# Managing Files with Vespa MSE Design Software

The Vespa Design Software architecture uses a powerful, back-end database to store all data. This Database driven design provides many features and benefits to the user.

When the Vespa design interface opens up, you are really looking at the Front-End of a very complex database. Like other databases, when you create a project, or enter in new information, you are entering this data directly into the database and the information is stored instantly. The major benefit of this is that you do not have to keep saving your work – it is automatically saved as it is input. However, since you may be more used to programs that simply store inputs in random access memory until you hit the "save" button, you may not realize at first that the changes you are making to a file are permanent.

Therefore, if you open up an existing project and plan on making changes, copy this project as a new revision first (Refer to Tutorial 1), to ensure your previous work is saved if you need to return to it later. By using the "Revisions" file management system, you will have an accurate, chronological record of all your work on the file and not have to worry about overwriting previous versions of the project.

The other aspect of the database driven architecture that may require some getting used to is the fact that a stand-alone "file" is not required to be created for a particular project. Instead, all of the projects and related data are stored in the back-end database. However, if you are more comfortable with having a "stand-alone" project file, or need to email a file to a colleague for review, Vespa also allows you to do this. Just go to the File menu and select "Save as". You can now save your file as a " .vsp " Vespa file. This file can then be loaded back into Vespa using the "File / Load Project From" menu option.

This architecture allows Vespa to have an unlimited number of Walls running in any individual project and will have the ability to share information between the Walls easily. As well, future calculation Engines can be easily "plugged" in.