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Chapter 1 : Towards New Worlds in Tunnelling, Volume 1 - CRC Press Book

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Gotthard Pass and Gotthard Railway Since the 13th century, the 2, metre-high Gotthard Pass has been an important trade route from northern to southern Europe. Control of its access routes led to the birth of the Swiss Confederacy. It is the shortest link between the navigable Rhine and the Po. The traverse of the pass took days. Simplon , San Bernardino , Brenner , namely in , the first Saint-Gotthard Pass road was established after centuries-long usage of a bridle path. In those days, it was still an adventure and it was only affordable to the very rich. In the autumn of , the final stagecoach traversed the pass. Electrification of the railway line in significally reduced travel time even more. Refilling water boilers of steam locomotives was no longer necessary. There were also the technical advantages of electrical engines and future technical improvements. It is said that the first car traversed the pass in The first reported surmounting of the pass in still took more than a day. From , car transport on trains through the railway tunnel began. Cars transport on trains in the s From onwards, the pass road was sequentially improved and expanded at several sections along the Gotthard route, finally ending in with the opening of an expressway fully circumventing the Tremola. The old pass road, the Tremola Transit time was further dramatically reduced with the opening of the Gotthard Road Tunnel and the finalization of the northern part of A2 motorway through the Urner Reusstal, with many additional tunnels then leading from Basel to the Gotthard Road Tunnel , in With the completion in of the A2 motorway in the Valle Leventina , the huge valley leading from Airolo down to Bellinzona , and the surmounting of the Monte Ceneri between Bellinzona and Lugano in , finally a continuous motorway was established from the northern border of Switzerland in Basel to the southern border in Chiasso , or the shortest motorway route from North-German Hamburg as far as South-Italian Sicilly , bringing down the competitiveness of the railway line. After the opening of the auto tunnel, in , traffic increased more than tenfold. The existing tunnel was at its capacity by Because of ever-increasing international truck traffic, Swiss voters chose a shift in transportation policy in September by accepting the NRLA proposal. A second law, the Alpine Protection Act of February , [26] requires a shift of as much tonnage as possible from truck transport to train transport. The goal of both the laws is to transport trucks, trailers and freight containers through Switzerland, from Basel to Chiasso , and beyond by rail to relieve the overused roads, and that of the Gotthard in particular, by using intermodal freight transport and rolling highways where the entire truck is transported. The GBT substantially contributes to the requirements of both laws and enables a direct flat route from the ports of the North Sea notably Rotterdam to those of the Mediterranean Sea notably Genoa , via the Rhine corridor. This is viewed as a revolution, especially in the isolated region of Ticino, which is separated from the rest of the country by the Alps and the Gotthard. The two stations of Bellinzona and Lugano respectively named "Gate of Ticino" and "Terrace of Ticino" were entirely renovated for the opening of the GBT, among other improvements. As of , the Gotthard Base Tunnel is the longest railway tunnel in the world.

Chapter 2 : Chapter 1: A New World | Give Me Liberty! An American History | Eric Foner: W. W. Norton Stu

