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#include "ArtNetAcn.h"
T_ArtDmx ArtDmx
void SendArtDmxAllSlots(unsigned short PortAddress, String RemIp, uchar Level)
{
    strncpy((ArtDmx.ID), "Art-Net", 8);
    ArtDmx.ProtVerHi = 0;
    ArtDmx.ProtVerLo = ProtocolVersion;
    ArtDmxDmx.OpCode = OpOutput;
    ArtDmx.Physical = 0;
    ArtDmx.Length = 2;
    ArtDmx.SubUni = PortAddress & 0xff;
    ArtDmx.Net = (PortAddress >> 8) & 0xff;

    ArtDmx.Sequence++;
    if(ArtDmx.Sequence == 0)
        ArtDmx.Sequence++; // range 0x01 - 0xff

    for (i = 0; i < MaxDataLength; i++)
        ArtDmx.Data[i] = Level;

    try
    {
        if (UdpArtNet->Active)
        {
            UdpArtNet->RemoteHost = RemIp);
            if(UdpArtNet->RemoteHost != 0)
                UdpArtNet->SetDataToSend((char*)&(ArtDmx), sizeof(T_ArtDmx));
        }
    }
    catch (Exception & info)
    {
    }
}

```