i2 Overwatch

i2 Overwatch transforms an existing deployment of i2 Analyst's Notebook into an enhanced solution that effectively supports the end-to-end intelligence lifecycle, building a mission-critical intelligence platform for military operations.

This documentation guides you through installing and deploying i2 Overwatch.

Installing i2 Overwatch

You can install i2 Overwatch using an Installation Manager.

Before you begin

Before you begin the installation, you should review the i2 Overwatch release notes to ensure your setup meets the prerequisites and system requirements.

Procedure

To install the i2 Overwatch plug-in, follow these steps:

1. Extract the product files from your downloaded distribution.
2. From Windows Explorer, navigate to the root of the distribution and run the `Setup.exe` file to start the installation process.
3. Follow the prompts in the Installation Manager, and select the setup type, for example, **Typical** or **Complete**.
   - **Typical**: Installs i2 Overwatch along with its documentation.
   - **Complete**: Installs the i2 Overwatch plug-in.
4. Continue through the prompts to complete the installation.

Errors

If you don't have the expected version of Analyst's Notebook installed, you will see an error message.

Before re-running the i2 Overwatch installation, ensure you have installed a compatible version of i2 Analyst's Notebook, such as:

- i2 Analyst's Notebook 10.1.0 or later.

Note: If you are using Analyst's Notebook 10.1.0, you must have 10.1.0 Test Fix 1 installed.

Additionally, if you plan to use Overwatch with specific i2 products, please verify the following:

To run Overwatch over iBase, ensure you have i2 iBase 10.1.1 or later installed.

To run Overwatch using an Analysis Hub or Studio offering, ensure you have i2 Analyze 4.4.5 or later installed.

Installation and application data folders

You can install i2 Overwatch in a suggested folder, or you can choose a different folder.

When you install i2 Overwatch, the installer suggests a default folder of `C:\Program Files\i2 Overwatch` for the installation. However, you have the option to choose a different location if preferred.

Regardless of the chosen folder, the application automatically stores its data in the designated application data folder, determined by your version of Microsoft Windows.

Note: This folder is typically hidden from view in Windows.

Installing i2 Overwatch from the command line

i2 Overwatch is installed using a Microsoft Windows Installer. You can use the msi command line options to install Overwatch components.

Before you begin

Before you install Overwatch from the command line, ensure you have all the Overwatch prerequisites installed.

Procedure

To install the i2 Overwatch using the command line:

1. Open a command prompt with administrator privileges.
2. Navigate to the location of the Overwatch msi file. **Note**: You can also provide the absolute file path to the msi file.
3. Enter the command that specifies the components you would like to install in the following format:

   ```
   msiexec /i "i2 Overwatch.msi" <ADDITIONAL OPTIONS>
   ```

   Where the additional options refer to the standard windows installer command line options, for example;

   INSTALLLEVEL - specify the install level of a feature set. Using this option ensures that you get all options at a level and all the options available at lower levels, ensuring all prerequisite features are present.

   ADDLOCAL - specify specific features to install. For a list of the Microsoft specific options use `msiexec /h`.

   Examples:

   Install Overwatch silently:

   ```
   msiexec /i "i2 Overwatch.msi" ACCEPTLICENSE=Yes /qn
   ```

Setting up connectors for i2 Overwatch

When you create or configure connectors for use with i2 Overwatch, your connector schema must use the Overwatch semantic type GUIDs. This ensures that entities returned by your connector are recognized by Overwatch and can be displayed on the map.

Each connector has its own schema, which is an XML file that defines the types of entities the connector supports. For entities to appear on the Overwatch map, the entity types in your connector schema must match the Overwatch semantic types listed below.

You can use the Overwatch Schema template `Example Material\i2 Analyze \OverwatchSchema.xml` in the Overwatch installation folder as a starting point for your connector schema.

For more information about creating connectors, see the documentation on using the i2 Connect SDK to create connectors in JavaScript or TypeScript, or the documentation on using the i2 Connect REST SPI in your language of choice.

Military entity semantic types

The following table lists the military entity semantic type GUIDs that Overwatch recognizes. Use these GUIDs in your connector schema to ensure compatibility with Overwatch features.

Entity Type	Semantic Type GUID
Aircraft	guid42C94280-6D50-49F2-A590-FD13A8D893B8
Unit	guid13f0f7f4-caae-4db9-af4e-c66e476f6ebe
Vessel	guid103d9da7-0953-4c2d-afe7-066a1c324eb9
Vehicle	guidcbac0f3c-7bf7-4a22-abfd-7f55e4374039
Spacecraft	guid0a45e75c-4c7d-4b63-a83a-2215ee78e767
Equipment	guid29920C6A-DDF4-427B-A002-A7F7AEAB0BAA
Missile	guid505950eb-5872-4cfb-99e3-124f2ee46456
Person	guid8A586959-9837-47DE-8DBF-BC7031F01545
Facility	guid56bb5c01-5122-4acd-a9e5-e952aa0ab093
CyberSpace	guid15d165c5-0c69-46bf-8744-1aef30c22391
Event	guid1409ABE3-FB08-4DFA-B25A-BB0D141E3FBF
Organization	guidB30A4137-A537-420B-B481-C5DF922152AF

Generic entity semantic types

The following table lists the generic entity semantic type GUIDs that Overwatch recognizes.

Entity Type	Semantic Type GUID
Commodity	guidD3676BFD-BAE1-465d-BF49-4AD816CD34D3
Account	guidAB9A5D8B-9D78-47FE-8302-C167B64D45CC

Entity Type	Semantic Type GUID
Communications Device	guidDB820CCD-D028-4B20-A3AE-57374B83EFD4
Location	guidCD3DB3DB-55F6-440A-9BB8-3F3EE4DB4D52
Electronic Media	guid1A94FAC1-F88D-4498-9FCB-900B9721BDC3
Document	guid3FF99984-6D1C-4265-866D-4980DC756E26
Social Media Account	guid1e2ea890-b292-480e-838d-32321f107ca6
Social Media Post	guida274e05b-4978-46a7-9fb1-f9687c7ea3da
Electronic Message	guid2ff87717-0965-4ecb-ab03-54ca6573ce7a

General property semantic types

The following table lists general property semantic type GUIDs.

