I am rather talking of the random n00b that can now easely download a cheat and cheat with it. I see no plus value at all of a final renegader who doesn't even know what the cheat does, and certainly not how it was made, joining in my server.

I picked on this one time before: if you would have the cheaters going against the anti-cheaters in a server, it wouldn't be a problem.

I do believe that you will see this as a necessary side effect though. Cheat designers won't work if they don't get the ow so much wanted "rep" for it. To get the "rep", they need to make things public. I consider harming other's rep also a way to get "rep" for your eyes, in this reasoning btw (like FR did for Crimson, ACK, ...). However, for us the side effect is the biggest problem. And there you have Renguard popping up.

The purpose of Renguard is to stop this side effect. If the side effect is taken off, the reasons for cheat makers to make cheats (rep) is taken away, hence there's only one way for the cheat makers to keep it up: by attacking/bypassing Renguard. In a way you guys were very lucky that RG ain't a necessary download but only 'half RG' because it made a double path go open:

1. bypassing RG;
2. bypassing mods.

That's the analysis part. Now I can see what you mean with the good part the cheat makers brought indirectly into the community. It would have been nice though if this would be possible without above mentioned side effect.

Basically what you are saying is that people get much easier motivated from killing something, than from building something up (which is also much easier). Unfortunately, I do believe you are right in that (especially but absolutely not only in the case of teenagers) unfortunately. The human race/average intellect ain't something to be proud of at times.