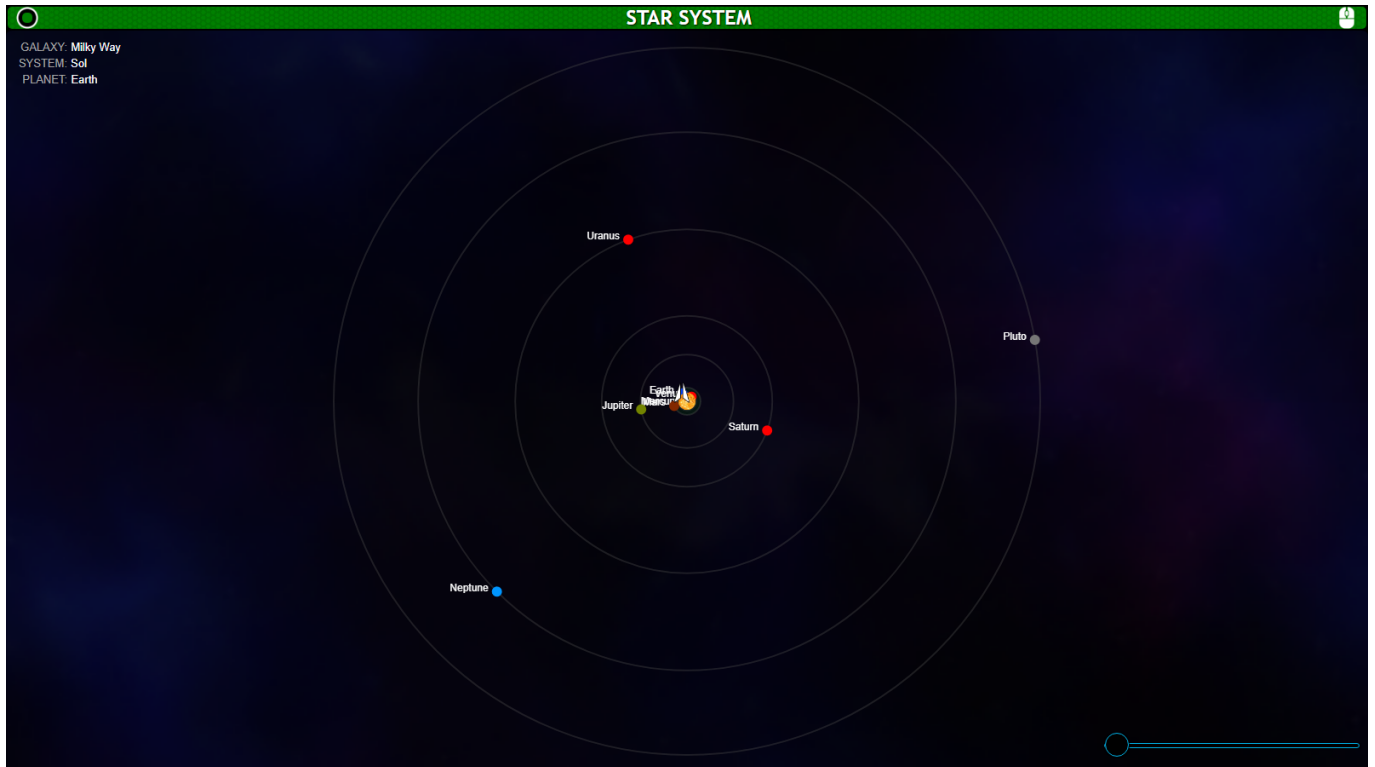


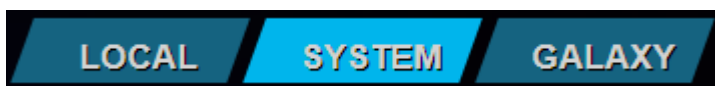
# Star System Console or System Map

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

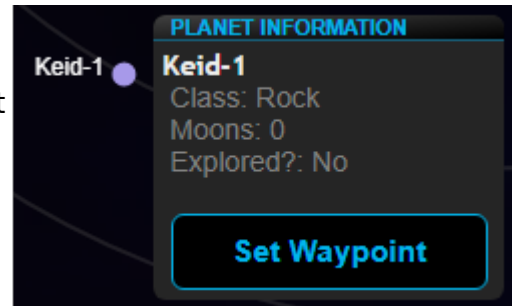
The Star System Console, as well as the System Map available on some stations, has a slider bar in the bottom right allowing you to zoom in for more detail on planets closer to the star.

## 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](#).

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Bridge Stations : [Flight](#) | [Tactical](#) | [Operations \(Comms\)](#) | [Science](#) | [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](#)  
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