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Rayman jungle run removed

We have detected that JavaScript is disabled in this browser. Please enable JavaScript or switch to a supported browser to continue using twitter.com. You can view a list of supported browsers in our Help Center. Help Center Discuss tools to assist in modification and running Rayman games. Moderator: English Moderator, Modding and utility team RayCarrot Posts: 2147 Joined: Saturday 11 Jan, 2014 5:46 pm Tings: 29194 Post by RayCarrot » Monday 16, 2019 10:16 pm History When Ubisoft updated the app in early 2019 they broke down many features. The SDK target has been updated, marking the game to display in the wrong aspect ratio on a phone that is not in 16:9, some features have been removed (such as rayman Channel) and files can no longer be downloaded in Jungle Run (causing games to crash). The only important thing added is the new customization icon and the latest mapping screen with the new Ubisoft logo (elastic pasta Games logo has been released). We originally patched this new version by lowering the SDK, but we could not restore the removed features. The new pasted version is instead based on the previous version of the 2019 update, meaning all the removed features have been restored, adding new features from the 2019 update. Patch Features - Files that need to be downloaded from Ubisoft servers have been redirected to the archive version - Rayman Channel has been restored and now uses an archived version where previously released video tabs have been restored - Adaptation icon from update 20 19 included - The game can be included to run in 16:9 vs. full screen instead of being forced to full screen (under system settings) - Splash screen has been updated with the new Ubisoft logo , while retaining the previous one also (Pasta and UbiArt Games) - Characters that can be purchased in Jungle Run aren't locked by default because in-app purchases are disabled Current Issues - In-app purchases won't work (recovering old purchases still works) - Signing into a Google Play game in Rayman Fiesta Run may not work (this seems inconsistent in the usual version too) - Screen asset loading in Rayman Fiesta Run isn't always downloaded (this seems inconsistent in the usual version as well) - You don't can sign in to Facebook in Rayman Fiesta Run Download Links - Rayman Jungle Run (2.4.5) - Rayman Fiesta Run (1.4.4) How to install - Remove the current version installation (WARNING: this will remove your application data) - Install modified .apk Files If an update to the patch is removed, you do not need to reinstall your application data) - Install modified .apk If an update to the patch is removed. HOWEVER, if Ubisoft releases a new update, you need to (unlikely). This is due to the game being pasted using a different certificate from Ubisoft's. Changelog 2019-12-18: Rayman Jungle Run has updated setting the name displayed under the system settings (previously it will only show package names) 2020-02-23: Rayman Jungle Run and Rayman Fiesta Run have been updated Internal audio recordings of Android 1020-10-15: Rayman Jungle Run and Rayman Fiesta Run have been updated to use new links to assets on the archive.org Detection Technical Details Rayman Jungle Run is based on version 2.3.3 (the latest is 2.4.3) and labeled as 2.4.6 Rayman Fiesta Run patch is based on version 1.2.9 (the latest is 1.4.2) and labeled as 1.4.5 Most of the modified content appears in the res/raw/game.properties file. This contains URLs for downloading certain game, gallery and flag data. If game-enabled licensing will download data from a .obb file instead of the specified URL. Credit Steo, MilesTheCreator, RayCarrot Last edited by RayCarrot on Oct 15, 2020 9:37 pm, edited 4 times in total. RayCarrot Post: 2147 Join: Saturday 11 Jan, 2014 5:46 pm Tings: 29194 Post by RayCarrot » Monday Dec 16, 2019 11:19 pm This modified Android APK file, so yes. We may make patches adding all of the iOS content in the Android version ultimately so that they can be maintained. Steo Posts: 30662 Joins: Sun Feb 25, 2018 3:57 pm Location: Drinking Tings: 230051 Post by Steo » Tue Dec 17, 2019 5:16 I'm glad we can manage this, and I've learned a lot about how both Java and APK files in the process We still have minor problems by trying to migrate to different JSON files stored elsewhere that are archived outside the chance that Ubisoft might take it. Surely we will manage if we already get this far. FC: 40210 | CF: 103059 | BOMB: 94388 | Former prime minister Najib Razak verticals LOTLD: 120486 | DOTK: 110450 | LS: 40810 | SBTC: 99693 | HH: 100028 | TOTL: 100563 TOTAL: 809687 RayCarrot Posts: 2147 Merged: Saturday 11 Jan, 2014 5:46 pm Tings: 29194 Post by RayCarrot » Sun Feb 23, 2020 2:23 pm Both games have been updated to support Android 10 internal audio recordings (thank you Miles!). If you used the previously pasted version, you can only install the new version as an