

---

Subject: [SSGM Plugin] Wealth Redistribution  
Posted by [iRANian](#) on Fri, 26 Aug 2011 22:19:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This plugin takes money from players of a team when their credit count is higher than a configurable credit limit and redistributes it to players whos credit count is lower than a configurable amount of credits. There are configurable multipliers on both variables for when a team loses their Power Plant or Refinery.

Credits go to Hex, pvtschlag and jnz for writing OnOeS, from what the code I used was taken from.

<http://www.youtube.com/watch?v=Yq1eIKBFZcI>

---

### File Attachments

1) [Wealth Redistribution SSGM Plugin v1.zip](#), downloaded 68 times

---

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [Caveman](#) on Fri, 26 Aug 2011 22:58:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Is this gonna work with TT?

---

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [iRANian](#) on Fri, 26 Aug 2011 23:00:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, because you'll need to have SSGM 4.0 with TT and this is a SSGM 2.0.2 plugin, I'll port all my stuff over to SSGM 4.0 when it gets released.

---

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [Creed3020](#) on Sun, 28 Aug 2011 01:30:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a great idea and will help to keep people infused with cash when others are hoarders and don't feel like sharing. Overall something like this would help a team to succeed or win faster when the other team was bound to win regardless.

Only time I see this being a problem is when you are on a losing team and have most of the credits, but you don't want the n00bs to get your cash, you just want to donate to select players you know that can handle the \$\$ without wasting it.

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [Intradox](#) on Sun, 28 Aug 2011 03:30:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This is a good idea, but it does help out the lazy players who don't want to actually help win the game and just camp in the base.

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [halo2pac](#) on Sun, 28 Aug 2011 14:50:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Aye, Comrad! A socialist Plugin!

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [iRANian](#) on Sun, 28 Aug 2011 15:05:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm Barack Obama and I approve of this message.

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [Hex](#) on Sun, 28 Aug 2011 19:59:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'll be porting OnOeS to scripts 4.XX if I find a comm to work with

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [iRANian](#) on Sun, 28 Aug 2011 20:05:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hmm, I was thinking about porting the core regulator part of OnOeS to an SSGM 4.0 plugin for A Path Beyond or Renegade myself and writing my crate system (all the crates affect the whole team for the remainder of the game and there are none that have a negative effect) based on the OnOes system.

Are you gonna port it over stand-alone or as an SSGM 4.0 plugin?

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [halo2pac](#) on Tue, 30 Aug 2011 04:23:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

iRANian wrote on Sun, 28 August 2011 11:05 I'm Barack Obama and I approve of this message.

The one thing you've said that I agree with. props.

@Hex, how are you gonna port it if there's no sdk yet for 4.0?

---

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [liquidv2](#) on Tue, 30 Aug 2011 04:27:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

rename this the Welfare Plugin  
give the poor players Vehicle and High Infantry Stamps

---

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [sla.ro\(master\)](#) on Fri, 02 Sep 2011 16:26:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hex wrote on Sun, 28 August 2011 22:59'll be porting OnOeS to scripts 4.XX if I find a comm to work with

i though your not interested in renegade anymore..

i'm porting my Lua bot to 4.0 too right now

---

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [GEORGE ZIMMER](#) on Fri, 02 Sep 2011 18:11:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you commie bastard  
liquidv2 wrote on Mon, 29 August 2011 21:27rename this the Welfare Plugin  
give the poor players Vehicle and High Infantry Stamps  
ahahaha

but seriously, a pretty cool idea- hope some servers implement it when I get around to playing Ren again

---

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [iRANian](#) on Fri, 02 Sep 2011 18:14:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

he voted for Obama what do you expect

he also has hairy arms

---

---

Subject: Re: [SSGM Plugin] Wealth Redistribution  
Posted by [crazfulla](#) on Sat, 03 Sep 2011 00:40:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

iRANian wrote on Fri, 02 September 2011 11:14he voted for Obama what do you expect

he also has hairy arms

---