within the UNIFI app.

You can export content from Revit to UNIFI by using the Batch Export feature. This feature is located in the UNIFI toolbar in Revit.

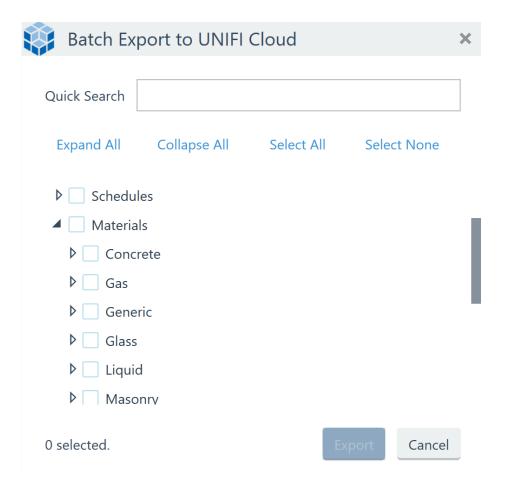


You'll want to make sure that your UNIFI app is already open before using Batch Export. If UNIFI is not open, Batch Export will not be selectable.

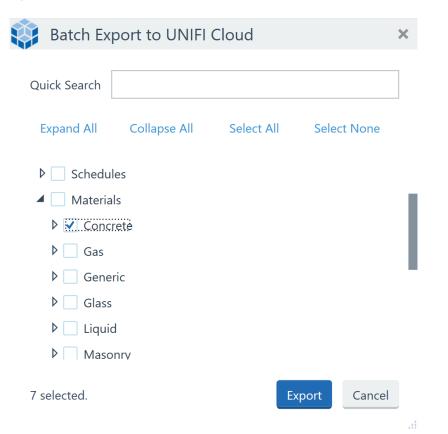
Using the Batch Export feature, in addition to uploading content from your file folder system, allows you to bring in more than just content that you can save to a file directory. You can also store the following:

- Non-saveable standard content, such as system families, drafting views, schedules, and typical sheets** (you'll be able to get content quickly out of Revit to use on other projects, and you don't have to worry about anybody accidentally purging your model)
- Project-specific content, such as Revit families, detail and model groups
- Revit container projects can be uploaded via drag and drop directly into the upload area and accessed via Harvest Project (best for use of legend harvesting)

You'll see in the image below that we expanded the materials section to show everything sorted according to material class.

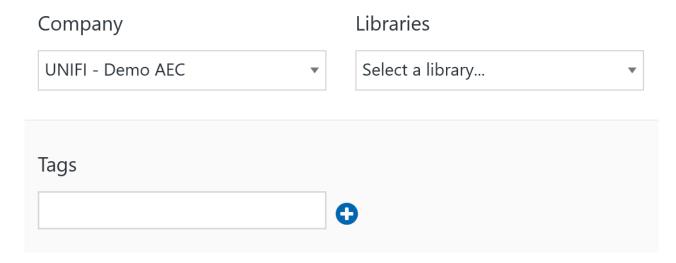


For example, if you want to choose a particular material, such as concrete, you can easily select that and then hit **Export**.

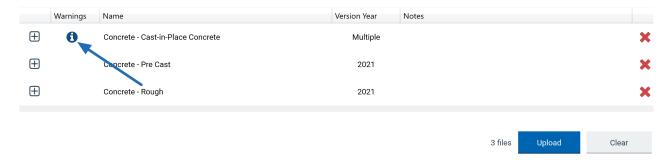


When you select export, your export screen is going to pop up and you'll be able to choose which library you'll want to

put this into and determine which tags you may want to add. You may want to tag the content with the name of the project that it came from.



A warning error pops up to let you know that this model is already in the repository and will therefore be uploaded as a new version. If you are ok with that, then you can click **Upload** to proceed.



**Note: When adding content from Revit sheets, the name of the file displayed in UNIFI is a combination of the sheet's number and name separated by a hyphen. For example, "A101 – Architectural Sheet." If a sheet is inserted into a project that has the same sheet number as the sheet stored in UNIFI, Revit will automatically renumber the sheet by incrementing the last sheet number to be entered in that model. If the sheet contains drafting views, schedules, families, or other elements with the same name as one that already exists in the model, they will be added to the model as a duplicate with a number at the end of the name.