

WEPS SOFTWARE

With the WECS II (Water Entertainment Control System) fountain shows can be freely programmed and played synchronously to the music in a desired time schedule accurately to the second. The Software WEPS (Water Entertainment Programming Software) comes as standard with the WECS II.

The WEPS software can be downloaded free of cost and a visualized fountain show can be pre-programmed with it (registration to OASE Dealer Portal required).



http://www.oase-livingwater.com/en_EN/service/download/

The WEPS-Software is suitable for creating shows for small and mid-size systems. A graphical overview of the system configuration enables creating different water pictures and scenes in an optical style. These can be used individually as background for your show. The control data can be sent in real time to a connected "OASE WECS II" system enabling "Live" immediate control of a show system. You can start your programmed show manually from the hardware. Or you let start the show automatically with the scheduler.

User friendly Sequencer
Lighting scenes pump scenes, moving elements can be arranged and combined with a music file on the sequencer timeline.

The easy handling of the real time show visualizer provides an effortless way to integrate your full multimedia show. Furthermore, a sequence can be started via the external inputs or the scheduler.

Live page
Take full control of your shows from your Windows® tablet. A quick start of the individual shows is possible from a PC or Windows® tablet.

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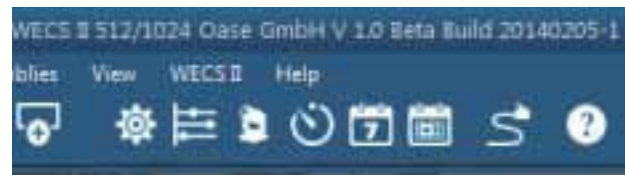


WEPS Software



SCHEDULER

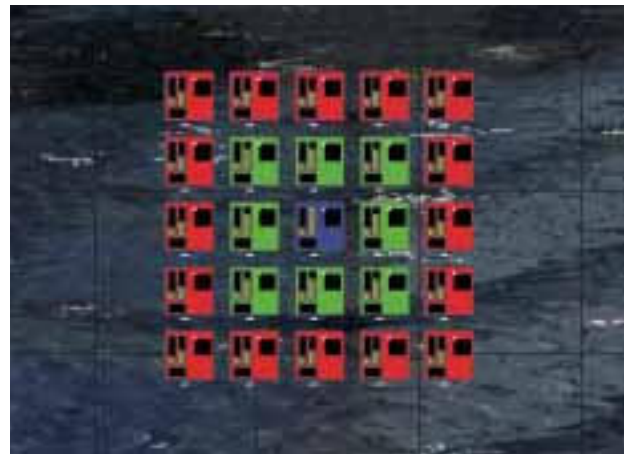
This software provides a combination of different schedulers for the automation of all processes. By the combination of daily planners, weekly planners and annual planners, it is possible to design a huge number of automated processes.



PATCHING

Single fixtures are pooled spatially to assemblies. An assembly can also consist of a single component (e.g. a pump). Afterwards, these assemblies can be moved and arranged optionally at the top view of the fixture.

An advantage of this working method, for example, would be in creating a matrix. Located at the spatial point is the pump as well as the RGBW spot and all other accessories such as the nozzle type and other small items. These single fixtures can be pooled in one assembly and later positioned spatially.



PROGRAMMER

The programmer has a huge number of possibilities for creating different effects.

Static scenes: In static scenes, a timely constant value can be assigned to an assembly selection in selected channels.

Dynamic scenes: A dynamic scene consists of a static scene with a further delay. The delay is splitted equally under selected assemblies and sorted in the order of selection. A static effect which can be used for all selected assemblies is started according to it's delays. By this, the gained water picture receives an effective dynamic.

Effect scenes: An effect scene consists of a static scene with overlaid and mathematical time function (e.g. sinus, rectangle, saw tooth). Effect scenes changes its value depending on time.

All three scene types can be combined in one scene.

