

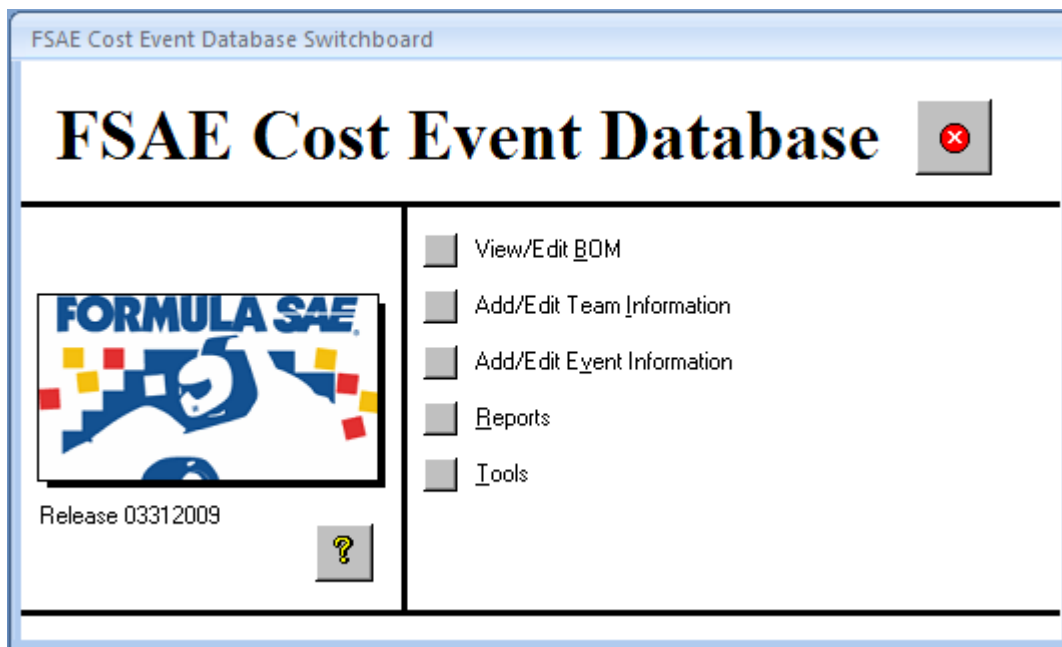
**Formula SAE / Formula  
Student  
Cost Application  
Cost Announcement #002  
Local Database Rebuild  
Procedure**

## Part 1: Update your software

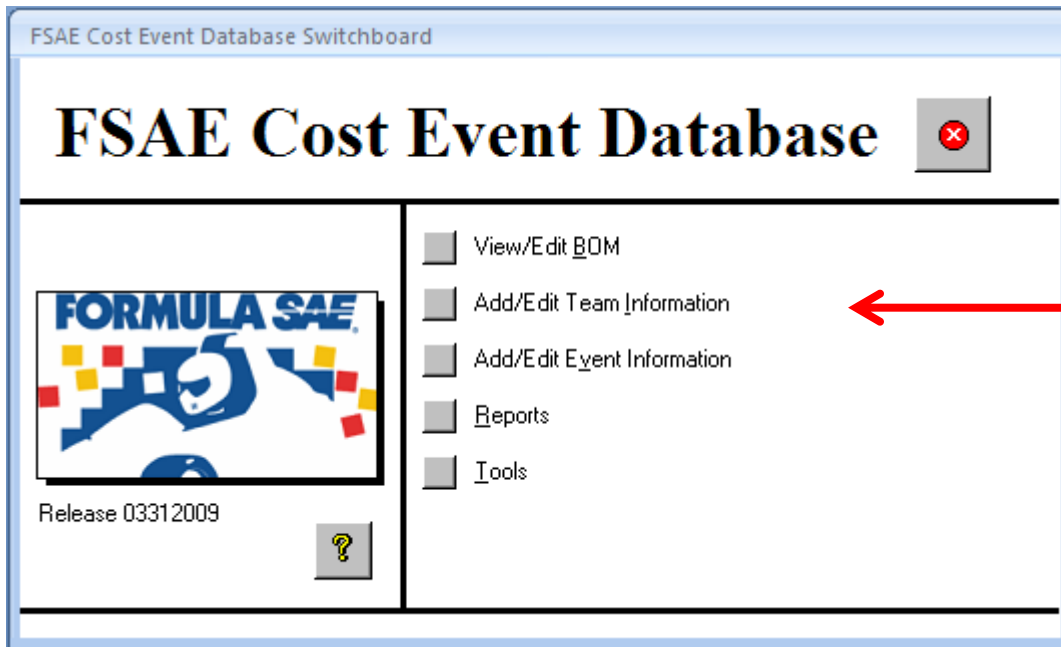
A new version of the software is available. A full installation version can be downloaded for users who have not yet installed the program on a computer. If you have already installed the program download the run-time only file and replace the fca.accdr file in c:\fca with the new one on the website. It is always a good idea to backup your fca\_DATA.acdde file from c:\fca. After overwriting the fca.accdr file with the new one from the website follow the following directions.

