

Welcome to Ohio !

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What is Green County?

What is Green County?

Introduction



Green County is a **fantasy map** based on an actual 10×10 km area near [Allensville](#) - [Vinton County](#) - [Ohio](#). As a fantasy map, some aspects can be close to the IRL, but some liberties have been taken for gameplay, technical and financial reasons.

The map is designed to be versatile. Its 10x10km (100km²) size makes for fast gameplay that will delight PVP communities, while its aesthetics and storytelling will appeal to small and medium-sized PVE and Roleplay communities.

Discover the secret origins of Green County and battle infected humans and predators. Uncover the true purpose and mission of the National Guard, hidden by the surrounding chaos.

Official Release - Kraken's Free Trailer

<https://www.youtube.com/embed/0UUGZY2D5ds>

Update 1.1 - Black Whale Trailer

<https://www.youtube.com/embed/bx74OtK0RwM>

Support Us !



If you'd like to make your own contribution to the development of Green County, why not consider [making a donation](#) or buying some goodies from [our store](#) to help finance the purchase of 3D models?

Thank you for your support!

What is Green County?

Technical & Gameplay

Technical Specs

Terrain Size	10x10km (100km ²)
Resolution / Accuracy	1m/px
Heightmap Size	2048
Cell Size	5
Sat/Mask tiles size	512px
Texture layer size	40px
Overlap	192px

- **CFTools Cloud** : [Compatible](#)
- **iZurvive** : [Available](#) - ([click here](#))
- **Release** : *Public*
- **Status** : *Released 21/05/2025*
- **Workshop** : [Green County](#)

Spirit & Gameplay

Green County is a 10x10km map (100km²). It is predominantly rural/forested, containing mainly small villages, detached houses and farms. It also has two medium-sized town : Louisville and Bidwell (planned for 1.1.19) and a larger capital : Leaftown. To achieve a balanced gameplay, we have chosen to place a low amount of medical buildings (as a result, medicines and treatments are in low/medium quantity depending the area), police stations and fire stations.

Two main military zones located close to player spawn points have been placed under permanent gas for balancing reasons. These two bases will play an important role in the future of the map.

The loot based on a vanilla Livonia and its 3 tiers (+ one Unique tier dedicated to Evacuation Points) has been completely redesigned (for weapons and related items) to make the gameplay more interesting. Dynamic event mechanics have been added to give the map gameplay more

depth.

This map is suitable for different types of server, and we recommend the settings below:

- **PVP**: *45 players maximum*
- **PVE / RP** : *40 players maximum*

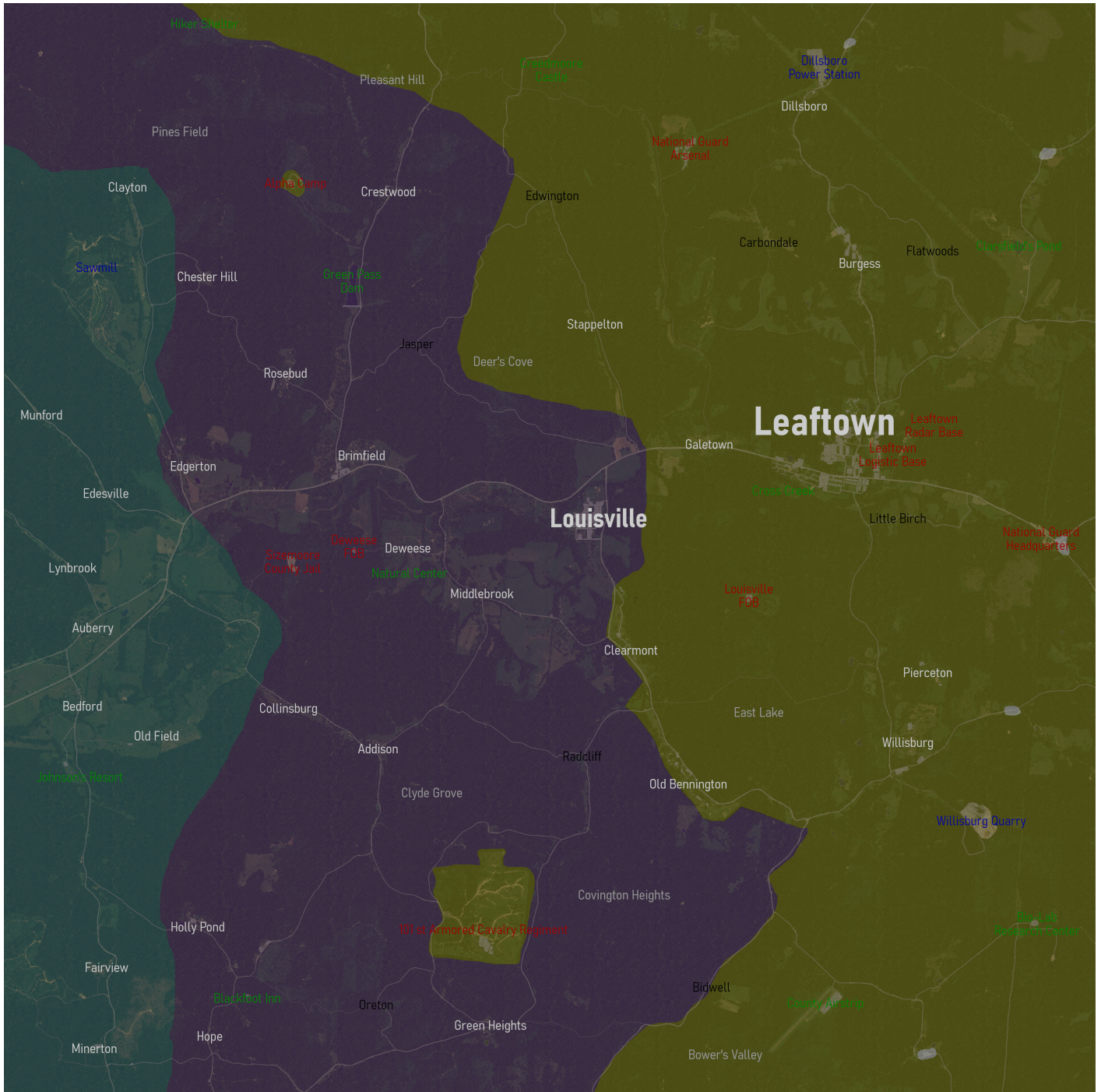
Disclaimer

Not being a U.S. citizen, I did my best with the information I could find to try to maintain a consistent “spirit” with the means at my disposal. Furthermore, for gameplay reasons, certain aspects are not historically accurate, such as the presence of castles. Keep in mind that a truly accurate map is not possible without a development team and substantial funding, so please be tolerant.

What is Green County?

Tier Map

Villages names in black will be deployed on futures updates.



What is Green County?

