
Subject: Re: Brenbot Plugin Error

Posted by [Gen_Blacky](#) on Mon, 25 Jan 2010 18:01:59 GMT

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```
package killsounds;
```

```
use Socket;  
use POE;  
use POE::Component::Client::TCP;  
use POE::Filter::Reference;  
use Time::HiRes qw(time);  
use Data::Dumper;
```

```
our %playerstats = ();
```

```
our %additional_events = (  
    "GL_playerKill" => "GL_playerKill",  
    "mapload"      => "reset",  
    "gameresult"   => "reset",  
);
```

```
sub start {  
    %playerstats= ();  
    $firstkill = 1;
```

```
}
```

```
sub stop {
```

```
}
```

```
sub mapload {  
    my ( $kernel, $session, $heap, $args ) = @_ [ KERNEL, SESSION, HEAP, ARG0 ];  
    print("resetting stats\r\n");  
    %playerstats= ();  
}
```

```
sub gameresult {  
    my ( $kernel, $session, $heap, $args ) = @_ [ KERNEL, SESSION, HEAP, ARG0 ];  
    print("resetting stats\r\n");  
    %playerstats= ();  
    $firstkill = 1;  
}
```

```

sub auto_rekill
{
    my $killer = shift;
    my $comment = shift;

    return if ( $startup == 1 );

    # Check they are not rec ignored
    if ( modules::is_rec_ignored( $killer ) )
    {
        modules::RenRemCMD( "msg [BR] $killer was unable to recieve their recommendation for
$comment because they have been added to the recignore list by an administrator." );
        return;
    }

    if ( modules::get_module( "autorecs" ) )
    {
        modules::RenRemCMD( "msg [BR] $killer has been recommended by BrenBot: $comment" );
        modules::recommend_player( $killer, "BrenBot", $comment, 1 );
        bhs::playsndp( "bonus_complete.wav", $killer );
    }
}

```

```

my $killer = plugin::getPlayerFromObjectID($2);
my $skilled = plugin::getPlayerFromObjectID($1);

```

```

# if($killer == ""){return;}
my $playsound = "";

#####
### Check to see if person is Owner

my $owner = 0;

# print ("$killer killed $killed\r\n");
# if($killer eq ""){print("Killer is empty\r\n"); return;}

if ( modules::IsHalfMod($killer)
    || modules::IsFullMod($killer)
    || modules::IsAdmin($killer))
{
$owner = 1;
}

#####
### Colors for normal and special Owner messages

my $ncolor = "178,178,178"; #normal grey

my $scolor = "255,150,2"; #special orange

#my $ocolor = "255,0,0"; #Owner Red

#####
### Firstblood bit

#brIRC::ircmsg ("[noobdebugging] $killer killed $killed", "");

if ( $firstkill == 1 ) {

#if($killer eq $killed)
#{
#brIRC::ircmsg ("[debug] $killer killed his own dumb self, no first blood", "");
#}

    if ( ( $killer ne "" ) && ( $killer ne $killed ) ) {
        my $rand_firstblood = 0;
        my $comment = "First Blood";
        if ( $owner == 0 ) {
            $rand_firstblood = int( rand(3) );

            #brIRC::ircmsg ("random normal number is $rand_firstblood", "");
            if ( $rand_firstblood == 0 ) {

```

```

        $playsound = "snda firstblood.mp3";
    }
    if ( $rand_firstblood == 1 ) {
        $playsound = "snda onkill_firstblood.mp3";
    }
    else {
        $playsound = "snda onkill_firstblood2.mp3";
    }
    modules::RenRemCMD("cmsg $ncolor [BR] $killer Drew First Blood");
    print("Played $playsound for $killer\r\n");
    brIRC::ircmsg(
        "$killer drew first blood (normal $playsound)", "" );
    modules::RenRemCMD($playsound);
    $firstkill = 0;
    auto_rekill( $killer, "First Blood" );
}
else {
    $rand_firstblood = int( rand(2) );

    #brIRC::ircmsg ("random special number is $rand_firstblood", "");
    if ( $rand_firstblood == 0 ) {
        $playsound = "snda f_first_blood.mp3";
    }
    else {
        $playsound = "snda f2_first_kill1.mp3";
    }
    modules::RenRemCMD("cmsg $scolor [BR] $killer Drew First Blood");
    print("Played $playsound for $killer\r\n");
    brIRC::ircmsg(
        "$killer drew first blood (special $playsound)", "" );
    modules::RenRemCMD($playsound);
    $firstkill = 0;
    auto_rekill( $killer, "First Blood" );
}

}
else {

#brIRC::ircmsg ("[debug] false kill, no firstblood related to $killer or victim $killed", "");
return;
}
} ##### end first kill