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When each world is destroyed it is reborn through the sacrifice of a god. Tecuciztecatl , a boastful and proud god, offered himself up for sacrifice. However, the rest of gods favored Nanahuatzin , the smallest and humblest god. The gods built a grand fire, but at the last second Tecuciztecatl refused to jump into the fire because he was too afraid of the pain. Instead, Nanahuatzin jumped in the fire. The two suns rose in the sky, but they were too bright. The gods threw a rabbit at Tecuciztecatl to dim his light, and he turned into the moon. This is the reason why the Aztec people say there is a rabbit that lives on the moon. The gods then recognized they all must be sacrificed so that the people could survive. The god Ehecatl helped offering them up. The sacrifices made the sun move through the sky, energizing earth instead of burning it. Human sacrifice[edit] In the Aztec tradition, the Fifth World is the last one and after this one the earth will not be recreated. The gods would only keep the sun alive as long as the Aztecs continued providing them with blood. Blood sacrifice was an often-used form of nextlahualli or debt-payment. The early Judaic-Christian concept of the world is similar to the Navajo concept of the world. This world is one where the earth is an area of land floating in an ocean covered by a domed heaven. The domed heaven fits the land and ocean like a lid with its edges on the horizon. The Navajo creation story traces the evolution of life through four previous worlds until the people reach the fifth and present world. As the humans passed through each of the previous four worlds, they went through evolution. They started out as insects and various animals until they became humans in the Fourth World. The land was barren. He planted a reed and it grew to the roof of the Fourth World. First Man sent the badger up the reed, but water began to drip before he could reach top so he returned. Next a locust climbed the reed. The locust made a headband with two crossed arrows on his forehead. With the help of all the gods the locust reached the Fifth World. When he pushed through mud he reached water and saw a black water bird swimming towards him. The locust took the arrows from his headband and pulled them through his body, between his shell and his heart. The black bird was convinced that the locust possessed great medicine, and he swam away taking the water with him. The locust returned to the lower world. Now two days had passed and there was no sun. First Man sent the badger up to the Fifth World again. The badger returned covered with mud from a flood. First Man collected turquoise chips to offer to the five Chiefs of the Winds. They were satisfied with the gift, and they dried the Fifth World. When the badger returned he said that he had come out on dry earth. So First Man led the rest of people to the upper world. So with the explicit help of the gods the people reached the Fifth World similar to the Aztec creation story. Now after all the people had arrived from the lower worlds First Man and First Woman placed the mountain lion on one side and the wolf on the other. They divided the people into two groups. The first group chose the wolf for their chief. The mountain lion was the chief for the other side. The people who had the mountain lion chief turned were to be the people of the Earth. The people with the wolf chief became the animals. There are various versions of the story â€” as there are in any oral account â€” but the variations are slight. The Hopi believe we are currently living in the Fourth World, but are on the threshold of the Fifth World. As the end of one world draws near the sipapu appears to lead the Hopi into the next phase of the world. A Day in the Life of God.

Chapter 3 : Fifth World (Native American mythology) - Wikipedia

