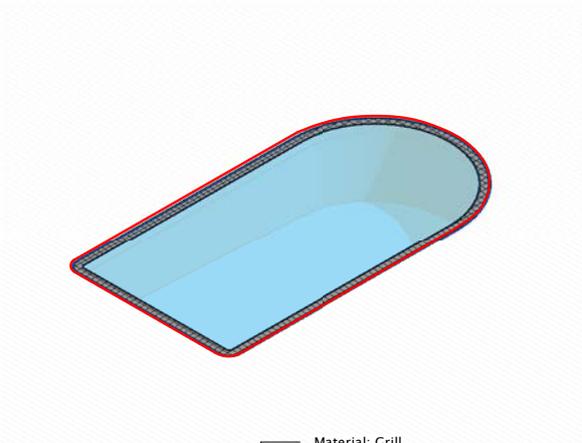


Revit® Content

09-5847994-01 Swimming Pool



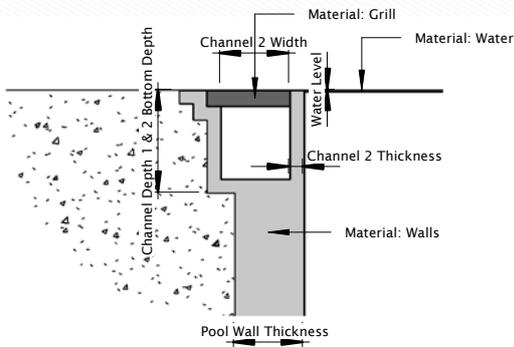
Loading the Swimming Pool Family

The Swimming Pool Family is a generic Site component and therefore you can load it either as a Component or Site Component. As this Family is not Floor based you can place it on any kind of Surface such as Topography, Floors, etc.

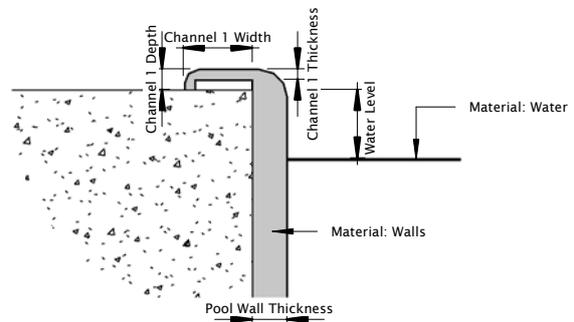
Once loaded and placed, you need to create an opening in the Element you have placed the Swimming Pool Family on.

With Floors you just select your Floor and click on **Edit Boundary** following by selecting the Pick Tool. Next you place your mouse pointer over the edge of the Swimming Pool Family and press the TAB-Button to get the Chain of the Pool Edge selected (as shown on the left hand image). Click the selected Edge Chain and finish the Edit Boundary function and you will see the end result.

Having a Topography as Surface, you just select the Topography and click on **Split Surface** following by the same procedure as described before. Finally you just delete the splitted Topography in the area of the Swimming Pool.



Type Parameter: Channel visibility - YES



Type Parameter: Channel visibility - NO