Roadmap



1.0.x Updates : Release the Kraken

Released on 2025 Feb 21st

Goals:

- Public release of the map



1.1.x Updates : Black Whale

Released on 2026 Feb 06th

Goals:

- **"Lockdown"** : *National Guard Operations* Lore/Quest
- Adding various POI (villages, lakes, FOBs...)
- Rework and improvement of olders villages
- Finalizing all structural aspect (villages, roads ect ect)



1.2.x Update : Knight Octopus

Goals:

- **"Day Zero"** : *Green County Origins* Lore/Quest
- Americanization (addition of US buildings, wrecks and decorative elements)



1.3.x Update : Baby Seal

Goals:

- **"Jenny Perkins"** : Special Character Story
- **"Frank Holloway"** : Special Character Story



1.4.x Update : Great White Shark

Goals:

- Final Release : The map status will be : **Completed**

Update 1.4 will freeze changes to the map. No new features will be added.

What is Green County?

Credits

3D Models

- [Modular Fire lookout tower](#) by yaschan
- [Ambulance](#) by MSWoodvine
- [KFC](#) by kanistra
- [Road Billboards](#) by Armen Manukyan
- [Road Sign](#) by Marc Mons
- [Burned Police Cars](#) by renafox
- [MBT M1A1](#) by Greenbird
- [Urban Traffic lights](#) by Evermotion
- [Cop Sedan 90'](#) by Daniel Zhabotinsky
- [FPV Drone](#) by The_Thorminator
- [Military Locker](#) by Khoa NGuyen
- [M82A1 Barret](#) by hussky9
- [Low poly Stones](#) by rakutin
- [Realistic dead Fallen Tree](#) by OleksiyFoliage
- [Fallen Tree](#) by Danylo Tyupa
- [Mail Letter](#) by Yanez Designs
- M931 Army Truck (404 Url) :(
- [M1A](#) by eforbstudio
- [Army Radio](#) by imonm9
- [Kriss Vector](#) by michaelkarel29
- [Chinook CH-47](#) by Muhamad Mirza Arrafi
- [Military Crate](#) by Noah
- [Classic Siren](#) by The Pre Alpha Man
- [RF Broadcaster](#) by ___konstantsin___
- [Tent](#) by Tactical_Beard
- [Mc Donalds](#) by Antonio Buonarotti
- All not DayZ, and not listed here 3D assets have been made by [Hellmaker2a/Vasquez](#)

These 3D models have been integrated and adapted by [Hellmaker2a](#), and lot of texture modifications have been made by [Vasquez](#).

(Re) Texturing

- All items (re)textured in Green County have been made by [Hellmaker2a/Vasquez](#)
- All building/structures (re)textured in Green County have been made by [Hellmaker2a/Vasquez](#)

Video & Sfx

- Green County : Official Release Trailer have been made by [Damigo](#).
- Green County : Update 1.1 Trailer have been made by [Damigo](#).
- Drone Crash Sound have been made by [Damigo](#).
- Wolves Sounds have been modified by [Damigo](#).
- Bears Sounds have been modified by [Damigo](#).
- Beacon Sounds have been made by [Damigo](#).
- Locker Sounds have been made by [Damigo](#).
- [US National Anthem](#) "The Star Spangled Banner"
- [US National Guard Anthem](#) "Always Ready, Always There"

Animations

- Weapons IK Animations by [Dweenix](#)

What is Green County?

Release Playtest 05/2025

Data/Stats

Below are the data collected during the Playtest prior to the official release.

Tools

We have used tools below :

- Heatmap by [affenb3rt](#)
- Deathmap by [Sumrak](#)



PLAYTEST DATA 2025

15/05 - 21/05

SINGLE PLAYERS

4 531

SERVEUR 1 : 2156
SERVEUR 2 : 2375

MOST REPRESENTED COUNTRY



NUMBER OF DEATHS

13 911

SERVEUR 1 : 7485
SERVEUR 2 : 6426



CURRENT SUBSCRIBERS

6 631

GREEN COUNTY - IMMERSIVE



VIEWERS

+ 28 K

MORE THAN 30 STREAMERS

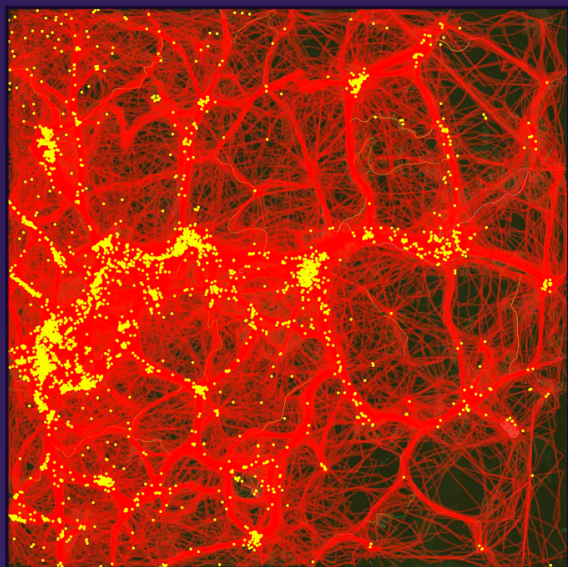


VIDEOS

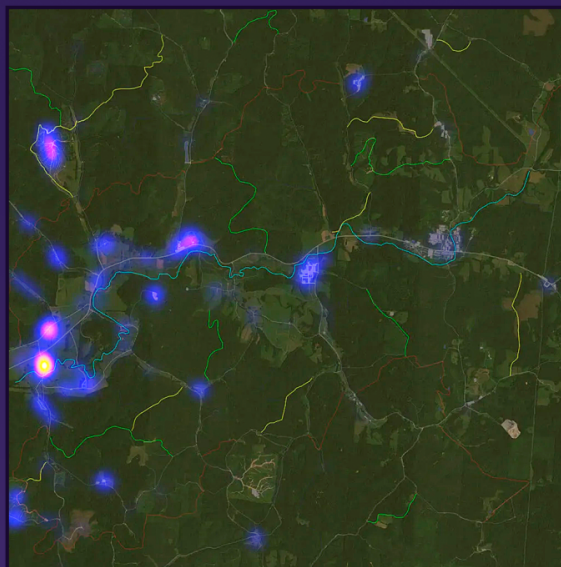
+ 350 K

ENGLISH / FRENCH / SPANISH

MOVEMENTS AND STAGNATION



DEATHMAP



Mechanics & Features

Points of Interest & Metagame

Spirit & Gameplay

Green County is a 10x10km map (100km²). It is predominantly rural/forested, containing mainly small villages, detached houses and farms. It also has one medium-sized town (Louisville) and a larger capital (Leaftown). To achieve a balanced gameplay, we have chosen to place a low quantity of medical buildings (as a result, medicines and treatments are in low/medium quantity depending the area), police stations and fire stations. Two military zones located close to player spawn points have been placed under permanent gas for balancing reasons. These two bases will play an important role in the future of the map.

