

Run Green County...

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Files & Recommendations

Below you will find all the information you need to host Green County on your own server.

Mods & Mission Files



Green County : This mod is the map in his original flavor (spring/summer).



"Green County - Early Winter or late Fall" : This mod allow to play on a early winter or late fall Green County environment while you use "*Early Winter or late Fall*" mods by [cyneq](#).



"**Green County - Winter**" : This mod allow to play on a full winter Green County environment while you use " *Winter*" mods by [Lad](#), [LIVINGxDEAD](#), [asorrycanadian](#), [Crazy Mike](#), and [lynge](#).

About Seasonal Mods

You must put the main 'Green County' mod AFTER the season mods in your -mod parameters.

Example

```
-mod="@CF;@Community-Online-Tools;@Early Winter or late Fall in Chernarus;@Early Winter or late Fall Livonia;@Green County - Early Winter or late Fall;@Green County;
```

Mission Files

All mission files are available on my [Github](#).

About Arsenal Locker

So that server owners can verify if necessary, the Locker code is posted in the logs (scripts.log) each time the system restarts.

Output Example

|

```
SCRIPT : ===== GREEN COUNTY LOG =====  
SCRIPT : Beacon activated by a player. the following code  
SCRIPT : is logged for debbuging/admin checks purposes.  
SCRIPT :  
SCRIPT : Arsenal Locker Code : ABCDEF  
SCRIPT : =====
```

GreenCounty "Config.json"

File : Config.json

```
{
  "FileVersion": 20260510,
  "WaterCollector": {
    "CholeraProbabilityPercentage": 0.10,
    "CholeraAgentCount": 1
  },
  "ArsenalLocker": {
    "M82A1ProbabilityPercentage": 1.0,
    "M82A1MagazineProbabilityPercentage": 0.75,
    "M82A1OpticProbabilityPercentage": 0.75
  },
  "M1ASpawn": {
    "M1AProbabilityPercentage": 1.0,
    "M1AMagazineProbabilityPercentage": 0.75,
    "M1AOpticProbabilityPercentage": 0.75
  }
}
```

Details

FileVersion

Internal number, don't edit this to avoid broke auto-update.

WaterCollector

CholeraProbabilityPercentage (0.0 to 1.0)

Probability in percent to have Cholera when a player drink in a Water Collector. In this case 0.1 is 10%.

Set -1.0 to deactivate this feature

CholeraAgentCount (0 to 1000)

Amount of bacteria given when the player drink on a Water Collector.

Arsenal Locker

M82A1ProbabilityPercentage (0.0 to 1.0)

Probability in percent to have a M82 Barrett in the Arsenal Locker. In this case 1.0 is 100%.

M82A1MagazineProbabilityPercentage (0.0 to 1.0)

Probability in percent to have a magazine on the M82 Barrett in the Arsenal Locker or in the cargo. In this case 0.75 is 75%.

M82A1OpticProbabilityPercentage (0.0 to 1.0)

Probability in percent to have an optic on the M82 Barrett in the Arsenal Locker. In this case 0.75 is 75%.

M1ASpawn

M1AProbabilityPercentage (0.0 to 1.0)

Probability in percent to have a M1A spawned on the Dante's Hotspring at each restart. In this case 1.0 is 100%.

M1AMagazineProbabilityPercentage (0.0 to 1.0)

Probability in percent to have a magazine on the M1A. In this case 0.75 is 75%.

M1AOpticProbabilityPercentage (0.0 to 1.0)

Probability in percent to have an ACOG optic on the M1A. In this case 0.75 is 75%.