

# **GIS Contest Training**

Get started with SuperMap iDesktop





## Product Introduction

Product installation and license configuration

SuperMap iDesktop .NET

> Q & A



# PART DI Product Introduction



# SuperMap GIS 10i Product System



## Software Download





# Software Package



iDes	ktop	^						
0	10i ~							
0	10i SP1 ^							
	Name	Туре	Size	Download				
	SuperMap iDesktopX	win64	1.68G	$\checkmark$				
	SuperMap iDesktopX	win64-bin	1.37G	4				
	SuperMap iDesktopX	linux-bin	1.52G	<u></u>				
	SuperMap iDesktop SampleData		1.36G	<u>\</u>				
	SuperMap iDesktop	win32	1.79G	$\checkmark$				
	SuperMap iDesktop	win32-bin	696M	<u></u>				
ſ	SuperMap iDesktop	win64	1.96G	上				
	SuperMap iDesktop	win64-bin	847M	<b>坐</b>				



# PART 02 Product installation and license configuration



# SuperMap iDesktop

# Software installation

409	2020/4/20 14:57
🔊 0x0409.ini	2009/5/21 15:53
🔩 Data1.cab	2019/12/31 17:59
InstallationGuide.pdf	2019/12/31 17:25
ISSetup.dll	2019/12/31 17:45
license.txt	2019/12/31 17:25
💿 Readme.htm	2019/12/31 17:28
🛂 Setup.exe	2019/12/31 17:43
🔬 Setup.ini	2019/12/31 17:59
뤻 SuperMap iDesktop 10i.msi	2019/12/31 17:59
🧟 What_is_new.pdf	2019/12/31 17:25

#### Step:

1. Unzip the package.

2. Right click on the Setup.exe and use adminstator to run it.

#### SuperMap License Center





### Update the license



🗟 SuperMap License Cente	er 9D			-	□ ×
	me License	Connection	Update	Borrow	Setting
Update					
Please select	file				
File location:	D:\LicenseCer	nter\SuperMap	\Cme.lic9d		pdate



# SuperMap iDesktop Interface





# PART 03 Concept and Operation





# Data Structure and Basic Concept



## **Data Structure**



# **Data Structure**





# Workspace



#### • Definition

The workspace is used to save the work environment, including the opened datasources (locations, aliases, opening modes), saved maps, layouts, resources (marker symbol libraries, line symbol libraries) and 3D scenes.



# Datasource



#### • Definition

- A datasource is composed of multiple types of datasets and it is the physical storage for the spatial data (datasets).
- Types
  - File Datasourse
  - Database Datasourse (SuperMap SDX+ Engine)
  - Web Datasourse

File Type	<ul> <li>*.udb &amp; *.udd double files</li> <li>*.udbx single files</li> </ul>
Database	<ul> <li>PostgreSQL, Oracle,</li></ul>
Type	MySQL, etc.





# **Datasources Types**

New Database Dat	asource		×	Open Web Datasource			×
Databa	Server Name:		•	Database	Service Address:	http://www.google.cn/maps	•
SQLPlus				Web	Server Type:		~
OraclePlus	Database Name:				Unan		
OracleSpatial	User:				User:		
MySQL	Deerwards			MapWorld	Key:		
File T PostgreSQL	Password:			ChinaRS	Datasource Alias:	GoogleMaps	
PostGIS	Datasource Al	SQLPlus		GoogleMaps	Open Mode:	Read-only	
				WordTerrain			
				OpenStreetMap			
EG WED Construction							
High GoDB							
Types							
KDB							
Tibero							
Million .			Create Close		Load data link	info 🔻 🗌 Save Password 😡	Open Close
	Dataha	ee Datacource			We	h Datasourse	

#### Types

- File Datasourse: \*udb, \*.udbx •
- Database Datasourse: Oracle/Oracle Spatial, PostgreSQL, MySQL, ArcSDE •
- Web Datasourse: OGC standard, iServerREST, GoogleMaps, OpenStreet Maps •

# Datasets



### • Definition

- A dataset is a collection of data of the same type.
- Types
  - Point dataset, line dataset, region Dataset,
  - Text dataset, tabular dataset,
  - Network dataset, CAD dataset,
  - Route dataset, image dataset,
  - Grid dataset.....
- Storage
  - Datasets are stored in the datasource/database.