The loot based on a vanilla Livonia and its 3 tiers (+ one Unique tier dedicated to Evacuation Points) has been completely redesigned (for weapons and related items) to make the gameplay more interesting. Dynamic event mechanics have been added to give the map gameplay more depth.

Metagame

The Green County metagame is designed around:

- **The difficulty of finding medicine quickly and easily**
- **The potential danger of drinking untreated water (including from [water collectors](#))**
- **The danger of eating infected [wolf/bear](#) meat**
- **Loot scattered across the map, avoiding large hi-loot areas**
- **The use of [dynamic events](#) to even out everyone's chances of obtaining quality loot**
- **NBC Suit can be found only on ambulance wrecks and checkpoints/helicrash**

Advices

To maximize your survival in Green County, here are some tips:

- **Collect fruit in [towns](#) and [villages](#)**
- **Look for mushrooms near tree trunks in the forest or haystacks in meadows**

- Look for berries near bushes
- Filter bottles are very important! Keep them like treasures.
- Avoid getting sick in Tier 1 where medicines are unavailable
- Best weapons loot is on [dynamic events](#), [evac points](#), [arsenal bunker](#), and contaminated areas. Think differently!
- Search and loot [National Guard supply pallets](#)
- Only [Abandoned/Ruins villages](#) have clean wells without any disease
- Rethink your looting strategy, the locations are not the usual ones!

Mushrooms, Berries & Fruits are not available on cold environment.

Points of Interest

Various

Road Signs

Some directional signs can be painted over, for two reasons:

- **The section of road leads to the edge of the map** and there are no notable villages/towns between the sign's location and the edge of the map, in which case a fictitious name and distance are added and spray-painted over to hide it.
- **The section leads to a village/locality that will be added in a future update**, in which case the name is hidden with spray paint but the distance remains visible.

Do not travel onto these sections of road without a compass and a map You might get lost there.



Predators

The biological events that forced the National Guard to lock down Green County under federal authority seem to have caused physiological changes in black bears and wolves... The emergence of two new breeds, **Cerberus Verminus** for wolves and **Ursus Abominatus** for bears.



Heavies Soldiers

All armies have tough guys, and the National Guard is no exception. Its heavy soldiers are tough guys and will give you a hard time. They are recognisable by their ballistic helmets and their characteristic slowness.



Mails / Letters

Like relics from a not-so-distant but forgotten past, letters and correspondence are witness to life in Green County before Day Zero can help you understand the events that led to the county's lockdown.



Kolumbus vending machines

In this devastated and dangerous world, stopping and taking the time to sip a Kolumbus IPA can be a source of comfort. These old vending machines probably still have cans in stock...



It is only possible to interact with these machines once per restart. If the “Shake” action is not available, it means that the device has already been used.

Dynamic Events

Abandoned trailers

Green County is full of forests and that tend to attract campers of all kinds. Often set up along roadsides, these trailers can be a source of food and supplies as you make your way through the forests.



Biolab : Dead scientist

A dead scientist? His protective suit show a logo with “**Bio-Lab Corp.**” label. Could it be the multinational pharmaceutical company that supplies medical equipment in the county?

This is a sequel of the 1.2 lore "Green County Origins", the mechanics is useable but the interest is limited for now.



Firefighter wrecked ambulance

Green County has four fire stations in Leaftown, County Airstrip and Willisburg. The National Guard also has its own fire station in Alpha Camp, but it's not accessible to civilians. Due to the chaos, it's possible to find ambulances firefighters wrecks along interstate roads.



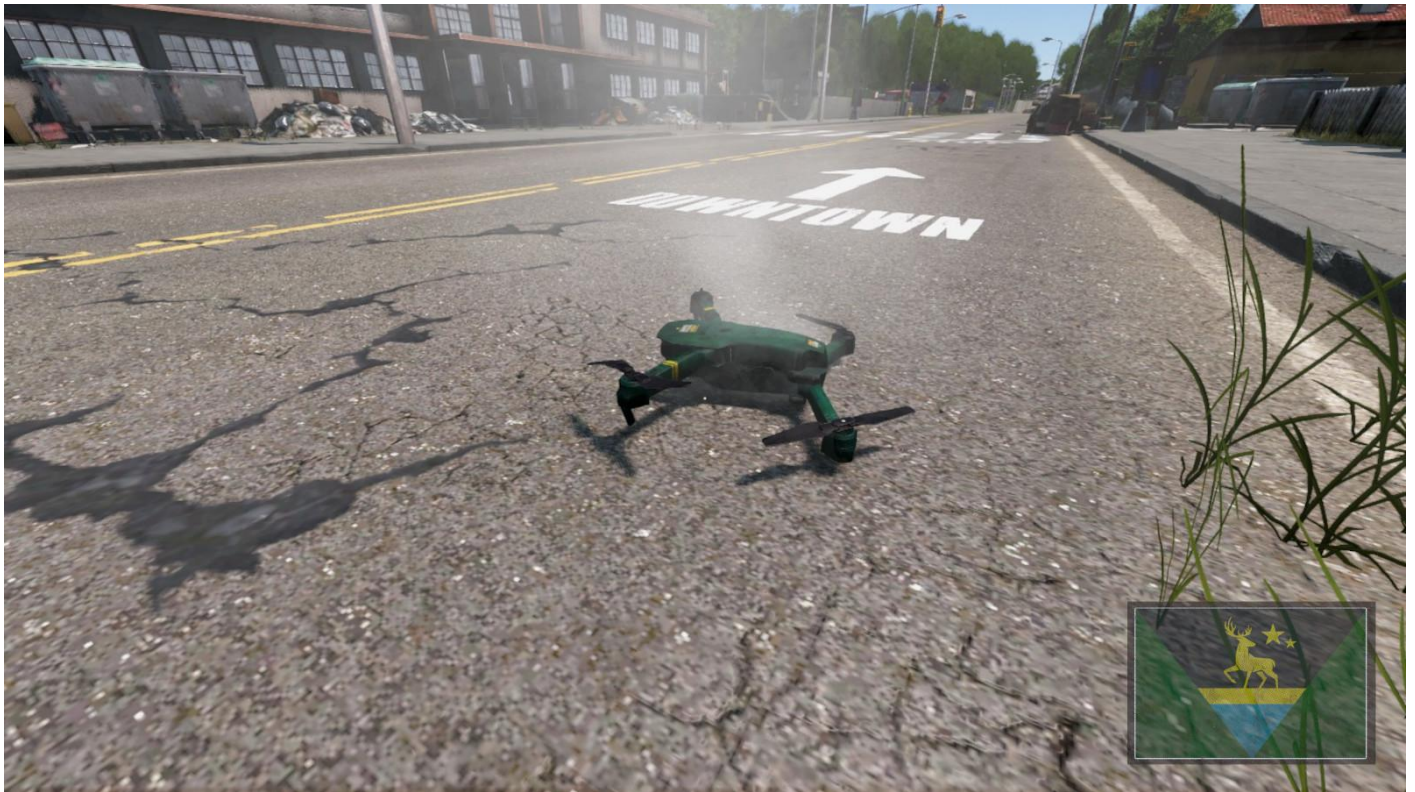
Medical wrecked ambulances

Green County has few medical services, with two dispensaries in Green Heights and Dillsboro, and two hospital in Leaftown and Bio-Lab Research Center. As a result of the pandemic and the evacuation, medical ambulances wrecks can be found on the villages and cities of the county, and will certainly be able to save your life.