Property	Semantic Type GUID
Name	guid77591248-AE21-4853-8F0E-C91F8E33E32F

Geospatial property semantic types

For entities to appear on the Overwatch map, they must have valid geospatial properties using the following semantic types.

Property	Semantic Type GUID
Geospatial (Degrees)	guidB66D144B-B6DB-4bb5-8222-6F649514EDAB
Longitude	guid14BCA0EC-D67A-4A67-BC36-CFF650FD77A9
Latitude	guid5304A03B-FE47-4406-91E7-0D49EC8409A6
Datum	guid9A5BB6AF-5CF8-45b5-98F0-1C3F6B19A90E
British National Grid	guidEB38FD92-2F55-4669-976F-B29FF1978872
Degrees Minutes Seconds	guid8BD6D1F3-6B4D-4509-8157-3FD57AB78CCE
Easting	guid7877FB38-38DC-4fea-87BD-838A6EA66F51

Property	Semantic Type GUID
Northing	guidC319A593-C6D6-4cd0-91EF-14A932488F3B
MGRS	guid0123E750-2064-41fa-9E30-3C7F6F9BD551
UPS	guid3830C7AE-7747-464c-8FEA-B3F796E79EA2
UTM	guid63622B04-7EBE-435b-BF58-FA85BAB6A513

Range, direction, and speed property semantic types

The following table lists property semantic types for range, direction, and speed.

Property	Semantic Type GUID	Description
Range	guidb1fef79b-0011-48f7-9c73-863c4c7000cc	Range in metres
Max Range	guid234d2d37-c5f9-4efe-ad9e-80c9bb0d6bf0	Maximum range in metres
Min Range	guiddff09360-b92c-4299-89b5-b6b98465a9f7	Minimum range in metres
Direction	guidaa0f7f91-8081-42f0-976c-a5a64d16916a	Direction in degrees
Speed	guidca61bc23-0d65-475a-a726-0caf7a9015bd	Speed with unit (e.g., 70mph, 100kph)

Symbol identification (SIDC) semantic type

The following table lists the SIDC property semantic type.

Property	Semantic Type GUID
SIDC	guid46E39FEF-87EC-444f-9EAA-570638001AE1

Text amplifier property semantic types

These properties correspond to military symbology text amplifiers.

Property	Amplifier	Semantic Type GUID
Quantity	C	guid8BACDBBD-0DCC-4272-82E8-987507CA
Reinforced Or Reduced	F	guiddb84bd5d-56bf-4a28-97db-c58af6114d5c

Property	**Amplifier**	**Semantic Type GUID**
Staff Comments	G	guid94ec1a65-a029-456a-8e61-eccacc34fbc3
Additional Information	H	guidbf5b6aaf-0a71-4779-915e-171d20cc
Unlisted Point Information	H1	guidebffce59-cd66-40c9-bd1a-ebc5fc15b5d0
Evaluation Rating	J	guidd2e3d85c-3b98-4a70-b7e0-f69e96a3e6c0
Combat Effectiveness	K	guida8665f42-3d66-480e-b094-0d5100dfbd56
Signature Equipment	L	guid561119a1-132a-48ce-84dc-ba0eac0b397a
Higher Formation	M	guid7ee6cc10-c949-45d1-b935-8a7c43b5adae
IFF/SIF or AIS	P	guidd4a6e2bb-0a5d-4433-8772-0bd5e233
Unique Designation	T	guid6a7d318c-c096-41d8-a7d2-c039d2b42ef1
Type	V	guidbe81ac60-d731-45e9-bd3a-9a928b09d210
Date Time Group	W	guid0e921546-d4f0-4a3a-923b-cae23cf3d7d7
Altitude Or Depth	X	guid168b3214-3699-4ae8-ab6d-607c89a7b933
Location	Y	guid78c10d3f-c907-4249-9e60-bd4d0c9b8341
Special Headquarters	AA	guid35875ee7-3837-4840-9ba4-fc460f2fa302
Platform Type	AD	guid095bfb51-9c2c-4539-8321-e945e36fc9c8
Equipment Teardown Time	AE	guid6977644f-a001-4112-88aa-d6d63aaaacb9
Common Identifier	AF	guid5dc8b377-4eb7-4c08-9583-02d3e5f0
Engagement Bar	AO	guid86090775-08b4-41eb-b38c-2ae75cba4b9d

Property	Amplifier	Semantic Type GUID
Guarded Unit	AQ	guid357e67a9-a2a3-4a50-bb64-019b0a668074
Special Designator	AR	guid214deb94-3c3b-4f86-8963-23c8762f
Country	AS	guid63a80793-476f-4467-9811-2fab9beb
Capacity Of Installation	AT	guid3aa92715-c133-4915-b21a-f282d28e7787
Headquarters Element	AW	guid8026f7f2-4832-4511-8bc5-29d50374
Installation Composition	AX	guid55b1deba-428c-41a5-8008-edc14318fcca
Network Identifier	AY	guid7e891d72-d7a4-4921-8cb6-5e8b77a44dda

Troubleshooting

If entities from your connector do not appear on the Overwatch map, verify the following:

- **Semantic type mismatch**: Ensure your connector schema uses the exact Overwatch semantic type GUIDs listed above. Entity types that do not match will not be recognized by Overwatch.
- **Missing geospatial properties**: Entities must have valid geospatial properties (such as Latitude and Longitude) with the correct semantic types for Overwatch to display them on the map.
- **Coordinate format**: Ensure that latitude and longitude values use a period (`.`) as the decimal separator, regardless of regional settings.

Importing temporal data into i2 Overwatch

You can import historic location data for a marker in i2 Overwatch. The imported data consists of latitude, longitude, and optional timestamp entries.

The imported data is displayed on the map as either:

- a set of standalone points
- a track, where the points are connected by a line in timestamp order

You can import one set of standalone points and one track per marker.

Data format

Historic location data can be imported from two file types: `GPX` and `CSV`.

