



**Elysium
InfiPoints®**



Elysium InfiPoints for Revit

Installation Guide

— Application / License Server —

Elysium Co. Ltd.

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1. Overview

"InfiPoints for Revit" is a plug-in software for three-dimensional BIM software, Revit®. By registering the plug-in software into Revit®, you can import the dedicated Revit® file (*.iprvt) exported from Elysium InfiPoints.

1.1. What's Possible with InfiPoints for Revit

InfiPoints for Revit passes the data created with Elysium InfiPoints into Revit for planes, pipes, structures, and ducts. Elements excluding planes must be selected from standard parts.



- Please note that user-defined structures are not supported.
- When the inclination angle of reducer, hopper, elbow, etc. is too steep, an error may occur when importing into Revit.
- Joint parts and boxes are passed on to Revit separately without any connections. Therefore, even if their positions change on Revit, the position of other parts are not adjusted accordingly.

1.2. System Requirements

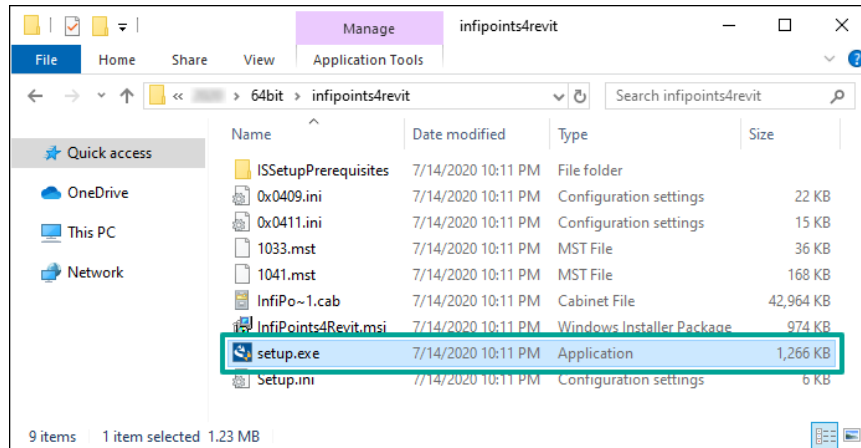
Supported Versions	Revit 2025®, Revit 2026®
OS	Windows 11 ^{*1}
Supported Languages	Japanese, English
Other Requirements	In accordance with the system requirements of Revit 2025® or Revit 2026®.

*1: Windows is a registered trademark of Microsoft Corp.

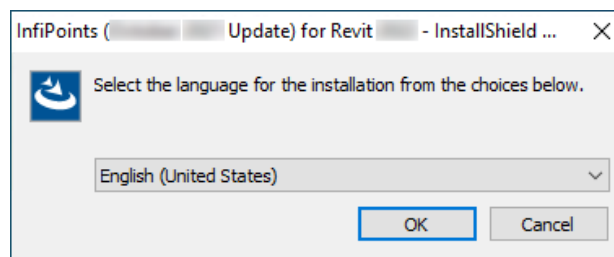
2. Set up Elysium InfiPoints for Revit

2.1. How to Install Elysium InfiPoints for Revit

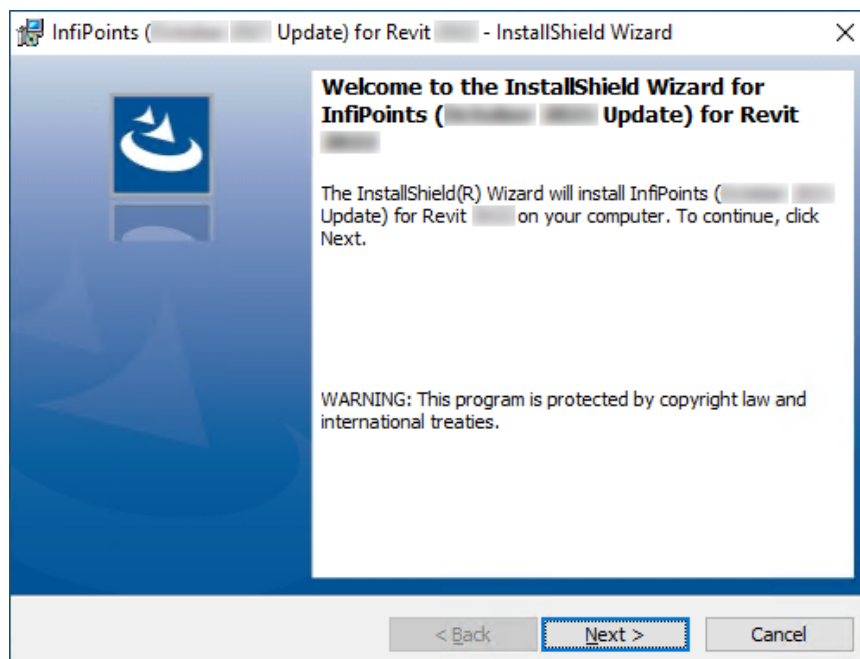
1. Double-click the "setup.exe" in "infiPoints4revit" folder.



