

# Contain CrowdStrike devices from a detection

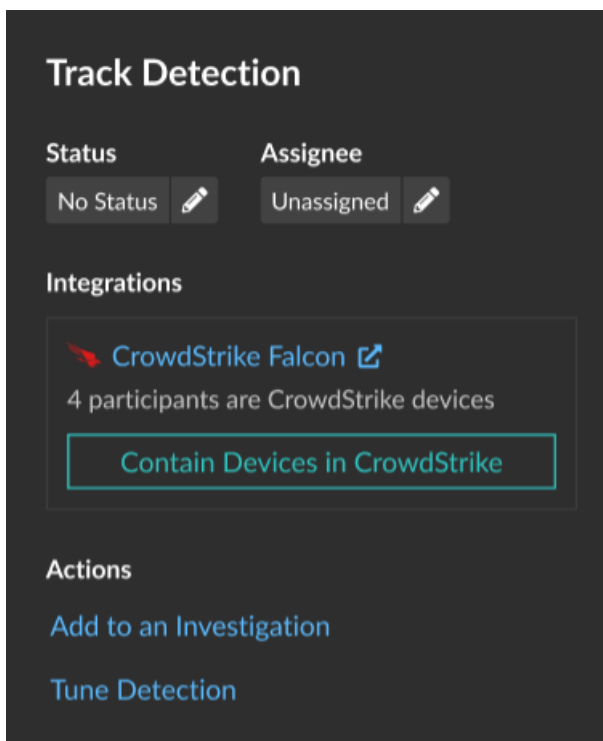
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You can initiate containment of CrowdStrike devices that are participants in a security detection. Containment prevents devices from establishing connections to other devices on your network.

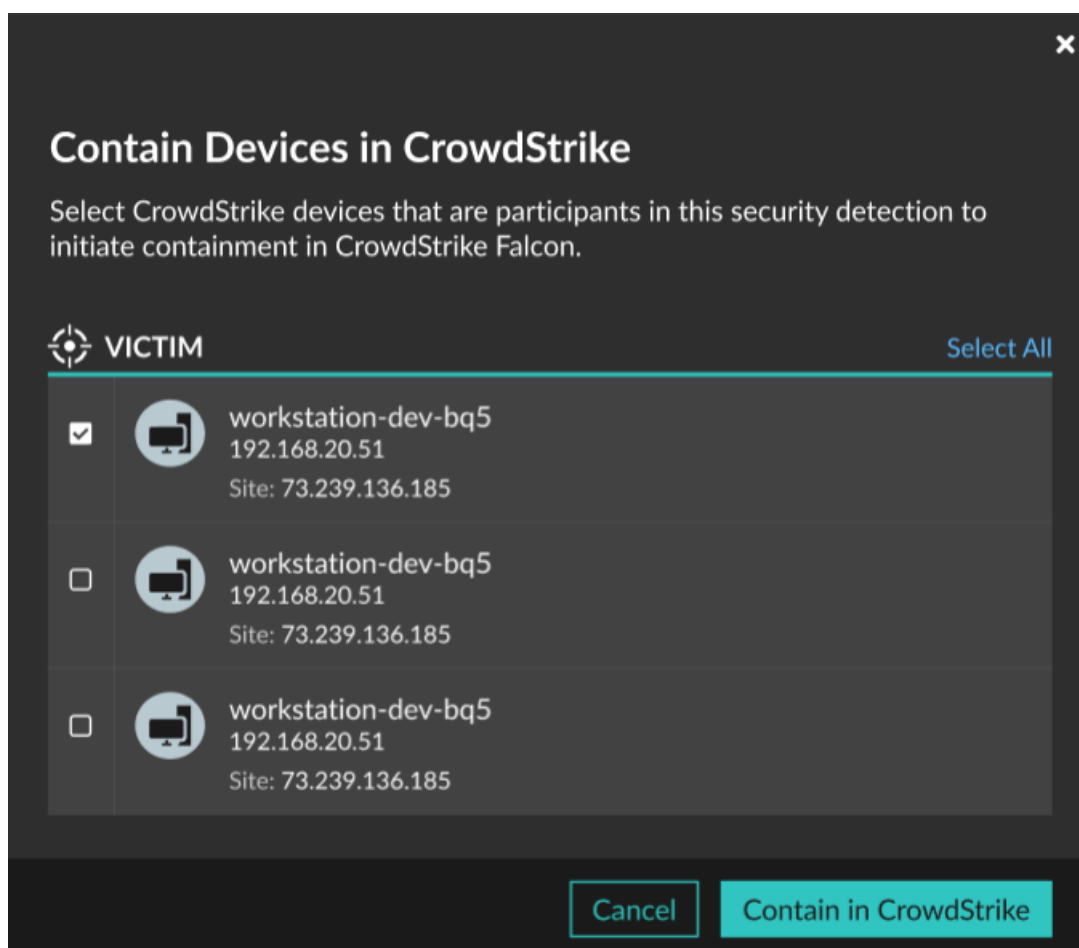
After you initiate containment from a detection, a request is made to CrowdStrike Falcon to contain the devices and a Containment Pending status appears next to the participant. The status is updated to Contained only after the ExtraHop system receives a response from CrowdStrike.