Start at the Main Switchboard Screen

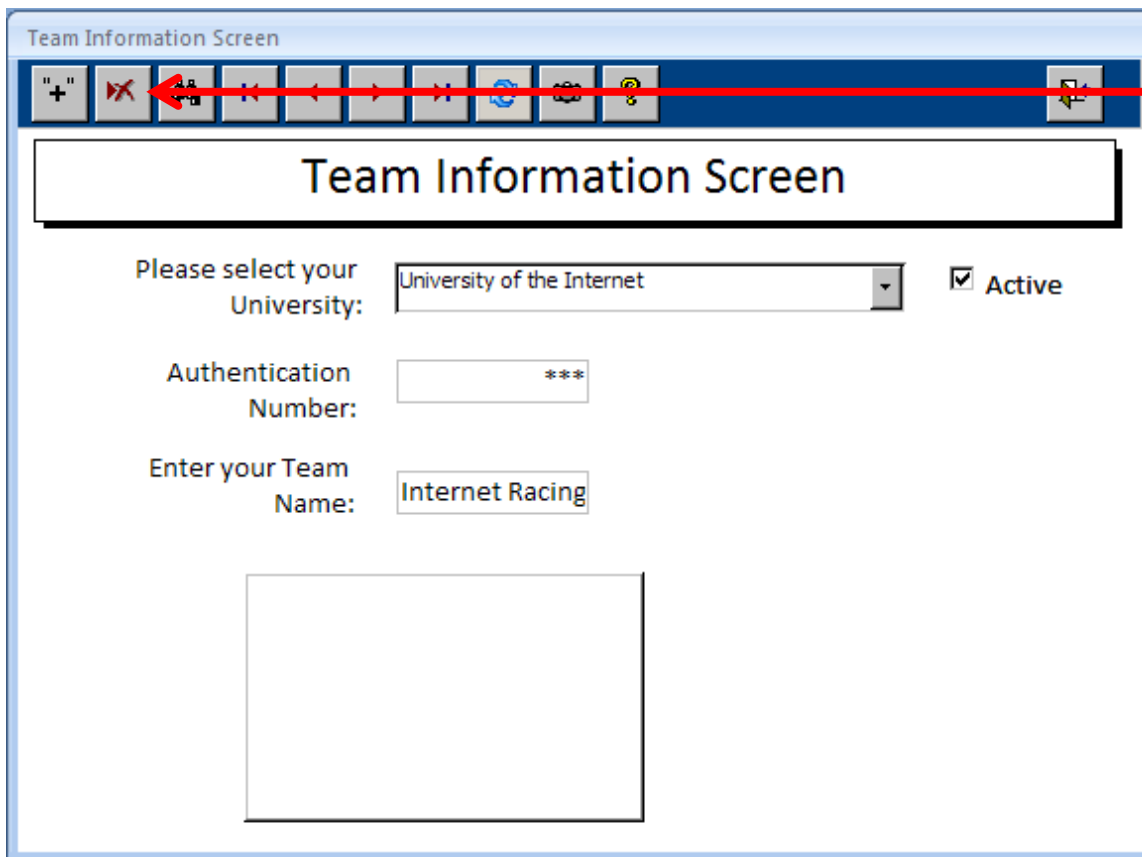
After opening the cost application the following main Switchboard will display when the program is run:



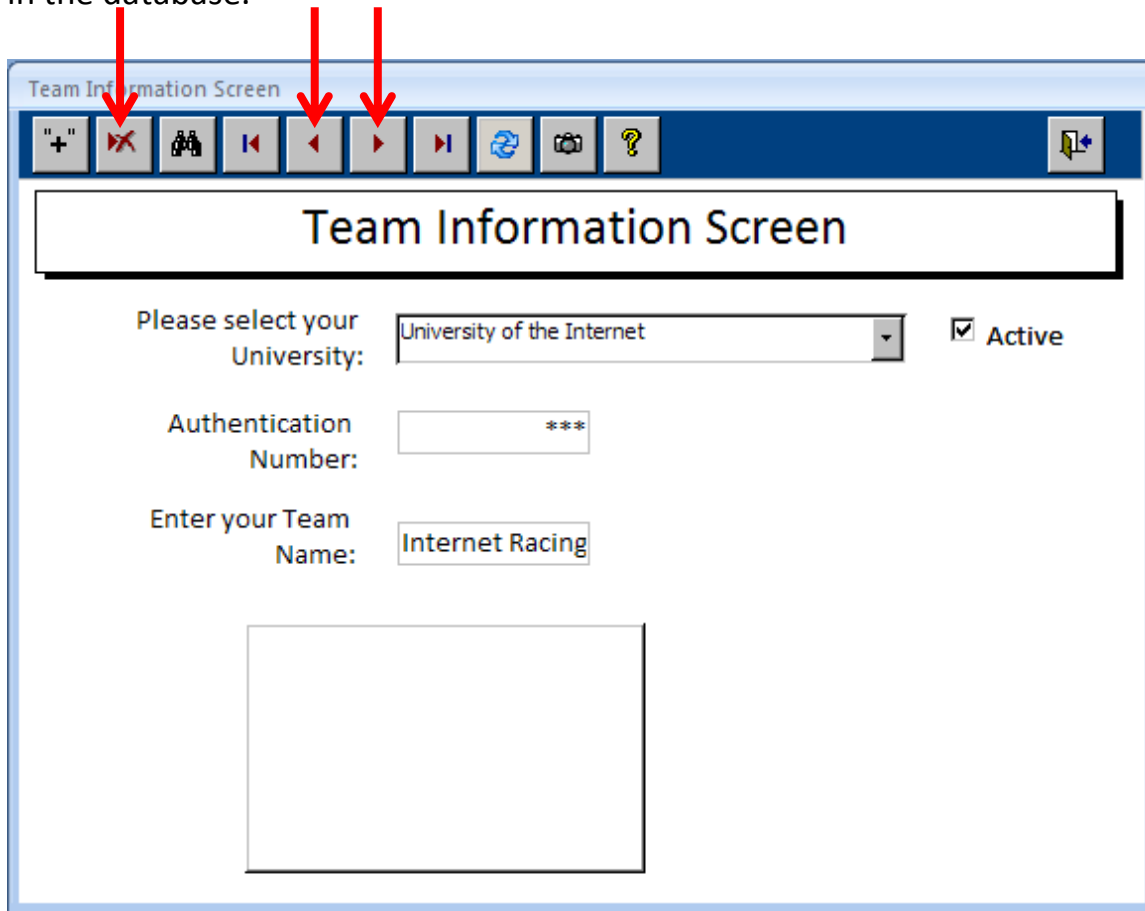
First, recreate the Team information. **Select Add/Edit Team Information:**



