

Qualys Patch Management

Release Notes

Version 2.7 January 01, 2024

What's New

Here's what's new in Patch Management 2.7!

Mac Sonoma 14.x Support

QQL-based Deployment Jobs Enhancement

Defer Cloud Agent Scans

Qualys Patch Management 2.7 brings you more improvements and updates! Learn more

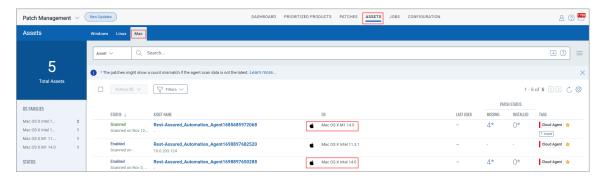
Mac Sonoma 14.x Support

You can now deploy patches on assets with the Mac Sonoma 14.x operating system.

Prerequisite

It's a must to have the cloud agent versions Mac Intel Agent 5.2.0.x and Mac ARM Agent 5.3.0.x.

For more information, refer to the Supported Product Versions Guide and Cloud Agent Platform Availability Matrix (PAM).

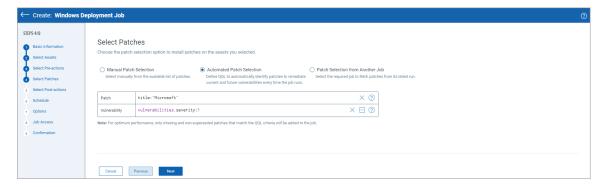


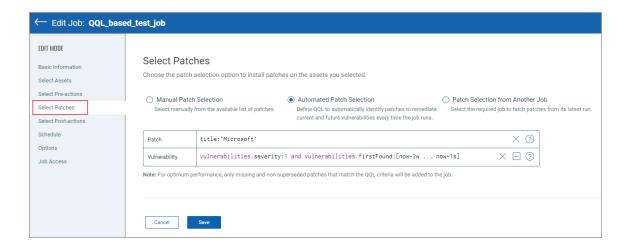
QQL-based Deployment Jobs Enhancement

Before this release, while creating or updating the Windows or Linux deployment jobs, you could use either patches or vulnerabilities QQL tokens during automated patch selection. With this release, you can use the patches and vulnerabilities QQL tokens together.

Note: Only the patches that fulfill the criteria based on the combination of these QQL tokens are considered and added to the job.

For more information, refer to the 'Creating Patch Job for Windows Assets' and 'Creating Patch Job for Linux Assets' sections from the Online Help.

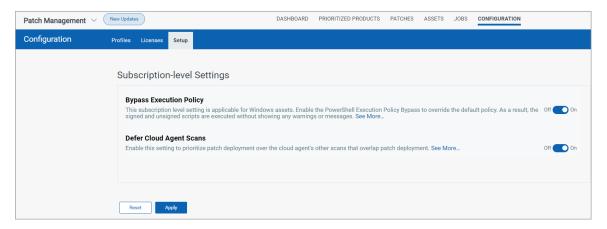




Defer Cloud Agent Scans

With this release, we introduced the subscription-level setting, **Defer Cloud Agent Scans**. Super users and users with the "Patch Manager" role can enable or disable this setting to prioritize patch deployment over the cloud agent's other scans if they overlap the ongoing patch deployment.

Note: This setting is applicable only for Windows Deployment Jobs and Windows Rollback Jobs. For more information, refer to the Online Help.



Issues Addressed

- We fixed an issue where different patches were sent to agents for a QQL-based job that was part of the same run of the deployment job.
- We fixed an issue where a change in asset timezone was not processed correctly.
- We fixed an issue where patch job deletion from the UI was unsuccessful.
- We fixed an issue where, for some of the job executions, assets under those jobs were stuck as "Pending" due to the same schedules between the jobs.
- We fixed an issue where the same assets were reflected in the **Patch Job Details** > **Assets** tab after clicking the next arrow to see the next set of assets.