

HowTo

Introduction

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

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

To make the WATT race file, you can either type data from *the Daily Racing Form* or you can use the **DATABASE** 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 use DOS 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.

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, type the word DESKTOP at the C:\TRACK> prompt.

OR

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

Creating a WATT Race File

To create a WATT race file using the **DATABASE Transfer**, 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. After it is opened, the DRF file is entered into the Transfer program. The new file has a "DRF" extension.

3. Use the DATABASE 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 DATABASE. Next, name the new WATT race file that is being created (see below). We suggest using the date plus the track symbol.

How to make a TRACK directory (folder)

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

When the black window appears (C:\Windows>), type CD\ (hit Enter) to obtain the "root directory" of the C: drive.

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. To go to the TRACK folder, type this: CD\TRACK.

Users note:

On most Windows 95/98 machines the Command.com file is located in the Windows directory.

(The path is ... [C:\Windows\command.com](#))

With Windows XP and Vista, Command.com is typically located in the System32 subdirectory of Windows. Some Windows 98 operating systems have the file in the Systems32 subdirectory, too.

(The path is ... [C:\Windows\System32\command.com](#))

Using a WATT Race File

A WATT Race File must be created (either typed manually or by using the DATABASE) before handicapping with WATT.

We suggest using the **WATTdos** program to put the finishing touches on your new WATT race file.

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 **WATTwin** program, click the [WATTwin](#) horse icon. When the gray screen appears, click "file" and then click "open." Inside, both program versions are very user-friendly.

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 tutorial (or any other file) using PKUNZIP.EXE

1. Go to the C:\TRACK> prompt. (Go to C:\> and then type CD\TRACK)
2. At the C:\TRACK> prompt, type this: PKUNZIP TUTOR.ZIP.
3. At the C:\TRACK> prompt, type the word TUTOR to run the tutorial.

Make 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 box (COMMAND LINE or LOCATION), 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 new machines, 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.

Make 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**.

How to use the **WATTwin** program

If you are installing WATTwin from the CD, follow the instructions that you received with the program package. Also, read the "Welcome.doc" file. However, today, most new WATT customers are installing the program via e-mail and are using the **HowTo** file.

After the **WATTwin** program is installed, click the **WATTwin** horse icon and go to "File" in the upper left corner. Click "Open" to select the WATT race file that you will be using.

How to use the **DATABASE** and the **WATTdos** program

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

1. First, download a BRIS (.ZIP) file into your TRACK directory.
2. Open the ZIP file by typing PKUNZIP (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 Race File Name of the file that you created with the DATABASE. (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 so).

If you own the new **WATTwin** program, you will be using the same WATT race file that was created earlier with **WATTdos**. Use this procedure to name your WATT files...

Example ... If you plan to visit Santa Anita on March 6, 2008:

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 ... **3-6-08.SA**
(This is the file name you will use later in your WATTdos and WATTwin programs).

Inside the DATABASE Transfer program you can pull out any data and make the WATT file to your liking (always follow the menu). This process should take 1-2 minutes per race at the most.

4. Inside the Transfer program you create the new WATT file by hitting "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.

Do you have any other questions about the DATABASE? Read the DATABASE.DOC file located in your TRACK folder. You can read this file with Word or WordPad.

Once you are more familiar with the Transfer program, you will want to make the file with more care. YOU have total control over the data! Be directed by the menu at the bottom of the program. Reviewing the data is not critical, but it is recommended.

You are now ready to exit the Transfer program and use the file. We recommend that you enter the WATTdos program first (type DESKTOP). Go to each PM Table, make the final "touch up" changes (e.g., adding "Notes" to each name line), then hit "Calc" and the SAVE key. Once the final file is to your liking, the new WATT race file is ready to be used by both WATTdos and WATTwin for handicapping.

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 right click the file and then "Save Target As..."

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 lost, you can use the Windows "Find" or "Search" functions to find its location.

Do you have a question?

You can call the publisher at: (954) 426-9677

Or

Send an e-mail to JBLittle@BellSouth.net