

Turn on the Device for the First Time



Hint:

The safety instructions and technical specifications can be found in the Quick Manual of the respective product, e.g. consoles:

For information on safety instructions, see [**grandMA3 Quick Manual Consoles – Safety**](#).

For technical specifications, see [**Technical Data**](#) in the [**grandMA3 Quick Manual consoles**](#).

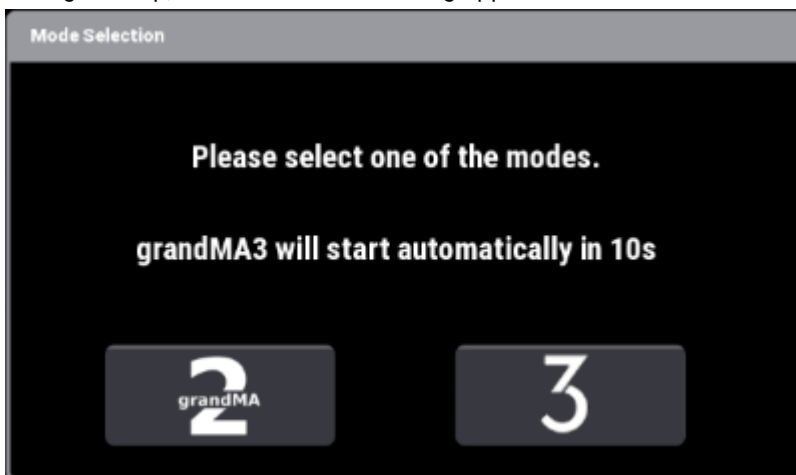
Turn on the grandMA3 Device

1. Unpack the grandMA3 device.
2. Remove packaging and cushioning material.
3. Place the device indoors on a stable surface.
4. Connect external monitors using the native DisplayPort connectors (optional).
5. Connect an external mouse or keyboard using the USB ports (optional).
6. Insert the power connector into the corresponding jack.
7. Connect the power plug with the mains.
8. Turn on the power switch on the rear panel.
9. Press the power key on the front panel.

The device starts booting.

Select Mode

During start-up, the **Mode Selection** dialog appears:



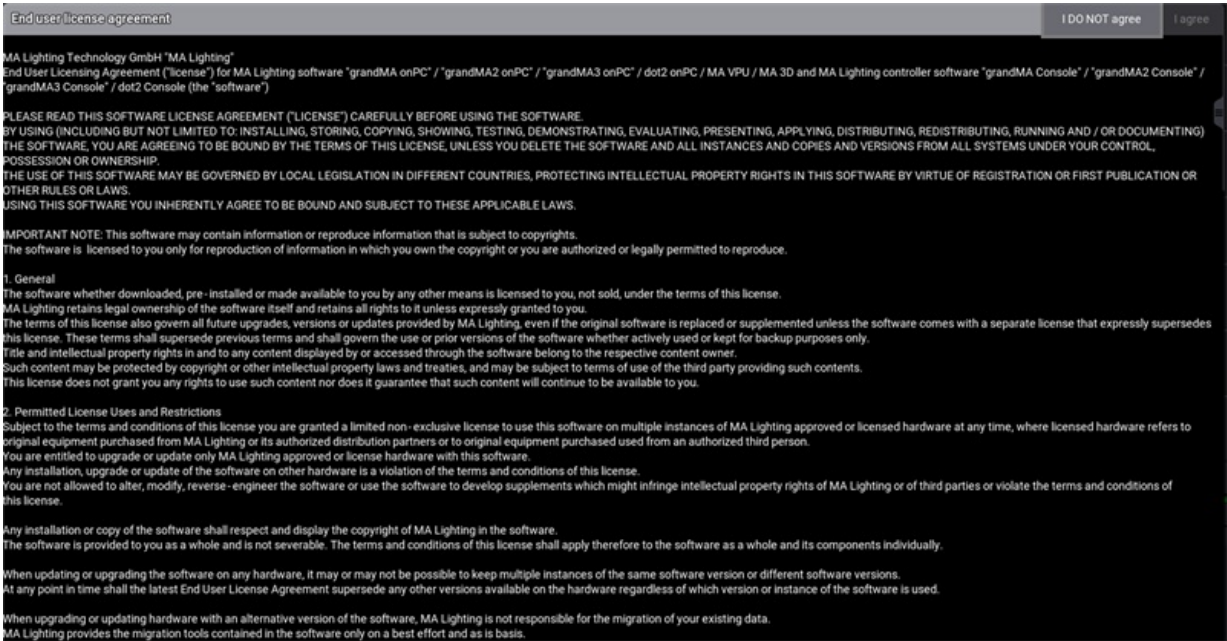
- Tap to select a mode.