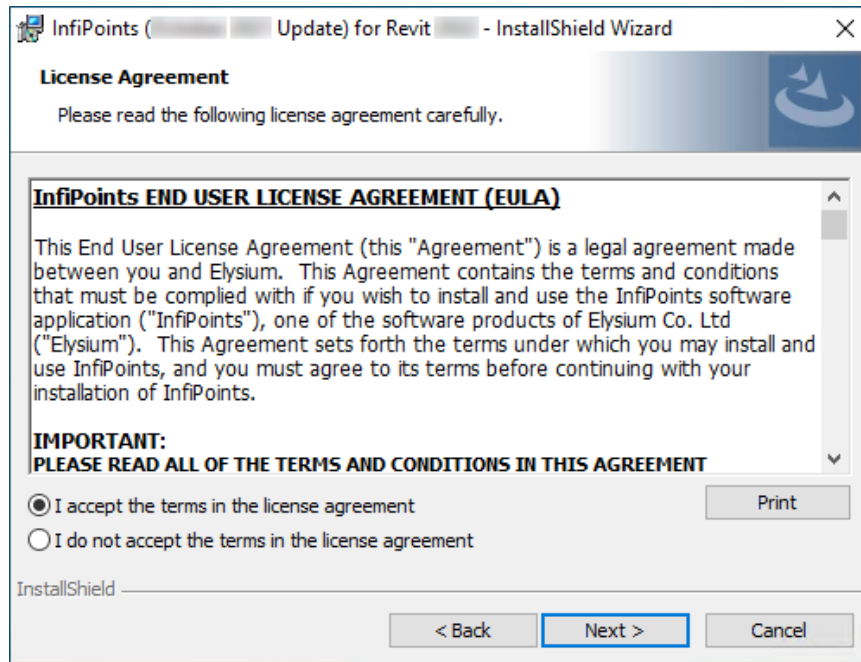
2. "Language setting" dialog will appear. Specify the language and click [OK].



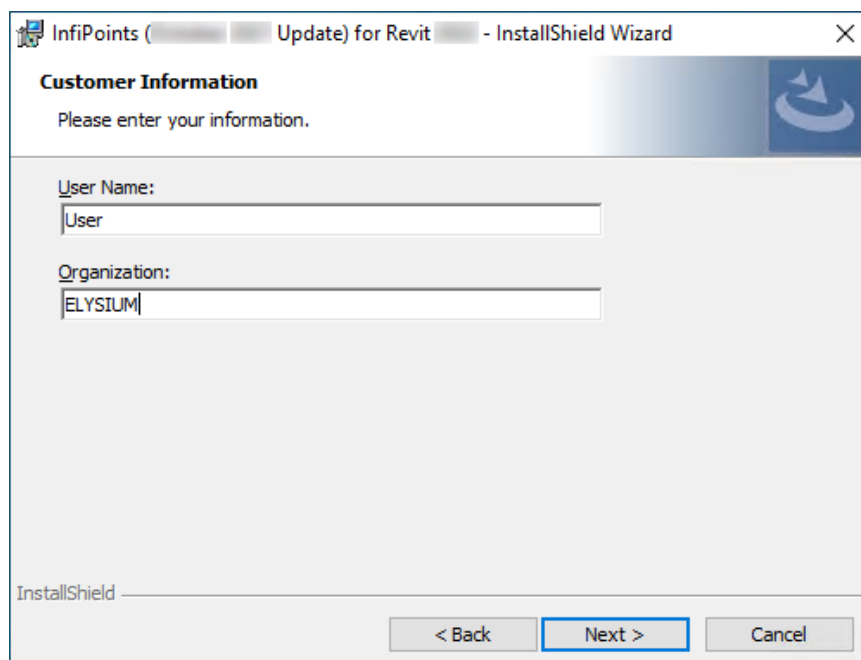
3. InfiPoints for Revit InstallShield Wizard will appear. Click [Next].



