

Approving Node Import Requests in Exalate Classic Console

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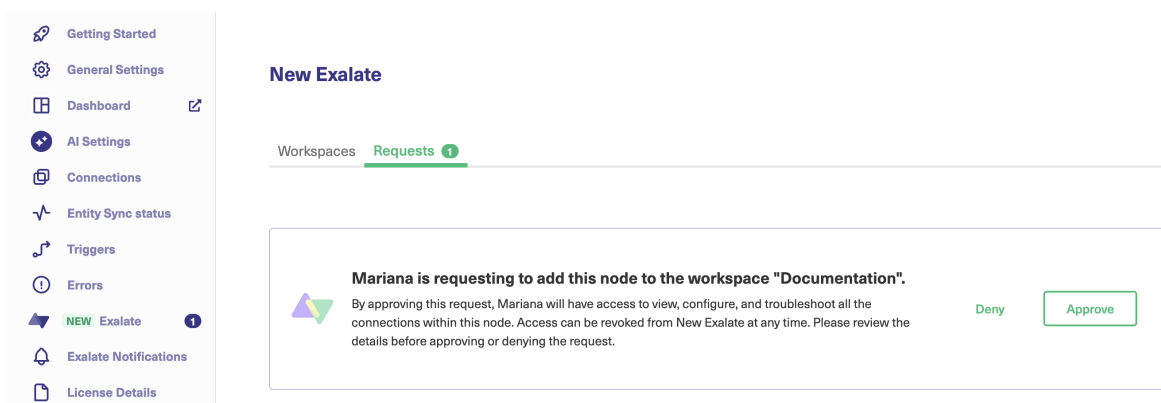
When a user in the new Exalate console requests to import a node, the Exalate Classic Console administrator must approve or decline the request within the **Exalate Classic App**.

Receiving an Import Request

Once a request is sent from New Exalate, the node administrator will receive a **notification** in the UI.

To review the request:

1. Open the **Exalate application**.
2. Navigate to the **New Exalate** tab.
3. Select the **Requests** section.
4. Locate the request, which displays the **username** of the requester and the **workspace name** where the node is being imported.



Approving or Denying a Request

- Click **Approve** to allow the node to be imported into the specified workspace.
- Click **Deny** to reject the request.

Important: Once a request is **denied**, the notification will disappear from Exalate. If a request was denied by mistake, a new request must be sent from New Exalate for approval.

What Happens After Approval?

Once an Exalate admin **approves** a node import request:

- The node is added to the specified New Exalate **workspace**.
- Any connections involving this node can now be **managed via New Exalate**. This includes:
 - Viewing and configuring connection sync rules.
 - Changing connection status.
 - Troubleshooting.
- The access can be revoked from New Exalate UI at any time.

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