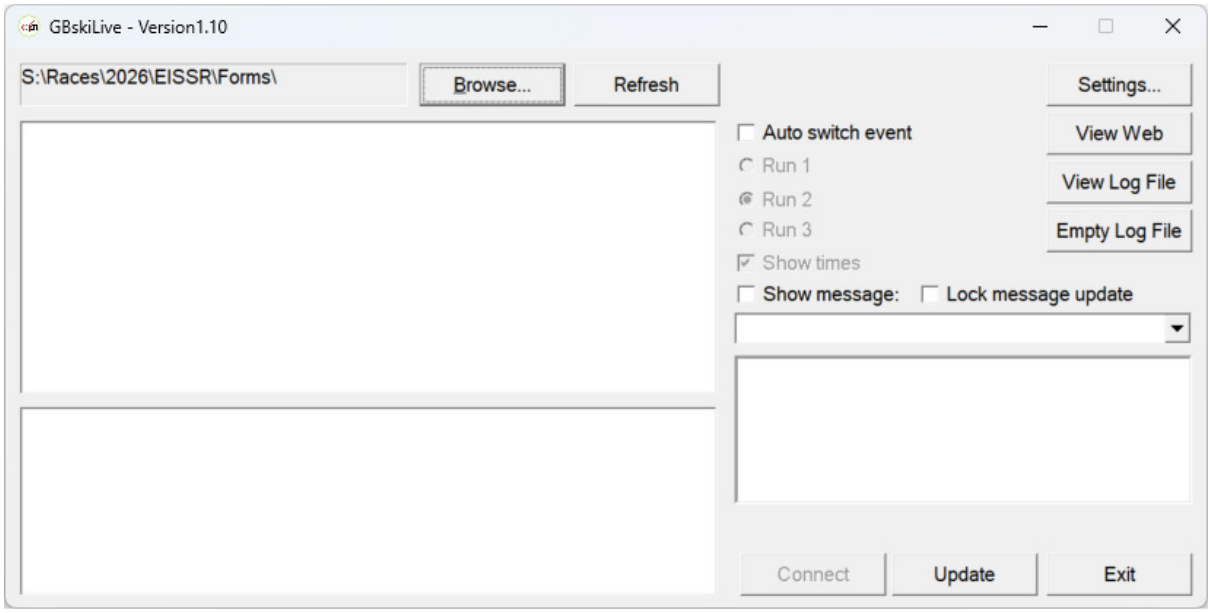
GBSKI Live Timing User Guide

Installing the software

Download and run the Installer for the Live Timing Software. If you get an error message about being unable to find a file called something like “MFC40.dll” then you will need to run a small program called “vc_redist_x86.exe” that you should find in the installed program folder.

Starting the software

Once everything is in place, launching the software should result in a dialog like this:

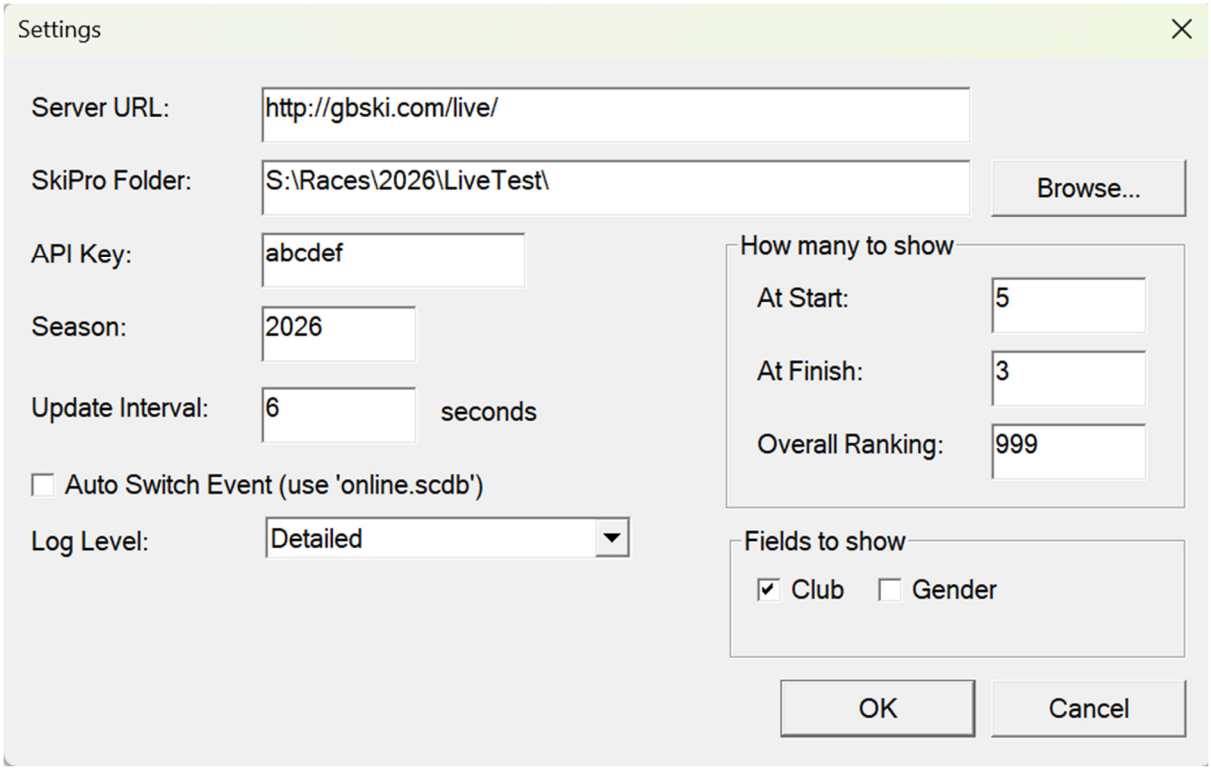


Once you have the application running, you should be able to pin it to your Taskbar or create a shortcut to the application on your start menu or desktop.

The application should work with old versions of Ski Pro (e.g. 2.27) which makes it easy to test without a Vola dongle, as well as all the latest versions of SkiAlp Pro. For convenience, we will refer to the Vola software as SkiAlp Pro throughout this document unless we need to highlight any important differences between versions.

Initial setup

Click the Settings button to take you to the dialog box where you need to add or update the settings that the application needs. These settings will be remembered by the application.



Server URL: this is the location on the GBSKI server where the Live timing files live. You should not need to change this setting – if you do, the application won't work!

Ski Pro folder: The application reads the timing information directly from your SkiAlp Pro event files. Click the Browse button to navigate to the folder where your event files are stored and select any of the .SCDB files you can see. The application will then remember the name of that folder.

API Key: Before using the software to connect to online live timing, you will need an API key. This key (a six-letter code) is required by the software to gain access to the events that are assigned to you. Email admin@gbski.com to ask for your API key. When your key arrives, enter it into the dialog.

Season: Enter the year for the current race season. This is presently 2026. The live timing files are stored separately for each season to avoid overwriting existing files that happen to have the same codex as yours.

Update interval: this is the number of seconds the application will wait before it checks for changes in the Ski Pro files and/or in the settings on the main dialog box. The online live timing web page will only be updated when the application detects changes. If you make this number too small, it could spend too much time trying to read your event data and thus cause your computer to run slowly. Make this number too big, and it would likely mean a long delay between the racer crossing the finish line and the online page being updated to include their time.

Auto switch event: SkiAlp Pro uses a special event file called "online.scdb" to store information about the event you are currently working on with the SkiAlp Pro application. This includes the event number and the run number. The living timing application can use this information to track which event file you are currently using, to save you having to stop and start the connection when you switch events. This process usually works fine, but the checkbox is there if you want to stop this default behaviour as things can sometimes get confused, particularly if you open multiple instances of the SkiAlp Pro application and point them to different event files.

How many to show: these numbers are used to control how many rows of racer information are presented in the three main sections of the live timing web page. You may wish to alter these if you prefer to display fewer or more than the default number. Note: for the overall standings it doesn't make a lot of sense to only display a subset of them, but the setting is there if you need it. For now, leaving it as 999 should work fine.