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Minecraft expansive mods How do I install Minecraft mods? To help with that, you can try MultiMC â€" a useful bit of software that lets you manage multiple Minecraft mod installs. If you have trouble with any of them Google is probably a good bet. Shall we dig into our list of the best Minecraft mods? The following downloads make playing modded Minecraft a more pleasant experience. Make Minecraft look incredible with Optifine , which adds support for HD textures and more control over graphical options. Journeymap maps your world as you explore, lets you mark waypoints of interest, and can even warn you when mobs are sneaking up behind you. View the resulting map in-game as a minimap, or in fullscreen, or even in an external web browser. With newer mods, it can also tell you about the state of that block â€" how full a tank of water is, for example, or the charge level on a battery. Tools that run out of durability are automatically replaced in your hotbar, stacks of blocks are automatically refilled, and a simple middle-click will sort your chests and inventory. Minecraft creative mods For many people, crafting awe-inspiring structures is what Minecraft is all about. The following mods will dramatically expand your creative options, from new types of wood to proper furniture. Chisel 2 Minecraft only has one cobblestone texture. Ever wanted a netherrack ladder? It adds craftable chairs, tables, bowls, bottles, lamps, stuffed toys, beer kegs, and even a kitchen sink. The full list is almost endless, so dive in to the Wiki to see the full range of options. Bibliocraft Bibliocraft also offers a bunch of aesthetically-pleasing blocks, but these ones come with their own functionality. Display cases and shelves let you show off your trophies, while a printing press lets you copy in-game books. It even adds a monocle for the distinguished gentlemen amongst you. This humble Minecraft mod solves that problem with aplomb, not just making it so your pigs drop a steaming pile of the proverbial every now and again, but instead providing you with a new resource to master in Minecraft. Collect the droppings and you can use them instead of bone meal to fertilize your crops. This mod lets you cultivate a range of different bacterias, each of which will perform different tasks â€" destructive or creative â€" and set them loose on the world. If you want to make this a necessity rather than just a fun extension to vanilla Minecraft, use it alongside Hunger Overhaul and The Spice of Life, which both punish your poor eating habits. Minecraft exploration mods Some people prefer the life of a nomad to that of a builder. To the Far Lands, and beyond! It also adds a little more variety to tools, armour, food, colour, and adds a few extra blocks to build with. Gone are the days when squid were the only creature in the sea and chickens roamed free across the savannah. There are sugar-coated critters to kill, marshmallow tools to equip, and honeycomb armour to wear as you make your way through this sickly sweet realm. Eat your heart out, Hansel and Gretel. Quiverbow Not nearly enough mods focus on improving that most ancient and beloved of weapons â€" the bow and arrow. Quiverbow overhauls the options available to budding archers by providing them with a bounty of projectile-based weaponry. From basic additions like the humble crossbow to snow cannons and firework launchers, this is the ultimate mod for any aspiring Minecraft sniper. The following mods offer everything you need to fully automate almost every aspect of modded Minecraft, and work best in conjunction with some of the deeper mods in the final section. Rope Bridge Mod Chasms are a constant inconvenience for Minecraft explorers: Caterpillar Digging is the bread and butter of Minecraft, which is why someone made this automated tunnelling machine , freeing you of the chore so you can explore, kill mobs, and meticulously redecorate your base. Progressive Automation This mod adds basic automated devices for everything from farming to forestry. The best bit about Progressive Automation is that each machine can be upgraded as you progress, meaning fewer enormous rebuilds further down the line. Applied Energistics 2 After staying a while in a large base storage starts to become an issue. Big Reactors Ever wanted to be a nuclear engineer without learning about physics and going through multiple years of higher education? Then Big Reactors is the mod for you. Itadds fully-programmable computers and assorted peripherals into the Minecraft world. Both are vital tools for any kind of automated base. Minecraft expansive mods That just leaves the largest mods â€" the ones that reward a significant time investment with

