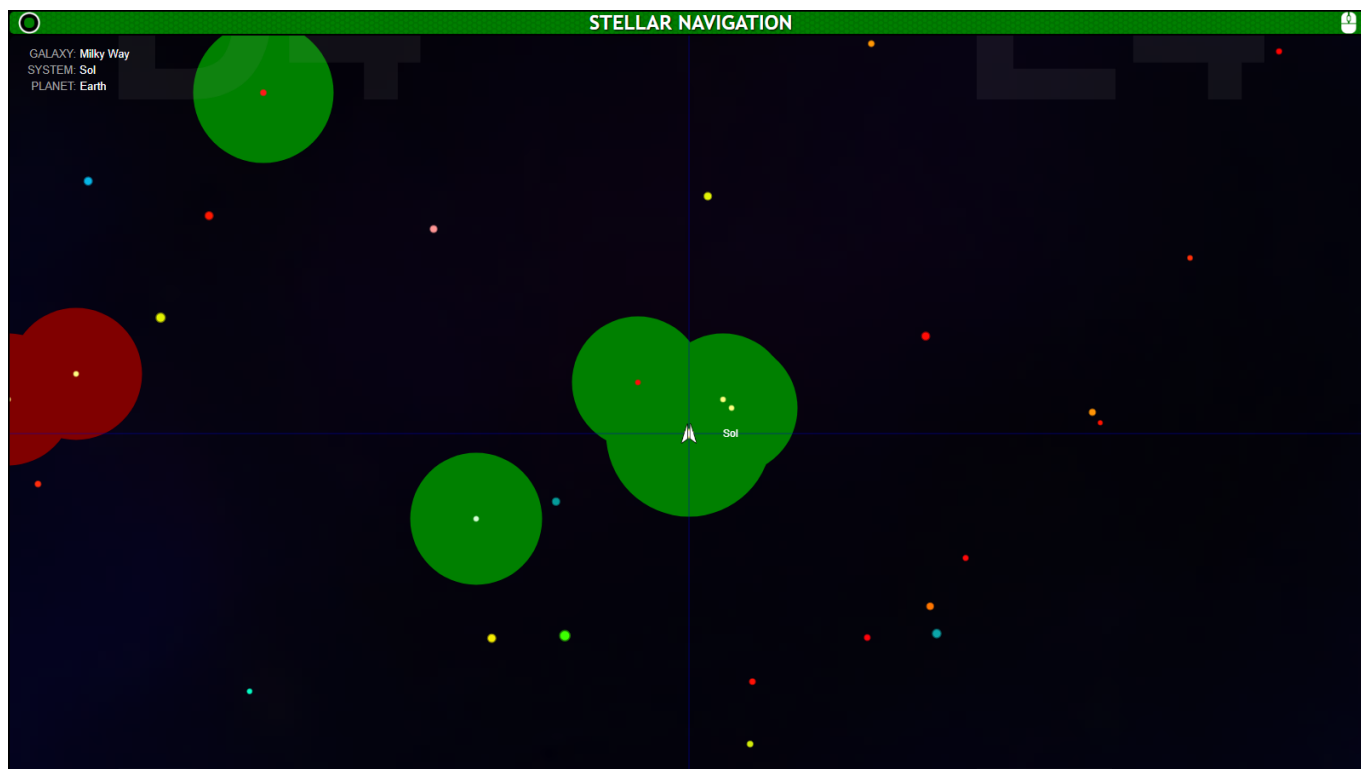


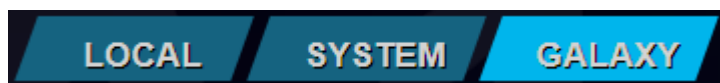
Stellar Navigation Console or Galaxy Map

The Stellar Navigation Console, or the Galaxy Map on [Flight \(Helm\)](#) or [Science](#), is a view of the Galaxy that allows you to select other Star Systems to investigate and set waypoints to planetary bodies via the [System Map](#).



Features

LSG Toggle



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

Zoom Slider

Also in Flight and Sciences, the Galaxy Map has a slider bar in the bottom right, allowing you to zoom in for more detail on star systems near you, or a wider view to see other star systems farther away.

Location

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

Color Coding

Some star systems will have a green or red area around them. These are to denote if the system is controlled by a friendly faction or an opposing faction (see [Factions](#)).

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](#)

Admin Consoles : [Game Master](#) | [Mission Control](#) | [Mission Status](#) | [Designer](#)

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Last update: **2021/05/14 19:47**

