

## Pan servo home direction offset

This feature overcomes visual confusion between the camera home image and the home arrow. It causes the home arrow to point in the direction of home, regardless of the camera/pan offset.

**Note** : It does not account for the crafts heading if the pan servo is left offset.

**The pan servo must be centered, to manually navigate back to home!**

**Field** : `osd_pan_servo_index`

**Description** : Index of RC channel and pan servo mapping.

min: 0

max: 10

Go to the Configurator Mixer tab and allocate the RC channel that you wish to use as the PAN servo.

Servo	Input	Weight (%)	Speed (10µs/s)	Active	
1	Stabilized Roll	90	0	Always	Delete
2	Stabilized Pitch	85	0	Always	Delete
3	Stabilized Yaw	-85	0	Always	Delete
4	RC Channel 8	-60	0	Always	Delete

Output Mapping										
Output	S1	S2	S3	S4	S5	S6	S7	S8	S9	S10
Function	Motor 1	-	Servo 1	Servo 2	Servo 3	Servo 4	Servo 5	Servo 6	-	-

In this example, RC channel 8 is mapped to servo 4 in the model.

And servo 4 is plugged into position S6 on a Wing type flight controller.

`set osd_pan_servo_index = 4`

**Field** : `osd_pan_servo_pwm2centideg`

**Description** : Centidegrees of pan servo rotation uS PWM signal. A servo with 180 degrees of rotation from 1000 to 2000 uS PWM typically needs `18` for this setting.

Use a negative value if the Home Arrow rotates the wrong direction.

**Note**: This feature does not work with continuously rotating servos.

Default\_value: 0

min: -36

max: 36

This feature will operate with a Character based OSD or a Pixel based OSD. Although a Character OSD only has 22.5degrees of resolution. (360 / 16 characters).

To ensure the highest accuracy is obtained. The pan servo's maximum travel (+- weight %) should be set near one of these angles, by using a protractor.

- 180° servo travel - 22.5°, 45°, 67.5°, 90°
- 360° servo travel - 112.5°, 135°, 157.5°, 180°

