Create and assign Types %

CCS types can be created and assigned in several ways.
This article shows how to do it in Classification in Revit.

Create types:
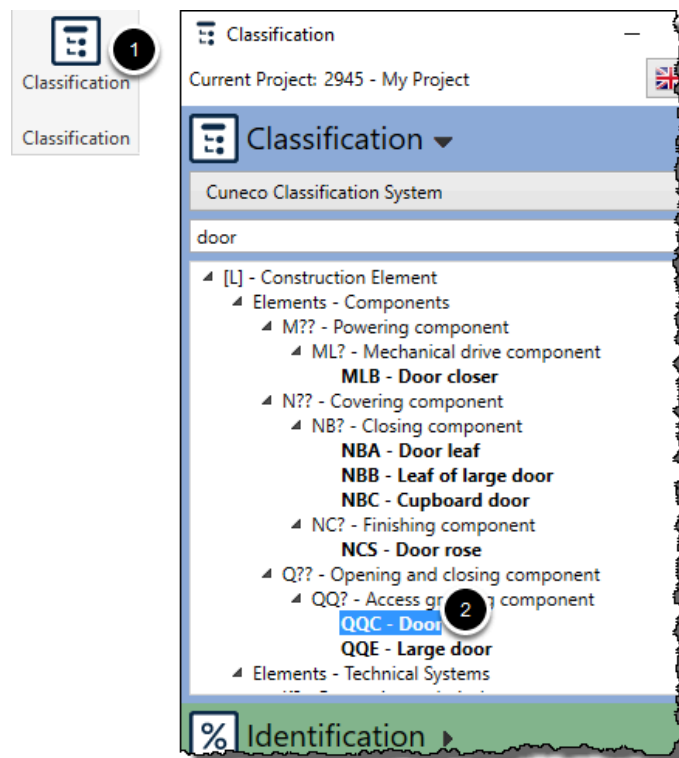- In Classification, shown in this article
- In spine Portal
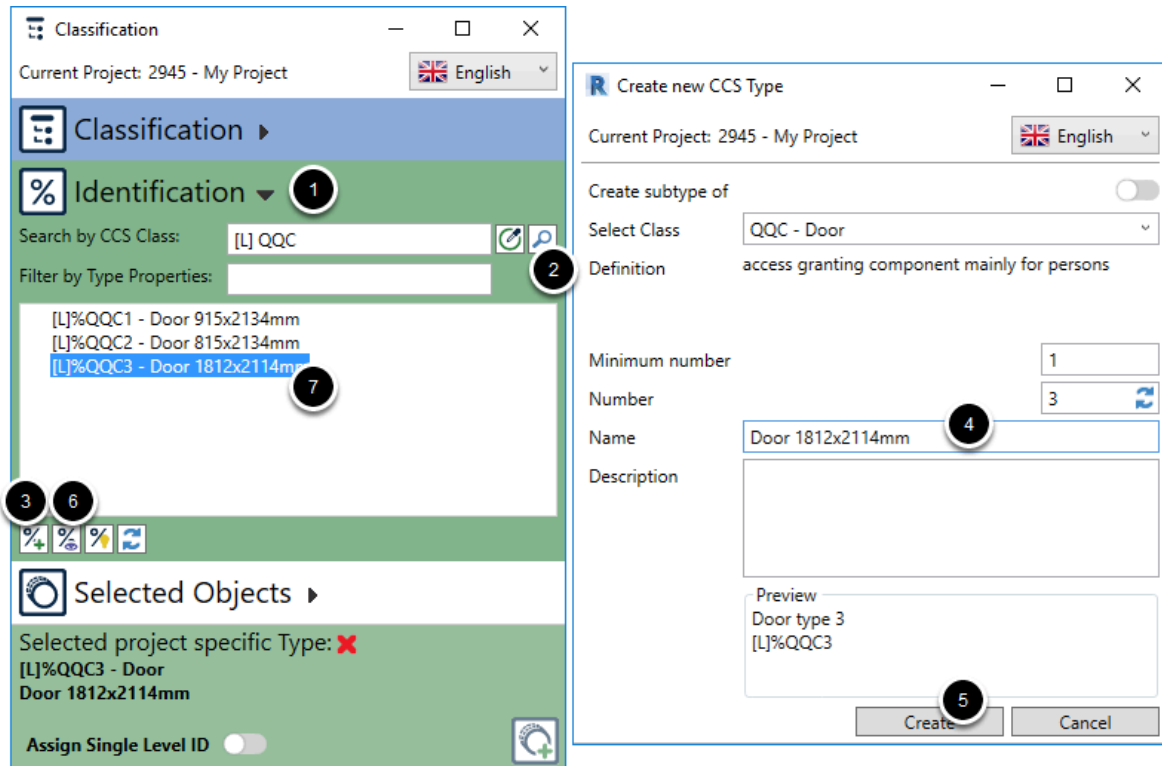- Based on Revit families in Manage Families

Assign types:
- In Classification, shown in this article
- In the Consistency Check
- In Manage Families