# Layers

### • Definition

- A layer is the display media of a dataset.
- A layer helps display the objects in a dataset with appropriate styles in the map window.
- A map consists one or more layers.





# Maps

## • Definition

 A map is composed of one or multiple 2D datasets with specified display styles.

#### **Datasets**



#### Layers



### Maps





# Layouts

### • Definition

- A layout is composed of one or multiple configured maps, as well as some mapping elements such as the map name, legend, map scale, etc.
- Storage Type
  - A layout is physically stored in a file or database via the workspace.





## Resources

- Definition
  - Resources are collections of symbol libraries used in the maps and scenes.
     Resource libraries contain marker, line, and fill symbol libraries.



# **3D Scenes**



#### • Definition

- A 3D scene enables the loading of 2D and 3D point, line, region, text, image, grid, model (\*.3ds、\*.sgm) data and so on. 3D scenes realize the 2D and 3D integrated display and management
- Storage Type
  - A 3D scene is also physically stored in a file or database via the workspace.







# Datasets

## SuperMap

# **GIS** Data



Map data (e.g. paper map and electronic map)



Remote sensing image data



Field surveying data (e.g. GPS data)



Digital data (e.g. the data from statistical yearbook)



Text reports

## **New Dataset**



New Dataset					×	No	SmID	SmSdriW	SmSdriN	SmSdriE	SmSdriS	SmUserID	SmArea
						1	1	-180	90	-150	60	1	28678607
Target Datasource	Type Dataset	Add to Map	Use Templa	te		2	2	-150	90	-120	60	2	2,867,860,
1 료 World	Point      New_Point	UnAdd	Datasour	World	~	3	3	-120	90	-90	60	3	2,867,860,
2 🖬 World	✓ Point	UnAdd	Detect			4	4	-90	90	-60	60	4	2,867,860,
	C Region		Dataset:	ocean		5	5	-60	90	-30	60	5	2,867,860,
	CAD CAD		Settings			6	6	-30	90	0	60	6	2,867,860,
	D Point		Encode Type:	None	~	7	7	0	90	30	60	7	2,867,860,
	🞺 3D Line 🛆 3D Region		Charset:	UTF-8	-	8	8	30	90	60	60	8	2,867,860,
	Model		Set Constinute	Planar Coordinate Syste	emm 🔻	9	9	60	90	90	60	9	2,867,860,
	S Compound Line		Set Coordinate.			10	10	90	90	120	60	10	2,867,860,
	🐴 Compound Region 🧖 Compound Text		Store Type:	Supermap		11	11	120	90	150	60	11	2,867,860,
	Raster					12	12	150	90	180	60	12	2,867,860,
	Mosaic Data					13	13	-180	60	-150	30	13	7,793,872,
						14	14	-150	60	-120	30	14	7,793,872,
						15	15	-120	60	-90	30	15	7,793,872,
						16	16	-90	60	-60	30	16	7,793,872,
_						17	17	-60	60	-30	30	17	7,793,872,
Auto close when finish Create Close					Close	18	18	-30	60	0	30	18	7,793,872,

#### Database – New dataset

Attribute Table





## **Demo - Datasets**

Build a new database: \*.udb, \*.udbx
 Build a new a dataset: Point, Line, Polygon
 Open Attributes Table: Add a new field



# Import

#### Vector data

- CAD General Format (\*.dxf/\*.dwg)
- GIS General Format (\*.mif/\*.shp/...)
- Tabular data (\*.csv)
- • • • • •

#### **Raster data**

- General Image Format (\*.bmp/\*.jpg/\*.tiff/...)
- Compression Format (\*.sit)
- •







# **Supported Formats**

```
AutoCAD(*.dxf;*.dwg;*.dgn)
ArcGIS(*.grd;*.txt;*.dem;*.asc;*.shp;*.E00;*.dbf;*.mdb)
MapInfo(*.tab;*.mif;*.wor)
Google KML(*.kml;*.kmz)
MapGIS(*.wat;*.wal;*.wap;*.wan)
Micosoft(*.csv;*.txt;*.xlsx)
Image Bitmap File(*.bmp;*.jpg;*.jpeg;*.png;*.gif;*.img;*.sit;*.tif;*.tiff;*.sid;*.ecw;*.jp2;*.jpk)
Raster File(*.raw;*.b;*.bin;*.bil;*.bsq;*.dem;*.bip;*.vrt;*.egc)
3D Model File(*.osgb;*.osg;*.s3m;*.s3mb;*.s3mbz;*.3ds;*.x;*.dxf;*.obj;*.fbx;*.dae;*.stl;*.off;*.sgm;*.skp)
LIDAR File(*.txt)
TIN(*.tinz;*.sct)
Vector File(*.vct;*.json;*.geojson;*.gpx;*.osm)
GRIB2 File(*.grib2)
Geo3DML(*.xml)
Oblique Photograph(*.scp)
```