update, ensuring your app's data. dr_st Posts: 337 Joined: Saturday August 25, 2012 5:52 pm Tings: 17323 Post by dr_st » Tue Jul 07, 2020 8:21 pm I have a very old Android tablet (LG V400, Android 5.0), which is really pointless to me, so I have an idea to use it just to play Run Forest / Fiesta. Both works, but Fiesta Run continues to ask me to sign in to a Google account, which I don't want to associate with this tablet. Are there some workarounds? Strangely, the first time I ran the Fiesta Run, it allowed me to play without signing in to the account, but then started asking at every load of the app. I tried reinstalling, and again - it sort of worked once, and then stopped. Is there a way to make Fiesta Run work offline for sure all the time? Position 2147 Joined: Saturday 11 Jan, 2014 5:46 pm Tings: 29194 Post by RayCarrot » Tue Jul 07, 2020 8:42 pm You can use your Android Debug Bridge cancelling permission of the internet connection I think. Besides that I'm not sure. Steo Posts: 30662 Join: Sun Feb 25, 2018 3:57 pm Location: Drinking Tings: 230051 Post by Steo » Tue Jul 07, 2020 8:49 pm I'm not sure if that disablement the application version will break it down. FC: 40210 | CF: 103059 | BOMB: 94388 | Former prime minister Najib Razak verticals LOTLD: 120486 | DOTK: 110450 | LS: 40810 | SBTC: 99693 | HH: 100028 | TOTL: 100563 TOTAL: 809687 Position ICUP321: 102 Joined: Monday Sep 05, 2016 9:37 pm Tings: 520 Post by ICUP321 » Wed Jul 08, 2020 9:05 pm I made this a moment back but I forgot to post it here, but if anyone wants to play Rayman Jungle Run with high-quality HD texture from Original Rayman, I've made a texture pack that's basically those remasters, which can also be used for RayCarrot's pasted version: Instructions: After installing Rayman Jungle Run, make sure you run the game so that it downloads the required files. After that, go to the internalstorage/Android/data/ folder and copy and paste the com.pastagames.ro1mobile folder there to replace all the necessary files: ... NhgC9y/pub Siddy Posts: 31 Join: Fri August 28, 2020 6:22 pm Location: Globob village Tings: 155 Post by Siddy » Mon Sep 07, 2020 7:47 pm Hello Raycarrot. For some reason, when I clicked on the download link for Rayman Jungle Run and Fiesta Run, there would be a pop up of this that said that the url was not found. Is there any reason why? You know, I have other things to do other than milking my desk for the death of Darthagnon Posts: 1 Join: Tue Nov 10, 2020 6:46 pm Tings: 5 Post by Darthagnon » Tue Nov 10, 2020 6:51 Pm Thank you very much for making this fix! Now games can be played indefinitely on PCs (for example via BlueStacks). I wonder, because Java has mentioned, is it possible to launch them originally on a PC through Java without having to use a full Android emulator? Steo Posts: 30662 Joins: Sun Feb 25, 2018 3:57 pm Location: Drinking Tings: 230051 Post by Steo » Tue Nov 10, 2020 7:55 pm I'm still surprised that the gallery issue has never been fixed given the cost of money (not much, but still many, but still many). I think this means that version 1.2.9 Jungle Run will only work well given that Rayman Channel is no longer archived, but it's still great to have DLC characters (which you can no longer buy unless you manually set the latest version with hidden files) and a new icon I think. FC: 40210 | CF: 103059 | BOMB: 94388 | Former prime minister Najib Razak verticals LOTLD: 120486 | DOTK: 110450 | LS: 40810 | SBTC: 99693 | HH: 100028 | TOTL: 100563 TOTAL: 809687 Rayman Fiesta Run is the second Rayman game in the mobile Rayman Run series, following Rayman Forest Run 2011. The game uses assets and music from Rayman's Origins and Rayman Legends, but uses unique mechanical and smaller levels. Unfortunately, it also saw the proliferating of in-app purchases as opposed to before (but they were tame compared to other transfer games). The unneeded Graph in today's Pack 17 May, a massuse from Jungle Run finds its way back. Grand Minimus sprite sheets, using Rayman's more facilitated graphic style, were present. In Fiesta Run, character sprites are based on Legend. The strange appearance of his face is from the opening from Rayman Origins. File names are teensy_b1, which is strange because the usual Teensie sprite is teensy_ax (x being variable), and the animation of their deaths is teensy_cx. There is no other sprite b other than this waste. Sprites of the Goth Teensie with a terrible color of heaven. Red Skull Coins. In all modern Rayman games, this just comes in yellow. Perhaps related to the Red Lums, which is to strike the odd. Keep in mind that this is present in Jungle Run but not in use, and has no legendary partner- they are replaced by Purple Lums in the Legend. Tooth skull from Rayman's Origin. They also appeared in Jungle Run, giving access to Dead Livid Land, but did not appear here. Rayman's sprite sheet includes his pose to stick to the Skull Teeth from Origins, even updated to reflect legendary-style