

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