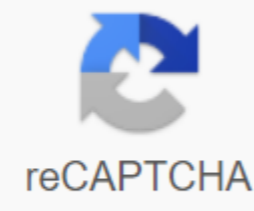




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Share this game - - Help Flash Player Random Games featured in Flash Flash Revolution on October 1, 2020 Comments With 149 modified files, 8533 add-ons and 7921 removals, this could be one of the biggest engine releases we've done with the huge amount of work done by Speed (@Pscast) going into refactoring key components such as song selection and screen results. This this release comes Favorite Songs, Buying Songs in the Game, Tracking Full Combos, even if it's not the best result, better graphics accuracy, and lots of bug fixes and improvements. As always, links to download release can be found in the left sidebar with the blue download button or by clicking here, if you run into any problems, be sure to drop the issue over on our tracker issue. So, without further ado, here's a list of changes for rCubed 1.3.0 released: Engine download: Rewrite Noteskins to use embedded

data instead of network - Speed (@Pscast) Download noteskin SWF data from the server was previously used for the conditions of simpler ways for noteskins to be added without requiring a new engine build. Since the inclusion of custom Noteskins, no new noteskins have been added to the network noteskins for years and just adds to the engine load time. This rewrite embeds all current noteskin data into the game to remove network downloads, optimizes the way it downloads and adds documentation and overall code cleanup to the general class. Reduce login download time - Andrew WCY (@G-flat) reduces the amount of additional game reboots when you log in or change users, as only 3 out of 5 game files actually change depending on the active user, and rebooting the rest is a waste of time. Add Reload Engine/User to the global context menu - Velocity (@Pscast) adds menus to the global context menu to reboot the engine and user data without closing the game. Add a profile change to the context menu - Sploder12 (@Sploder12) allows the player to change the active log to use from a global context without closing the game. Song Choice - Speed (@Pscast): Song Choice was the first goal of a massive refactorial velocity effort, with the goal of clearing years of technical debt and adding full documentation to the source code. In total, memory usage has been reduced by about 30-40%, and playlist rendering is on average about 20-25% faster because the user interface component is rewritten below. Aside from that, the menu also received magnitude features that were either hidden in the context of the menu or existed in older engines but had not advanced until now. State Saving Menu: - There are a lot of inconsistencies with how the menu is saved when you switch views, so Coming back from the results screen, everything is restored exactly as it was. Song Item: - The dedicated element of the song will now be updated correctly when the song element moves or is removed in response filters or genre switching. - The Song Info tab will also now accurately display the song you've chosen at all times. - Favorite song: Displays difficulties with a small pink triangle and pink difficulty lyrics. It can also be filtered. - Song Notes: Shows up in the scroll list when you hover over the song element. This can be disabled on the visual options screen. - Full Combo: Full Combos is now tracked separately from the current score, allowing you to see and track songs that were FCed previously but not the current score. - This is the lowest priority flag, so if the current account is normal FC or better (for example. SDG), then it will not display FC. Song Item Context Menu - Andrew WCY (@G-flat): - Add Listen to The Song Preview: Playing songs at the same time on the menu. - Add Play Chart Preview: Play charts like a preview on a website with automatic playback. - Add Delete from the queue: When viewing the queue, lets you remove the song from the queue. Song Info: - Buying songs can now be purchased directly in the game rather than opening a store. - The star rating has been changed to show your personal rating, not the global rating. It is also smaller and no longer has to intersect with longer song titles. - The length of the song now includes the number of notes provided from the playlist. - Add to the queue, Highscores, Song Options now use icon buttons to reduce text clutter. These include hovering text still displaying what they are. - Records will now show the number