For both `GPX` and `CSV` data, the latitude, longitude, and timestamp entries are extracted, and any other data in the file is discarded. Timestamp entries are required to create a track.

GPX example

```
<?xml version="1.0" encoding="UTF-8"?>

<gpx version="1.1" xmlns="http://www.topografix.com/GPX/1/1"
```

```
 xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
 xsi:schemaLocation="http://www.topografix.com/GPX/1/1 http://
www.topografix.com/GPX/1/1/gpx.xsd">
 <metadata>
  <name>London Landmarks Walk (Realistic Order)</name>
  <time>2026-01-29T10:00:00Z</time>
 </metadata>
 <trk>
  <name>London Landmarks Route (Realistic)</name>
  <trkseg>
   <trkpt lat="51.499292" lon="-0.127309">
    <time>2026-01-29T10:00:00Z</time>
    <name>Westminster Abbey</name>
   </trkpt>
   <trkpt lat="51.499479" lon="-0.124809">
    <time>2026-01-29T10:04:00Z</time>
    <name>Palace of Westminster</name>
   </trkpt>
   <trkpt lat="51.500729" lon="-0.124625">
    <time>2026-01-29T10:08:00Z</time>
    <name>Big Ben (Elizabeth Tower)</name>
   </trkpt>
   <trkpt lat="51.503324" lon="-0.119543">
    <time>2026-01-29T10:33:27.579143Z</time>
    <name>London Eye</name>
   </trkpt>
   <trkpt lat="51.501364" lon="-0.141890">
    <time>2026-01-29T11:32:12.268661Z</time>
    <name>Buckingham Palace</name>
   </trkpt>
   <trkpt lat="51.508039" lon="-0.128069">
    <time>2026-01-29T12:46:44.027296Z</time>
    <name>Trafalgar Square</name>
   </trkpt>
   <trkpt lat="51.513845" lon="-0.098351">
    <time>2026-01-29T13:12:36.023978Z</time>
    <name>St Paul's Cathedral</name>
   </trkpt>
   <trkpt lat="51.508098" lon="-0.075977">
    <time>2026-01-29T13:30:44.157010Z</time>
    <name>Tower of London</name>
   </trkpt>
   <trkpt lat="51.505456" lon="-0.075356">
    <time>2026-01-29T15:34:44.157010Z</time>
    <name>Tower Bridge</name>
   </trkpt>
  </trkseg>
 </trk>
</gpx>
```

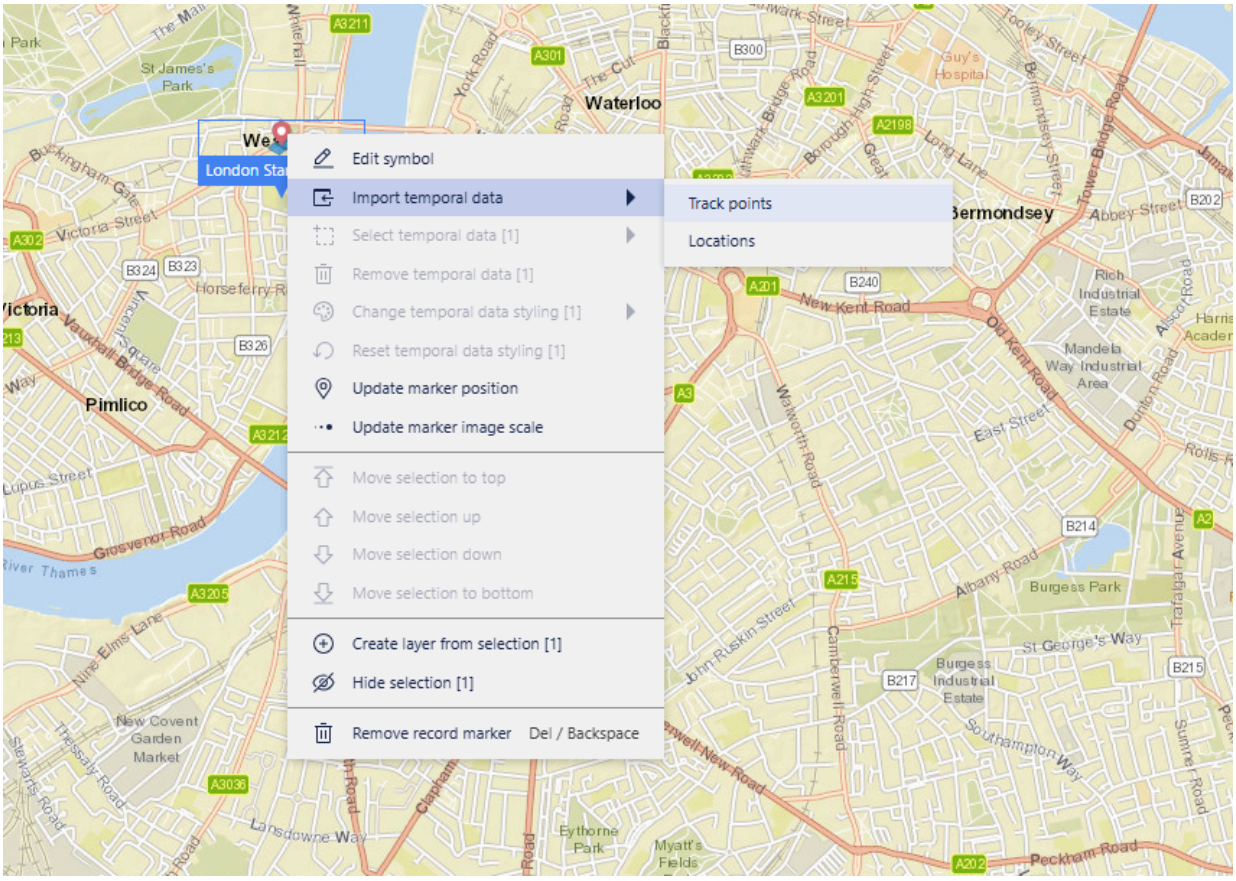
CSV example

```
latitude,longitude,timestamp
51.499292,-0.127309,2026-01-29T10:00:00Z
51.499479,-0.124809,2026-01-29T10:04:00Z
51.500729,-0.124625,2026-01-29T10:08:00Z
51.503324,-0.119543,2026-01-29T10:33:27.579143Z
51.501364,-0.141890,2026-01-29T11:32:12.268661Z
51.508039,-0.128069,2026-01-29T12:46:44.027296Z
51.513845,-0.098351,2026-01-29T13:12:36.023978Z
51.508098,-0.075977,2026-01-29T13:30:44.157010Z
```