# Vector Data Import — GIS Format



- CAD format (\*.dwg)
- ArcGIS format (\*.shp, \*.gdb, \*.mdb)

# Vector Data Import — Attribute Table



- Attribute Files (\*.csv;\*.xlsx)
- Functions of Attribute Files
  - Convert it into point dataset
  - Associate it with other spatial dataset

Attention:
✓ First Row as Field info
✓ Import Spatial Data



# **Raster Data Import**

- General image files (\*.bmp;\*.jpg;\*.png;\*.tiff;etc.)
- Compression image files (\*.sit)

Import Data		×
🖹 🗗 - 🔟 🗹 🗹		Import TIF File
No Source File Type 1 WorldEarth.tif TIFF File U	Status nconverted Result Settings Target Dat Encode Type: Import M Transformation Band Import: Reference File: Source File Info Source Fol Charset:	Image: Sector Market     Image: Sector Market     Image: Sector Market     Composite Band: Image: Sector Market     Composite Band: Image: Sector Market     G:\Work\03-English\03-Data Integration\03-jpg\WorldEarth.tfw     O:     G:\Work\03-English\03-Data Integration\03-jpg\WorldEarth.tfw     Properties     ASCII (Default): Image: Sector Market     Image: Sector Market
Auto close when finish		Import Close



# **Export SuperMap Data to Other Formats**

Export Data ×								
	Parameter Settings							
Dataset Export Type Replace Status Result File Export Path	Export Extended Field							
▲ ocean@World Microsoft Exc ✓ Unc ocean C:\Users\10545\Desktop	Export Extension Records							
CSV File GeoJSON File SimpleJSON PersonalGDB File FileGDBVector File China Standard Vector Exchange Format AutoCAD Drawing File AutoCAD DXF File ArcGIS Shape File Google KML File Google KMZ File Telecom Building Vector Region File ArcInfo Export File MapInfo MIF File MapInfo TAB File Microsoft Excel File	Export Point As WKT         ✓ Export Header         CAD Version:       CAD2007         Style Mapping File:         ✓         Charset:       UTF-8         Filter:         ✓         SQL Expression							
Close When Finished Export Close								

- Export a vector dataset into .shp format file
- Export a vector dataset into .csv format file
- ...





# **Demo - Data Importing**

## 1. CAD: Building.dwg

- 2. ArcGIS format: Point.shp, Lines.shp, Area.shp
- 3. Attribute Files: Meteorological Data.xlsx
- 4. Import TIFF: WorldEarth.tif
- 5. Export Data