of PA when hovering over the record. For Song Options: - Now there is a special menu button on the song information panel that used to be available in the context of the menu. - Favorite song has been added. - Song Ratings, and all the features in the panel now fully work with Alt Engine Songs as well. Others: - Icons used to switch genre type and control music menus have been updated. Gameplay: Static Judge Animations - Speed (@Pscast) removes moving/flashing animations on judgments during gameplay. Additional Combo colors - justin_ator (@Xyr00) Added a few additional Combo Color options, extending to previous colors for AAA, FC and Normal. These additional colors cover the remaining flags for evaluation and can be turned on/disabled based on the flag: - SDG - Black Flag - Medium Flag - Flag Boo - Miss Flag Fix Note Border Isolation - Speed (@Pscast) Preventing invalid insulation values from causing a soft blockage or accident. Results of the game - Speed (@Pscast): The results of the game were the second goal for refactoring and documentation on the source code. The main goals were to extend the accuracy schedule to provide a much more detailed reduce the clutter of the user interface by switching to new Box icons, and more rigorous validation on gameplay parts that are often handled in unsafe ways. Star rating: - Will now display the full full The pop-up options, not just the star rating. -- Now it's always displayed. Combo Schedule: - Rewritten for the use of the new system. Precision Schedule: - Rewritten to use the new system. - Adds text to indicate where early and late are on the chart. - Adds text to display the full counting of notes for the song in the top right sheet of the graph. - Adds hovering to view based on the note-accurate time results. - Adds boos to the results schedule. - Adds a switch to the right side of the graph to flip the axis. - This was previously found in another tab on the settings panel. - Adds the Offset Judge display to the right of the graph, which displays the calculated correct bias judge in the frames for the settings panel, and milliseconds. - This was previously displayed in the context of the menu on the game mods. Highscore: - Turn off the Highscores button on Alt Engine songs because it's just a game failure. Options: - Turn off Hotkey when in the text box. - Redraw the parameters when reset. UI components - Speed (@Pscast): - Box: Now uses one sprite instead of three and has an optimized pattern. Reduces overall use of UI memory by about 40% due to its heavy use. - BoxButton: Now Expands Box. - BoxText: Now Expands Box. - BoxCheck: A white dot has also been added to the center to make it more obvious that it's tested. - ScrollPane: Optimized redrawing. About 20% faster when you see a large list. A few regressions from 1.2.4 - Speed (@Pscast): - Black background in song download screens. - Create a line of information shown against the background of the gameplay. - The game is frozen when playing with custom noteskin without noteskin data. - The freezing game at the beginning of the song due to the incorrect filling of the pool of the object creating 12672 objects instead of 144. Fix the position of the receptor layer. Stay safe, don't give up, and be kind to each other. - Speed and crew of FFR development. Songs of the Week 09/30/2020 Published in Flash Flash Revolution September 30, 20207 Comments Holy Cow It's Almost October! On this last day of September, we get into another song of the week plus a new 100 file difficulty: Petal Musician: Pogo Step Artist: Deamerai Song Length: 0:58 Difficulty: 26 Radio Musician: Breakbeat Heartbeat Step Artist: visD Length Song: 1:38 Difficulty: 65 Ghost Crows Other Musician: Twenty Knives Step Artist: Wiosna Song Length: 3:12 Difficulty: 79 Starflight Musician: Aquellex Step Artist: Klimtkiller Song Length: 2:04 Difficulty: 109 Enjoy! -psychoangel691 Songs of the week 09/23/2020 Published in Flash Flash Revolution September 23, 20205 Comments It's Song of the Day of the Week! Mysterious Wall Musician: Flashbulb Step Pizza69 Song Length: 2:27 Difficulty: 10 Firebrand. Agitator Musician: Hyperduck Soundworks Step Artist: M0nkeyz Song Length: 1:32 Difficulty: 38 Spirit Never Die Musician: Masterplan Step Step Storn42 Song Length: 5:25 Difficulty: 77 Bluish Cider Musician: Kuhu Step Artist: bmah Song Length: 2:13 Difficulty: 91 Enjoy! -psychoangel691 Songs of the Week 09/16/2020 Published in Flash Flash Revolution