#####
### Stats Counter

if ( $playerstats{$killer} ) {
    # print("$killer is old \r\n");

```

```

# my %p = $playerstats{$killer};
# check when player last killed

my $lastkill = $playerstats{$killer}{'lastkill'};
if ( $lastkill + 10 > time() ) {
    $playerstats{$killer}{'kills'} =
        $playerstats{$killer}{'kills'} + 1;
    $playerstats{$killer}{'lastkill'} = time();
}
else {
    $playerstats{$killer}{'kills'} = 1;
    $playerstats{$killer}{'lastkill'} = time();
}
$playerstats{$killer}{'totalkills'} =
    $playerstats{$killer}{'totalkills'} + 1;
}
else {
    #print("$killer is new\n\n");
    $playerstats{$killer}{'totalkills'} = 1;
    $playerstats{$killer}{'kills'} = 1;
    $playerstats{$killer}{'lastkill'} = time();
}

```

```

#brIRC::ircmsg("$killed died at $playerstats{$killed}{'totalkills'} kills","");

```

```

# reset killed players kills
$playerstats{$killed}{'totalkills'} = 0;
$playerstats{$killed}{'kills'} = 0;
$playerstats{$killed}{'lastkill'} = 0;

```

```

#print Dumper(%playerstats);
# print("\n\n\n");

```

```

#

```

```

#if ( $killer == "" ) { print "killer is empty";return; }
#####
#####
#### START Kills within tie
my $played_sound = 0;

```

```

#MULTIKILLS
# print("Player $killer kills is $playerstats{$killer}{'kills'} \n\n");
if ( $playerstats{$killer}{'kills'} == 2 ) #2
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(

```

```

        "cmsg $ncolor [BR] Double Kill ($killer 2)");
$playsound = "snda doublekill.mp3";
modules::RenRemCMD($playsound);
print("Played normal $playsound for $killer\r\n");
brIRC::ircmsg("[MULTI] $killer - Double Kill (normal, 2 successive kills)", "");
    }
else {
    modules::RenRemCMD(
        "cmsg $scolor [BR] Double Kill ($killer 2)");
$playsound = "snda f_double_kill.mp3";
modules::RenRemCMD($playsound);
print("Played special $playsound for $killer\r\n");
brIRC::ircmsg("[MULTI] $killer - Double Kill (special, 2 successive kills)", "");
    }
$played_sound = 1;
}

if ( $playerstats{$killer}{kills} == 3 ) #3
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Triple Kill ($killer 3)");
$playsound = "snda triplekill.mp3";
modules::RenRemCMD($playsound);
print("Played normal $playsound for $killer\r\n");
brIRC::ircmsg(
"[MULTI] $killer - Triple Kill (normal, 3 successive kills)",
    ""
        );
    }
else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Triple Kill ($killer 3)");
$playsound = "snda f_Hattrick.mp3";
modules::RenRemCMD($playsound);
print("Played special $playsound for $killer\r\n");
brIRC::ircmsg(
"[MULTI] $killer - Double Kill (special, 3 successive kills)",
    ""
        );
    }
$played_sound = 1;
}

if ( $playerstats{$killer}{kills} == 4 ) #4
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(

```

```

        "cmsg $ncolor [BR] Multi Kill ($killer 4)");
$playsound = "snd multikill.mp3";
modules::RenRemCMD($playsound);
print("Played normal $playsound for $killer\r\n");
brIRC::ircmsg(
    "[MULTI] $killer - Multi Kill (normal, 4 successive kills)",
    ""
);
}
else {
    modules::RenRemCMD(
        "cmsg $scolor [BR] Multi Kill ($killer 4)");
$playsound = "snd f_multikill.mp3";
modules::RenRemCMD($playsound);
print("Played special $playsound for $killer\r\n");
brIRC::ircmsg(
    "[MULTI] $killer - Multi Kill (special, 4 successive kills)",
    ""
);
}
$played_sound = 1;
}

if ( $playerstats{$killer}{kills} == 5 ) #5
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Mega Kill ($killer 5)");
$playsound = "snd megakill.mp3";
modules::RenRemCMD($playsound);
print("Played normal $playsound for $killer\r\n");
brIRC::ircmsg(
    "[MULTI] $killer - Mega Kill (special, 5 successive kills)",
    ""
);
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Mega Kill ($killer 5)");
$playsound = "snd f_megakill.mp3";
modules::RenRemCMD($playsound);
print("Played special $playsound for $killer\r\n");
brIRC::ircmsg(
    "[MULTI] $killer - Mega Kill (special, 5 successive kills)",
    ""
);
    }
    $played_sound = 1;
}

```

