

| 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 geoip database is installed. |

You are able to use color codes.