substantial changes to vanilla Minecraft. Other features include a weather manipulation system, an enormous chest with built-in crafting facilities, teleporters, and mob spawners. Thaumcraft lets you manipulate the magic energies found in every in-game item to create powerful wands, golems to do your bidding, and essence-infused items and tools. It hooks beautifully into several other mods. Simply Jetpacks Jetpacks make everything better. Soar into the skies powered by Redstone Flux, letting you avoid hazards and move around the map much quicker. Blood Magic Occasionally, Minecraft is all a little too cute and fluffy. Blood Magic â€" that most heinous of all magics â€" introduces a few new systems and mechanics based around drawing power from the blood of mobs. Minefactory Reloaded Arguably the best all-round technology mod is Minefactory Reloaded. It adds heaps of machines and devices that allow you to automate almost everything â€" from breeding cows to playing in-game records. As an added bonus, it also works particularly well with many of the mods in the previous section. BuildCraft Mining by hand is a thing of the past and everyone knows it.

Chapter 4 : Character Tendency | Demon's Souls Wiki | FANDOM powered by Wikia

The Garland Science website is no longer available to access and you have been automatically redirected to calendrierdelascience.com INSTRUCTORS. All instructor resources are now available on our Instructor Hub.

You can help by adding to it. March Joralemon Street Tunnel on postcard, part of the New York City Subway system Much of the early technology of tunneling evolved from mining and military engineering. The etymology of the terms "mining" for mineral extraction or for siege attacks , "military engineering", and " civil engineering " reveals these deep historic connections. Antique and early middle ages[edit] Predecessors of modern tunnels were adits to transport water for irrigation or drinking, and sewerage. The first Qanats are known from before B. Geotechnical investigation and design[edit] Main article: Geotechnical investigation A major tunnel project must start with a comprehensive investigation of ground conditions by collecting samples from boreholes and by other geophysical techniques. An informed choice can then be made of machinery and methods for excavation and ground support, which will reduce the risk of encountering unforeseen ground conditions. In planning the route, the horizontal and vertical alignments can be selected to make use of the best ground and water conditions. It is common practice to locate a tunnel deeper than otherwise would be required, in order to excavate through solid rock or other material that is easier to support during construction. Conventional desk and preliminary site studies may yield insufficient information to assess such factors as the blocky nature of rocks, the exact location of fault zones, or the stand-up times of softer ground. This may be a particular concern in large-diameter tunnels. To give more information, a pilot tunnel or "drift tunnel" may be driven ahead of the main excavation. This smaller tunnel is less likely to collapse catastrophically should unexpected conditions be met, and it can be incorporated into the final tunnel or used as a backup or emergency escape passage. Alternatively, horizontal boreholes may sometimes be drilled ahead of the advancing tunnel face. Other key geotechnical factors: Knowing this parameter allows the engineers to determine how far an excavation can proceed before support is needed, which in turn affects the speed, efficiency, and cost of construction. Generally, certain configurations of rock and clay will have the greatest stand-up time, while sand and fine soils will have a much lower stand-up time. Water leaking into a tunnel or vertical shaft will greatly decrease stand-up time, causing the excavation to become unstable and risking collapse. The most common way to control groundwater is to install dewatering pipes into the ground and to simply pump the water out. This freezes the ground around each pipe until the whole space is surrounded with frozen soil, keeping water out until a permanent structure can be built. Tunnel cross-sectional shape is also very important in determining stand-up time. If a tunnel excavation is wider than it is high, it will have a harder time supporting itself, decreasing its stand-up time. A square or rectangular excavation is more difficult to make self-supporting, because of a concentration of stress at the corners. For water crossings, a tunnel is generally more costly to construct than a bridge. However, navigational considerations may limit the use of high bridges or drawbridge spans intersecting with shipping channels, necessitating a tunnel. Bridges usually require a larger footprint on each shore than tunnels. In areas with expensive real estate, such as Manhattan and urban Hong Kong , this is a strong factor in favor of a tunnel. The Queensway Tunnel under the River Mersey at Liverpool was chosen over a massively high bridge for defense reasons; it was feared that aircraft could destroy a bridge in times of war. Similar conclusions were reached for the Kingsway Tunnel under the Mersey. In Hampton Roads, Virginia , tunnels were chosen over bridges for strategic considerations; in the event of damage, bridges would prevent US Navy vessels from leaving Naval Station Norfolk. Other reasons for choosing a tunnel instead of a bridge include avoiding difficulties with tides, weather, and shipping during construction as in the Some water crossings are a mixture of bridges and tunnels, such as the Denmark to Sweden link and the Chesapeake Bay Bridge-Tunnel in Virginia. There are particular hazards with tunnels, especially from vehicle fires when combustion gases can asphyxiate users, as happened at the Gotthard Road Tunnel in Switzerland in One of the worst railway disasters ever, the Balvano train disaster , was caused by a train stalling in the Armi tunnel in Italy in , killing passengers. Designers try to reduce these risks by installing emergency ventilation systems or isolated emergency escape tunnels parallel to the main passage. Project

