## Managing device policies

Coro implements device management through *policies*. In a policy, you can define application *Allowlists* that can enforce application usage restrictions on the enrolled devices to which the policy is applied.

For *supervised iOS* devices, a policy does not prevent excluded applications from being seen in the Apple App Store, nor does it prevent installation. However, a policy does prevent the user from being able to run an installed application that is not part of the policy Allowlist. For *BYOD iOS* enrollments, a policy cannot be enforced at all. However, Coro can retrieve an installed app list from the device and report where policy contraventions occur on the **Devices** page.

For *company-owned Android* devices, an applied policy completely prevents the user from viewing excluded applications in the Google Play Store or installing anything not on the policy Allowlist. This is also true for *BYOD Android* devices, although this is limited to the installed **Work** profile.



Note

The **Personal** profile on a BYOD Android device is completely unaffected and continues with normal unrestricted access to apps in the Google Play Store.

Coro allows an individual policy to be applied to both iOS and Android devices concurrently, with a single policy containing separate configuration for each platform. Mobile devices of both types can be enrolled in MDM without an applied policy if you wish to just monitor the device. However, to actively manage a device, apply a policy.



**Important** 

You can apply a single policy to multiple devices, but a device can have only one policy applied at any time.

Before you set up a device policy, make sure you know the Bundle IDs (iOS) or Package names (Android) of the applications you want to allow.

To view and create device policies, perform the following steps:

- 1. Log into the Coro console.
- 2. Select the Mobile Device Management module.



Note

If Mobile Device Management is not enabled, contact your Coro sales representative.