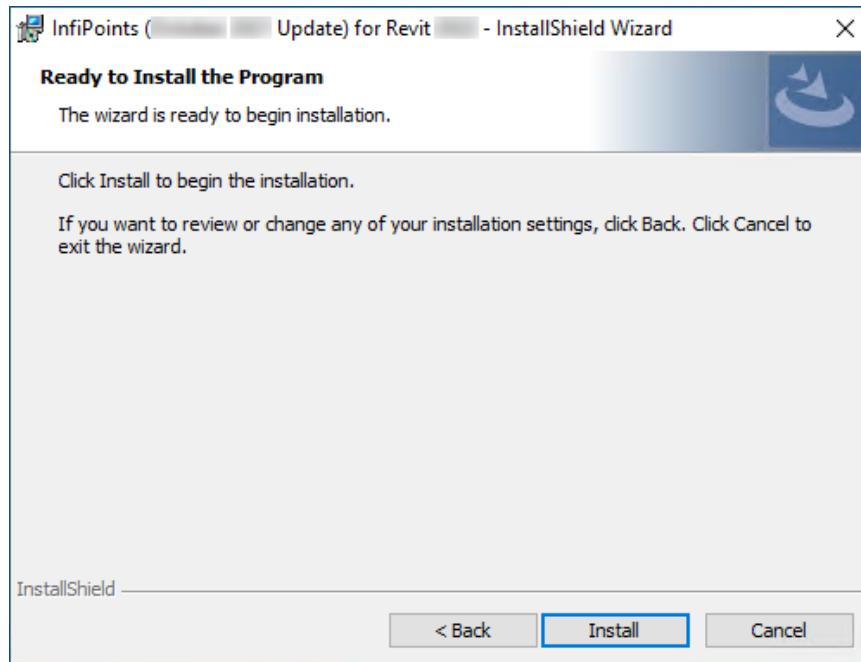
4. "License Agreement" dialog will appear. Read the contents carefully and click [Next].



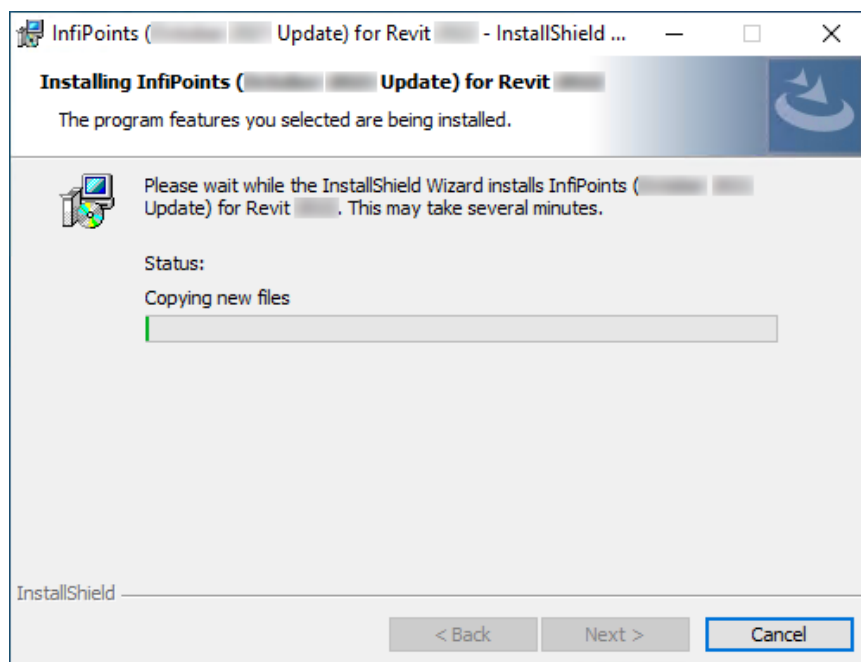
5. The below dialog will appear. Enter the user name and the organization, and click [Next].