Coordinate System Settings - [Datasources: World]							
🛃 Import 🏦 Export 📩 Favorites 🎇	Create New Coordinate System 👻 🥁 Ne	w Group	View -	Please enter a name or EPSG code to search	Q		
Planar Coordinate System	Name	Type	EPSG Co	Group	^		
- 🕞 Geographic Coordinate System	Airy 1830	Geographic	4001	Geographic Coordinate System			
🕀 🔚 Projected Coordinate System	Airy modified	Geographic	4002	Geographic Coordinate System			
-🛅 Custom	Average Terrestrial System 1977	Geographic	4122	Geographic Coordinate System			
- 🔂 Favorites	Australian National	Geographic	4003	Geographic Coordinate System			
	Bessel 1841	Geographic	4004	Geographic Coordinate System			
	Bessel modified	Geographic	4005	Geographic Coordinate System			
	🔀 Bessel Namibia	Geographic	4006	Geographic Coordinate System			
	🕼 Clarke 1858	Geographic	4007	Geographic Coordinate System			
	🔀 Clarke 1866	Geographic	4008	Geographic Coordinate System			
	🔀 Popular Visualisation CRS	Geographic	4055	Geographic Coordinate System			
	🕼 Clarke 1866 Michigan	Geographic	4009	Geographic Coordinate System			
	🕼 Clarke 1880	Geographic	4034	Geographic Coordinate System			
	🔀 Clarke 1880 (Arc)	Geographic	4013	Geographic Coordinate System			
	🕼 Clarke 1880 (Benoit)	Geographic	4010	Geographic Coordinate System			
	🔀 Clarke 1880 (IGN)	Geographic	4011	Geographic Coordinate System			
	🔀 Clarke 1880 (RGS)	Geographic	4012	Geographic Coordinate System			
	🔀 Clarke 1880 (SGA)	Geographic	4014	Geographic Coordinate System			
	🔀 Everest 1830	Geographic	None	Geographic Coordinate System			
	🔀 Everest (definition 1967)	Geographic	4016	Geographic Coordinate System			
	Beverest (definition 1975)	Geographic	4045	Geographic Coordinate System			
	B Everest modified	Geographic	4018	Geographic Coordinate System			
	🕼 GEM gravity potential model	Geographic	4031	Geographic Coordinate System			
	🕼 GRS 1967	Geographic	4036	Geographic Coordinate System			
	Թ GRS 1980	Geographic	4019	Geographic Coordinate System			
	🔀 Helmert 1906	Geographic	4020	Geographic Coordinate System			
	🕼 Indonesian National	Geographic	4021	Geographic Coordinate System			
	International 1927	Geographic	4022	Geographic Coordinate System	~		
	Geographic Coordinate System 249Object(s)				^		
					$\sim$		



#### Coordinate System and Registration



### **Coordinate System Settings**

More than 1000 predefined coordinate systems. Extensible

Coordinate system type:

- Planar coordinate system,
- Geographical coordinate system
- Projected coordinate system





### **Coordinate System Conversion**

Dataset Projection Tr	ansformation				×
- Source Data Datasource:	World	Result Save As Datasource:	World 1		· · · ·
Source Coordinate Syst	em	Target Coordinate Syste	em		
PrjCoordSysName       Longitude / Latitude Coordinate         SystemGCS_WGS_1984         Unit       degree         EPSG Code       4326         Datum       D_WGS_1984         Reference Spheroid       WGS_1984         Semimajor Axis       6378137         Spheroid Flattening       0.00335281066474748         Prime Meridian       0		Image: Height of the second secon	ohere Mercator 357 4 GS_1984 378137 00335281066474748		^
Reference Transformatio	on Settings Geocentric Transalation(3-para 💌	Projection Type Sp Central Meridian 0 Central Parallel 0 Standard Parallel (1) 0 Standard Parallel (2) 0 False Fasting 0	hereMercator		~
Projection Transform	Settings	Model Convert Verte	x		
				Convert	Cancel

#### Geocentric Transalation(3-para)

Molodensky(3-para) Abridged Molodensky(3-para) Position Vector(7-para) Coordinate Frame(7-para) Bursa-wolf(7-para) MolodenskyBadekas(10-para) China\_3D\_7P(7-para) China\_2D\_7P(7-para) PROJ4 Transmethod

#### Conversion parameters

#### Coordinate transformation

- Single transformation
- Batch transformation

#### Calculation of transformation parameters

- Support five common model approaches
- Import/Export conversion parameter file





# **Demo – Registration and Vectorization**



- 1. Import: New\_Haven\_1984.jpg
- 2. Open reference points
- 3. Select matching points
- 4. Calculate Error: Remove the error
- 5. Click Registration button
- 6. Build new dataset and set Coordinate System
- 7. Draw polygon



# Have a rest (10mins)





# Data Operation and Processing



#### к я К Я Q Search(Ctrl+F) Object Operations 2D Plotting apping $\hat{}$ Recent Used íń $\Delta$ 6 ¥ Split Line Split Region to Line... Edit Node **`\_+** Add Edit Node **`\_+** 5 Add Edit Node **Object Operation** ſć A Ê Line Split Region Split Object Split Divide Polygon Split Group Union Intersect ¥

### **Data Operation**



### **Draw Objects**

The application provides the feature of drawing and editing objects. Draw objects function includes point, line, Region, and text object drawing. Different methods are available for drawing different objects.



