

HowTo

Introduction

Handicapping with the **Winning at the Track** (WATT) program involves two basic steps:

1. Create a WATT Race File that can be used by both program versions of WATT.

To make the WATT race file, you can either type data from *the Daily Racing Form* or you can use the **Transfer** program. To run the Transfer program, type TRANSFER at the TRACK prompt or run the "transfer.exe" file in Windows. For the computer novice, it is easier and faster to type TRANSFER at C:\TRACK>.

2. Use the WATT Race File to handicap the races. You can use both versions, either WATTwin or WATTdos, simultaneously or together.

Run the "desktop.exe" file in Windows (it is easier to type DESKTOP at C:\TRACK>).

To use the Windows version of WATT, just click the horse icon to run the **WATTwin** program. When a large gray screen appears, go to "file" in the top left corner.

To use the **WATTdos** program, click that icon, type DESKTOP, and then go to WATT.

How to make a TRACK directory (folder)

On most new machines, DOS (referred to as "command.com") is usually found in "Accessories." Click START, click PROGRAMS, click ACCESSORIES, and then click on COMMAND.COM (or COMMAND PROMPT or MS-DOS).

When the black window appears (C:\Windows> etc.), type CD\ (hit Enter) to obtain the "root directory" of the C: drive. On the black screen, this will appear as ... C:\>

Next, at the C:\> prompt, type this ... **MD TRACK** (hit Enter). This will **M**ake the new **D**irectory, TRACK. You can create a TRACK directory (folder) using Windows, too -- either way works. Just be sure that your path is C:\TRACK. It does not belong in your "Documents" folder, for example. Any time you want to go to the TRACK folder, click on your WATTdos icon (see next section). You will then be at the directory C:\TRACK>.

Note: When making the WATTdos icon:

On most Windows machines such as Win95, Win98, XP, and Vista, Command.com is typically located in the System32 subdirectory of Windows.

(Usually, the path is ... C:\Windows\System32\command.com)

Create a WATTdos icon for the C:\TRACK> prompt

1. Place your cursor on the Windows desktop and right click.
2. Go to "New," then go to "Shortcut" (left click and box will appear)
3. In the empty "location of this item" box, type one of the following:

Make the "command line" read one of these (depending on your machine):

- C:\Command.com
- C:\Windows\Command.com
- C:\Windows\System32\Command.com

In most machines today, it will be C:\Windows\System32\Command.com.

4. Click "Next." Then, name your DOS prompt (we suggest you call it **WATTdos**). When you are done, click "Finish."
5. Right click on your new icon and go to "Properties," then go to "Program."
6. Remove everything from the WORKING LINE.
7. In the WORKING LINE, type this: C:\TRACK (click "Apply" and "OK")

Now, when you double click on the **WATTdos** icon, you will see a DOS prompt of TRACK (C:\TRACK>). At the prompt you type either DESKTOP or TRANSFER.

Create a WATTwin icon

Place your cursor on the Windows desktop and right click. Go to "New" and then go to "Shortcut." In the command (location) box, type this: C:\track\WATT_win.exe. Name your new horse icon **WATTwin**.

Make a WATT Race File (Instructions... see Transfer.pdf)

To make a WATT race file using the **Transfer Program**, three steps are involved:

1. Download a data source (.ZIP) file from Bloodstock Research (BRIS) into C:\TRACK.

The file to be downloaded from BRIS is the Single File Past Performance (the "k" file).

2. Decompress (open) the .ZIP file that has been received from BRIS.

Use WinZip or the PKUNZIP program (PKUNZIP.EXE) to open the file. Type the word PKUNZIP (space) + whatever zip file name you want to open. Then hit the "Enter" key. After it is opened, the DRF file is entered into the Transfer program. The new file has a "DRF" extension.

3. Use the Transfer program to decide what data you want in or what you want deleted. It is usually a good idea to review the data going into the new file.

To run the Transfer program, type TRANSFER at the DOS prompt or run the "transfer.exe" file in Windows. It is faster and easier to type TRANSFER at C:\TRACK>.

Enter the Bloodstock DRF file into the Transfer program. Next, name the new WATT race file that is being created. We suggest using the date plus the track symbol.

Users note: More help can be found in the TRANSFER.PDF file in the TRACK folder.

Using a WATT Race File

A WATT Race File must be created (i.e., data is either typed manually into each History Worksheet or you can use the Transfer program) before handicapping with WATT.

Also, we suggest using the **WATTdos** program to put the finishing touches on your new WATT race file. Once the file is completed in DOS it can also be used with **WATTwin**. The file can be modified by placing *Notes* on each horse's name line (see Help section).