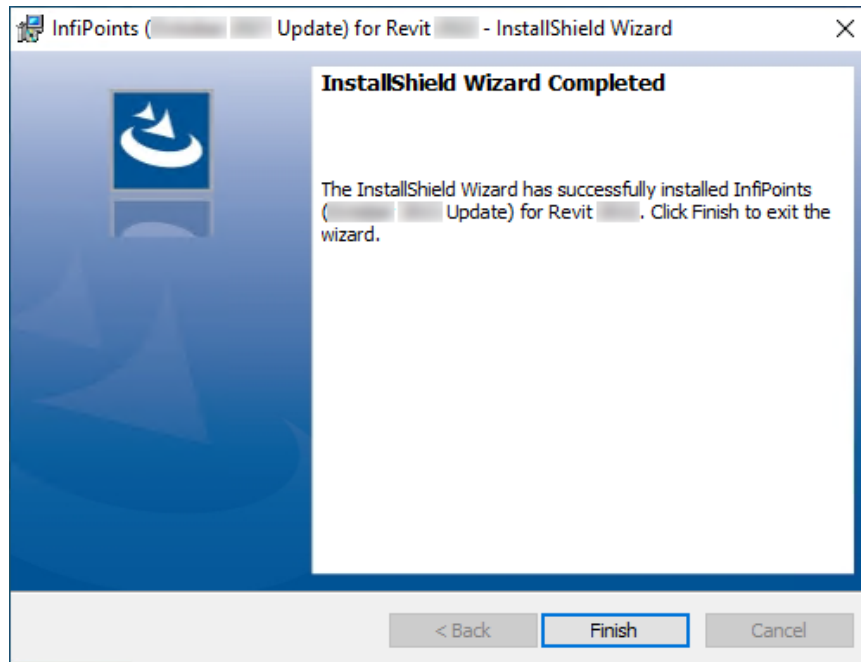
6. A dialog will appear confirming whether the installation can be executed. Click [Install].



Installation will start, and the below dialog will appear.



7. After successfully completing the installation, the below dialog will appear. Click [Finish] to end the installation.



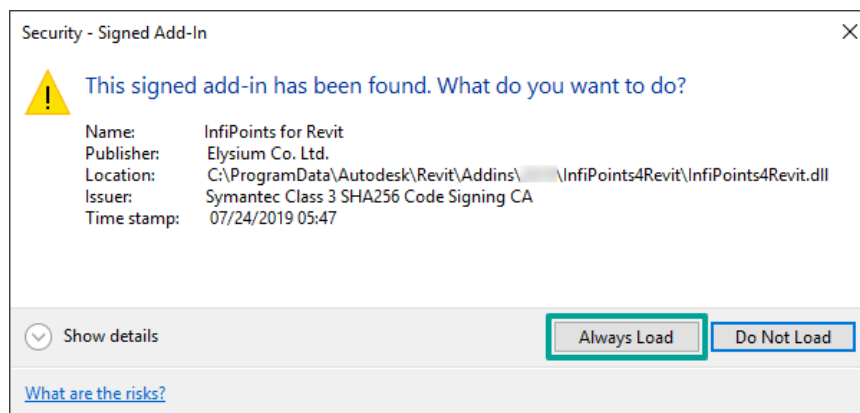
2.2. How to Register Elysium InfiPoints for Revit to Revit

To newly install Elysium InfiPoints for Revit, follow the below procedures.

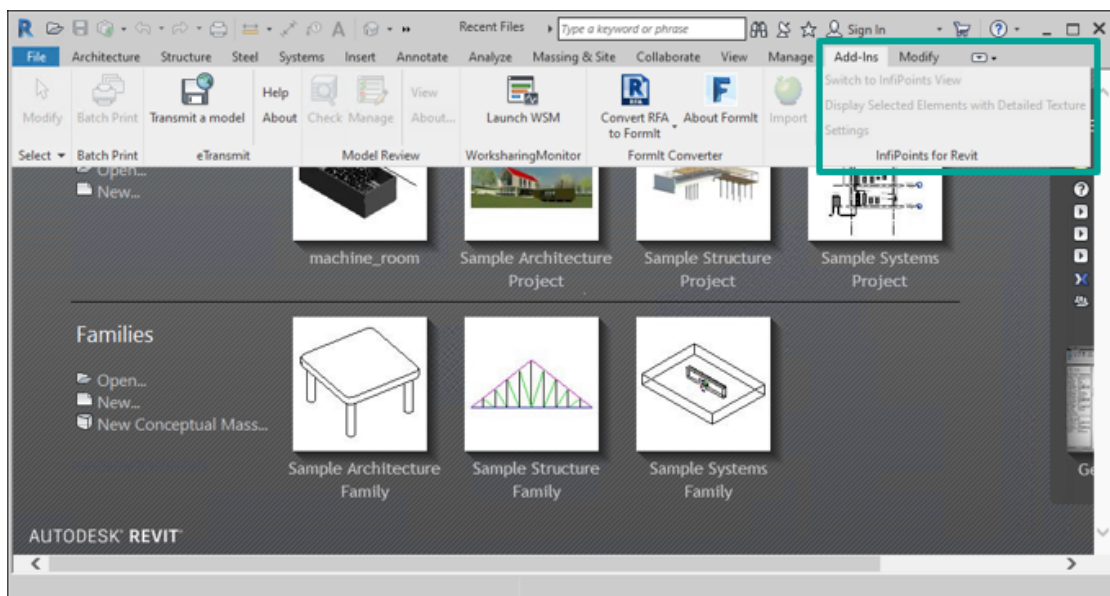
1. Start Revit 2025® or Revit 2026®.



