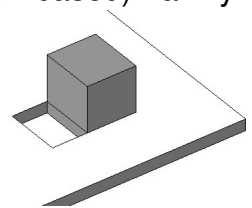


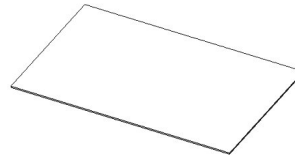
**Please Note:** If you're new to Revit, you may be interested in my "[Beginner's Guide to Revit Architecture](#)" **84 part video tutorial training course**

. The course is 100% free with no catches or exclusions. You don't even need to sign-up. Just enjoy the course and drop me line if you found it useful. The [full course itinerary can be viewed here](#)

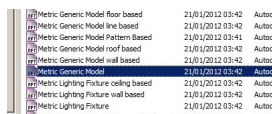
If you've started to experiment with making your own custom components using Revit's Family Editor, you may have seen that the Model-based (as opposed to the Annotation-based) Family Template files contain a parameter called "Cut with Voids When Loaded"



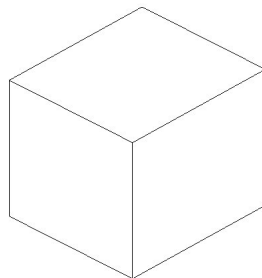
In this short article we are going to take a look at exactly what this parameter does; and when it would be appropriate to utilise it. First of all I create a section of floor in the Project Environment. It really doesn't matter what Floor Type we use, I just want to have something in the Project that will be cut by our Family, once we load it and place an instance. So here is our floor....



And that's all we need to do in the Project Environment, for now. So it's now time to switch to the Family Editor and create a simple family that will contain a void, that cuts our floor when loaded. For this example, I am going to use the "Metric Generic Model" template....



I am going to keep this family really simple- because it's just the concept that I want to focus on. My Family is only going to have 2 elements in it- a solid extrusion (going upwards above the Reference Plane) and a void extrusion (going downwards, below the Reference Plane). It is this void that will cut through the floor element, once we use the Family in the Project Environment. So here is the solid extrusion....



And no I am going to create the void extrusion next to it.....

# Cut with Voids When Loaded