September 16, 202012 Comments Here are your Songs of the Week: Five Karots Musician: Flashbulb Step Artist: mi40 Length Of Song: 1:28 Difficulty: 5 Morning Running Musician: Flashbul Step Artist: Psychotik Song Length: 2:35 Difficulty: 44 Skyfire Ace Musician: Sabrepulse Step Artist: visd Song Length: 2:23 Difficulty: 73 Rave 4 Musician: DEV / NULL Step Artist: Matthia Length Of Song: 2:48 Difficulty: 94 Enjoy! -psychoangel691 Songs of the week 09/09/2020 Published in Flash Flash Revolution on September 9, 202010 Comments Hope you are all having a big week and good luck to everyone who is back in school. There's a couple of new items that have just been added to the merch store, so be sure to stop by and check out these! Here are your songs of the week: Cellar Guitarist Musician: Flashbulb Step Artist: Pizza69 Song Length: 1:18 Difficulty: 34 Robert Desire Musician: 403 Step Artist: Ghost_Medley Length of Song: 2:37 Difficulty: 359 Reflexive Moment Musician: Is-m Step Artist: M0nkeyz Song Length: 1:59 Difficulty: 74 Blackmagik Burning Musician: Camellia Step Artist: Psychotic Song Length: 4:23 Difficulty: 102 Enjoy! -psychoangel691 Songs of the week 09/02/2020 Published in Flash Flash Revolution on September 2, 20208 Comments 1st Song of the Week for September! Passengers Easy Musician: Acid Paradox Step Artist: Deamerai Song Length: 2:24 Difficulty: 10 Skill Marker: AAA Passengers Rookie to unlock Easy Elesis Theme Song Future Bass Remix Musician: Musical Ghost Step Artist: M0nkeyz Length of Song:1:44 Difficulty: 45 Visitor Musician: Vrt Step Artist: Dark'tar Song Length: 4:01 Difficulty: 82 Hate Castle Disabled Musician: Rainbowdragoneyes Step Artist: PrawnSkunk Song Length: 2:49 Difficulty: 65 Enjoy! -psychoangel691 Official Tournament Conclusion and Songs of the Week 08/26/2020 Published in Flash Flash Revolution August 26, 20204 Comments Hey, all! Man, what a crazy 8 weeks it's been. We've had some ups and downs, but overall I hope you all had a great time during the official tournament. A huge thank you to all the authors of simfile for their content, thank you to our event staff for helping to accommodate people, and of course thank you to everyone who participated this year. Congratulations to this year's winners, if you haven't, please contact me with your choice of tokens and for the first place winners of the delivery information and the size of the shirt so I can get your prizes to you as soon as possible. All the other prizes had to make their way to you guys, aside from the badges, we should have those all ready later today. The songs of the week are back too! U There are 4 new songs for you this week, check out EM Out! Gymnopedi Musician: Froome Step Artist: Deamerai Song Length: 1:33 Difficulty: 2 Mephisto Grace Musician: Clonepa Step Artist: M0nkeyz Song Length: 2:03 Difficulty: 72 drivin'FTR Musician: 1 JetYama Step Artist: bmah Song Length: 2:13 Difficulty: 81 Frictionless Nevada v2 Musician: Venetian Snares Step Artist: Shxfted Song Length: 1:51 Difficulty: 97 Also, Don't Forget FFR Merch shop live! We've only recently added zip hoodies so go check that out too! -psychoangel691 13th official tournament Round 6, 7 No 8 Published in Flash Flash Revolution August 6, 20204 Comments Soundscape was captured with a low hum before a familiar voice rumbled all over his land. You disabled people have traveled for no reason for a few weeks and somehow managed not to completely eradicate each other yet. A deep, unsettling laugh spoiled a brief silence. Truth be told, I've been watching you all. The size of your groups is much more suited to your final tests. The fall of the ships that carried you into this space will be in sight for a moment. Go with the pilot if you want to continue. D1: Twilight cave lighting became a growing brightness as the rest of the competitors swam through an almost crystal clear body of water. The atmosphere of stagnant and cool water was often interrupted by deep breaths and occasional sighs from competitors, who had to pop up after marking the briefly lit lights well below the surface. The faces, which had been floating down for a long time, remained at the mercy of the sequence, hoping to catch the light and rush to the air to breathe. While all 11 people managed to find their way to the illuminated area under water, not all of them returned to the surface; a few overzealous people tried to break through to the surface, but blacked out either shortly before