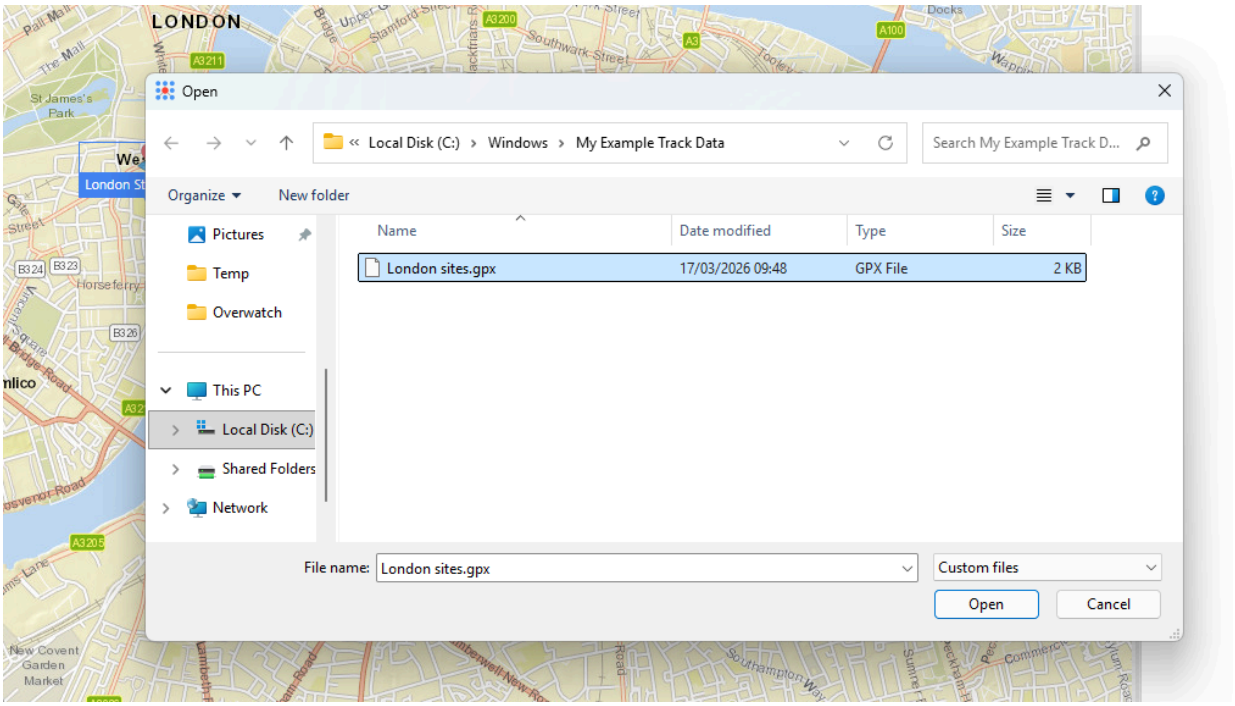
```
51.505456,-0.075356,2026-01-29T15:34:44.157010Z
```

Importing temporal data

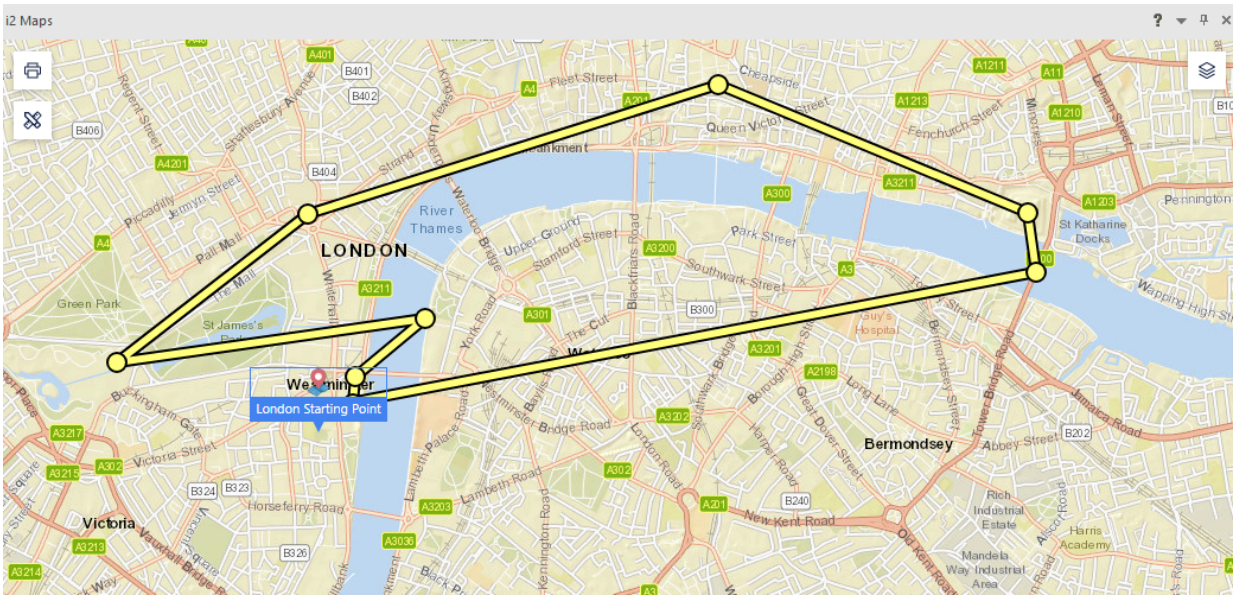
Step 1: Right-click the map marker, select **Import temporal data**, and then select either **Track points** or **Locations**.



