gibberishHowever on the flip side it could create a lot of panic if RenGuard accidently 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.