the surface was destroyed or immediately after, only to dive back into their mind. Drenched in place, the eight remaining faces boarded a circular platform that took them down to the cave in place, riding it back up to the crystal structures that initially surrounded the platform. As promised, the carrier was waiting for them. Landing in the single-file line, it is closed at the entrance of the 8th person, rising vertically but hovering in place. Where are we going? Shut up. D2: Cherry Doll Hobbling from the northern edge of the prison, the remaining 8 faction members trodded about west. The large peaks of the cliffs they crossed remained within reach, following them in all their great volume as they moved parallel to the rock. As they briefly crossed the mountain trail they followed to go to jail, they were met with a significant increase in wind, open air between mountain gaps, serving as an effective wind tunnel. The sound of the idle engine could be heard from afar, though it was difficult through a newly built-up mist. Conveniently enough for the party, their western route proved to be the right one, as the ship's open hatch was met within reach while waiting to enter. The eight remaining members inhabited the ship, causing the hatch to close when occupied, resting directly above their meeting point. D3: Opia Visibility began to increase as the rest of the competitors sliced through the dense part of the jungle, reducing the threat of danger as previously hidden attractions began to manifest themselves as liberated, clear of any threats. The last body, having left the dense forest, marked 8 individuals who managed to survive the ambush. Finally clear from the abundant risk from the desert, the eastern way they took lead them to a water body, too unfamiliar from the similar one they drifted away from to arrive in this generally disadvantaged state. As part of their unfamiliarity, they were able to stumble upon a small, barely inhabited island. Shifting his feet in the sands, the blunt roar of the resting engine could be heard; a few hundred meters in front of them, a towering plane just like the carrier that threw them into their experience could be seen. The group ran to him, feeling some kind of home-cooked in one bit of dating. With the doors closed, he too began to soar, appearing idling for some signal. D4: Sakura Fubuki (Arrange ver.) Following the east route down from the southern edge of the prison, more experienced fighters hobbled from what many thought would be a failed ambush attempt on a group of inexperienced combatants. According to the figures, their losses were greater than those they attacked, as their grouping was cut in half when recon uh-convened at the exit of the site. Arriving at the fork of the trail, the group briefly took a look at the path in an attempt to determine which path would be correct. The party will be given a fine guide with an artificial winter wind that gently obscured the way forward. Approaching closer to him, the propellers could be heard from the distance. They moved forward, bringing the sound into greater prominence - arriving at a large dropped door with seats to be internally filled. Closed doors with passengers lead to a hovering vehicle above their meeting point. D5: Marianas Trench, having lost a good majority of comrades to unrelenting aggressors, the eight remaining competitors explored the lost arena, which seemed to be an architectural beauty during its heyday. Worried about the lack of activity and largely apprehensive after the enormous resistance that had previously been encountered in the open, the group decided to stick very close to each other, moving in a steadfast defense. The rumble matching some fallen foundation cut the lack of sound, striking people further in the Grouping. The gentle buzz became a known presence, with all those responsible clearly moving closer and closer to them. In anticipation of another deadly threat, the group shifted to an attacking position, waiting for a strike. A growing shadow was cast on them as the sound grew to an overwhelming volume, blocking a good majority of natural light in the process. A large, silver drop ship waited with the hatch open, inviting the rest of the competitors to place and a very temporary break. D6: Armageddon Darkness has plunged the remaining gladiators into absolute chaos, each chomping on a bit to the ground to mortally strike enemies within their blindness. Without