National Guard : FPV drones wrecks

Few agents of the National Guard stucked in the Green County quarantine zone, monitor the activities of potential survivors and all “others”... FPV Drones regularly fly over populated areas. Can you find a way to use this to your advantage?



National Guard : Helicopters wrecks

Remnants of a partially failed evacuation carried out in a hurry, National Guard helicopters seem to have had incidents... Potentially a good source of material to defend yourself against nature and the inhabitants, who have become very hostile.



National Guard : Checkpoints

The National Guard was obviously trying to control the flow of residents evacuating the county... They seem to have left in a hurry, forgetting weapons, ammunition, equipment...



National Guard : Chinook CH-47

CH-47 Chinooks are present in the county; they were likely used to drop off large quantities of all kinds of supplies... Maybe they still have some on board?



Police : Car wrecks

Green County only has three police stations in Burgess, Louisville and Leaftown. During the evacuation, residents protested and rioted against the police. As a result, wrecked police vehicles can be found all over the county.



Police : Roadblocks

During the evacuation of Green County residents, the forces of law and order were pushed to the limit. These roadblocks bear witness to the failed attempt to coordinate an evacuation...



Specific Mechanics

National Guard : Armory locker

A reinforced cabinet belonging to the National Guard, it appears to be equipped with a 6-letter combination digital lock. It appears to contain heavy weaponry.

The code is random and changes each time the server is restarted.



National Guard : Beacons

The National Guard have a network of 13 beacons in the county. They were useful for communication and had a feature for storing unheard messages.



Only one beacon can be used, and its location changes each time the server is restarted.

National Guard : Locked Crates

The National Guard has preemptively dropped a large amount of supplies in preparation for the lockdown in Green County. This is evident from the large number of supply pallets throughout the county. But beyond small supplies, food, and first-aid kits, the National Guard has also delivered **locked crates** of weapons containing specialized equipment that will be extremely useful against the "horde" of infected and probably against "*Vermine*" (infected wolves).



National Guard : Evacuation points

Citizens were evacuated by the National Guard, which created five evacuation points near the northeastern, eastern and southeastern limits of the county. Medical tests were carried out at these points, but under what conditions?



National Guard : Supply pallets

The National Guard has placed supply pallets throughout the county. These pallets can literally save your life. They contain weapons and ammunition, food and drink, as well as basic medical items...

- **Green:** *Military supplies*
- **Brown:** *Food supplies*
- **White:** *Medical supplies*



National Guard : Watchtowers

The National Guard has a substantial network of watchtowers in the county. They were useful for keeping an eye on any fires, but it would appear that they were used by some personnel as a refuge during the troubles...



National Guard : Wreck M923 truck

With the National Guard deployed throughout the county, M923 truck wrecks can be found everywhere. These wrecks are interesting in more ways than one, as they may indicate the presence of a path leading to a watchtower, or the presence of pallets of National Guard supply pallets.



National Guard : Wreck M1 Abrams MBT

With the National Guard deployed throughout the county, M1 Abrams MBT from 101st ACR can be found everywhere. Maybe soldiers have leave and forget some stuff around?



Water collectors

The authorities have placed water collectors at the residents' disposal. This has allowed residents to drink even though there is no water left in the pipes... Like all water collectors, these have a stagnant water inside, which may seem harmless, but can hide a deadly danger...

Drink the water from water collectors can transmit Cholera disease (**10% of chance**). This value can be changed by servers owners.



Lore & Storytelling

Background

“ The year 2025, a few years after the end of the COVID-19 pandemic, a new, unknown and seemingly incurable disease strikes the North American continent. Residents of the Green County (Ohio) were evacuated with disorder to the east by the National Guard a few months ago. Persistent rumors of survivors in confined areas, with strange behaviors have been observed and documented, even on animals. Despite signs of anarchic evacuation to the east, Green County seems to have regained a peaceful, and quiet side...

Main Lore / Primaries Quests

"Lockdown" : *National Guard's Operation*

“ In the summer of 2025, the Ohio National Guard, under federal authority, launched a lightning operation to confine Green County. At first, no one seemed to understand, but then the orders given to citizens suggest the worst... Take the bare minimum of personal belongings and go to the evacuation points in the east of the county by any means possible.

The National Guard had to manage a massive and rapid exodus of the population. A few months later, the county seems deserted, and the few survivors still present can only note the absence of help and are forced to survive on their own.

Will you find the strength and courage to understand what happened?

Hints

All objects, structures, and documents with the National Guard logo can (or can't) help you in this quest... Use your common sense and plan your actions carefully. Accomplishment takes time, so don't hesitate to stash some items that you think might

be useful to avoid losing them. We suggest reading [Loot & Metagame](#) chapter.

Completing this lore/quest will allow you to obtain a rare non-lootable item.

"Day Zero" : *Green County Origin*

This lore will be fully implemented in 1.2 Update, but some aspects are already in game.

"Uprise or Die !" : *Green County's Future*

This lore will be fully implemented in 1.3 Update,

Special Characters

Lieutenant Travis Connor



Lieutenant Travis Connor is the commander of the Ohio National Guard. A USMC veteran who served in Iraq in 2003 and Afghanistan, he is a strong supporter of the federal government in the state.

Sergeant Jane Terry



Sergeant Jane Terry is a Corporal in the US Army who also serves as a Sergeant in the Ohio National Guard. She has been Lieutenant Connor's deputy since 2022. She has specialist qualifications in communications and satellite beacons.

Secondaries Quests

For the peace !



The **O.N.U** literally in French "*Organisation des Nations Unies*", or **UN** "*United Nations*" for English speakers, was a very well-known French DayZ team/community in the 2010's that had its own server based on the principle of "*Realplay*" or "*Organic RP.*" This team no longer exists as a community, but some of its former members are fighting to keep the legend alive. Notable names include **Vasquez**, **Damigo**, **Dweenix**, **Clint**, and others...

In a nostalgic tribute, we invite you to seek out the iconic **blue beret** and especially the legendary **blue tactical helmet**. To do so, you'll need to think carefully and closely observe your surroundings in Green County.