### **Draw Objects**



#### Multiple Parallel Lines



#### Alongline Text





### **Parametric Drawing**

Objects can be drawn using the input parameters such as coordinates, length, and angle. Tab key can be used to switch between input parameters.





Without parametric drawing

With parametric drawing



### **Drawing Settings**

Support auto-connect line, auto-close line, auto-split line, and auto-split region.



Auto-close line



Auto-split line



Auto-split Region



#### Snap

The application provides powerful graphics snapping function to help the user easily and accurately locate specific locations in a map. Enabling Snap Settings functions lets currently drawn nodes to automatically capture edges, nodes, geometric objects, and so on within the tolerance range.





## **Editing Tools**



#### Edit node

SuperMap

It provides the function of adding and editing nodes to change the spatial position and shape of the objects. The application also provides the Auto-reconcile feature.



Without auto-reconcile

### **Object Operation**

The Object Operation group provides 14 editing operations for geometric objects, such as Line Split, Region Split, Object Split, Union, Group, Split, Intersect, Erase, Erase External, XOR, Protective Decomposition, etc.









#### **Edit Node**

The application provides 8 kinds of editing nodes features, such as Trim, Extend, Split, Accurate Split, Join, Fillet, Chamfer, etc.





#### Edit Node



Point Adjustment

Extend



#### Conversion

The application provides Line to Point, Region to Line, Line to Region and Explode conversions.



Line to Point



Line to Region



Region to Line







#### **Semi-automatic Vectorization**

The semi-automatic vectorization steps are as follows:



1. Click the left mouse button on the line to track automatically. The tracing will stop when the line meets a breakpoint or a crossing. Double-click on the next point in forwarding direction to continue tracing till next breakpoint or crossing.



2. Right-click to reverse the direction of the tracing from the start point.

3. Right-click again to end the Vectorize Line operation.



. .



#### **Vectorization Example**





# **Data Processing**

#### **Vector Data Processing**







Rarefy Points	Convers	sion Map Mak	ing PIEOrtho	Grid Value	Tools	
Points, Lines a	and Regions					,
•	×.		<b>_</b>			
Point to	Line to	Line to	Region to	Region to		
Entem	i olittai	Regioni	1 Ontai	Entem		
Attribute and	Spatial Data					
=	<u>A</u>	A				
A	Toxt to	Toxt to	Attribute to	Point		
Field to Text	Field	Point	Point	egion Attribute		
CAD and Sim	ple					
CAD	CAD		S			
	→ A nf leb		ED2			
CAD to Simple	CAD to Model	Simple to CAD	Compound to Simple			
2D and 3D						
<mark>•</mark> ۲			° M®			
2D Point to	2D Line to	2D Region to 3D	3D Point to	3D Line to	3D Regio to 2D	'n
3D Point	3D Line	Region	2D Point	2D Line	Region.	•
Region and M	lodel					
Model to 2D Region	3D Region to Model	3D Point to Model				

#### **Data Conversion**

#### **Append Rows/Columns**



- **Append Rows**: Appends data from one or more data sets to the target data set. The field name and field type of the source data set and the target data set should be the same.
- **Append Columns:** Adds new fields in the attribute table of the target dataset from the attribute table of the source data set. The user needs to set connection fields of the same type, from the source data set and the target data set respectively. The connection field type cannot be a binary type and should have the same values.

Dataset Append Row							
Target Data     Datasource:     Source Data	Dataset:	✓ River_A					
Dataset	Datasources						
2 √ River_C	River						
Save New Fields		ОК	Cancel				





#### Dissolve



Dissolve feature combines objects having the same attribute values in one or more fields of a dataset. Dissolve mode: Dissolve, Group, and Group after dissolving.

- Dissolve: Dissolve the intersecting objects which have the same attribute fields (or the distance between them are within the tolerance) into one object.
- Group: Group the objects with the same attribute fields into one object, and delete the overlapping parts.





#### Topology

Topological Relationship reflects the relationship between geographical objects in spatial location. They are the rules that maintain data integrity. It is the basis of spatial query and analysis, and helpful to the simulation and analysis of the real world.

#### Topology Processing

After checking the line data set (or network data set), the system will correct the wrong topological relationship in the data set automatically.

#### **Topology Checking**

Detailed rules are provided to check point, line, and surface datasets more carefully. The system will save the topological errors to the new result dataset to be modified by the user manually.



