KanezorRenGuard *is* a pain in the ass, sometimes. Just recently, I myself had a problem with RenGuard. It was claiming that always.dbs was corrupted, yet when I'd download that from someone else, it would still claim it was corrupted. It wouldn't claim such for the person I downloaded it from, though. So, I disabled RenGuard for a few days, and I was still able to play fine (eg, no 'version mismatch'), though without access to various BRenBot commands.

I just re-enabled RenGuard, and it seems that it has stopped complaining about that file. What's wierd is that t's now the origional file that was there when it started complaining.

So really, until you can guarantee me that such occurances won't happen, I strongly feel that it is unreasonable to want everyone and their dog to use RenGuard. Maybe when RenGuard 1.04 comes out, bugs may have been fixed. But until then...

It's really annoying especially without !showmods, because non-rg people who can't use RenGuard for reasons stated above (or other legitimate reasons) are then not able to find out who the mods are for a server to complain about someone else which may be cheating.
Also, if you know me, then you know that when when I have a fair amount of spare credits, then I try to !donate the extra to the less fortunate members of my team. That's something that I have not seen anyone else do on a regular basis. Not having access to !donate because of a silly problem with RenGuard doesn't hinder only me in such a case, but my team as well.

If you ask me, I believe you hardly know anything. Hardly anyone can say they had bugs, and it's only the cheaters that say they do then as a way to try and get the server admin to change the rules.