planning and cost estimates[edit] Government funds are often required for the creation of tunnels. Civil engineers usually use project management techniques for developing a major structure. Understanding the amount of time the project requires, and the amount of labor and materials needed is a crucial part of project planning. Also, the land needed for excavation and construction staging, and the proper machinery must be selected. Large infrastructure projects require millions or even billions of dollars, involving long-term financing, usually through issuance of bonds. The costs and benefits for an infrastructure such as a tunnel must be identified. However, the Port Authority of New York and New Jersey was not aware of this bill and had not asked for a grant for such a project. Tunnel construction Tunnels are dug in types of materials varying from soft clay to hard rock. The method of tunnel construction depends on such factors as the ground conditions, the ground water conditions, the length and diameter of the tunnel drive, the depth of the tunnel, the logistics of supporting the tunnel excavation, the final use and shape of the tunnel and appropriate risk management. There are three basic types of tunnel construction in common use. Cut-and-cover tunnels are constructed in a shallow trench and then covered over. Bored tunnels are constructed in situ, without removing the ground above. Finally a tube can be sunk into a body of water, which is called an immersed tunnel. A trench is excavated, with ground support as necessary, and the tunnel is constructed in it. The tunnel may be of in situ concrete, precast concrete, precast arches, or corrugated steel arches; in early days brickwork was used. The trench is then carefully back-filled and the surface is reinstated. Side support walls and capping beams are constructed from ground level by such methods as slurry walling or contiguous bored piling. Then a shallow excavation allows making the tunnel roof of precast beams or in situ concrete. The surface is then reinstated except for access openings. This allows early reinstatement of roadways, services and other surface features. Excavation then takes place under the permanent tunnel roof, and the base slab is constructed. Shallow tunnels are often of the cut-and-cover type if under water, of the immersed-tube type , while deep tunnels are excavated, often using a tunnelling shield. For intermediate levels, both methods are possible. Large cut-and-cover boxes are often used for underground metro stations, such as Canary Wharf tube station in London. This construction form generally has two levels, which allows economical arrangements for ticket hall, station platforms, passenger access and emergency egress, ventilation and smoke control, staff rooms, and equipment rooms. The interior of Canary Wharf station has been likened to an underground cathedral, owing to the sheer size of the excavation. This contrasts with many traditional stations on London Underground , where bored tunnels were used for stations and passenger access. Nevertheless, the original parts of the London Underground network, the Metropolitan and District Railways, were constructed using cut-and-cover. These lines pre-dated electric traction and the proximity to the surface was useful to ventilate the inevitable smoke and steam. A major disadvantage of cut-and-cover is the widespread disruption generated at the surface level during construction. Tunnel boring machines TBMs and associated back-up systems are used to highly automate the entire tunnelling process, reducing tunnelling costs. In certain predominantly urban applications, tunnel boring is viewed as quick and cost effective alternative to laying surface rails and roads. Expensive compulsory purchase of buildings and land, with potentially lengthy planning inquiries, is eliminated. Disadvantages of TBMs arise from their usually large size â€” the difficulty of transporting the large TBM to the site of tunnel construction, or alternatively the high cost of assembling the TBM on-site, often within the confines of the tunnel being constructed. There are a variety of TBM designs that can operate in a variety of conditions, from hard rock to soft water-bearing ground. Some types of TBMs, the bentonite slurry and earth-pressure balance machines, have pressurised compartments at the front end, allowing them to be used in difficult conditions below the water table. This pressurizes the ground ahead of the TBM cutter head to balance the water pressure. The operators work in normal air pressure behind the pressurised compartment, but may occasionally have to enter that compartment to renew or repair the cutters. This requires special precautions, such as local ground treatment or halting the TBM at a position free from water. The borehole has a diameter of 8. All of these machines were built at least partly by Herrenknecht. Unlike previous manual methods of using mattocks which relied on the soil structure to be hard, clay-kicking was relatively silent and hence did not harm soft clay-based structures. The clay-kicker lies on a plank at a degree angle away from the working face and inserts a tool with a cup-like rounded end with the feet. Turning the

tool manually, the kicker extracts a section of soil, which is then placed on the waste extract. The method was virtually silent and so not susceptible to listening methods of detection. They are usually circular and go straight down until they reach the level at which the tunnel is going to be built. A shaft normally has concrete walls and is usually built to be permanent. Once the access shafts are complete, TBMs are lowered to the bottom and excavation can start. Shafts are the main entrance in and out of the tunnel until the project is completed. If a tunnel is going to be long, multiple shafts at various locations may be bored so that entrance to the tunnel is closer to the unexcavated area. Sprayed concrete techniques[edit] The New Austrian Tunneling Method NATM was developed in the s and is the best known of a number of engineering practices that use calculated and empirical measurements to provide safe support to the tunnel lining. The main idea of this method is to use the geological stress of the surrounding rock mass to stabilize the tunnel, by allowing a measured relaxation and stress reassignment into the surrounding rock to prevent full loads becoming imposed on the supports. Based on geotechnical measurements, an optimal cross section is computed. The excavation is protected by a layer of sprayed concrete, commonly referred to as shotcrete. Other support measures can include steel arches, rockbolts and mesh. Technological developments in sprayed concrete technology have resulted in steel and polypropylene fibres being added to the concrete mix to improve lining strength. Illowra Battery utility tunnel, Port Kembla. One of many bunkers south of Sydney. By special monitoring the NATM method is flexible, even at surprising changes of the geomechanical rock consistency during the tunneling work. The measured rock properties lead to appropriate tools for tunnel strengthening. In the last decades also soft ground excavations up to 10 kilometres 6. Pipe jacking In pipe jacking , hydraulic jacks are used to push specially made pipes through the ground behind a TBM or shield. This method is commonly used to create tunnels under existing structures, such as roads or railways.