#### **Topology Processing**

Topology processing is a process of repairing or avoiding the occurrence of topology errors. Topology processing includes seven kinds of rules. When dealing with topology, it is necessary to set corresponding tolerance for different rules in order to achieve the best result.





#### Line Topology Processing

Topology checking and repairing for a line or network data sets.

The system will check the topology of the line data set according to the selected topology rules, and correct the detected topology errors.





#### **Region by Topology**

Construct a region dataset from a line dataset or a network dataset through topological processing.









gon

#### **Topology Preprocessing**

Before carrying out the topology check, it is necessary to carry on the topology preprocessing operation to adjust the problem data in the tolerance range. 2D topology preprocessing includes nodes insertion, nodes snapping, and the adjustment of the polygon direction.

2D Topology Preproce Dataset 1 ≪ Railway 2 ▲ AreaPoly	essing Processing Type: Dataset Datasources Tell Changchun Tell Changchun	×	*	The distance from the point to the line is less than the tolerance		The distance from the point to the line is less than the tolerance	Nodes insertion
3 ✓ RoadLine1	Changchun	<ul> <li>✓ Insert between vertex ar arc</li> <li>✓ Insert for arc intersectio.</li> </ul>			+	• • •	Nodes snapping
Reference Da 📈	Railway 🗸	Adjust polygon direction			••••)		Adjustment of poly direction



#### **Topology Checking**



Line or region must be single object



No identical points



Must not intersect with each



Must not have gaps



The Vertex Distance must be greater than the tolerance



Must be properly inside polygons



Lines are completely covered by multiple lines



A region is covered by multiple regions



Nodes must match with each other



# Demo: Network by Topology

#### • What's network model?

- A dataset contains not only arcs but also nodes, and topologic relationship exists between nodenode, node-arc and arc-arc.
- Network examples: The Traffic network, power transmission network, pipeline network.
- Network dataset is used in Network Analysis









# Mapping and Layout





# Thematic map and symbolization



#### **Demo: Creat Thematic Map**

Create Thematic Map					×
Image: Second	Default Default Boundary line	Four-colors	Blank	Administrat division typ	
< > Manager				ОК	Cancel



### Al Mapping: Set colors Automatically




## **Demo: AI Mapping**





Google Maps

SuperMap









Single Map3



Single Map1

Single Map2

Single Map4







Multiple Map(With Diagram)3 Multipl

Multiple Map(With Diagram)4

m)4 Multiple Map1

Multiple Map2

## Map Layout and Printing

## **0 1** Map Layout and Printing



 Printing— For further use, a map can be exported as an image or a PDF file or printed out directly.





## 0 2 Map Layout



Based on the layout window, we can edit any element visually in a layout. Assign and place various contents such as maps, legends, scales, text and so on.





## 0 3 Legend

- Generate a legend base on a map to help us understand the meaning of each map feature.
- Modify the properties of a legend to make it fit the map theme information much better.





The default legend based on the map

The result legend after adjusting its properties



## **0 4** Layout—Overview Map

- Add an overview map in a layout to view the position of a map in a larger area.
- Add a map illustration to rich the contents of a map layout contents and to make a map layout more resonable.







## **0 5 Quickly Making a Map Layout**

 Up to 27 abundant layout templates including universal and land-use planning templates are provided.

The predefined formats are saved in layout templates, which is convenient for the creation and reusing of standardized layouts.





### **0 6** Template Management

Fully featured tools makes the using and management of layout templates more easily.

## 1

#### Edit a layout template

Modify its name, author, and description

2

3

#### Import/export a layout template

Import an existing template to create a layout quickly. Export a template for further use.

#### **Group layouts**





## **0 7 Output and Printing**

Output a map layout as an image (JPG, PNG, bit map, or tiff and so on) or a PDF file.





### **0 8** Output a layout as a PDF file

Both a map and a layout can be output as a PDF file, thereby sharing them to a non-GIS user more conveniently.





## PART D3

## Q & A Part





## Homework – Make a Map

#### Requirements:

- 1. Use data from your country.
- 2. Contain at least point, line and area features.
- 3. Symbolized and with beautiful colors.
- 4. Contains basic elements of cartography: Title, Legend, Scale, Compass



## Come and create your work











# Thank You !

And Street of Concession, Name