

1. Record Nr.	UNISA996390284003316
Autore	Greenwood Will
Titolo	Bouleuterion, or A practical demonstration of county-judicatures [[electronic resource]] : Wherein is amply explained the judicial and ministerial authority of sheriffs and coroners. Together with the original, jurisdiction, and method of keeping all countrey-courts. By Will: Greenwood, philomath
Pubbl/distr/stampa	London, : printed for William Place at Grays-Inne Gate, and John Place at Furnivals-Inne Gate in Holborn, 1675
Edizione	[The fifth edition.]
Descrizione fisica	[16], 266; 151, [1]; [36] p
Soggetti	Justice, Administration of - England Jurisdictions - Great Britain
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Bouleut-erion" and "Philomath." are in Greek characters. "The judicial and ministerial office of coroners", "Sheriffs tourn, and court-leet", "Curia dominicalis", "The court of pypowders" have caption titles; with separate pagination and continuous register. Reproduction of the original in the Peterhouse Library, Cambridge University.
Sommario/riassunto	eebo-0125

2. Record Nr.	UNINA9910790345203321
Autore	Chappell Eric
Titolo	AutoCAD civil 3D essentials [[electronic resource] /] / Eric Chappell
Pubbl/distr/stampa	Indianapolis, : John Wiley & Sons, 2012
ISBN	1-280-67226-9 9786613649195 1-118-33323-3
Edizione	[1st ed.]
Descrizione fisica	1 online resource (402 p.)
Collana	Autodesk official training guide
Disciplina	620.0042 620.00420285536
Soggetti	Civil engineering - Computer programs Surveying - Computer programs Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	AutoCAD Civil 3D 2013 Essentials; Acknowledgments; About the Author; Contents at a Glance; Contents; Introduction; Who Should Read This Book; What Is Covered in This Book; The Essentials Series; Chapter 1: Navigating the AutoCAD Civil 3D User Interface; Getting to Know the Civil 3D User Interface; Using the Application Menu; Using the Ribbon; Using the Toolspace; Using the Drawing Area; Using the Command Line; Using Panorama; Using the Transparent Commands Toolbar; Using the Inquiry Tool; The Essentials and Beyond; Chapter 2: Leveraging a Dynamic Environment; Connecting Objects and Styles Connecting Labels and Label StylesConnecting Objects to Objects; Connecting Objects to Labels; The Richness of the 3D Model; Sharing Data in a Dynamic Environment; The Essentials and Beyond; Chapter 3: Establishing Existing Conditions Using Survey Data; What Is Survey Data?; Creating a Survey Database; Importing Survey Data; Automating Field-to-Finish; Editing Survey Points; Editing Survey Figures; Creating Additional Points; The Essentials and Beyond; Chapter 4: Modeling the Existing Terrain Using Surfaces; Understanding Surfaces; Creating a Surface from Survey Data Using Breaklines to Improve Surface AccuracyEditing Surfaces;

Displaying and Analyzing Surfaces; Annotating Surfaces; The Essentials and Beyond; Chapter 5: Designing in 2D Using Alignments; Understanding Alignments; Creating Alignments from Objects; Creating Alignments Using the Alignment Creation Tools; Editing Alignments; Applying Design Criteria Files and Check Sets; The Essentials and Beyond; Chapter 6: Displaying and Annotating Alignments; Using Alignment Styles; Applying Alignment Labels and Label Sets; Creating Station/Offset Labels; Creating Segment Labels; Using Tag Labels and Tables

The Essentials and BeyondChapter 7: Designing Vertically Using Profiles; Creating Surface Profiles; Displaying Profiles in Profile Views; Creating Design Profiles; Editing Profiles; Using Design Check Sets and Criteria Files; The Essentials and Beyond; Chapter 8: Displaying and Annotating Profiles; Applying Profile Styles; Applying Profile View Styles; Applying Profile View Bands; Applying Profile Labels; Creating and Applying Profile Label Sets; Creating Profile View Labels; Projecting Objects to Profile Views; The Essentials and Beyond; Chapter 9: Designing in 3D Using Corridors

Understanding CorridorsCreating an Assembly; Creating a Corridor; Applying Corridor Targets; Creating Corridor Surfaces; The Essentials and Beyond; Chapter 10: Creating Cross Sections of the Design; Using the Section Editor; Creating Sample Lines; Creating Section Views; Sampling More Sources; The Essentials and Beyond; Chapter 11: Displaying and Annotating Sections; Applying Section Styles; Applying Section Labels; Controlling Section Display with Code Set Styles; Applying Labels with Code Set Styles; Applying Section View Styles; Applying Section View Bands; Applying Group Plot Styles
Creating Section View Labels

Sommario/riassunto

The hands-on resource for quickly learning AutoCAD Civil 3D 2013
This Autodesk Official Training Guide features straightforward explanations and real-world, hands-on exercises and tutorials to quickly teach new users the software's core features and functions. Each full-color chapter offers a discussion of concepts and learning goals and includes an approachable hands-on exercise that helps build confidence. The book is filled with full-color screenshots to illustrate tutorial steps and will help you quickly thrive in Civil 3D's dynamic, powerful environment. This thorough