2. The following dialog will appear. Click [Always Load].



Start Revit®. When Elysium InfiPoints for Revit plug-in has been registered successfully, the functions will appear at the right end of [Add-Ins] tab.



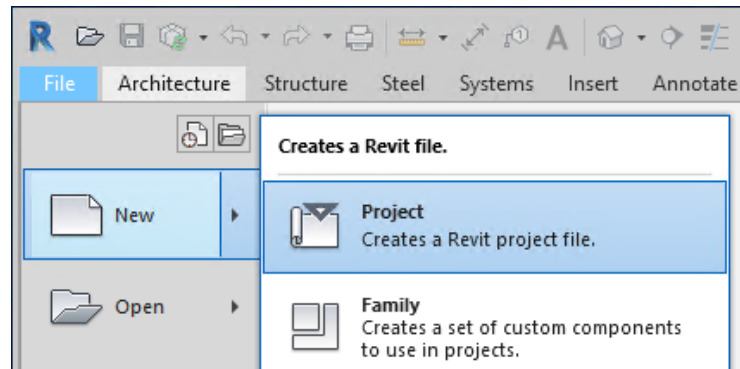
2.3. How to Use Elysium InfiPoints for Revit

Create a new project. Import the intermediate Revit® file with Elysium InfiPoints for Revit Plug-in.

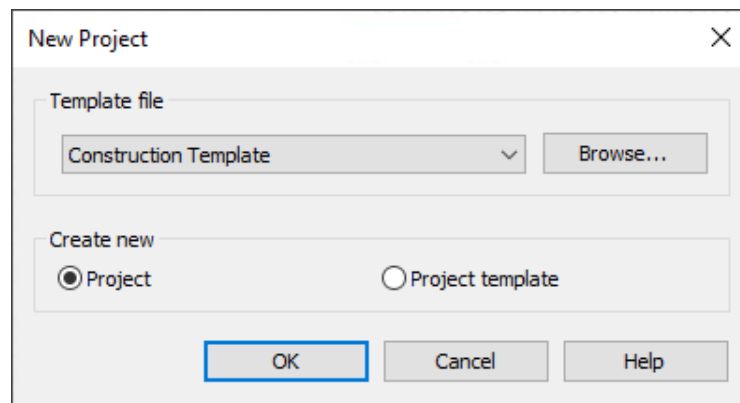


Please refer to "[Elysium InfiPoints Operation Manual Vol.6 Exporting Files for Revit](#)" for more details about exporting files for Revit®.

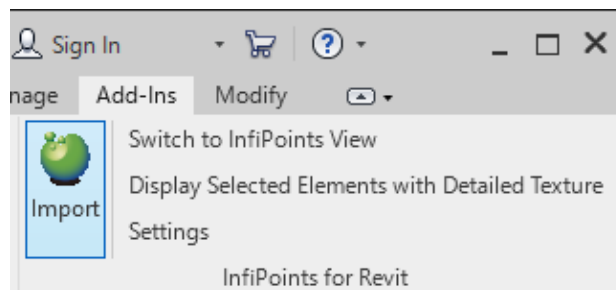
1. Select [File] > [New] > [Project]. "New Project" dialog will be created.



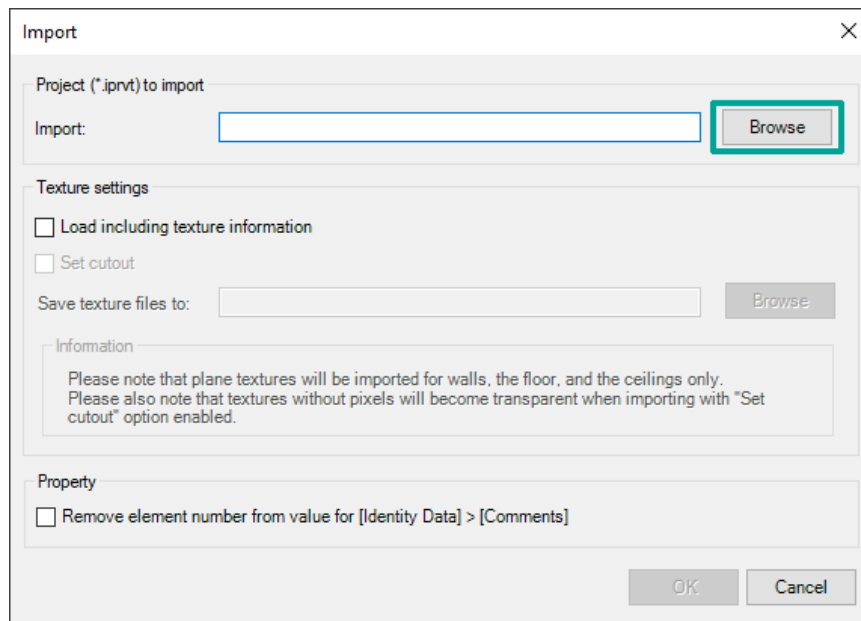
2. Specify the template, and click [OK]. A project using the specified template will appear.



