

Technical & Gameplay

Technical Specs

Terrain Size	<i>10x10km (100km²)</i>
Resolution / Accuracy	<i>1m/px</i>
Heightmap Size	<i>2048</i>
Cell Size	<i>5</i>
Sat/Mask tiles size	<i>512px</i>
Texture layer size	<i>40px</i>
Overlap	<i>192px</i>

- **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 one medium-sized town (Louisville) and a larger capital (Leaftown). To achieve a balanced gameplay, we have chosen to place only 4 medical buildings (as a result, medicines and treatments are in low/medium quantity depending the area), 3 police stations and 4 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.

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.

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