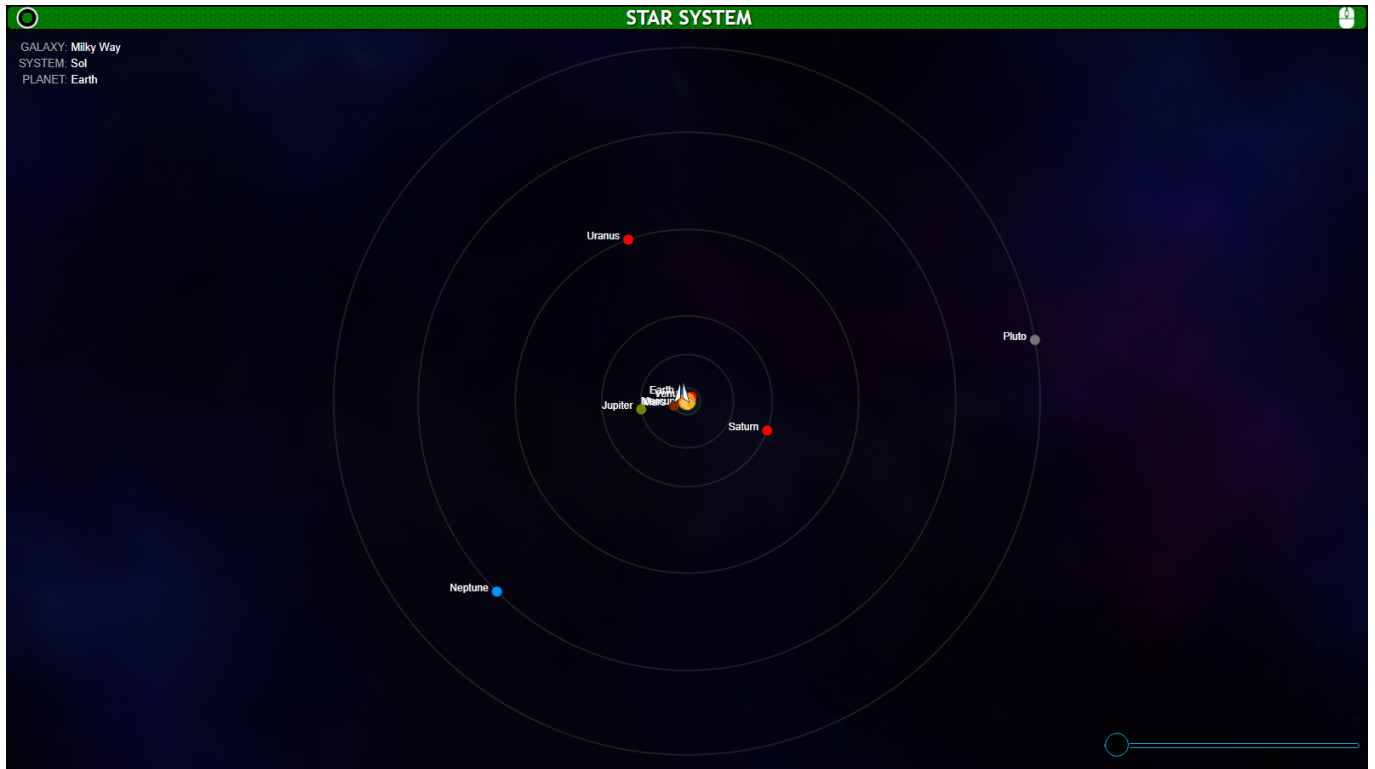


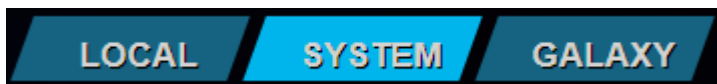
Star System Console or System Map

The Star System Console or System Map is the view of a star system. Some stations, such as [Flight \(Helm\)](#) and [Sciences](#), are able to select star systems other than the system the Horizons is currently inhabiting.



Features

LSG Toggle



In flight and Sciences, the System Map has the LSG toggle, allowing you to switch between the [Local Radar](#), System Map, and [Galaxy Stellar Navigation](#).

Zoom Slider

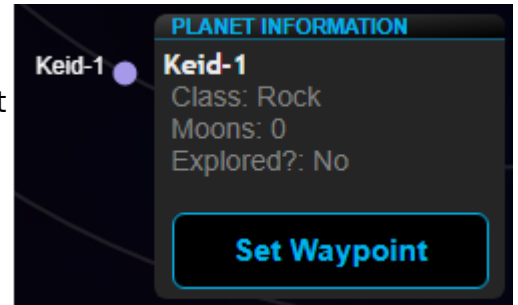
The Star System Console, as well as the System Map available on some stations, has a slider bar in the bottom right allowing you to zoom in for more detail on planets closer to the star.

Location

In the upper left there is the current location of the Horizons, as Galaxy, System, and Planet.

Set Waypoint

On the System Map, Flight or Sciences may set a waypoint for the flight officer to FTL to. This might be somewhere that Sciences has scanned an energy reading, or it might be a planet that you've been asked to investigate without being given a mission waypoint.



Scan System

Details about scanning the system for energy readings in the System Map can be found on the [Science station](#).

Bridge Stations : [Flight](#) | [Tactical](#) | [Science](#) | [Operations \(Comms\)](#) | [Engineering](#) | [Captain](#)
Ancillary Stations/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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