1. Select a class

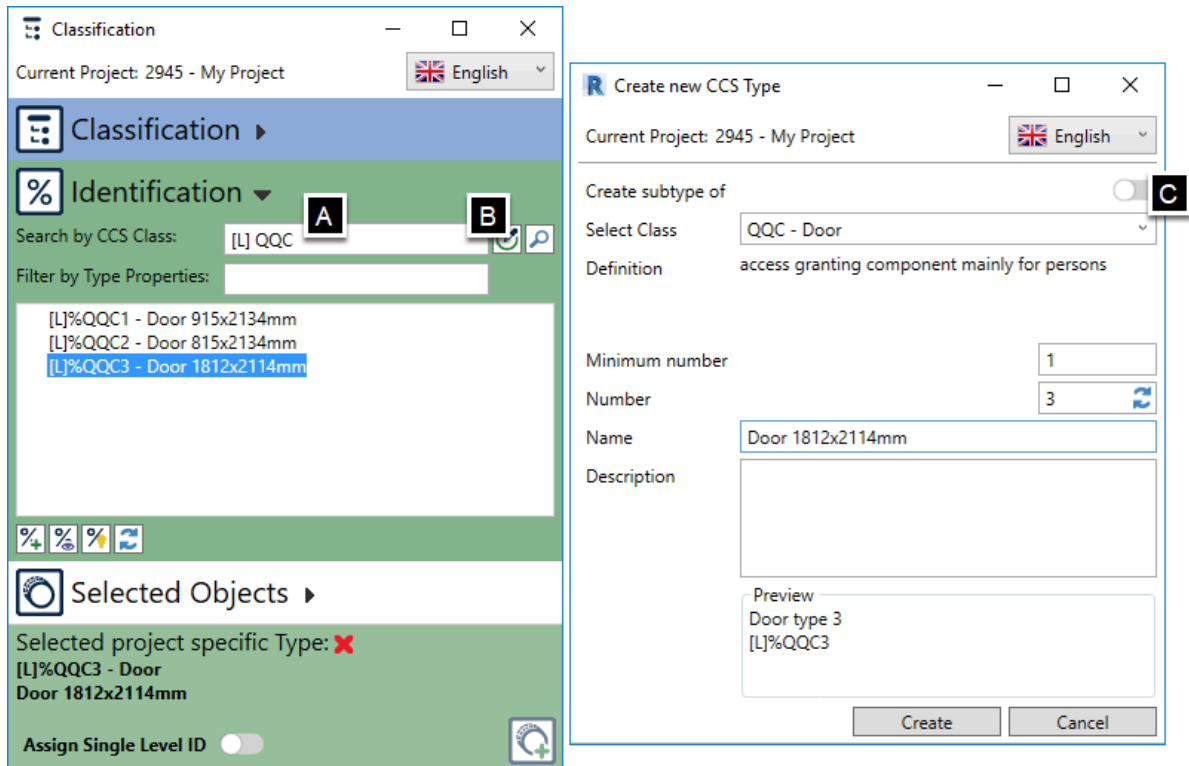1. Open 'Classification'
2. Select a class

2. Select an existing type or create a new

1. Open 'Identification'
2. **_Select an existing type:_** Click 'Search for project specific types' and jump to step 7
3. **_Create new type:_** Click 'Create project specific type'
4. Type in a name
5. Click create
   If you have not searched for existing types, click **(2)** and the new type you created will appear in the list
6. **_Editing an existing type:_** click 'Edit CCS Type' and the type will be opened in the spine Desktop & Viewer
7. Select the type, the type will be shown at the bottom
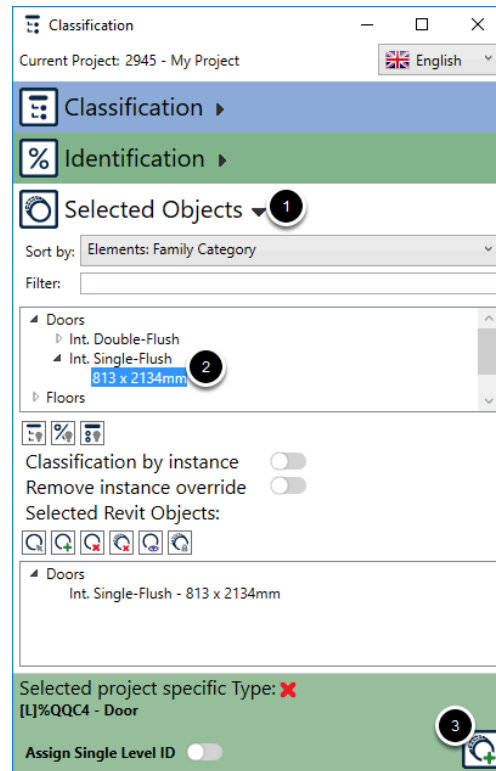
Tips and additional settings

A: Types are based on classes, therefore at least a Topnode must be written before searching for types

B: Type ID's can be read from an object, by clicking 'Read Type-Id from Revit object'

C: Types can also be created as SubTypes

3. Assign type to Revit families and types

1. Open 'Selected Objects'
2. Select Revit families or types to be assigned the type
3. Click 'Listed Objects' to assign type

4. Video (in english) Identification with spine