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Subject: RenGuard Logical Diagram

Posted by [exnyte](#) on Thu, 20 Nov 2003 06:34:25 GMT

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gibberishHowever on the flip side it could create a lot of panic if RenGuard accidentally incorrectly identifies a new map/mod as a cheat and bans a bunch of people. :twisted:

In the event that this happens, RenGuard is fixed, those who are wrongly banned are unbanned and all is well. There should never be a reason for someone to even "test" a cheat in a public server, so a Zero-Tolerance attitude should be enforced. There is no reason to give cheaters multiple chances.

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