their knowledge, the force was nothing more than an insufficient mental resilience, swollen with the vain hope that it would save them. Body by body, the size of the group began to shrink through brutal and truly flawless blows among their own. The energy that controls the absence of light has forced those who are still alive to pay attention to themselves again. Stop thrashing and hear what I'm saying. When you wake up, not everyone will wake up with you. But you're strong. Your sorrows will be short-lived, neither in life nor in death. The quilt that took away all their visibility began to naturally disintegrate, with the silent transition to high sound arriving in a familiar state of normalcy soon after. Bodies played along the floor, seven of them, remained lifeless. The rest did not hear the announcement amid the curse, but were able to detect the plane meters by being invited by the original pilot who dropped them off earlier. D7: The Epsilon Road line proved treacherous, as their progress was constantly interrupted by a void that repeatedly crossed along the precipice connected by a bridge. It was getting bigger and bigger, forcing the party to move as quickly as possible - preparing for each blow eventually going to be the death of them. Halfway through, the party noticed the bridge bowing down, putting them below the ground line and out of sight of its destination. Those who remained motivated managed to progress blindly into a growing void, while others would fall behind front-runners who had no other interest other than getting through the gorge. The airborne vessel peered into the field of view about three-quarters of the way across the bridge; other bodies continue to lag far behind, struggling to make progress. Those outside Front 8 began to fall as exhaustion brought them first to their knees, collapsing as they systematically deprived any remaining forces of life. Your prize. All the hard-breathing competitors slotted themselves into the ship, taking solace in the brief safety they had. D8: Sigur distribution of synthetic material underfoot strong enough to vibrate under his feet, producing an uncontrollable rumble that made it difficult to stand. The tunnel defied normalcy, as the sound seemed to move very slowly inside it, narrowing the narrowed area to a thunderous boom that refused to disintegrate. Moments later, there was another explosion, clearly delineating the separation between the man's echo chamber and the outside world. Seconds after that, an additional explosion ensued - nowhere for the sound to filter outwards, the pressure in the area continues to rise. Several bodies fell from cruel, endless pressure, while others desperately covered their ears, the least their worries were to hear at that moment. Arriving at the end of the tunnel, transparent doors on each side opened, allowing the sound to dissipate outward eventually by the sky. To the left of the exit of the tunnel, the ship brazenly marked 8 left waiting, the doors are open. The rest of the group entered, superhumanly unaffected by their experience. The doors closed and the ship went up. The eight ships remained in their position for a moment before taking their way to the central point of convergence, giving the rest of the competitors enough time to breathe and contemplate the various injuries they experienced. The words of the runner of the game affected several of their minds. You are disabled... It served as an effective fuel and recharge for those who had energy zapped by them. Relaxation was short-lived, as the column converged along the outside of the circular arena, each landing in a very special place. The entrances were evenly opened to a number of factions: only eight. It was very clearly manufactured as aimlessly as the travelers were. The teams retreated from their respective aircraft, each following a narrow underground path that appeared as a very traditional maintenance area filled with pipe combinations and many smells. At the end of each track was a square, grated metal platform. They rose in sync, revealing the champions remaining from each faction. This land was not deserted: far from it. Massive crowds erupted in cheers as the best of the best demonstrated themselves for the first time; they would like to see groups representing some of the most apt contenders of all time. Step forward. Audio filling of the arena brought the crowd to a dull roar, silent by the standards of gathering of this size. You are all about to start a series of battles where the previous preparation will not be an indicator of your success. All you have is your brains and muscles. Have... 1, 2, 3, 4, 5, 6, 7, 8 of you... The game runner continued to count in sequence the remaining size of the factions, noticing a strange anomaly in one of the groups with a sharp eye. D6 5 Tiebreaker: Floating Point (Drumcorps Remix) 1, 2, 3, 4, 5, 6, 7, 8... 