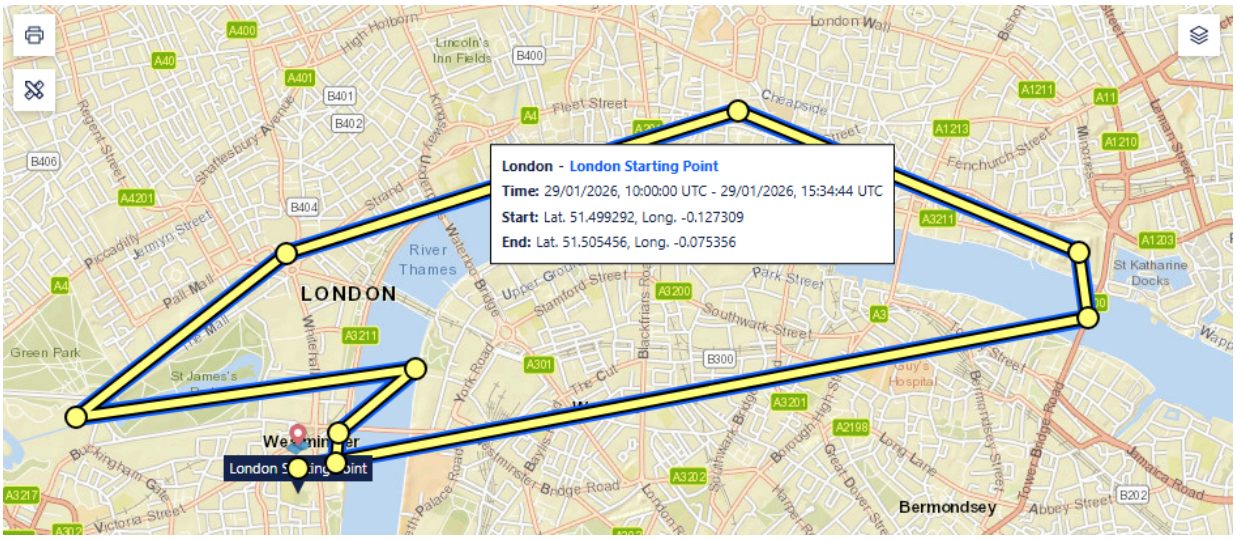
Step 2: In the file picker, select the `.GPX` or `.CSV` file you want to import, and then click **Open**.



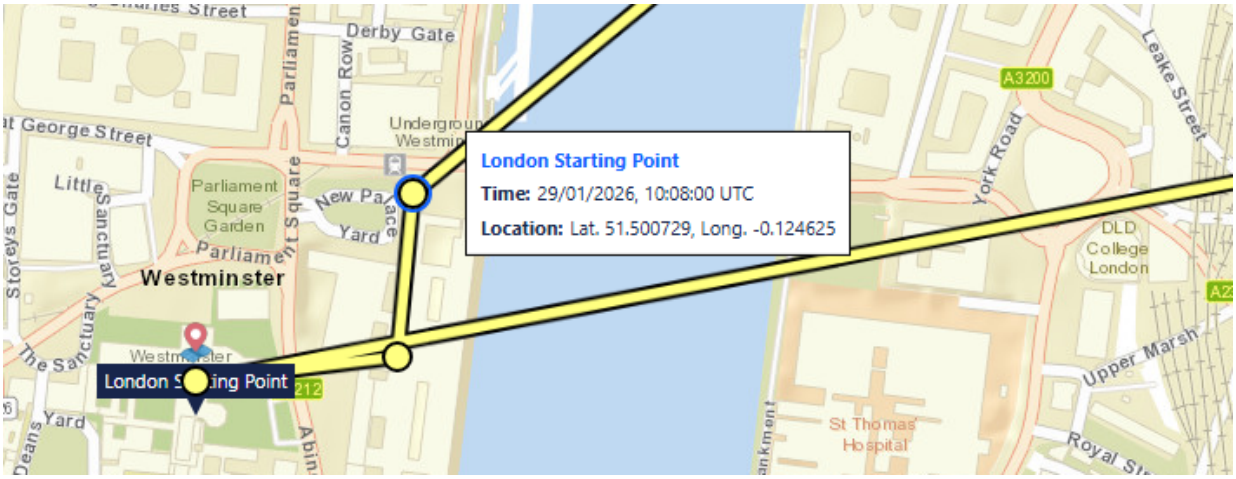
Step 3: The imported track points or locations are added to the marker on the map.