**Delete Team Information:** To rebuild the database delete all team information by clicking the red x.



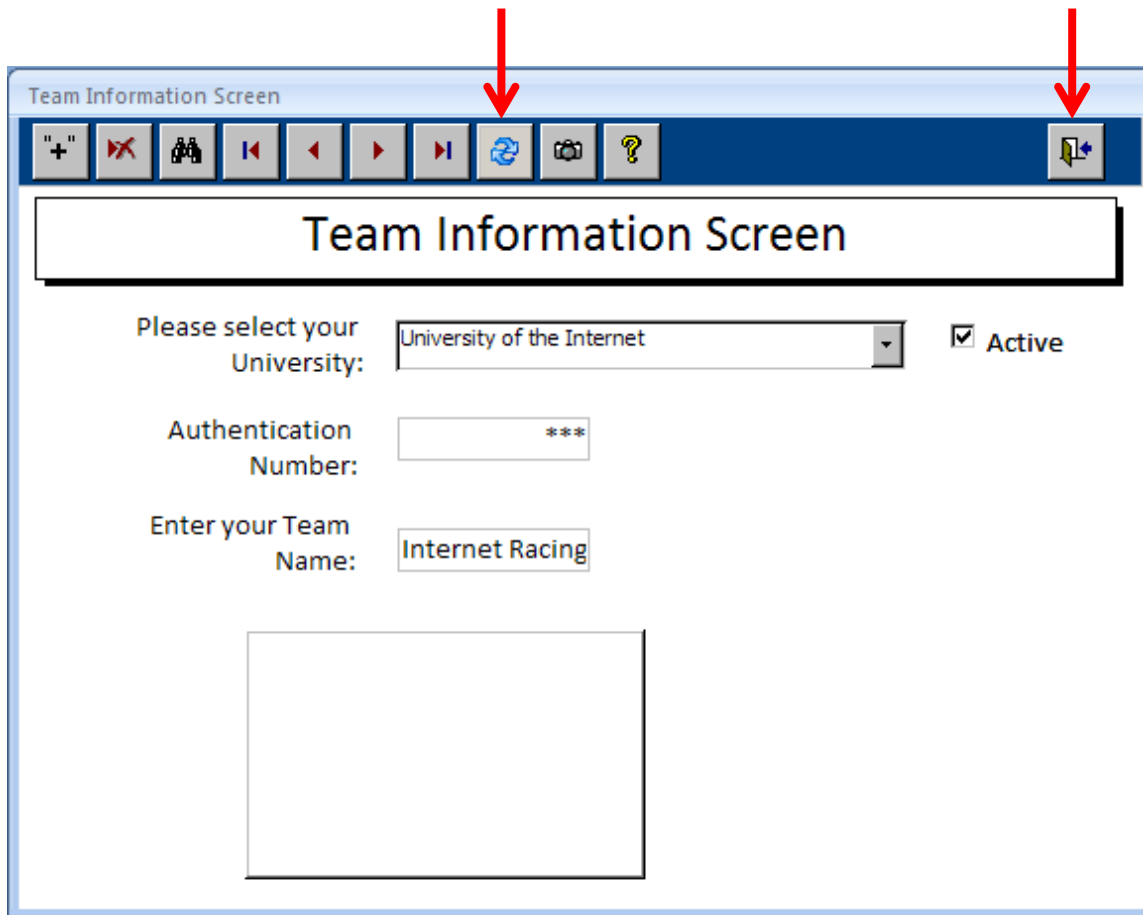
Click the forward/backward buttons and delete any additional team information in the database.



The screenshot shows a web application window titled "Team Information Screen". The window has a blue header bar containing a series of icons: a plus sign, a red X, a group of people, a left arrow, a right arrow, a refresh symbol, a camera, a question mark, and a home icon. Three red arrows point to the red X, the left arrow, and the right arrow icons. Below the header, the main content area is titled "Team Information Screen" and contains the following form elements:

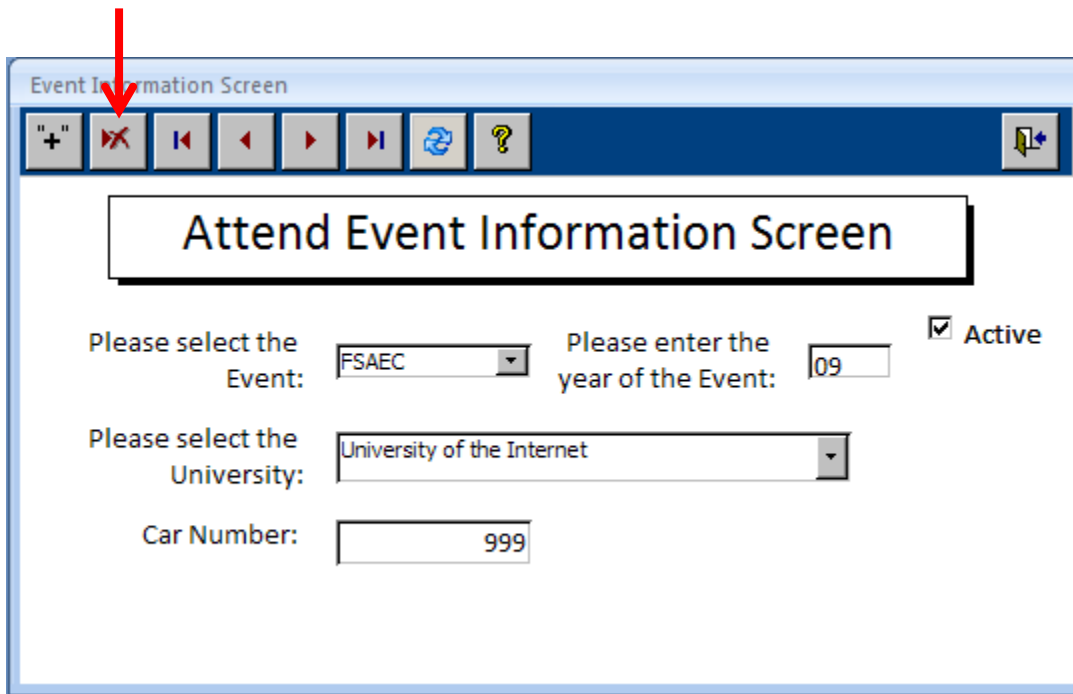
- A label "Please select your University:" followed by a dropdown menu showing "University of the Internet" and a checked checkbox labeled "Active".
- A label "Authentication Number:" followed by a text input field containing "\*\*\*".
- A label "Enter your Team Name:" followed by a text input field containing "Internet Racing".
- A large empty rectangular box below the input fields.

Once all the existing data is deleted. Recreate a single page of Team information, click refresh then exit to the main screen.

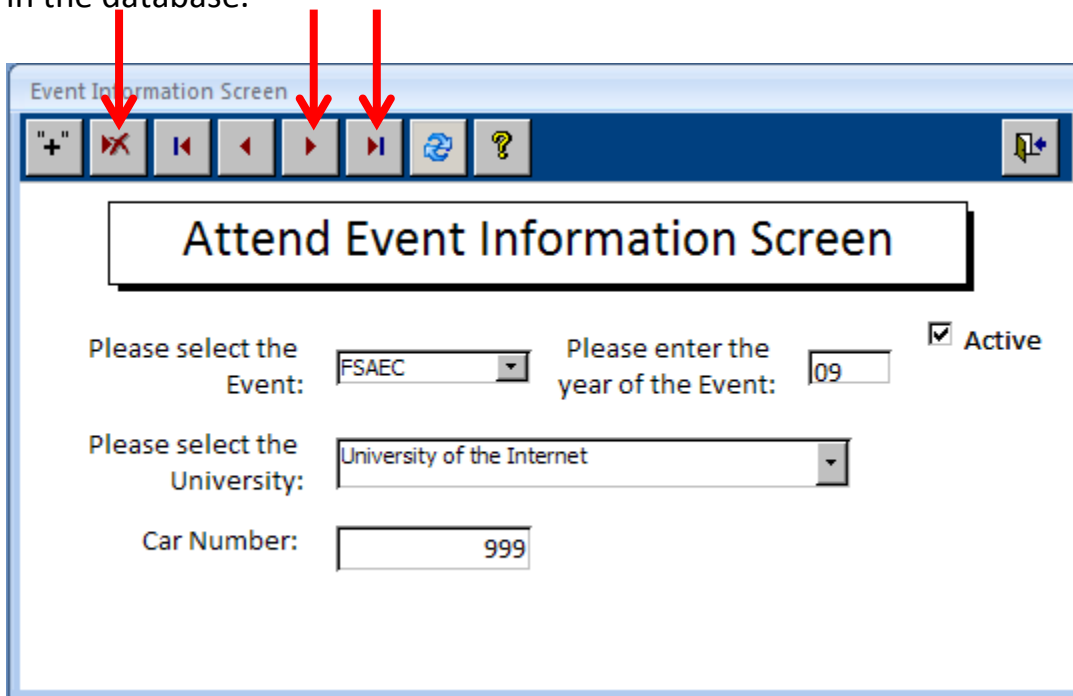


The active checkbox is how the active team and event are selected. This allows Cost Data for more than one event or year to exist in the database at the same time. If more than one team or event are active at once sync errors will result. In future versions the active check will be fixed to not allow more than one item to be active at once. Until then, please manually check.