Adam's encounter



Adam, a survivor of the lockdown, has taken refuge somewhere in Green County, in a place safe from animals and the infected. He regularly posts messages inviting other survivors to join him so they can work together to improve their chances of survival. Why not go meet him and his trusty, patched-up **M1A**?

Changelogs

v1.0.x Branch

v1.0.0

“ Initial version

v1.0.1

“ **Fixed** : Misplaced objects
Fixed : Navmeshes issues (IA blocked at house doors)

v1.0.2

“ **Changed** : Nails, Barrels, Tents, Seachests will be removed (Playtest No-Build)
Fixed : Re-indexing of spawn points.
Fixed : Revised trajectories for apples, pears and mushrooms.
Fixed : Loot points on Burned Police Cars will be improved (stucked loot)

v1.0.3

“ **Changed** : Some lights adjustments for CE (Central Economy)
Changed : WaterBarrels probability of Cholera lowered to 10% chance
Changed : Vitamines can be founded on T1 now
Changed : Vitamines quantity a bit raised
Changed : AKS74U quantity a bit raised
Fixed : Reported missplaced objects

v1.0.4

“ **Fixed** : Persistant smoke issues on police crashes

v1.0.5

“ Official Release : **Kraken's Free**

v1.0.6

“ **Fixed** : Navmeshes issues (IA blocked at house doors)

v1.0.7

“ **Fixed** : White hiking paths

v1.0.8

“ **Added** : Serverside JSON configuration file (see below)

Added : Placeholder for Black/Grey infected wolf headdress

Changed : Map on interactive map (it's now the satellite image)

Changed : Image for Green County on DZ Editor (it's now the satellite image)

Fixed : Loot stucked, and/or on ground through the wreck (Police Wreck Sedan90)

Fixed : Loot stucked, and/or on ground through the wreck (Police Wreck Crown Victoria)

Fixed : Log spamming for JSON error (Credits.json)

Fixed : Wolves have no steak when skinned

Fixed : Bears have no steak when skinned

Fixed : Missplaced aerial metal path on Arsenal with ladder stucked

Config.json

```
{  
  "FileVersion": 20250803,  
  "WaterBarrelCholeraProbability": 10,  
  "WaterBarrelCholeraCount": 1  
}
```

v1.1.x Branch

v 1.1.17.4

Changes / Fixes

- Fixed : **Missing textures** on various items/building (update of assets added in 1.29)

v 1.1.17.3

New Features

- Added : Green supply pallets on National Guard Radar Station #2 (Mil stuff)
- Added : Brown supply pallets on National Guard Radar Station #2 (Food stuff)

Changes / Fixes

- Fixed : **Heightmap** at the military cylindric tent (**Brimfield**)
- Fixed : **Heightmap** at isolated housed (south **Oreton**)
- Fixed : In ground house between **Clayton** and **Hiker Shelter**
- Fixed : Road barrier blocking mudroad (road **Louisville** to **Stappelton**)
- Fixed : Containers doors collisions on **FOBs**
- Fixed : Watchtower and Barbedwire collision on **FOBs**
- Fixed : Various **missplaced objects** (stones & trees on path/roads)
- Fixed : **Billboard "Welcome to Green County"** floating in air at border (south of **Oreton**)
- Fixed : **CE : Trailer DE** in collision (south **Oreton**) (*cfgeventspawns.xml*)
- Fixed : **CE : Heavies soldiers** don't have their helmet (*cfgspawnablestypes.xml*)

v 1.1.17.2

Changes / Fixes

- Fixed : **Heightmap** issues around Deweese

v 1.1.17.1

Changes / Fixes

- Fixed : Reported **missplaced objects/buildings**
- Fixed : **Ground textures** issues

v 1.1.17

Changes / Fixes

- Changed : **Edgerton** was reworked
- Changed : **CE : SSG82** and his attachments are removed (Rebalancing)
- Changed : **CE : VSS** and his attachments are removed (Rebalancing)
- Changed : **CE : Longhorn** was added
- Changed : **CE** : Specific weapons on **Military DE** (Helicrashes, Checkpoints) are now (SVD, SVD Wooden & FAL)

- Changed : **CE** : Specific weapons on **Underground** (Arsenal rooms) are now (Aug AX & Scar H)
- Changed : **CE** : Specific weapons on **ContaminatedArea** are now (M4A1, M79 and M14)
- Changed : **CE** : Specific weapons on **Unique** tier (Evac Points) are now (SV98 and AKM)
- Changed : **CE** : Updated **players spawn** points
- Changed : **CE** : Updated stuff for EarlyWinter / Winter (**ColdWeather.GreenCounty**)
- Fixed : **CE** : **Ammo_380** and **Ammobox_380_35Rnd** removed from **cfgspawnablestypes.xml**

v 1.1.16

New Features

- Added : **Land_GC_Cardboards_Pallet1_2** is only decorative (no spawn loot)
- Added : **Land_GC_Cardboards_Pallet2_2** is only decorative (no spawn loot)
- Added : **Land_GC_Cardboards_Pallet3_2** is only decorative (no spawn loot)
- Added : **Land_GC_Cardboards_Pallet4_2** is only decorative (no spawn loot)
- Added : **Land_GC_Cardboards_Pallet1_2_DE** is only decorative for DE (no spawn loot)
- Added : **Land_GC_Cardboards_Pallet2_2_DE** is only decorative for DE (no spawn loot)
- Added : **Land_GC_Cardboards_Pallet3_2_DE** is only decorative for DE (no spawn loot)
- Added : **Land_GC_Cardboards_Pallet4_2_DE** is only decorative for DE (no spawn loot)
- Added ; New village **Flatwoods**
- Added : New military area **Flatwoods FOB**
- Added : **Isolated houses** and hamlets on roads around **Flatwoods**

- Added : **White supply pallets** on isolated Watchtowers (for balancing and metagame reasons)
- Added : **Offroad (Humvee) spawns** on each FOB

Changes / Fixes

- Changed : 50% of **Land_GC_Cardboards_Pallet1** become **Land_GC_Cardboards_Pallet1_2** (for balancing reasons)
- Changed : 50% of **Land_GC_Cardboards_Pallet2** become **Land_GC_Cardboards_Pallet2_2** (for balancing reasons)
- Changed : 50% of **Land_GC_Cardboards_Pallet3** become **Land_GC_Cardboards_Pallet3_2** (for balancing reasons)
- Changed : 50% of **Land_GC_Cardboards_Pallet4** become **Land_GC_Cardboards_Pallet4_2** (for more variety)
- Update of **Helicrash (DE) spawns** locations (in fields of Tier2 and Tier3)
- Update of **vehicles (car,trucks), ambulance spawns** on Flatwoods
- Update **Chinook DE spawn** (add Flatwoods FOB)
- Update **Beacon cabinet locations** (Add Flatwood FOB)
- Changed : **CE** : Reduction of amount of **NBC Suit** parts (for balancing reasons)
- Changed : **CE** : Reduction of amount of **Gas Masks** (for balancing reasons)
- Changed : **CE** : **NBC Suit** parts are now only on Medic and Firefighter usage (for balancing reasons)
- Changed : **CE** : **Chinook DE** is now an EventGroup like Convoys (Checkpoints) and Police Roadblock
- Changed : **CE** : Spawnpoints for **Land_GC_Wreck_M1A1_Hull** and **_DE** version are removed (for balancing reasons)
- Changed : **CE** : Spawnpoints on floor for **Land_GC_Wreck_M923** and **_DE** version are removed (for balancing reasons)
- Fixed : Normal issue on **mailboxes**

v 1.1.15.2

New Features

- Added : **Land_GC_Watchtower_FOB** (for FOB usage only)
- Added : **CE : Land_GC_Watchtower_FOB** is tagged in military only

