The cheaters themselve are morons, there i agree. But i think server owners who do not use a full functional cheat protection are morons too. The biggest problem is, that you play a lot with kind and good players you think. And other players you think are cheater cause they own you. It makes a lot of mischief between the players if you cannot determine if they cheat or not. Whole clans are in war because of that mischief. With renguard there is no more crying like bigheader, damage hacker oder cheater.

The last very bad Reaction i had: I was playing on the german server of U-F, normally known as very kind and skilled players. Map was islands. I was in fron of the nod base with a med pounding a the hand. Besides of me there was a mrls attacking nod ref. "Suddenly" the nod ref was destroyed. U-F did a gmeover NOW. I asked why and they said there was a cheater in gdi who destroyed nod ref. But it wasn a cheater, it was a freaking mrls who shot at ref over a minuted and no one in the nod base was interested in that fact.
I hate that mischief. Therefore i said to U-F: "I'll be back on your server if you install renguard".