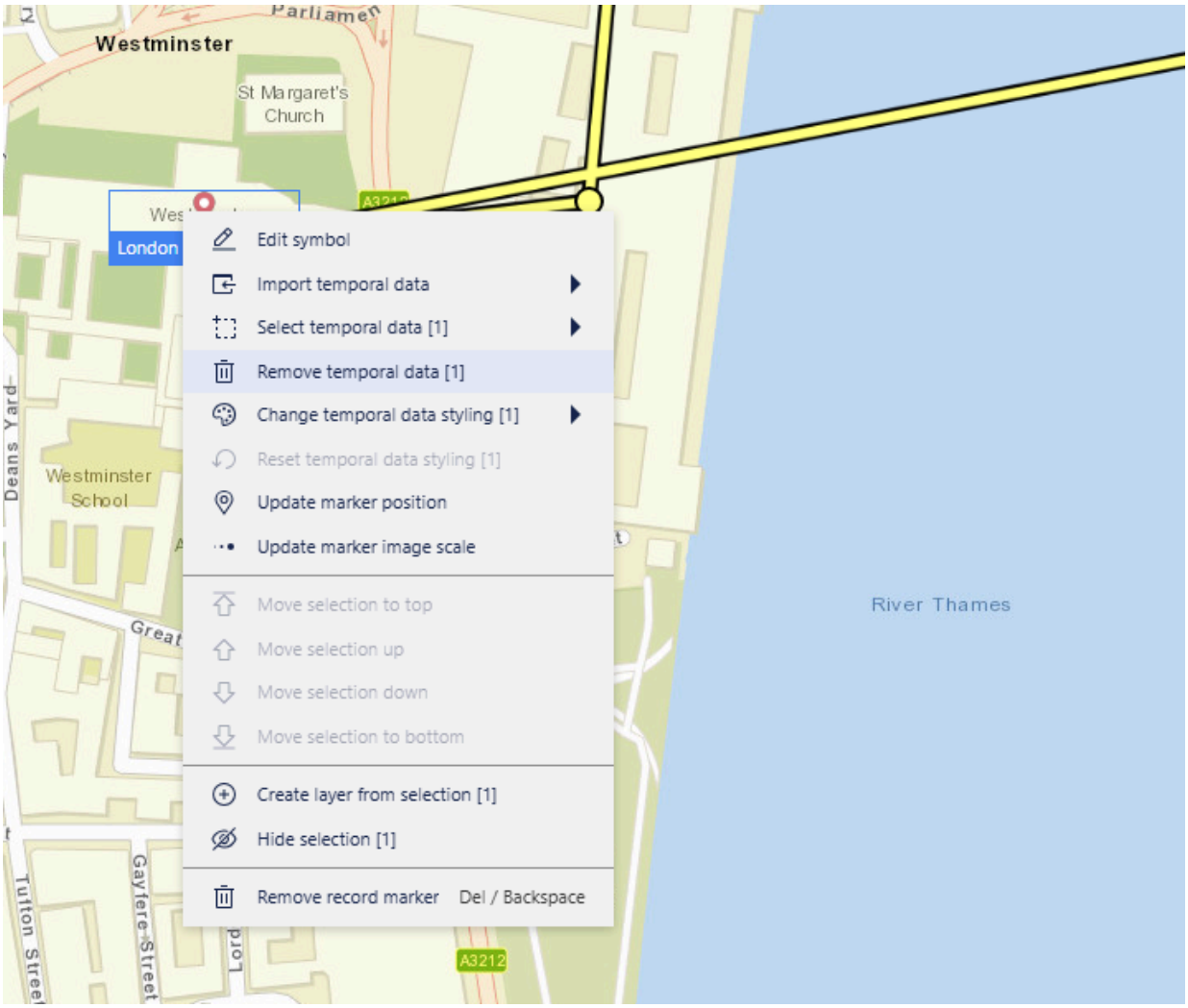
Selecting the track line shows a summary for the entire track.



Selecting a point shows a popover with its position and timestamp.



You can clear the imported temporal data if you no longer need it.



For information about changing the appearance and behavior of imported tracks, see Configuring tracks.

GPX requirements and limitations

When you import GPX data:

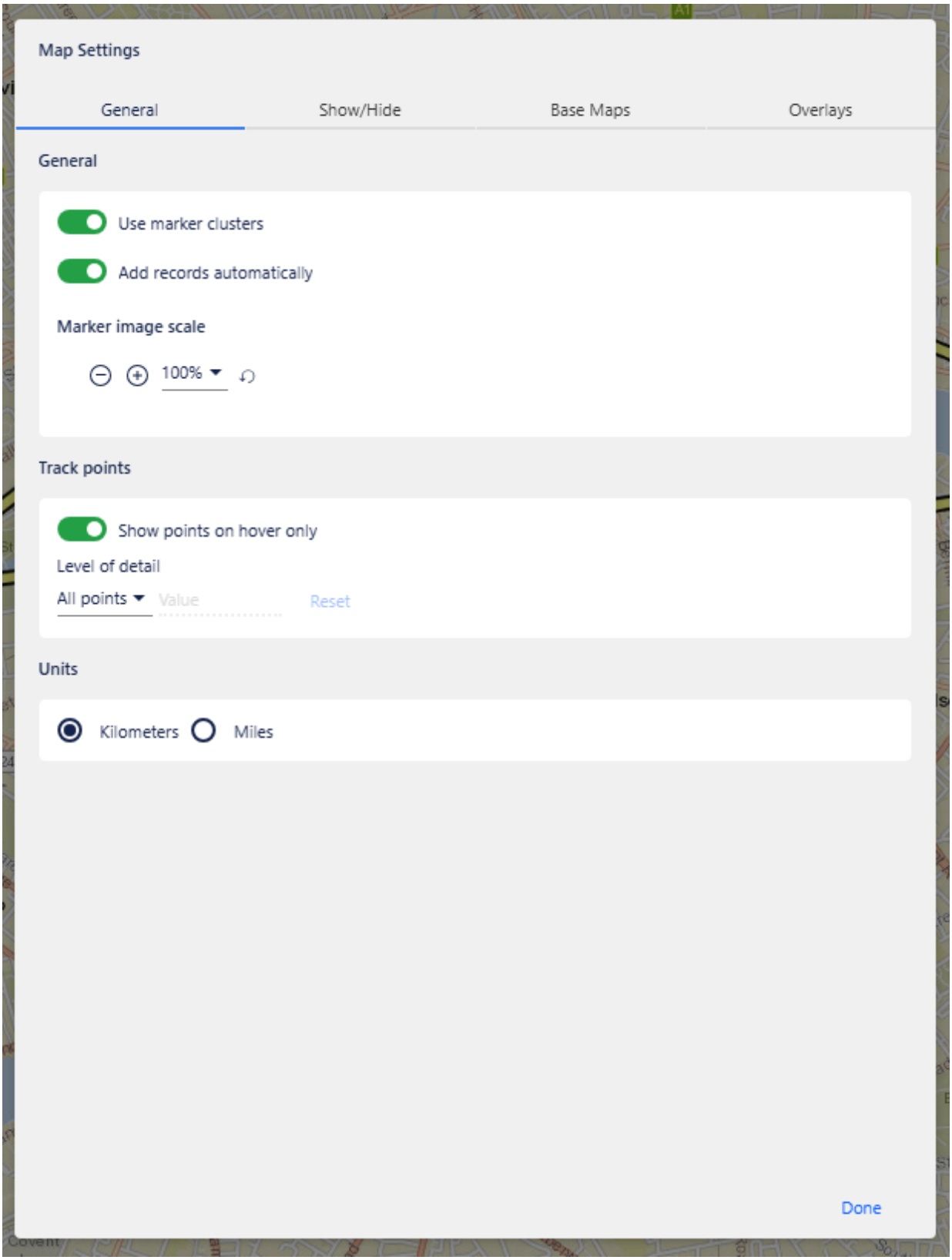
- Track imports use track points from the first GPX track only.
- Location imports can use waypoints and track points.
- Latitude and longitude values are required for all imported points.
- To create a track, at least two track points are required.
- If timestamps are present for a track, they must be present for all points in that track.
- GPX routes and other optional GPX fields, such as descriptions and symbols, are not imported.