**Delete Event Information:** To rebuild the database delete all event information by clicking the red x.



Click the forward/backward buttons and delete any additional team information in the database.



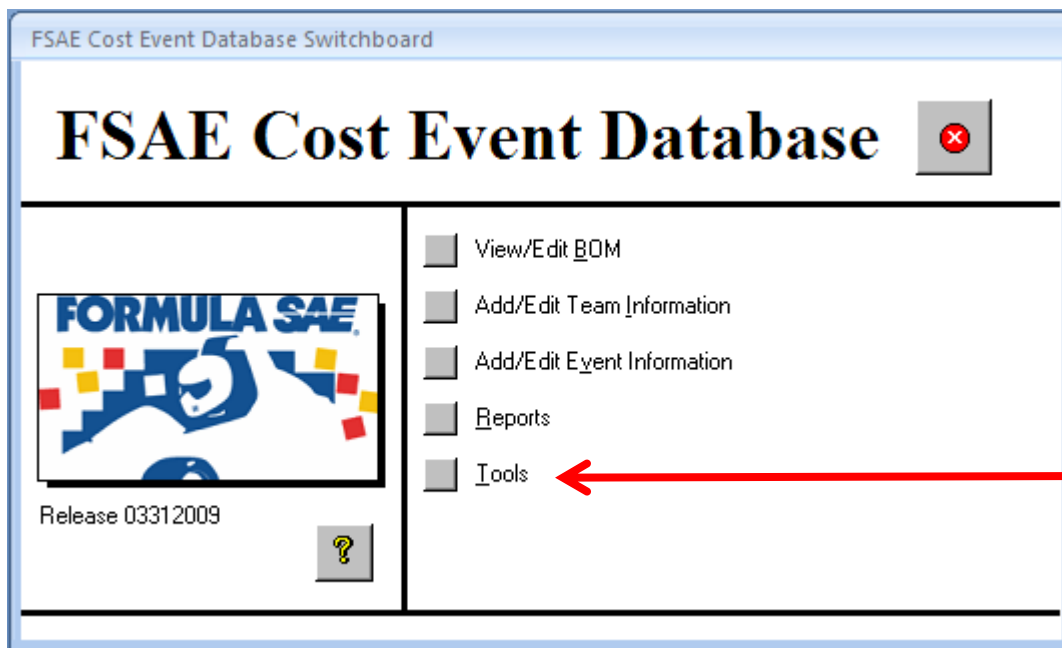
Once all the existing data is deleted. Recreate a single page of event information, click refresh then exit to the main screen. The active checkbox is how the active team and event are selected. This allows Cost Data for more than one event or year to exist in the database at the same time. If more than one team or event is

active at once sync errors will result. In future versions the active check will be fixed to not allow more than one item to be active at once. Until then, please manually check.

