

## REATTACH AN ACTOR

If an Actor has to be reimaged, due to migration or corruption, the Actor reattachment feature lets you create a fresh Actor. This feature also retains the configuration (such as Jobs and Monitors) for that existing Actor in system settings.



Although the new Actor must have the same capabilities as the old one, it can have its own new capabilities. However, make sure that those new capabilities are equivalent to the previous Actor.



In general, the new Actor node must use the same operating system as the original one to prevent crossing up old/new Actors (for example, Windows, macOS, or Ubuntu). Network Actors have some exceptions; for example, a CentOS-based Actor can be reattached as a Rocky Linux-based Actor, but keep in mind that a CentOS Actor can't be reattached as an Ubuntu Actor. In addition, the new node must be the same type (for example, appliance vs non-appliance) as the original one to prevent mistakes.

### Reattach an Actor

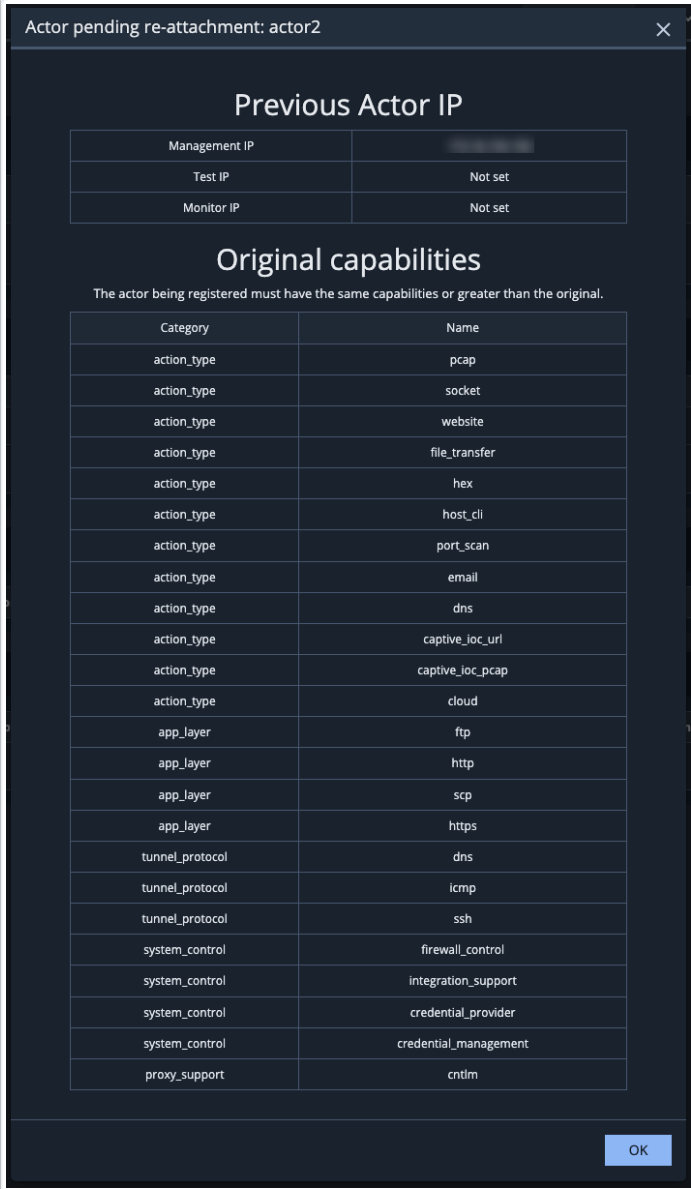
1. From the Director web interface, select **Environment > Actors**.
2. In the Actions menu, locate the Actor that you want to reattach, click **more**, and then click **Re-attach**.



- A new registration token gets generated when you click **Re-attach**.
- Reattaching an Actor results in any attached monitors failing until the Actor is reconnected.

3. Read the message that asks if you're sure that you want to attach the Actor to another Actor, and then click **OK** to continue. The Actor gets added to a pending list.

To see details about the previous Actor's IP information, click **info**, which appears next to the pending Actor in the Status column. Details include Management IP, Test IP, and/or Monitor IP information, and the original Actor's capabilities. Click **OK** to close the window.



Actor pending re-attachment: actor2

### Previous Actor IP

Management IP	
Test IP	Not set
Monitor IP	Not set

### Original capabilities

The actor being registered must have the same capabilities or greater than the original.

Category	Name
action_type	pcap
action_type	socket
action_type	website
action_type	file_transfer
action_type	hex
action_type	host_cli
action_type	port_scan
action_type	email
action_type	dns
action_type	captive_ioc_url
action_type	captive_ioc_pcap
action_type	cloud
app_layer	ftp
app_layer	http
app_layer	scp
app_layer	https
tunnel_protocol	dns
tunnel_protocol	icmp
tunnel_protocol	ssh
system_control	firewall_control
system_control	integration_support
system_control	credential_provider
system_control	credential_management
proxy_support	cntlm

OK

Actor IP and Original Capabilities details

4. Connect to the Actor by using SSH, and then run the following command on the Actor before proceeding to the next step or the connection may fail:

```
sudo /opt/apps/verodin/node/node/scripts/vreset
```


5. Reattach the Actor using the steps that pertain to your Actor mode:
  - o Pull mode (CLI):

1. Connect to the Actor by using SSH.
2. Run the following command:

```
sudo /opt/apps/verodin/node/node/scripts/vregister
```

3. Enter the registration token on the Actor.

- Push mode (web interface):

1. To connect the Actor, return to the Director web interface and then click  **more**. The Connect Actor window opens.
2. In the Connect Actor window, enter the Management IP or FQDN. To validate the FQDN, check **Validate FQDN**.

FQDNs must comply with RFC 1123, a standard that defines the requirements for FQDNs on the internet. This standard specifies that FQDNs can only contain the following:



- Letters (A-Z, a-z)
- Digits (0-9)
- Hyphens (-)

Underscores are not permitted.

For more information, see [RFC 1123: Requirements for Internet Hosts](https://www.rfc-editor.org/rfc/rfc1123.html) (<https://www.rfc-editor.org/rfc/rfc1123.html>).

3. Click **Connect**.