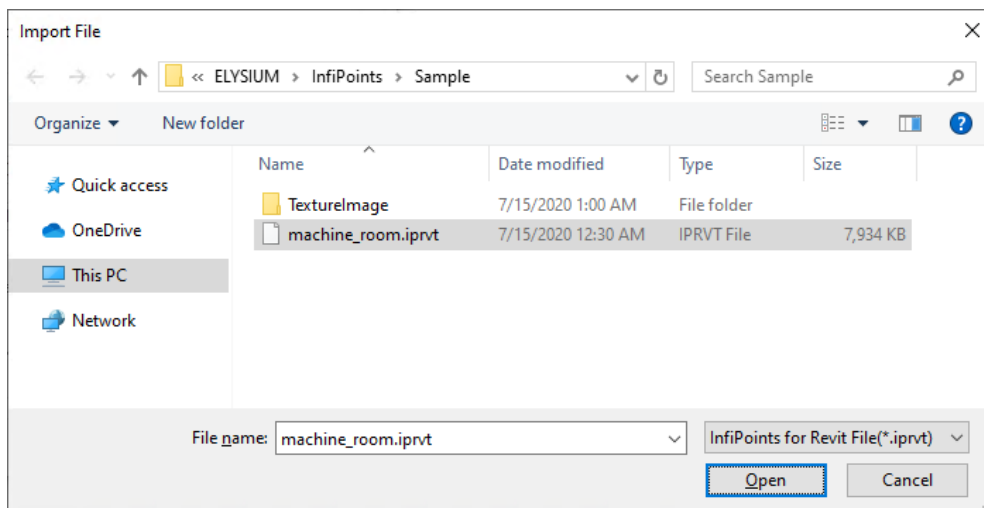
3. Select [Add-Ins] > [InfiPoints for Revit] > [Import]. "Import" dialog will appear.



