

## Pan

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Selecting **Pan** from the top right HUD allows the operator to pan the grid view. This feature will allow for the vehicle to be panned off the screen if the Center On option is not selected.



**Category:** [Workspace - Flight View](#) [1]

**Applies to:** [Balefire Basic](#) [2]

[Mission View](#) [3]

**Article ID:** 15

**Source URL:** <http://localhost:8888/kb2017/pan>

### Links

[1] <http://localhost:8888/kb2017/main-categories/workspace-flight-view>

[2] <http://localhost:8888/kb2017/applies/balefire-basic>

[3] <http://localhost:8888/kb2017/applies/mission-view>