Fields to show: use these checkboxes to enable/disable optional fields in the display.

Enabling live timing for GBSKI events

The race codex number provides the link between your SkiAlp Pro events and the events listed in competitions on GBSKI. Each event on GBSKI can be assigned to any of the officials who hold an API key. This is what 'unlocks' that event for you to post live timing, so that you are the only one who can access it.

Sponsor and other images

The application will look for certain image files in your event files folder. Valid image file types are jpg, jpeg, gif or png.

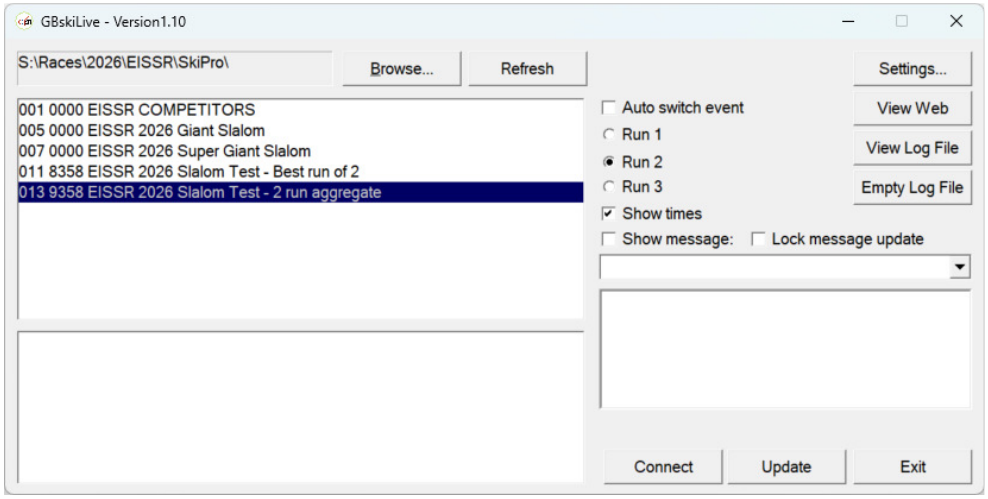
If you include a file called "Cnnnn.xxx" (where "nnnn" is the ID of your competition on GBSKI and "xxx" can be any of the image types listed above) then this image will be uploaded to the web server for use by the web pages for any events in that folder.

You can also specify a per-event image to be used, by replacing the competition ID in the file name with the four-digit codex of the event, e.g. "9095.png"

Preparing to connect

Once your events on GBSKI have been assigned to you by Admin in the live timing setup, you should be able to connect to them from within the live timing application.

A quick look at the list of event files on the main dialog box will confirm whether the application can find a codex number. The first number in the list is the event number, and the second is the codex. In this example you can see that there several files without codex, and two with valid codex numbers (8358 and 9358) that we've been using for testing the live timing:



Browse: the button from the Settings dialog box to browse to a different event files folder can also be found here on the main dialog box for ease of access.

Refresh: this will re-scan the event files folder and refill the list of events. This can be useful if you have been removing, duplicating or re-ordering your event files.

Auto switch event: this is the same as the checkbox on the Settings dialog, again provided for quick access.

Run 1/2/3/4: this allows you to choose the run which you are working with in the Timing data section of SkiAlp Pro. These are ignored if 'Auto Switch Event' is ticked as the application then gets its run number from online.SCDB.

Show Times: tick this box to include timing information on the web page (timing data showing At Start, At Finish, Overall Ranking and Unqualified).

Show Message: tick this box to include a free format message in the header part of the web page. The text for this message is copied from whatever you have typed or pasted into the larger box below.

Lock message update: if you are modifying the text of the message while an event is connected to the web server, you can use this checkbox to prevent the application from repeatedly trying to update the web page every few seconds as you type the text. Tick the Lock checkbox, type or paste in your message, edit it until you are happy, then untick the Lock checkbox. The web page should then be updated on the next timer 'cycle'

Choose message: just below the two Message checkboxes is a drop-down list that will give you access to a few pre-packaged messages to get you started. This list is downloaded from a file on the web server and can therefore be expanded and updated without having to alter the application itself.

