



Placeholder	Description
<PLAYER_NAME>	Will be replaced with the own name.
<PLAYER_TEAM>	Will be replaced with the own team.
<PLAYER_LASTKILLER>	Will be replaced with the last player who killed you.
<PLAYER_LASTVICTIM>	Will be replaced with the last player you killed.
<PLAYER_LASTWEAPONKILL>	Will be replaced with the last weapon you killed a player with.
<PLAYER_LASTWEAPONDEATH>	Will be replaced with the last weapon a player killed you with.
<PLAYER_KILLS>	Will be replaced with the own amount of kills.
<PLAYER_DEATHS>	Will be replaced with the own amount of deaths.
<PLAYER_TEAMKILLS>	Will be replaced with the own amount of teamkills.
<TIME>	Will be replaced with the current time. Format: H:i (Hour:Minute)
<PLAYER_COUNTRY_CODE>	Will be replaced with the own country code. (e.g. DE)
<PLAYER_COUNTRY_NAME>	Will be replaced with the own country name (e.g. Germany). The country name adapts oneself to the language which was set in the config.
<PLAYER_CONTINENT_CODE>	Will be replaced with the own continent code. (e.g. EU).
<PLAYER_CONTINENT_NAME>	Will be replaced with the own continent name. (e.g. Europe). The continent name adapts oneself to the language which was set in the config.
<PLAYER_CITY_NAME> *	Will be replaced with the own city name. (e.g. Berlin). The city name adapts oneself to the language which was set in the config. * Works only, if the extended <a href="#">geoip</a> database is installed.

You are able to use color codes.