Changes / Fixes

- Fixed : Infected are now on **Horseshoe Vacancy**
- Fixed : Repaired mechanic on **ONU Grave**
- Fixed : **WCool Branding** texture issue
- Fixed : **Various misplaced objects** reported in feedback channel
- Fixed : Water plates issues on **Horseshoe Lake**
- Changed : **Road signs** (green and wood) updated for Radcliffburg and Oreton
- Changed : **CE : Land_GC_Watchtower** is now tagged in military/firefighter
- Changed : **CE** : Adjusting **spawn points** containers/categories in **mapgroupproto.xml** for some GC props

v 1.1.15.1

Changes / Fixes

- Fixed : **Navmeshes issues** on new locations
- Fixed : **Drink action** not available on **Water Collectors**

v 1.1.15

New Features

- Added : **Horseshoe Lake**
- Added : **Horseshoe Vacancy**
- Added : **Arkoe Lake**
- Added : **National Guard Radio Tower #2**
- Added : **Land_GC_HikingTent** in 4 colors
- Added : Spawn point on **Hiking Tents**
- Added : **Boats spawns** on Horseshoe Lake & Arkoe Lake
- Added : New village **Oreton**
- Added : News **hamlets** around Oreton
- Added : New village **Radcliffburg**
- Added : New ruins village **Altoona**
- Added : **Control Tower** to Green Pass Dam (to stay coherent with Arkoe Dam)
- Added : **CE : SCARH** rifle from 1.29 Road to Badlands on Tier Unique (EvacPoints)
- Added : **CE : HoloSightOptic** from 1.29 Road to Badlands on Tier Unique (EvacPoints)
-

Changes / Fixes

- Fixed : **Missing classes errors** spamming in .RPT logs
- Fixed : **CE : cfgeventspawns.xml : Drones crashes positions** near Evacpoints
- Fixed : **CE : cfgeventspawns.xml : Biolab dead scientist positions** near Evacpoints
- Changed : **CE : Infected/Wolves/Bears spawns** updated
- Changed : **CE : Areaflags Tiers** modified (Balancing reason)
- Changed : **CE : Updated spawns points** (cars, trucks, dynamic events...)
- Changed : **CE : mapgroupproto.xml : Livonia Ruins** are now 50% "village" and 50% in "hunting" (Balancing reason)
- Changed : **CE : Vikhr** is now in Military Tier3 instead Tier Unique ' (Balancing reason)
- Changed : **Stones** on the ground reduced by 50%
- Changed : **Hiking map** updated
- Changed : Amount of **white pallets** drastically reduced (Balancing reason)

This update include lot of things to prevent **memory leaks** and **performances issues**, each .p3d file has been checked and optimized as needed. Every strong reference, RPC call, and variable has been checked. Threads intended for asynchronous processes have been removed from the audio beacons message feature.

v 1.1.14.2

Changes / Fixes

- Changed : Some changes on **beacons audio message** (always for memory issues)

v 1.1.14.1

New Features

- Added : **Settings for Kolumbus Vending** Machines on serverside JSON config

Changes / Fixes

- Changed : Full review and rewriting in a more simple way of the **audio message for beacons** (in prior to avoid memory leaks)

v 1.1.14

New Features

- Added : Road damage decals on **Crestwood**
- Added : **Land_GC_Siren_Pole** (will be more useful soon)

Changes / Fixes

- Fixed : **WCOOL Brandname** (have CHETRON visible bottom)
- Fixed : **Ground mask/clutter** issues
- Fixed : **Road hole in Louisville Crossroad** (near the FOB)
- Changed : Improvements of **Evacpoint 1**
- Changed : Rework and moving of **Evacpoint 2**
- Changed : Rework and moving of **Evacpoint 3**
- Changed : Rework and moving of **Evacpoint 4**
- Changed : Rework of **Evacpoint 5**
- Changed : Update of **Evacpoints Clipboards**
- Changed : **types.xml** :: Adding **PlateCarrier Black + Parts**
- Changed : **types.xml** :: Adding **PlateCarrier Green + Parts**
- Changed : **types.xml** :: Adjusting value of genuine (brown) **PlateCarrier & Parts**
- Changed : **types.xml** :: **Claymore** rebalanced (Gas area, Arsenal rooms, Evac Points)
- Changed : **types.xml** :: **Plastic_Explosive** rebalanced
- Changed : **types.xml** :: **Remote_Detonator** rebalanced (Gas area, Arsenal rooms, Evac Points) and Military usage
- Changed : **Improvements of green grass** with some flowers and dry plants for more variety
- Cleaned : Some useless files are now removed from **Mission files**

v 1.1.13.2

Changes / Fixes

- Fixed : **Random memory leak issues** due to some mistakes with "ref" keywords.
(Thanks to [DaOne](#) for his elements/help)
- Fixed : **Translations error** between French/English

v 1.1.13.1

New Features

- Added : **Mag_GC_Vector_75Rnd**

Changes / Fixes

- Fixed : **Sherpabag** corrupted textures files (Green, CamoGreen and CamoWine variants)
- Fixed : Missing ik animation for **GC_MilitaryCrateKeys**
- Fixed : Various **missplaced objects**

v 1.1.13

New Features

- Added : New mechanic :: **Locked Crate**
- Added : **GC_Vector_SBR**
- Added : **GC_Vector_SBR_Olive**
- Added : **GC_Vector_SBR_Tan**
- Added : **GC_Vector_CRB**
- Added : **GC_Vector_CRB_Olive**
- Added : **GC_Vector_CRB_Tan**

- Added : **Mag_GC_Vector_45Rnd**
- Added : **Land_GC_Wreck_CH47**
- Added : **Land_GC_Wreck_CH47_DE**
- Added : **GC_MilitaryCrate**
- Added : **Unlock Military Crate** Action
- Added : Military Crate server side parameters in **Configuration JSON file**
- Added : **GC_MilitaryCrateKeys**
- Added : **GC_MilitaryCrateKeys** spawn on **Heavy Soldier** (*cfgspawnablestypes.xml*)
- Added : **Chinook DE** (*events.xml*)
- Added : Tree felling area close to **Stappelton**