4. Click [Browse] next to "Import" field. "Import File" dialog will appear.



5. Specify an intermediate file for Revit® (*.iprvt) to import, and click [Open].

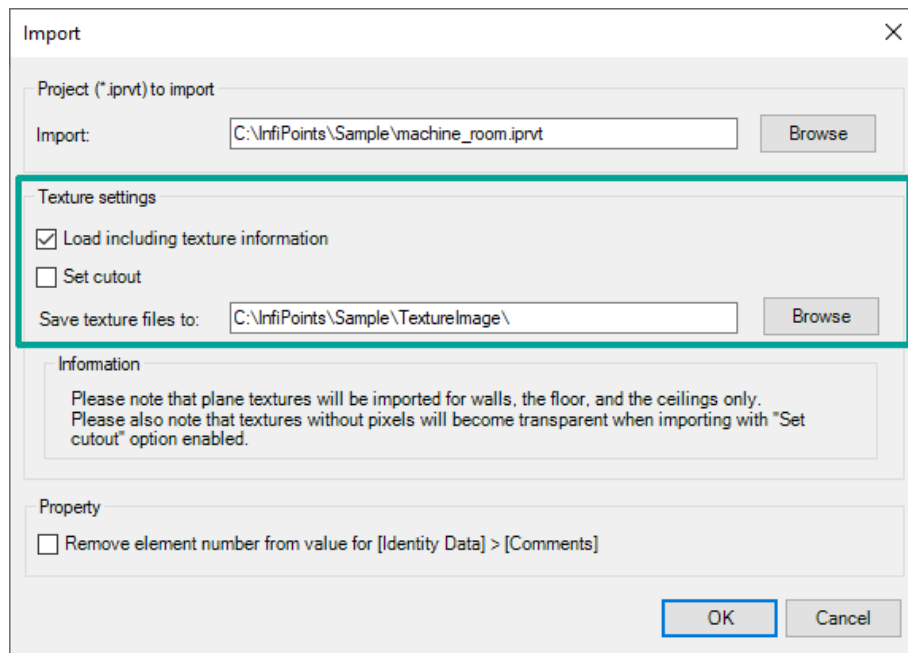


6. Set the following options as appropriate, and click [OK].

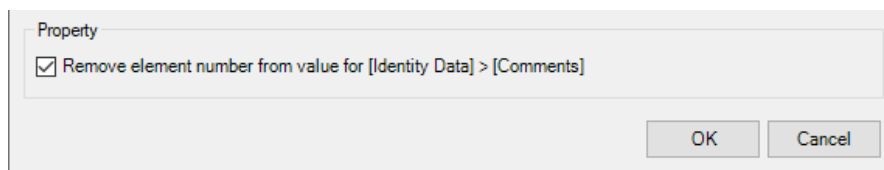
- Load including texture information: Check this option to import including the texture images.
 - Set cutout: Check this option to make the areas without pixels transparent.
 - Save the texture files to: Specify the folder to save the texture images by its folder path.



- The texture import and cutout are both optional. Leave "Load including texture information"/"Set cutout" option disabled, respectively, when unnecessary.
- Please note that plane texture will be imported only for walls, the floor, and the ceiling.



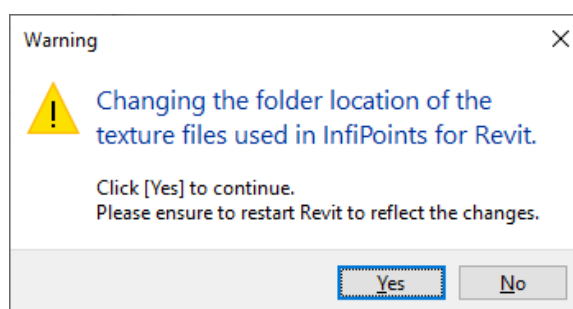
- Remove element number from value for [Identity Data] > [Comments]: Check this option to use the element name used in Elysium InfiPoints project only as the property value for [Identity Data] > [Comments].
 "<Element name>:<Element number>" will be used when disabled.



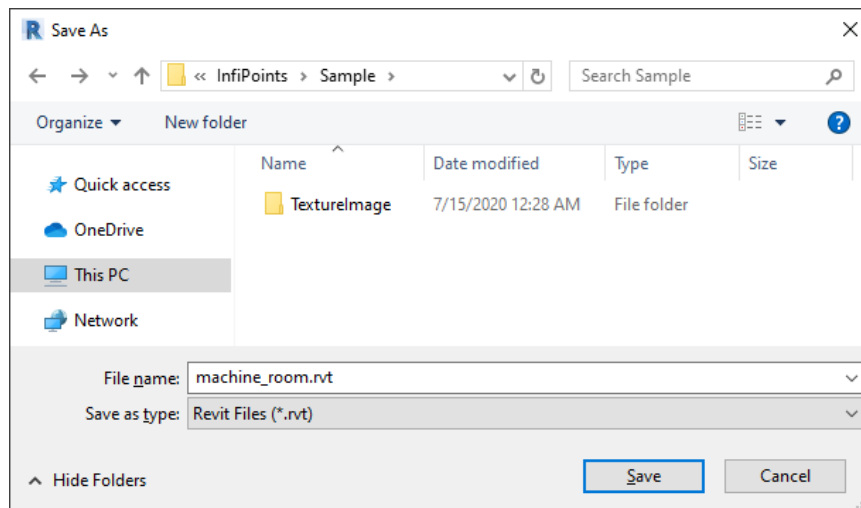
To open Revit Files (*.rvt) in Revit® and display the texture, you need the files within the texture folder of Elysium InfiPoints.

When opening the file on a different computer, copy the files within the texture folder or import the intermediate file (*.iprvt) for Revit® again.

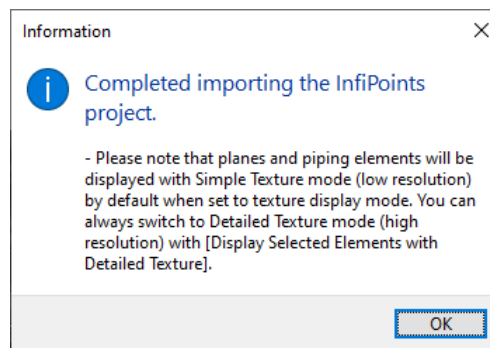
When you change the settings of the texture folder, the following dialog will appear. Please make sure to reboot Revit®.