9? You all had one job, and you couldn't do it? The announcer was clearly annoyed, but also dealing with an exceptionally growing look. Members of the sixth faction looked around, restlessly shifting and fidgeting. Stop. All movements stopped at the barking order as the announcer's voice stopped for a moment. The pilot of the 6th faction appeared in the arena, pointing one finger at the two remaining fighters, directing them to the central stage of their part of the arena. The announcer had a deep, dark laugh. Looks like we have before the game. Fight to the death. Both members of the Church looked at each other, unwilling to make any movements, not interested in all the demises they had seen once. Either one of you takes the other, or I'm both of you. Round 7 D1 Atmosphere Musician: Godspeed Step Artist: Ghost_Medley Length of Song: 2:11 D2 Brostep Strikes Back Musician: Gammer Step Artist: Psychotic Song Length: 2:35 D3 Circle Pete Musician: Venetian Snares Step Artist: ositzxz369 Length Songs: 4:33 D4 E-Lectixilent Musician: Se-U-Ra Step Artist: Elekton Song Length: 2:28 D5 Railing Musician: Nvoice Step Artist: ositzxz369 Length of Song: 1:52 D6 Forgotten Musician : Ghost 3.13 Step Artist : Wiosna Song Length: 2:24 D7 We Want to Run Musician: Froome Step Artist: Gradiant Song Length: 4:05 D8 Izometry Musician: Step Artist: hi19hi19 Length Of Song: 3:08 Tiebreaker Breathe Musician: qfeilele Step Artist: AutotelicBrown Length Of Song: 2:19 Musician: Nick Bertke Step Artist: Deamerai Song Length: 2:06 Greeting and Eat (Boss Theme) Musician: Hyperduck Soundworks Step Artist: M0nkeyz Song Length: 1:54 Round 8 D1 Eine Klein Funkmusik Musician: Teetow Step Artist: M0nkeyz Song Length: 2:25 D2 Ex Nihilo Musician: Fractal Dreamers Step Artist: visD Length Of Song: 2:01 D3 Benson and Hedges (Venetian Snares Remix) Musician: Shitmat Step Artist: ositzxz369 Length of song : 3:21 D4 Malignant Tumor Musician: Spire Step Artist: M0nkeyz Song Length: 2:16 D5 z.E. Musician: Frums Step Artist: Pizza69 Length Song: 2:27 D6 INSANE INFLAME Musician: Camelia Step Artist: Dark'tar Song Length: 2:47 D7 Sinthasomphone Musician: Venetian Snares Step Artist: Shxfted Length Song: 2:07 D8 Revenge Musician: TC_Halogen Step Artist: TC_Halogen Song Length: 3:32 Bonus : Is-m Step Artist: bmah Song Length : 2:43 Happy Arnold) Musician: Reizoko Cj Step Artist: hi19hi19 Song Length: 2:51 Gamma Stop Giving Me Tough Bags Musician: Kurorak Step Artist: Ghost_Medley Length of Song: 5:08 -TC_Halogen -psychoangel691 FFR Merch and Batch System Updates Published in Flash Revolution August 3, 202010 All comments The FFR merch store is now live! Click on the banner above Check it out. There's already plenty to choose from and we'll be adding more as time passes, so be sure to check back! Everything in the store is done in the house by me, not we buy from some major mass distributors. What's great about it means more tweaking for you guys! You can add to your username, separation, special date, or any other important text! If you have any problems at all with anything regarding merch, feel free to reach out. The other thing I wanted to bring up was that there were some interesting changes made in the field of party submission. Now when you open the package up you will see there is color coding making it easier to see the status of your file, it is also now sorted by the simfile author and you can see the date of your last update right there on this page too. Great for if you're not sure if it came in or the last update you've done. The best update in my opinion though is that we can now put file judgments directly into the system, and the judges' ability to change the status and put the class in. It will also be great to have them all centralized in one area rather than spread through streams. You can see an example of judgment made in the sub area here -psychoangel691 -psychoangel691 flash flash revolution unblocked games. flash flash revolution 2 unblocked

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