Changes / Fixes

- Changed : Full rework of **Stappelton**
- Changed : CE Rebalance : **Drone DE** amount changed to 7 from 10 (*events.xml*)
- Changed : CE Rebalance : **Trailer DE** amount changed to 30 from 20 (*events.xml*)
- Changed : CE Rebalance : **Military Convoy** (Checkpoint) DE amount changed to 2 from 1 (*events.xml*)
- Changed : CE Rebalance : **Police Situation** (Roadblocks) DE amount changed to 2 from 1 (*events.xml*)
- Changed : Some car/trucks spawns, Police, Drone and DE events was updated around Stappelton

v 1.1.12.1

Changes / Fixes

- Fixed : **Layers issue** with seasonal mods
- Fixed : **Texture issue** on some items (Sherpa backpack ie.)

v 1.1.12

Changes / Fixes

- Changed : Full rework of **Collinsburg**
- Fixed : **Missplaced Objets** reported on our Discord

v 1.1.11

New Features

- Added : **FOB Deweese**
- Added : **FOB Crestwood**
- Added : **FOB Airstrip**
- Added : **FOB Louisville**

Changes / Fixes

- Changed : Actual **FOB Deweese** is newly renamed as **Bravo Camp**
- Changed : Actual **FOB Louisville** is newly renamed as **Charlie Camp**
- Changed : Full rework of **Crestwood**
- Changed : Terrain Improvement of **Bravo Camp**
- Changed : Improvement of **Charlie Camp**
- Changed : **Weather** is now based on Chernarus instead of Livonia (more progressive)
- Changed : **CfgWeather.xml** file is now deactivated by default (using default Weather)
- Changed : Some dynamic events, car, trucks **spawn positions are changed** due to changes in this and previous update
- Changed : **Antenna Cabinet** location changed from 8 to 11 (All National Guard FOBs/Camps included)

Known issue : Underground effect broken on Arsenal Bunker. I will try to fix this soon.

v 1.1.10

Changes / Fixes

- Changed : Full rework of **Munford**
- Changed : Full rework of **Edesville**

v 1.1.9

New Features

- Added : **GC_M1A1** (Civilian M14)
- Added : **Dante's Hotspring** Summer Camp
- Added : **Wood exploitation** near Lynbrook
- Added : **New gravel road** from Lynbrook to Munford
- Added : **New gravel road** from Munford to Sawmill
- Added : New abandoned village called **Cutler**
- Added : **GC_Letter006** (Adam's mail)
- Added : New **wood road sign** for new gravel roads
- Added : **Custom SPC texture** from WildlandZ Community (**GC_SmallProtectorCase**)

Changes / Fixes

- Changed : Rework of **Lynbrook**
- Changed : **Server-side configuration** (Settings for the M1A Rifle)
- Fixed : Error of **Infected Spawn in Auberry** set to 86, to 6 min and 8 max for one point
- Fixed : **M82A1** seems in good aspect when he is damaged or badly damaged
- Changed : Create multiple **clearings or open areas** throughout the map to break up the repetitive nature of the forests and create points of interest in the future
- Changed : Update of **players spawns**
- Changed : Some adjustments about **ammos quantity/rarity**
- Changed : **cfgweather.xml** on dayzOffline.GreenCounty (Light Rain settings)

v 1.1.8

Changes / Fixes

- Changed : Rework from scratch of **Auberry**
- Changed : Big improvements of sat and mask images

v 1.1.7.3

Changes / Fixes

- Fixed : Layers issues on Green County Early Winter Version
- Changed : All layers of 3 seasons was regenerated
- Changes : Navmeshes regenerated

v 1.1.7.2

Changes / Fixes

- Fixed : Similar issue about audio beacons but now for survivors letters. (forgotten fix)

v 1.1.7.1

Changes / Fixes

- Fixed : Audio in French for Beacons.

Since DayZ 1.29, the following method return was changed.

```
g_Game.GetCurrentDisplayLanguageIdx()
```

The GreenCounty code about "Beacons" was designed to play an audio clip in French if this value was 1, and in English for any other value. However, since version 1.29, the French language returns 2 instead of 1, and English returns 1 instead of 0. This has broken the functionality.

v 1.1.7

New Features

- Added : **Billboard** "Rabbit Breeding"
- Added : **Sign** "Rabbit Breeding"

Changes / Fixes

- Changed : Rework from scratch of **Old Field**
- Fixed : **Reported Missplaced Objects** : [#Discord](#)

v 1.1.6.1

New Features

- Added : **Wolf Headdress**, in same color of our Infected Wolves
- Added : **Bear Headdress**, in same color of our Infected Bears
- Added : New rooms in the **Arsenal Bunker** (Sakhal 1.29 Update)

Changes / Fixes

- Changed : **Arsenal Locker** is now at his real planned position in the Arsenal Bunker

This update require a full wipe (DayZ 1.29) and you must update your mission files to 1.1-r11 - Black Whale

Known Issues : 1) *White effect on Loading Screen* - 2) *There is no darkness in the arsenal (will be fixed asap)*

v 1.1.6

New Features

- Added : **Japanese Translation**, thanks to [KATAPANZ](#)
- Added : **Cardboards Pallets** on 101st ACR hangars (like Leafstown Radar Base)

Changes / Fixes

- Changed : Rework of **Bedford** (without alterate too much his original structure)
- Fixed : **Floating bush** above the Arsenal Bunker

v 1.1.5

New Features

- Added : **GC_Kolumbus_Branding**
- Added : **GC_Kolumbus_VendingMachine**
- Added : "*Push & Shake*" Action for the **GC_Kolumbus_VendingMachine**
- Added : **GC_Carboard4** (Kolumbus Branded)
- Added : **GC_Cardboards_Pallet4** (Kolumbus Branded)
- Added : Kolumbus Vending Machines on Pubs, Stores, and Bars...

Changes / Fixes

- Fixed : Missplaced Objects posted on [feedback channel](#)
- Williburg Quarry : Full rework
- Louisville : Rework of the industrial area at the north of the town

v 1.1.4

Changes / Fixes

- Added : **Underground triggers** about [Biolab Hydrogen Area](#)
- Changed : **Areaflags** about [Biolab Hydrogen Area](#)
- Fixed : Some **scripts** have been changed about [Water Collector](#) in *Config.json*

v 1.1.3

Changes / Fixes

- Fixed : Forgotten **green hiking path** added on the east of Chester Hill
- Fixed : Some **stringtables** (translations) are adjusted

v 1.1.2

Changes / Fixes

- Changed : **Water level lowered** on one of caves (*Drowned player issues*)
- Changed : **GC_Motherboard** will spawn in a random health level (*can be ruined too*)

v 1.1.1

Changes / Fixes

- Fixes for incorrectly placed objects.
- Additional spawn points for the GC_Sherpa7R item (and its variants).
- Mission files updated with PlateCarrierVest added to loot.
- Spawn points on Police Sedan Wreck.
- Navmeshes regen.