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Chapter 6 : Downtown Hudson Tubes - Wikipedia

The World's 20 Most Impressive Tunnels the Marmaray became the longest underwater tunnel in the world and gives Istanbul a new rail line in and out of the city. the tunnels rise toward the.

As a result of this, some flats became unaligned. The map was shifted again in version 1. Things were also shifted, but not by the same amounts, meaning they have slightly different positions in relation to the map geometry in each version. These were removed in v1. And once again, some flats became unaligned, the most obvious being the secret teleporter. This was fixed in 1. Things were shifted too, with hilarious results as several enemies ended up stuck in the walls. These were also mostly corrected for v1. The Gantlet A new secret area was added to the room with the blue armor and shotgun in v1. It contains a teleporter to a small room with a backpack and door to the central area. The Waste Tunnels In v1. Entering the area to the right of the lift that drops you into the tunnel closes the door behind you. It can be reopened with a switch in the alcove closest to the door. Originally, entering the room with the mega-armor would also close this door. Since the door switch is one-time use, this was basically a trap and the player would be forced to leave this area through a tougher section of the map. This was changed in 1. A hard difficulty Arachnotron was originally stuck in a wall in the outside section right before the first arch-vile of the game. It was finally freed in v1. Originally, all this switch did was lower the rocket launcher and the barrier preventing entry to the final area. The player was forced to find a switch in the nukage pit to get back up onto the central "O" structure, then run from the center of the "O" to jump across to the newly accessible ledge. This was made significantly easier with the addition of a new wall which lowers alongside the rocket launcher and barrier, and allows the player to walk over to the ledge leading to the final area rather than having to make a tough jump. The Inmost Dens v1. This reveals a missing upper texture. Near the center of the map there is a set of door and lift bars which open as the player runs towards them. Industrial Zone A single zombieman located to the northeast of the central tower was removed from this map in v1. Tenements The teleporter in the lava pit with the caged arch-vile originally did nothing in single player and teleported the player to the dark cave area near the yellow skull in multiplayer. Bloodfalls The blood pillar with a revenant on top could only be lowered from the side closest to the lift in v1. It was replaced with a gray stone texture in 1. The blue door was highlighted with a bright, blinking light in v1. Every version from 1. The Spirit World Three deathmatch spawns were added in v1. The one in the scrolling spine room was moved slightly. The Living End Co-op starts were added in v1. The Wolfenstein SS enemies have been replaced by zombiemen: BFG Edition versions of Doom II can play network games with one another, this will cause the game to de-sync in this level. This level has been renamed "Keen" in Doom 3: Like level 31, the Wolfenstein SS enemies have been replaced by zombiemen, and this will cause desyncs when playing with the XBLA version. Betray When the classic Doom games were ported to the Xbox as part of the Collectors Edition of Doom 3, the programmers responsible decided to slip in a couple of ancient levels they made back in the day. In level 2, grab the red keycard, drop down, and enter the northeast chamber that has just opened up. Walk up to the narrow, stone wall in the northwest of this chamber, and press on it to be sent to Betray. The exit that leads to it was removed in the console versions, making it unused. BFG Edition, but the code to go to level 33 is not, so it will either take the player back to level 1 or restart level 2, depending on which level the game was started on. Strings for its level name and end text have been added to the executable, along with code to make its secret exit in level 5 function. Additionally, its PWAD contains new intermission map name graphics.

Chapter 7 : Gotthard Base Tunnel - Wikipedia

How to install Better World Generation 4 Mod 1. Backup your worlds! 2. Install the recommended version of Minecraft Forge.; 3. Place the zip file into calendrierdelascience.comaft/mod folder.

Chapter 8 : Tunnel - Wikipedia

DOWNLOAD PDF TOWARDS NEW WORLDS IN TUNNELLING V1

Kemp and Weigold have uncovered incontrovertible evidence that a top-secret launcher site for V1 missiles â€" one of Hitler's vengeance weapons â€" was being constructed on the island.

Chapter 9 : Jobs search - Germany | Expatica Germany

The Fifth World in the context of creation myths describes the present world as interpreted by several groups of Native Americans in the United States and Central America. The central theme of the myth holds that there were four other cycles of creation and destruction that preceded the Fifth World.