For more information, read the [**Mode2 topic**](#) in the section grandMA3 Mode2 of the [**grandMA2 User Manual**](#).



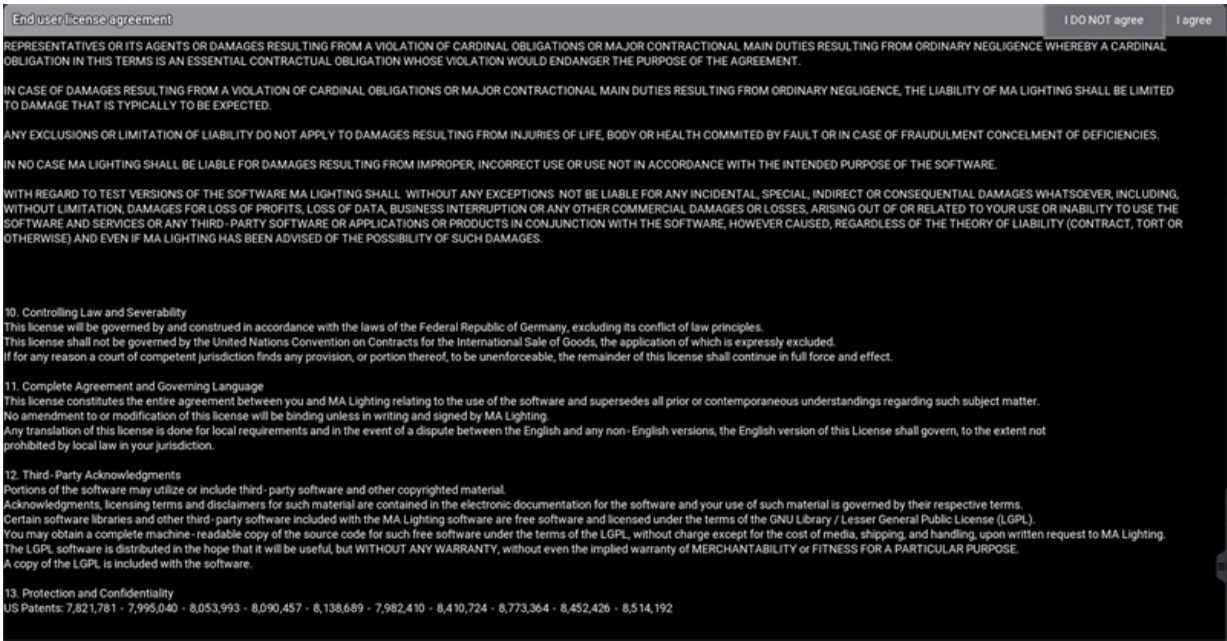
End-User License Agreement (EULA)

After selecting grandMA3 mode, the console starts to boot and the pop-up **End-User License Agreement (EULA)** opens.



End-user License Agreement (EULA)

- Scroll down to read the complete EULA. The button **I agree** in the upper right corner of the pop-up turns white.



End-user License Agreement (EULA) I agree button



- To confirm the EULA, tap **I agree**.

