If you want to have a maize in rows you must change numblocksperunit and width in map.i3d

open your map.i3d with notepad

Ctr + F ---> Layers

<FoliageSubLayer name="maize" densityMapTypeIndex="5" densityMapChannelOffset="4" numDensityMapChannels="4" materialId="621" cellSize="8" viewDistance="100" terrainOffset="0.1" objectMask="65520" distanceMapIds="29;58;59;60;61;61;61;62;63" distanceMapUnitSizes="128;128;128;128;128;128;128;128;128" atlasSize="1" **numBlocksPerUnit="1.35" width="3.4"** height=";0.875;1.25;2.25;2.5;2.5;2.5;2.25;0.325" texCoords=";0 0 0.25 0.25;0 0.5 0.25 0.5;0.25 0 0.25 1;0.5 0 0.25 1;0.5 0 0.25 1;0.5 0 0.25 1;0.75 0 0.25 1;0.5 0 0.25 0.144" widthVariance="0" heightVariance="0.2" horizontalPositionVariance="0.025" numStates="9" growthNumStates="7" growthStateTime="2.4e+007"/>

numBlocks... 1.35

width........3.4