To use the new file, click the **WATTdos** icon, type the word DESKTOP, go to "Winning at the Track," and then enter the WATT file name. Just follow the Menu below. To use the Windows version of WATT, click the **WATTwin** horse icon. When the gray screen appears, click "file" and then click "open." Inside, both program versions are run from the menu found at the lower portion of the screen. With the DOS version, hit the first letter of the menu word. With Windows, use the mouse and the TAB key.

For additional instructions using the DOS Version of WATT, instructions can be found in the Help section of that program (hit Alt-H at any time). Also, review the race file "test."

All of LPC's DOS-based programs are menu-driven. Just hit the first letter of each menu word to move about inside the program. In the Windows Version, use the mouse and click the buttons on the lower portion of the screen. Also use the "Tab" key to navigate the program. Note the layout is essentially the same for both versions.

Inside the **WATTwin** program, the various screens are opened using the mouse. In the **WATTdos** version, use the "Go To" feature found on the Race Card of the program.

How to open the Tutor.zip file (or any other .zip file)

Go to the C:\TRACK> prompt. (Go to C:\> and then type CD\TRACK)

At the C:\TRACK> prompt, type this: OPENFILE (or PKUNZIP) TUTOR.ZIP.

At the C:\TRACK> prompt, type the word TUTOR to run the tutorial.

How to use the WATTwin program

After the **WATTwin** program is installed, click the new horse icon and go to "File" in the upper left corner of the gray screen. Click "Open" to select the WATT race file that you will be using. Navigate the program using the mouse and your TAB key.

How to use the Transfer and the WATTdos programs

The WATTdos and Transfer programs are used at the C:\TRACK> prompt ...

1. First, download a BRIS (.ZIP) file into your TRACK directory.
2. To open any ZIP file, type **OPENFILE** (space) (+ zip file name) at the TRACK prompt.
3. Type **TRANSFER** at the prompt and then enter the BRIS (DRF) file. Next, give your new WATT file a name (see below).
4. Once the WATT file is made to your satisfaction (i.e., all unwanted data is omitted), exit the Transfer program by using "WATT File Save."
5. Enter the **WATTdos** program by typing the word **DESKTOP**. Next, enter the new Race File Name of the file that you created. (Also note: You can enter various segments of WATTdos by typing **HANDICAP** or **PACE** or **GRAPHICS**, but the "Go To" feature inside the program eliminates the need to do any of this).
6. To name a new WATT race file, we recommend the following approach:

Example ... If you plan to visit Santa Anita on March 6, 2012:

1. Download the BRIS (zip file) into your TRACK directory from BRISnet.com.

For example: A BRIS "Single File" for today's races at Santa Anita would be called **SAX0306k.ZIP**

If the BRIS Single File comes to you with any other name, you have downloaded the wrong file.

2. Use the **PKUNZIP** program to open (decompress) the BRIS zip file.

At C:\TRACK> type this ... **PKUNZIP SAX0306k.ZIP**

This will open the file. You now have the DRF file your Transfer program needs to make the new WATT file. This DRF has the name ... **SAX0306.DRF**

3. Type TRANSFER and enter two things...

First, enter the BRIS file (.DRF) name ... **SAX0306.DRF** (your data source file from BRIS)

Second, enter the name of the WATT file you are creating ... **3-6-12.SA**
(This is the file name you will use later in your WATTdos and WATTwin programs).

Inside the Transfer program you can pull out any data and make the WATT file to your liking (always follow the menu). This process should take two minutes per race at the most.

4. Finally, to create the new WATT file by hit "W" (WATT File Save) to save the new file.

Hit the Enter key if the track (SA) is correct. (It usually is)

Be sure the WATT file name is, as you want it to be, and then hit the Enter key to save the file.

How to download files

There are many ways to obtain files from your e-mails or from websites. The best and most reliable way is to click the file and then "Save" the file (do not "Open" it).

The computer will ask if you want the file opened or "Save to Disk" (you want it saved).

At the top of the screen a small box will appear showing your target location (also known as the "Save In" box). Here, you must make certain that the file to be saved is going to the proper location.

If you want to save a file to your TRACK folder, click the little arrow to the right of the "Save In" box. Go to "Local C:" and then highlight the yellow folder that says TRACK.

Click "Open" then click "Save."

If you pay attention to the "path" (e.g., C:\TRACK) you will never lose a file. If a file is ever missing, you can use the Windows "Find" or "Search" functions to find its location.

How to Install the Tutorial

See the Tutorial (Install) instructions found at the HorseRacingUSA.com website.

Once all the WATT programs are installed, simply type TUTOR at C:\TRACK> to read the tutorial.

Questions? Call the publisher at: (954) 573-7236 or e-mail JBLittle@BellSouth.net