Configuring tracks

You can change the appearance and behavior of tracks and track points on the map.

Show points on hover

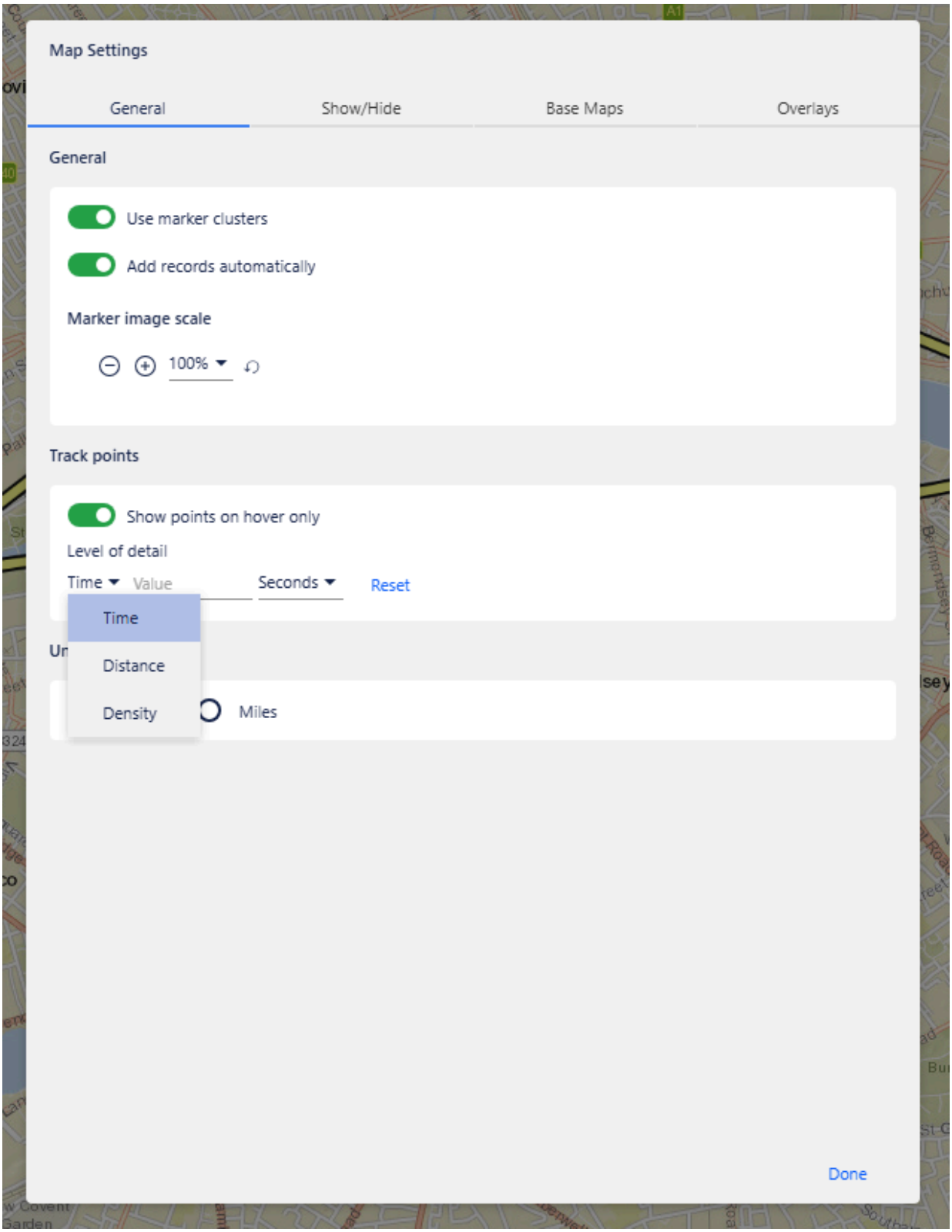
By default, track points are only visible when you hover over them. To make track points always visible, open the map settings, go to the **General** tab, and turn off **Show points on hover only**.



Level of detail

You can control how many track points are displayed on the map. To reduce the number of points shown, open the map settings and choose one of the following options:

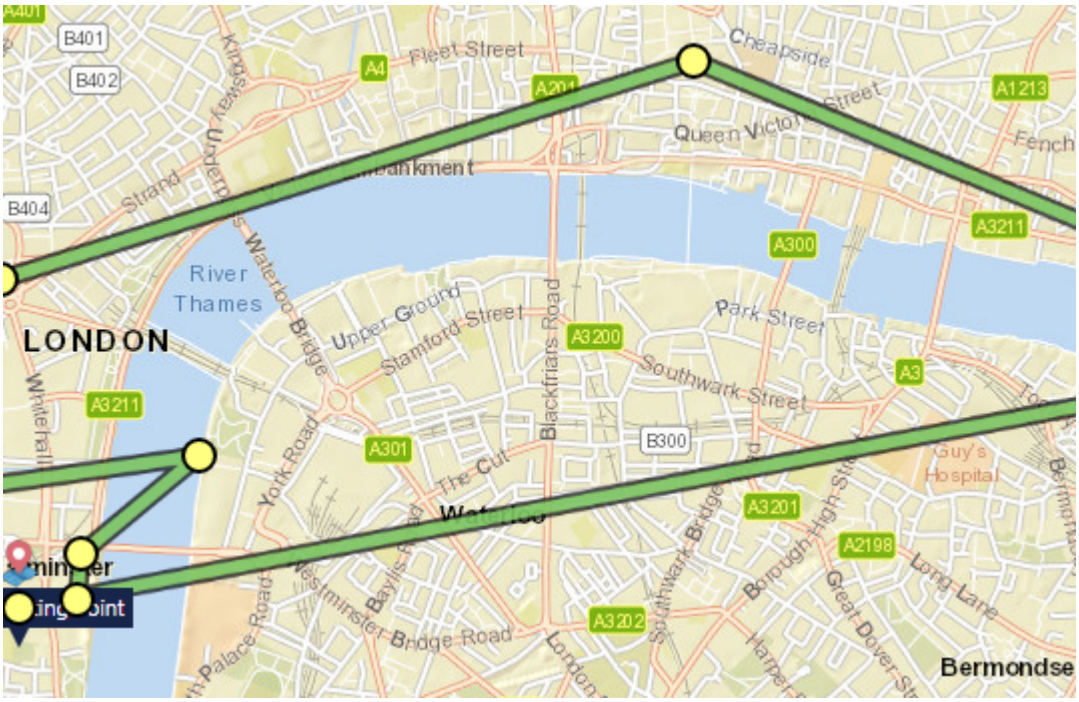
- **Time** — enter a time interval value and select a unit: seconds, minutes, or hours.
- **Distance** — enter a distance value and select a unit: metres, kilometers, feet, or miles.
- **Density** — enter a value to specify the number of points to display.



