

# INITIAL SETUP / ACTIVATING DISH

## Step 1: Activate your Dish

If you have bundled a Starlink dish with your order you will have to activate with your KIT number that will be on underside of your dish or emailed to you (please check your junk folder).

Go to [starlink.com/activate](https://starlink.com/activate) and type your KIT number in to the text field.

Click on 'New Account' if you are new to Starlink or 'Existing Account' if already an existing user.

Once signed in, select what plan you would like your Starlink Dish to be on, entering in your personal/billing details.

Once processed please wait 5 – 20 minutes for your Starlink to be completely Activated.

## Step 2: Download Starlink App

Download Starlink app, you don't have to go through the setup, you can skip on the second page after clicking 'Start Setup' by clicking on the home button at the top.

## Step 3: Turning on Unit

Once everything is plugged in correctly, you can turn your unit on via the on/off switch on the unit or via dash switch. A Red LED will illuminate.

## Step 4: Connect to Wi-Fi

Wait 60 secs for the Wi-Fi to show in your phone settings and look for 'Outback Comms'.

**SSID:** Outback\_Comms\_xxx






**Password:** goodlife

*\*\*If "No Internet Connection" shows, don't worry, head into the Starlink app to see the status of the system.*

## Step 5: Wait for Dish to Boot

Open the Starlink app, if you are connected to Wi-Fi and have gone through the setup stage you will see a status page of the Starlink. When you first boot up you will see a progression bar, which will move as the Starlink wakes up.

The 5 statuses you will see:

-  Online - Everything is working normally
-  Online (Yellow) Your Starlink is online and has an alert
-  Offline - Starlink is not able to find satellites, this usually fixes itself
-  Restricted - Your dishy isn't activated, please activate or give it more time
-  Disconnected - This is usually a cabling or power issue