As the Sherpa7R item is not intended to spawn in Briemfield, changes are being made to this effect. This item is too powerful to be found in this type of location/Tier.

I recommend updating the mission files to version 1.1-r4 - Black Whale.

A wipe is not necessary, as the central economy will regulate itself within a few hours.

v.1.1.0

Green County Immersive mod was merged directly on Green County and will no longer be available on steam.

Updating Missions files, and full wipe is mandatory !

In order for you to use Green County according to the seasons, we have made two corrective adaptation mods.



"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 [cynepe](#).



"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](#).

We suggest using the "Snowy Trees" mod with "Green County - Winter" to avoid an unattractive graphic effect on distant trees. However, "Snowy Trees" replaces certain trees

and may cause collisions. It's up to you to choose which option suits you best.

New Features

- Added : "**Lockdown**" Lore/Quest
- Added : "**Day Zero**" Lore/quest (*Partial content, will be fully useable on 1.2 update*)
- Added : new village **Chester Hill**
- Added : new village **Clayton**
- Added : new village **Rosebud**
- Added : new village **Fairview**
- Added : new village **Minerton**
- Added : new village **Hope**
- Added : lot of **new roads** on the whole map to better displacements in future villages
- Added : **fuelstations** in Sawmill and Willisburg Quarry for balancing reasons
- Added : isolated houses, barns, sheds along Tier 1 roads
- Added : decorations on lakes/ponds (reeds, sheds, rocks...)
- Added : infected on lakes/ponds
- Added : wires are now present on powerlines
- Added : some **caves** are now present on forests
- Added : Static object : **Land_GC_HumanSkull**
- Added : infected with white NBC are now present on Evacuation Points (**Bio-Lab .Corp Scientists**)
- Added : **Bio-Lab Power Station** (Incomplete, but can be visited at this time, waiting 1.2 update)
- Added : **Bio-Lab Medical Complex** (Only decorative entrance door at this time, waiting 1.2)
- Added : **Hocking Drill Area** (Only decorative at this time, waiting 1.2)
- Added : **8 Communications antenna and beacon cabinet** on National Guard bases/HQ
- Added : item **GC_Memory**
- Added : item **GC_Motherboard**
- Added : item **GC_Harddisk**
- Added : item **GC_BeaconKit**
- Added : Static object : **GC_Wreck_FPVDrone**
- Added : dynamic event "**DroneCrash**"
- Added : action to disassemble FPV Drone
- Added : dynamic event with a Biolab scientist corpse on ground (same as Sakhal)
- Added : new **National Guard Checkpoints** locations (convoys)
- Added : new **Police Roadblocks** locations (police situation)
- Added : item **Land_GC_Arsenal_Locker**
- Added : items **GC_M82A1** & **Mag_GC_M82A1**
- Added : item **Ammo_GC_Cal50**
- Added : mud roads to rejoin some ponds/lakes
- Added : New **sound for Infected Bears** (better known as "Abomination")

- Added : New **sound for Infected Wolves** (better known as "Vermins")
- Added : Configuration of probability for the M82A1 Rifle, his magazines and one Optic in the Arsenal Locker (.json file)
- Added : item **GC_Sherpa7R_Backpack_Blue**
- Added : item **GC_Sherpa7R_Backpack_Green**
- Added : item **GC_Sherpa7R_Backpack_Sand**
- Added : item **GC_Sherpa7R_Backpack_Wine**
- Added : item **GC_Sherpa7R_Backpack_CamoBlue**
- Added : item **GC_Sherpa7R_Backpack_CamoGreen**
- Added : item **GC_Sherpa7R_Backpack_CamoSand**
- Added : item **GC_Sherpa7R_Backpack_CamoWine**
- Added : **County Airstrip**
- Added : **Creedmoore Castle**
- Added : **Wood roadsigns** on Grav roads
- Added : item **GC_BoonieHat_Marpat**
- Added : items **GC_Letter001** to **GC_Letter004** (Citizens letters, more will come later)

Changes

- Changed : big VHV Towers are changed by **HV2 Towers**
- Changed : size of **Clipboards** raised from 1x2 to 2x3
- Changed : amount of **stones in forests** are divided by 2 to improve usage of vehicles
- Changed : amount of **deciduous trees** are lowered by 15% in forests
- Changed : amount of **bushes** are raised by 10% in forests of deciduous
- Changed : amount of **campers trailers** in same time reduced
- Changed : **trailers locations** are now cover all the map (not only the north)
- Changed : update of **road signs** (remove 0miles indication)
- Changed : update of **road signs** (fix some errors)
- Changed : all **player spawn points** are reworked
- Changed : all **vehicles** (cars,trucks) **spawn points** are reworked
- Changed : (Ambulances Wrecks, Helicrashes, Police Wrecks) **Events spawn points** are reworked
- Changed : **Medieval Hill** was replaced by a barn/farm
- Changed : **Configuration for Water collectors** in the server side config .json file
- Changed : **M923 Wreck truck** LOD optimization
- Changed : **Military Heavy Soldiers infected** (MCCU with helmets and vest) bullet resistance raised

Others

- Fixed : **duplicated objects** (Haybales in particular)
- Fixed : loadingscreen **scripts errors**
- Fixed : missplaced billboards

- Rework and **improvements of sat map**
- Rework and **improvements of ground mask**
- Retextured **Healthcare Centers** (Dillsboro, Green Heights)
- Retextured **Arsenal Bunker** + New Rooms (from DayZ 1.29)
- Retextured **PunchedCard**
- Retextured **Wreck AN-2**
- Rework of the **CE Project** for Economy Editor
- Now only US Infected Soldiers spawn on map (Russian Infected Soldiers are removed)
- Now **infected soldiers** are in MCCU (Officers wearing beret, soldiers a boonie-hat, heavies a helmet)
- Retextured **GorkaPants & GorkaEJacket PautRev** are now in Multicam
- Retextured **GorkaPants & GorkaEJacket Flat** are now in Multicam Black
- Retextured **GorkaPants & GorkaEJacket Autumn** are now in Multicam Arid
- Retextured **GorkaPants & GorkaEJacket Summer** are now in Multicam Tropic
- Retextured **GorkaPants & GorkaEJacket Winter** are now in Multicam Alpine
- Retextured **infected prisoner** in orange uniform
- Retextured **PrisonerUniformJacket & PrisonerUniformPants** in orange with SZM (*for Sizemoore Jail*)
- Retextured **infected policeman & woman** in a more US stylized uniform
- Retextured **PoliceCap, PoliceJacket & PolicePants** in a more US stylized uniform
- **Trailer DE** have now some Infected roaming around