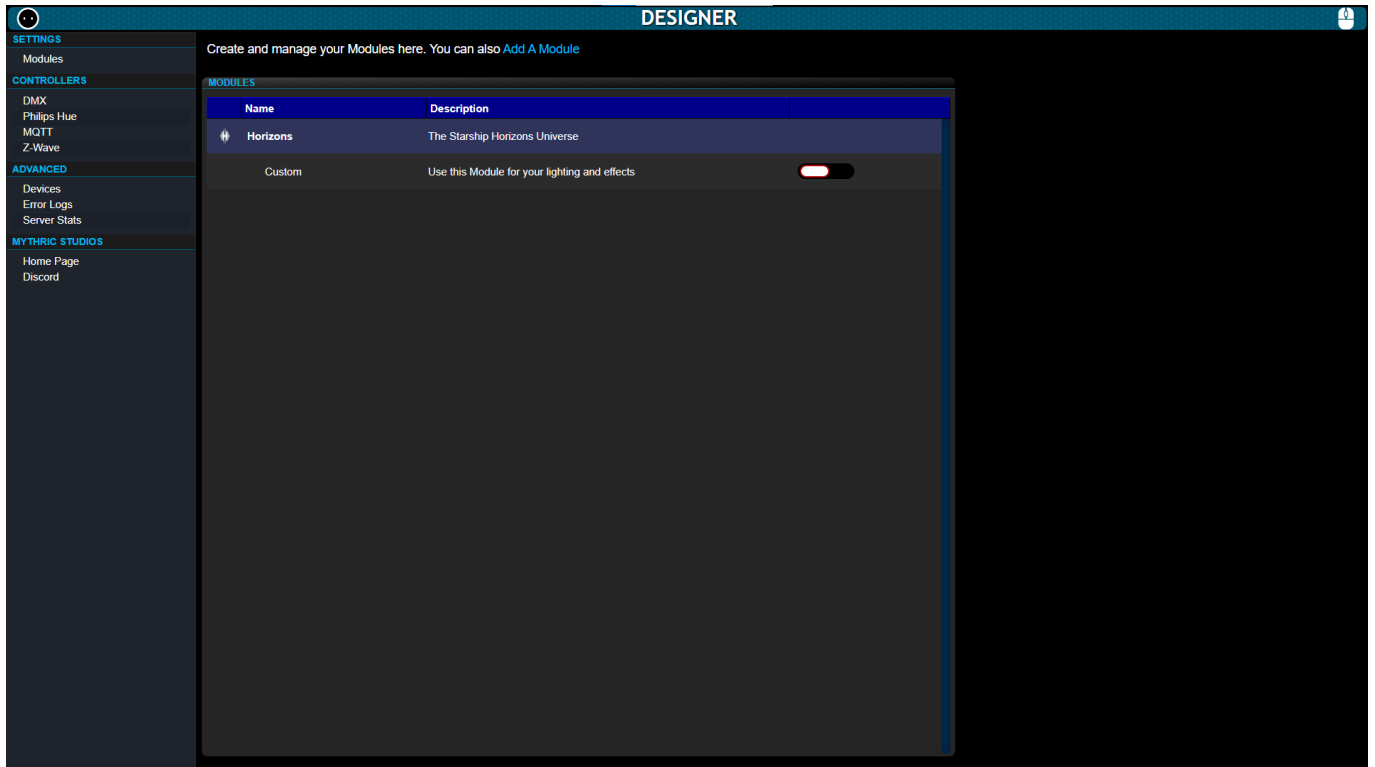


# Designer

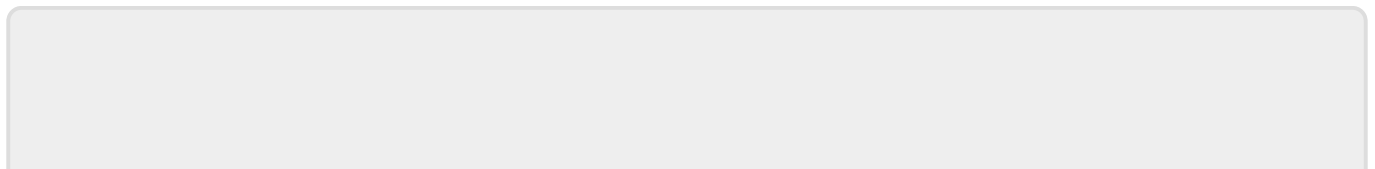
The Designer is the way Bridge Hosts can make their own missions, mod Horizons with their own skins, and integrate DMX lighting as well as many other things. A lot of the specific information will be found in the [Modding Section](#) of the Wiki.



## Features

List of features, with links to the relevant wiki articles will be added shortly

Bridge Stations : [Flight](#) | [Tactical](#) | [Operations \(Comms\)](#) | [Science](#) | [Engineering](#) | [Captain](#)  
Ancillary Consoles/Displays : [Center](#) | [Stellar Navigation](#) | [Stellar Body](#) | [Star System](#) | [Alert Status](#) | [Shield Status](#) | [Cargo Hold](#) | [Radar](#) | [IRIS](#)  
In Progress (Incomplete) Consoles/Displays : [Crew Roster](#) | [Collision Alarm](#) | [Dashboard](#) | [Deck Status](#) | [Target](#) | [Scan](#) | [Vessel Status](#)  
Admin Consoles : [Game Master](#) | [Mission Control](#) | [Mission Status](#) | **Designer**



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<http://wiki.starshiphorizons.com/gameplay:stations:designer>

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