



# Security.UnquarantineDevice

<b>Method</b>	<b>UnquarantineDevice</b>
<b>Module</b>	Security
<b>Library</b>	Security
<b>Action</b>	<p>Allows devices to communicate with devices other than the Tachyon Switch and Background channel servers.</p> <p>This is intended to be used after QuarantineDevice.</p> <p>Changes made to routing tables, the hosts file, or IPv6 bindings during quarantine will be lost, as the agent will attempt to revert modifications it made back to a pre-quarantine state.</p> <div style="border: 1px solid red; padding: 5px;"> Ensure you understand the impact of using the Quarantine feature.</div>
<b>Parameters</b>	(none)
<b>Return values</b>	<p>Status (string): The quarantine status. If the response is a success, this will be <code>NotQuarantined</code>.</p> <div style="border: 1px solid yellow; padding: 5px;"> If the device was already not in a quarantined state, the action is successful but nothing is returned ("success no content").</div>
<b>Example</b>	<pre>Security.UnquarantineDevice();</pre>
<b>Platforms</b>	<ul style="list-style-type: none"><li>Windows</li></ul>
<b>Notes</b>	<ul style="list-style-type: none"><li>This is not available on Windows XP.</li><li>Quarantine requires working persistent storage.<ul style="list-style-type: none"><li>If persistent storage is removed or corrupted during quarantine, the agent will be unable to revert to an unmodified state.</li></ul></li><li>Upgrading the agent whilst under quarantine is not supported or recommended.</li></ul>