Connect: with an event selected from the list of events, clicking this button will attempt to link up with the web server and get the transmission of live timing data under way. This is described in more detail below.

Update: this button will force the application to have a look for any changes without waiting for the update timer to cycle round.

Settings: this opens the Settings dialog box as we have already seen.

View Web: once you have established a connection and live timing is posting to the web page for your event, you can use this button to quickly access the page in your web browser.

View Log File: the application keeps an activity log that accumulates all the messages displayed in the box at the lower left corner of the dialog box.

Empty Log File: this should do what it says on the tin! Note that this will clear out the whole contents of the stored log file, not just the messages you've seen in the dialog during the current run of the application.

Getting connected

When you select a suitable event file and click Connect, the first thing it will do is verify that your API Key matches the one assigned on the website to the race that has your codex number. If they don't match, it will not get any further than this. If things are set up correctly, the Connect button should now say Disconnect, and the 'log file' box in the lower left corner of the dialog box should start displaying messages.

```
16:02:38 > Checking live setup and API key
16:02:39 > Live setup matches
----------------------------------------
16:02:39 > Start sending data
16:02:39 > Uploading
16:02:39 > Starting update timer
```

You may also notice that once things are started, a small marker like this `<==>` will appear just above the Disconnect button. It will flash on or off at each timer interval as the application checks to see if anything has changed since the last page was posted to the website.

If all is well, you should now get a web page something like this:



EISSR 2026 Slalom Test - 2 run aggregate

WENGEN SUI | 23-01-2026 | M&W | CODEX:9358 | RUN 2 OF 2

TIMES | START 1 | START 2

AT START (42)

RANK	BIB	NAME	CLUB	CAT (RK)	GEN	RUN 1
10	74	Archie DIVER	CABS	C (5)	M	47.34
11	63	Nathaniel TAKER	SGIS	D (4)	M	47.79
11	61	Milo ELLBERGER	SGIS	D (4)	M	47.79
13	69	Oliver STEPHENSON	ISZL	C (6)	M	47.92
14	72	Seb TWEEDIE	AIG	C (7)	M	48.87

AT FINISH (15)

RANK	BIB	NAME	CLUB	CAT (RK)	GEN	RUN 1	RUN 2	TIME
3	53	Felix VON ROSEN	VIS	D (2)	M	49.83	49.88	1:39.71
6	75	Carl FRANKE	MIS	C (4)	M	49.86	51.22	1:41.08
1	71	Tudor AMITROAIE	ICSZ	C (1)	M	49.89	48.28	1:38.17

OVERALL STANDINGS

RANK	BIB	NAME	CLUB	CAT (RK)	GEN	RUN 1	RUN 2	TIME	GAP
1	71	Tudor AMITROAIE	ICSZ	C (1)	M	49.89	48.28	1:38.17	
2	58	Raphaël CAMILLIERI ANOUFA	VIS	D (1)	M	49.89	49.29	1:39.18	1.01

You should now be able to leave the application running in the background to ‘watch over your SkiAlp Pro timing data and keep the web page up to date.

Changing event

When you have finished with timing in SkiAlp Pro for your current event, if you are not using ‘Auto switch’ then you would need to click Disconnect to unhook from the current event, select the next event in the list, and click Connect.

Limitations

Codex: at present, the connection between GBSKI live timing and the website is via the codex number. These means it cannot be used unless the correct event(s) are listed on the website with appropriate codex numbers.

This should not be a problem for official calendar events but will need addressing before attempting to use it for non-calendar races which do not have events with codexes set up in their competition page on GBSKI. Or – more likely – all races that want to use live timing will need to be added to the GBSKI calendar so they get a valid codex.

Race formats: the application has only been tested with two-run races with aggregate or best time to count, and Club National format. No testing has yet been done for races with more than three runs. Anything beyond 5 runs should be ignored anyway.