espionage. This will not work at all in this game, since the animation has only ever played at the end of a certain level in Origin. Unused sprite, it's actually Edith Up Nymph, who is in a story on Rayman Origins, it's not used in games. In a May 17 update, another sprite sheet depicts a complete fairy body, but it is still not used. Its file name is now NewFaery. iTunesArtwork.png a remnant copy of the Jungle Run icon. In addition, certain animations from console games in the ported, but are usually not seen (examples including standing still and backflipping). They can sometimes be seen for both splits as the Restart button stops the movement of the player before intimating the screen completely. Rolling animations and crouch-attacks can only be seen if the attack button is pressed while shaking a certain slope. Oddities The Grand Minimus was supposedly unlocked when players collected a number of teenagers. However, the icon he chose does not have a trademark crown and is in level, he is replaced by a generic Green Teensie from Rayman's Origin. This is most likely a mistake, as a unique sprite sheet for grand Minimus is present in the file. The same mistake was present at Rayman Origin: the cinematic opening show Grand Minimus as part of the starting party, but he was replaced by The Green Teensie once the game began. On a side note, its graphics are used in the iPad version of the title screen (see below). On the jailbroken device, replacing teensy_a1.png with teensy_a11.png, and teensy_c1.png with teensy_c11.png will switch out the Green Teensie for the Grand Minimus in the game. A sprite of its head, intended for use on an overworld map, was added to version 1.2 but not used. The origin of the Lums Musical Version 1.2 adds a folder called lumsmusicmanagers, and the only files in it are jungletumsmusicmanager.act.ckd. The musical lum is used only in Origins, which Run based. Flag ranked final The name in the flag for the flag at the end of the stage is mosquitoes. In Origin and Legend, this flag (with a picture of Moskito instead of Teensie) signals the end of riding Moskito Moskito Creatures don't appear in mobile games at all. Test FX Particles in casa_gamedata->fx->common, files called prtl_test_1.png and their animated files still exist. It seems to use The Origin graphics style. Wip Folders in your folder casa_gamedata->level->wip there are some wastes from the test phase. (WIP=work in progress) Bizarre info.plist This game has the correct info.plist, which specifies the name of the SpringBoard icon, the minimum iOS version, package ID, etc. But there are some half-finished, older versions called raymanoriginsorigins1demo-info.plist. CFBundleDisplayName (the name seen on the home screen) is Rayman Run, which is used for Jungle Run. The CFBundleExecutable string is \$EXECUTABLE_NAME rather than fr_dev. CFBundleIdentifier and CFBundleName are equally generic. No icons follow the iOS 7 naming convention. Two retentions were included in the final game (Chinese and Japanese). A string of versions says 1.1.0, below is iCLOUD_REPOSITORY_ID an interesting name: KBVSGKE3YG.com.ubisoft.raymanorigins confirms that this game is based on console titles. iCloud support is at least planned before the current release. Many other information is simply lost, such as minimal iOS versions and social media integration. iPhone Revision Differences iPhone Version of iPhone/iPod touch lost Grand Minimus. In addition, more light effects are present on iPad; this was removed elasticity starting with version 1.2. Differences Version 2 of the pre-release version (0.0.1-0.0.2) is listed under the App Store update history, but has never been released publicly. The first prototype was dated September 12, 2013, more than a month before the actual release of the game. Version 1.0.0 was released on October 23, 2013, and is an early release of the game. 2 updates have been released that do not have a particular description, so their functionality is unknown. Version 1.0.3 updates the game with Christmas themes, including new icons, new title screens and title screen music, and two outfits: Santa Ray and Elf (Teensie). In addition, the Facebook Connect button has been added next to the progress of the player's world map. Version 1.1 removes the Christmas theme (but saves characters), adds iOS 7 controller support, and changes the loading screen to include game leads. Version 1.2, released May 17, is the first big update to the game, adding a new Candy-themed world, 2 new characters, many more (purchases) of power up, and Nightmare mode, as well as removing loading leads. iCloud support is also added. Interestingly, internal files have been updated, and some old waste finds their way in, while graphic data has been filed into your folder casa_gamedata and neatly arranged by category. Previously all these files had just been left in the main directory. Directory.

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