

# Version History

## 2.1.5

- Improved socket read loop to better handle network disconnects

## 2.1.4

- Increased connection limit to 1024

## 2.1.3

- Increased connection limit to 1024 (Did not work correctly, use 2.1.4 instead)

## 2.1.2

- Fixed bug where /S option was not working.

## 2.1.1

- Fixed bug where SRP Sync Server would not run on Windows XP.

## 2.1

- Removed Receive and Send Error counters from the UI because they were reporting a lot of false positives.

## 2.0

- Updated networking logic to use generic binary data packets and rebranded to SRP Synchronization Server

## 1.1.2

- Improved handling of disconnections and send/receive errors

## 1.0

- Initial Release; originally called SRPScheduleServer.exe