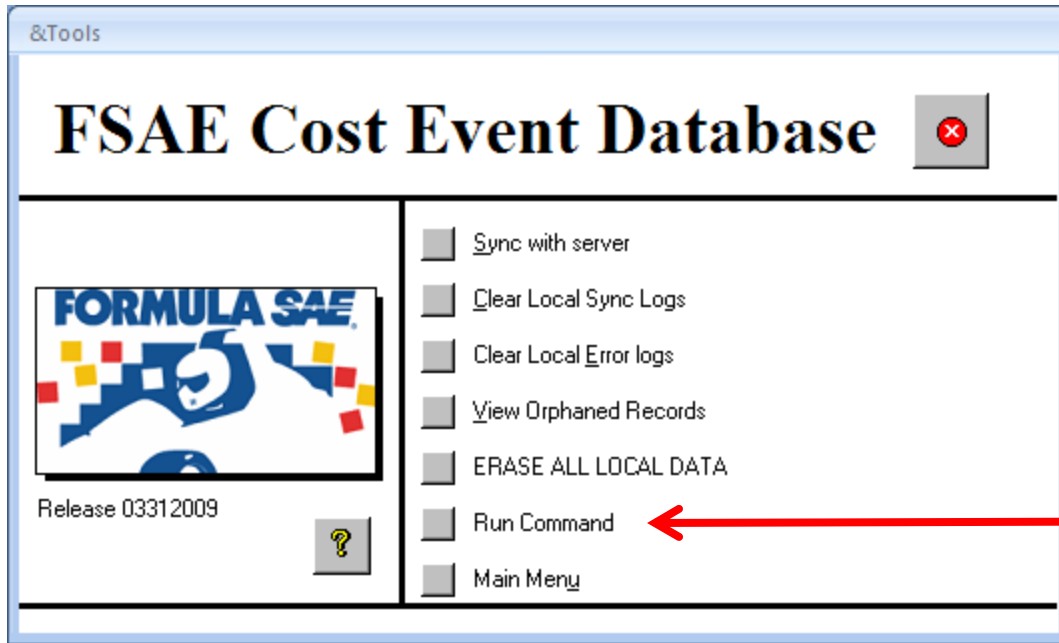
## Rebuild local data

After deleting team and event information and rebuilding one dataset for each, you are ready to run a utility to rebuild your local database.

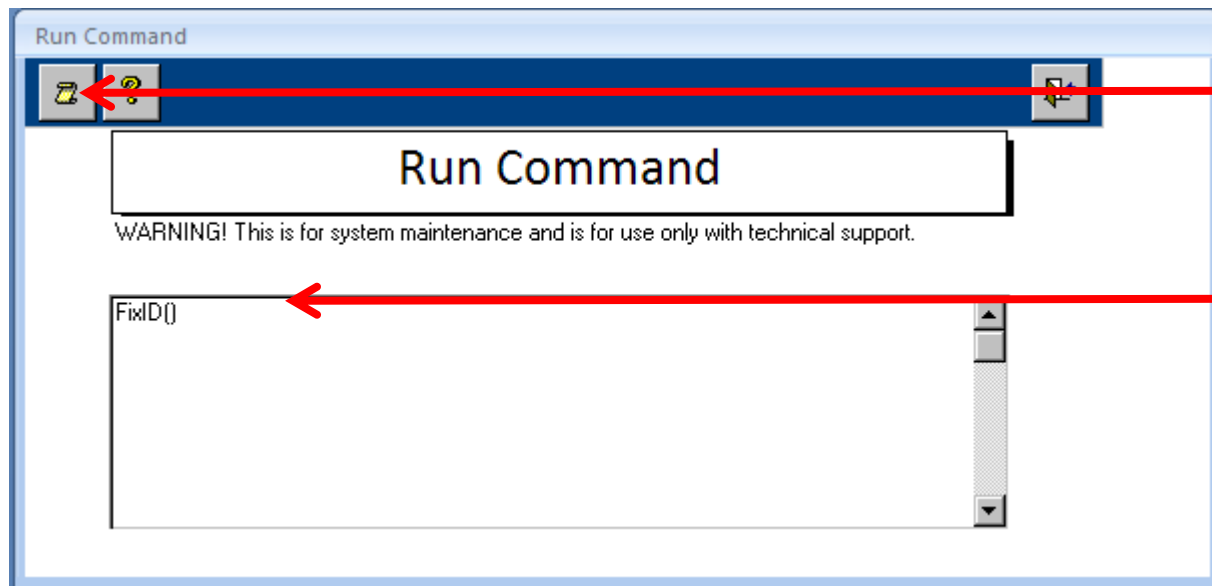
## Click Tools from the main switchboard.



## Select Run Command.



When the Run Command screen appears, **type FixID()** in the box and **click the Run button**.



This will update all the local identification numbers that are used within your local database to store the assembly, part, material, process, fastener and tooling entries.

## Run ReSync()

Now run the command ReSync() which will upload your repaired local data to the server.

## **Update complete.**

After completing this step your update is complete. You may continue building your costed Bill of Material. You may also sync when desired.