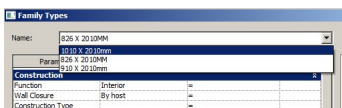


**Please Note:** If you're new to Revit, you may be interested in my "[Beginner's Guide to Revit Architecture](#)" **84 part video tutorial training course**

. 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](#)

Welcome to the **sixth** part in this series of articles in which we explain how to create your own Door Family using the **Family Editor**, in Revit Architecture. If you have missed the previous parts in this series, [you may wish to start here](#)



If you have been following the series from the start, you will know that we have now completed the modelling part of the exercise. That is to say, we have created all the 3D geometry that is required to represent our door assembly- including the door handles.

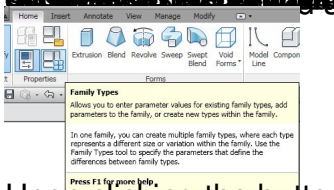
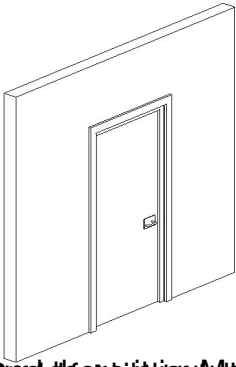
To get the maximum value out of the time we have spent modelling this door, we can go ahead and easily create a number of pre-defined “**Types**”, all based on the same basic family. Needless to say, that is the focus of this particular article:

### **Types**

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If you don't have the door family open in the **Family Editor**, go ahead and open it now.

# Doors: Creating your own Door Family: Part 6



Upon clicking the button, you are presented with the "Family Types" control panel.....