To display all points again, click **Reset**.

Style of tracks and track points

To change the color of a track or track point, right-click it, select **Change selection color**, choose a color and opacity, and then click **Done**.



To select multiple tracks or track points, hold **Ctrl** and click each item.

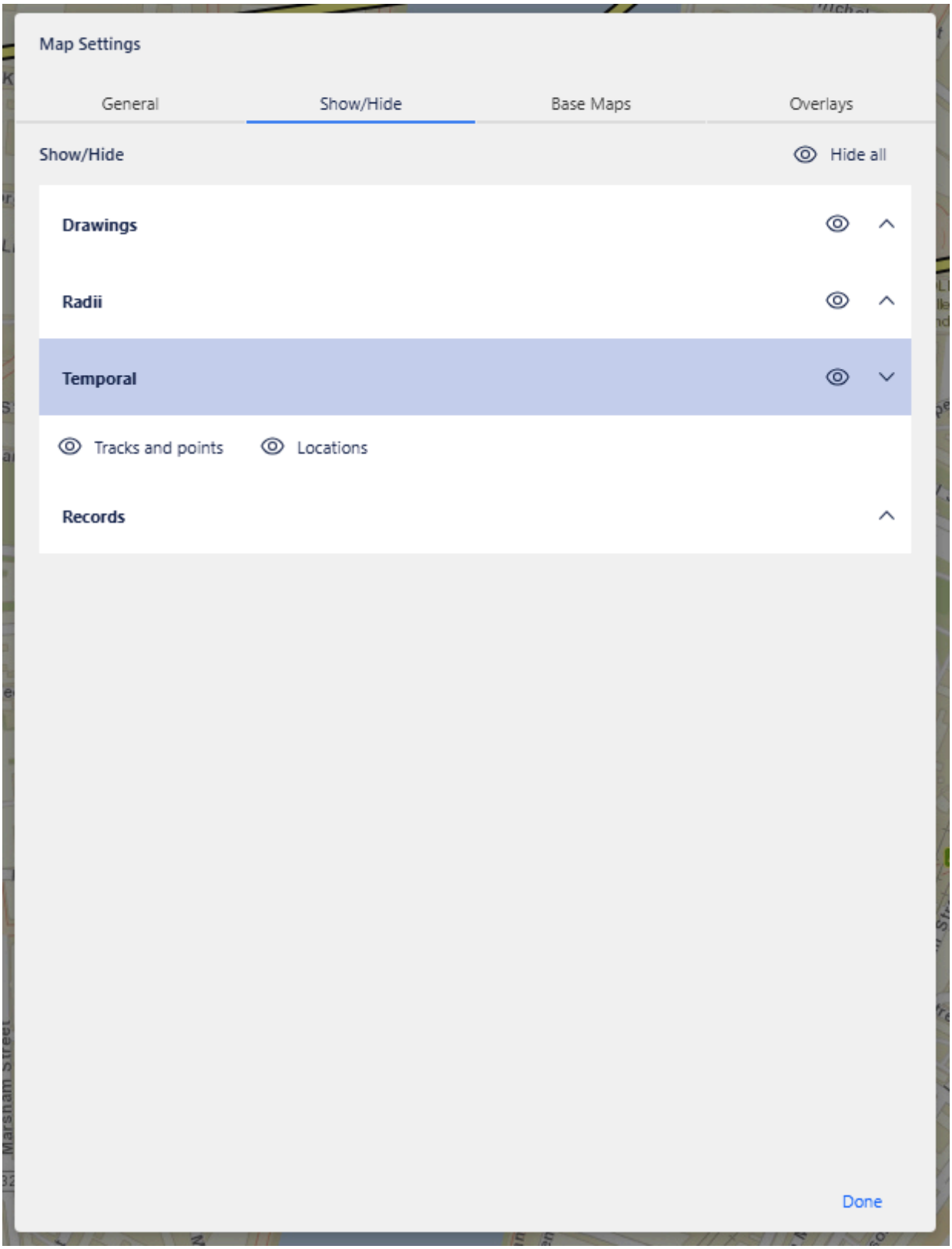
To remove color and opacity changes, right-click the track, track point, or selection and select **Reset selected styling**.

Show and hide

In the map settings, on the **Show/Hide** tab, under **Temporal**, you can choose to hide:

- **Track points and locations** — hides all track points and standalone locations.
- **Locations** — hides standalone locations only.

To hide all temporal data at once, use the toggle in the **Temporal** section header.



Convert to locations

To convert track points to standalone locations, right-click the track and select **Convert to locations**. The track line is removed and the track points are replaced with standalone locations.

Note: This action cannot be undone. To restore the track, you must re-import the data as track points.

Select track points

To select all track points on a track, right-click the track and select **Select track points**.

To select the parent marker and bring it into the centre of the map, right-click the track or a track point and select **Go to symbol: <Marker Name>**, where *Marker Name* is the label of the marker.