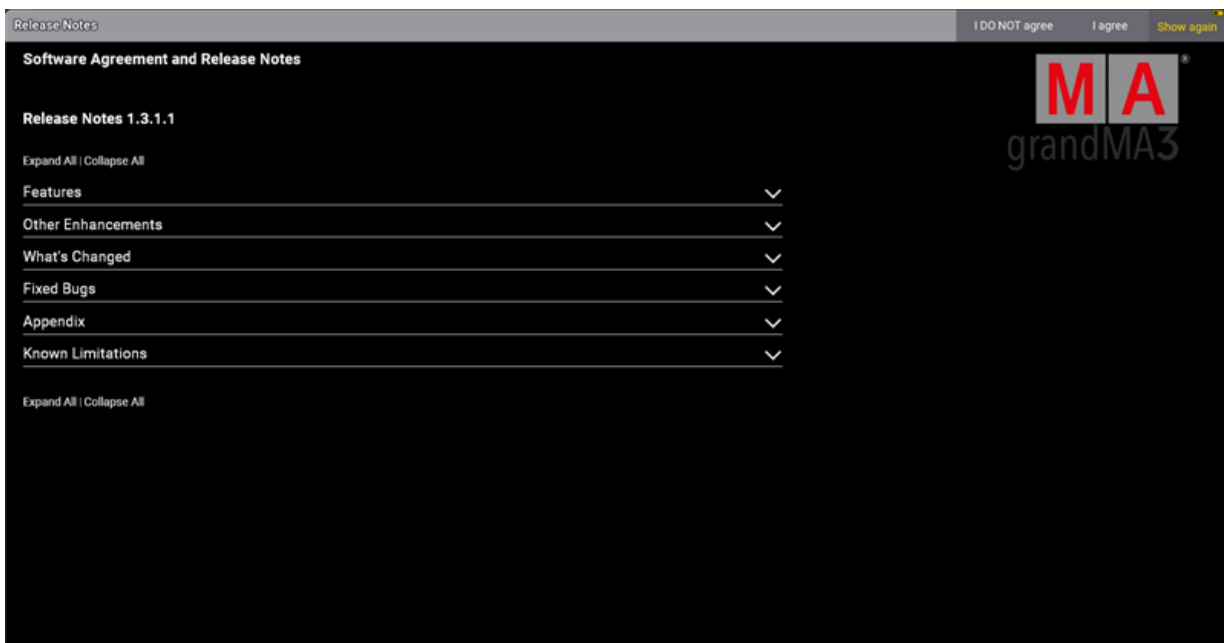


Hint:

The EULA will only be displayed the first time of booting the console and every first boot after updating the software.

Release Notes

The Release Notes of the current version appear on the screen.



Release Notes

- To confirm the Release Notes, tap **I agree**.
- If you do not want the software to show the Release Notes again after booting, tap **Show again** to disable.

You can now use your grandMA3 device.

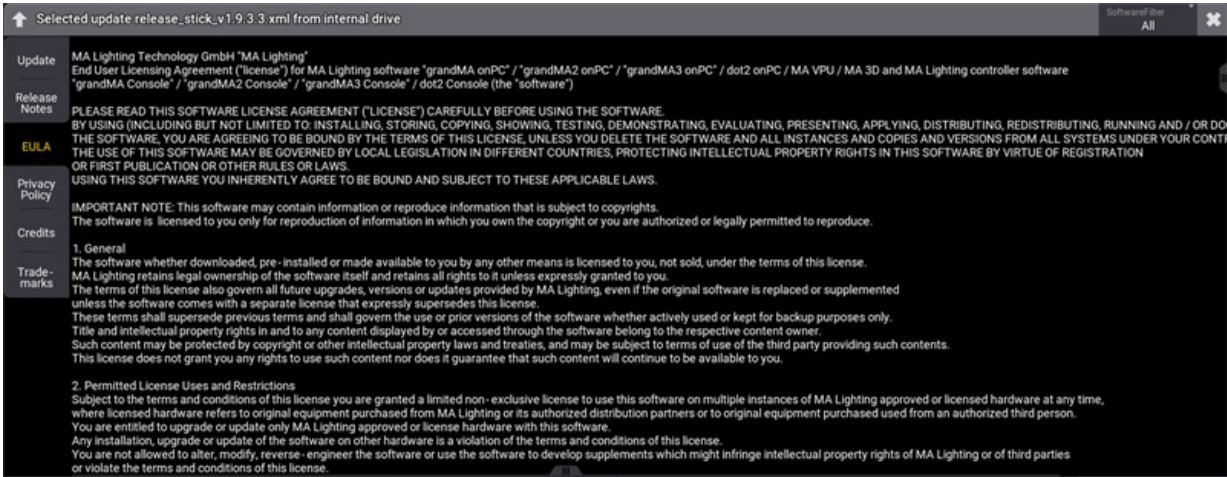
Third-party Software

The software comes with standard codecs to play videos and display images.

When you install third-party software, make sure that you have the required licenses.

Third-party software can be activated by accepting the additional third-party software agreement.

- To accept the additional third-party software agreement, **open the Software Update menu**.



- Tap **EULA**, then tap **Third-Party Software**.



- Tap **I AGREE** to accept the additional third-party software agreement