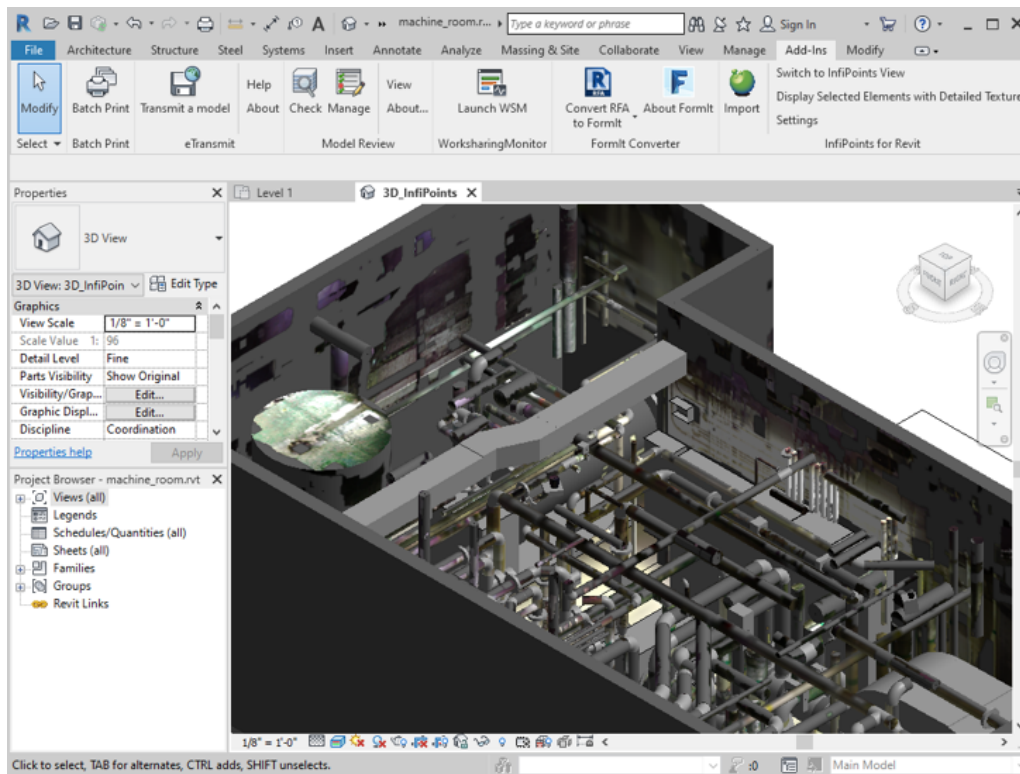
7. "Save As" dialog will appear when the project (*.rvt) is not saved yet. Specify the folder and the filename to save Revit Files (*.rvt), and click [Save].



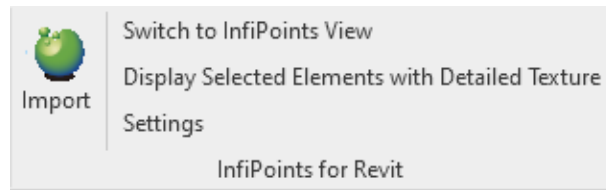
The import (*.iprvt) will start. The following dialog will appear once completed.



Please note that the message in this dialog will differ depending on the option settings.



- Commands for Elysium InfiPoints for Revit

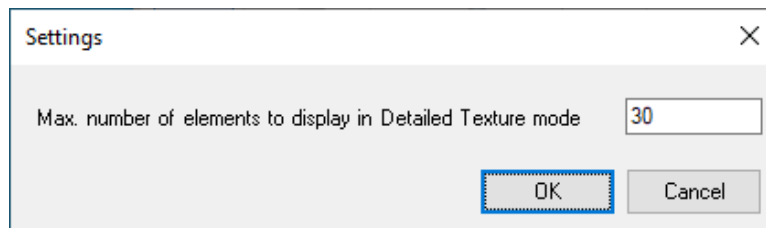


- [Switch to InfiPoints View]: Current view will switch to [3D_InfiPoints].
- [Display Selected Elements with Detailed Texture]: Simple texture will switch to detailed texture.

- Operation



1. Execute the command and select the element (plane (wall, floor, ceiling), pipe (straight pipe)) that you want to switch the texture from simple to detailed.
 2. Click [Finish] at the top left of Revit® screen to finish the selection.
- [Settings]: "Settings" dialog will appear. Set the maximum number of detailed textures to be displayed.



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