

# 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  
}
```

---

Revision #4

Created 2026-01-12 01:23:47 CET by Hellmaker2a

Updated 2026-01-13 20:55:09 CET by Hellmaker2a