With renguard bypassed, I don't see why you would want it to block scripts.dll If a new version of renguard will come out, it might be different, but I do want to be able to do some testing on the client side too... And if I want to release a fix like the wall lag fix, it would be a bad thing if renguard did not allow it. Depends on how prepared and fast the renguard team is with allowing trusted modifications though...