

v1.1.x Branch

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 missionfiles 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 Leaftown 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 [cynep](#).



"**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 : misplaced 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 inMulticam Black
- Retextured **GorkaPants & GorkaEJacket Autumn** are now inMulticam Arid
- Retextured **GorkaPants & GorkaEJacket Summer** are now inMulticam Tropic
- Retextured **GorkaPants & GorkaEJacket Winter** are now inMulticam 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