## Before you begin

- Device containment must be enabled for the [CrowdStrike integration](#).
  - Users must be granted access through the [Detections Access Control global policy](#) and have limited-write [privileges](#) or higher to complete the tasks in this guide.
1. Log in to the ExtraHop system through <https://<extrahop-hostname-or-IP-address>>.
  2. At the top of the page, click **Detections**.
  3. Click a detection title to view the detection detail page.  
The number of CrowdStrike devices that are participants in the detection appear in the Integrations section under Track Detection.



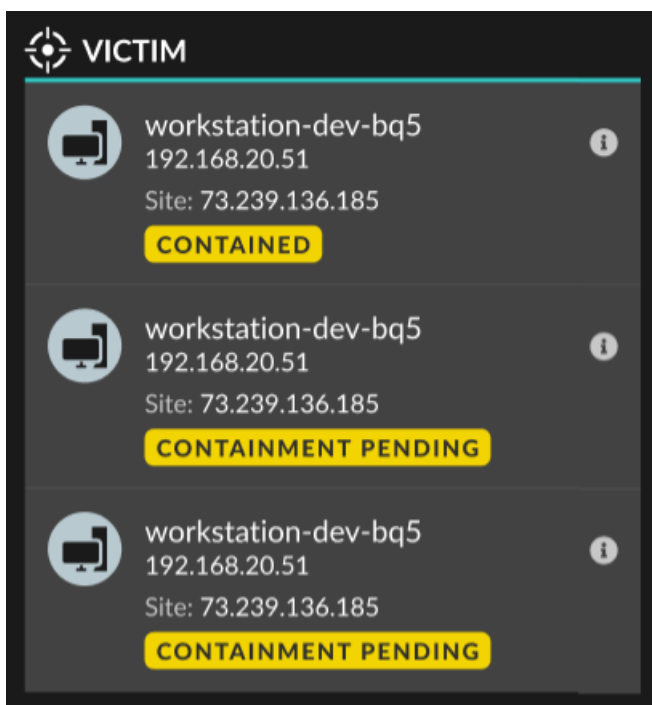
4. Click **Contain Devices in CrowdStrike**.  
The dialog box displays the CrowdStrike devices associated with the detection.



5. Select the devices you want to contain and click **Contain in CrowdStrike**. A request is sent to CrowdStrike and the Containment Pending status appears next to each selected participant.

#### Next steps

- Verify device containment by checking the status from the detection details. The containment status also appears in the [device properties](#).



- Retry containing a device. The Containment Pending status no longer appears when a containment request to CrowdStrike is denied or expires.
- Release a device from containment from the CrowdStrike Falcon console. From the Integrations section under Track Detection, click **CrowdStrike Falcon** to open the console in a new tab. The containment status no longer appears after the ExtraHop system receives a response from CrowdStrike.