```

}

if ( $playerstats{$killer}{'kills'} == 6 )  #6
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Ultra Kill ($killer 6)");
        $playsound = "snd ultrakill.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[MULTI] $killer - Ultra Kill (normal, 6 successive kills)",
            ""
        );
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Ultra Kill ($killer 6)");
        $playsound = "snd f_ultrakill.mp3";
        modules::RenRemCMD($playsound);
        print("Played special $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[MULTI] $killer - Ultra Kill (special, 6 successive kills)",
            ""
        );
    }
    $played_sound = 1;
}

if ( $playerstats{$killer}{'kills'} == 7 )  #7
{
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Monster Kill ($killer 7)");
        $playsound = "snd monsterkill.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[MULTI] $killer - Monster Kill (normal, 7 successive kills)",
            ""
        );
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Monster Kill ($killer 7)");
        $playsound = "snd f_Monsterkill_F.mp3";
        modules::RenRemCMD($playsound);
        print("Played special $playsound for $killer\r\n");
    }
}

```

```

        brIRC::ircmsg(
"[MULTI] $killer - Monster Kill (special, 7 successive kills)",
        ""
    );
}
$played_sound = 1;
}

if ( $playerstats{$killer}{'kills'} == 8 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] Ludicrous Kill ($killer 8)");
        $playsound = "snd_a_onskill_ludicrouskill.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
"[MULTI] $killer - Ludicrous Kill (normal, 8 successive kills)",
            ""
        );
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] Ludicrous Kill ($killer 8)");
        $playsound = "snd_a_f_ludicrouskill_F.mp3";
        modules::RenRemCMD($playsound);
        print("Played special $playsound for $killer\r\n");
        brIRC::ircmsg(
"[MULTI] $killer - Ludicrous Kill (special, 8 successive kills)",
            ""
        );
    }
    $played_sound = 1;
}

if ( $playerstats{$killer}{'kills'} > 8 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmsg $ncolor [BR] ERROR: OVERKILL ($killer $playerstats{$killer}{'kills'})"
        );
        $playsound = "snd_a_scar_2.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal $playsound for $killer\r\n");
        brIRC::ircmsg(
"[MULTI] $killer - OVERKILL (special, $playerstats{$killer}{'kills'} successive kills)",
            ""
        );
    }
    else {

```

```

modules::RenRemCMD(
"msg $scolor [BR] ERROR: OVERKILL ($killer $playerstats{$killer}{kills})"
);
$playsound = "snd f2_bogan_like_deep.mp3";
modules::RenRemCMD($playsound);
print("Played special $playsound for $killer\r\n");
brIRC::ircmsg(
"[MULTI] $killer - OVERKILL (special, $playerstats{$killer}{kills} successive kills)",
""
);
}
$played_sound = 1;
}

#SPREES
if ( $playerstats{$killer}{totalkills} == 5 ) {
if ( $owner == 0 ) {
modules::RenRemCMD(
"msg $ncolor [BR] $killer is on a Killing Spree! (5 kills)"
);
$playsound = "snd killingspree.mp3";
modules::RenRemCMD($playsound);
print("Played normal spree $playsound for $killer\r\n");
brIRC::ircmsg(
"[SPREE] $killer is on a Killing Spree! (normal, 5 kills)",
""
);
}
else {
modules::RenRemCMD(
"msg $scolor [BR] $killer is on a Killing Spree! (5 kills)"
);
$playsound = "snd f_killing_spree.mp3";
modules::RenRemCMD($playsound);
print("Played special spree $playsound for $killer\r\n");
brIRC::ircmsg(
"[SPREE] $killer is on a Killing Spree! (normal, 5 kills)",
""
);
}
}

if ( $playerstats{$killer}{totalkills} == 10 ) {
if ( $owner == 0 ) {
my $comment = "10 Kills in a Row Without Dieing";
modules::RenRemCMD(
"msg $ncolor [BR] $killer is on a Rampage! (10 kills)"
);
$playsound = "snd rampage.mp3";
}
}
}

```

```

modules::RenRemCMD($playsound);
print("Played normal spree $playsound for $killer\r\n");
auto_rekill( $killer, " 10 Kills in a Row Without Dieing" );
brIRC::ircmsg(
    "[SPREE] $killer is on a Ramapage! (normal, 10 kills)",
    "" );
}
else {
modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is on a Rampage! (10 kills)"
);
$playsound = "snd f_rampage.mp3";
modules::RenRemCMD($playsound);
print("Played special spree $playsound for $killer\r\n");
brIRC::ircmsg(
    "[SPREE] $killer is on a Rampage! (special, 10 kills)",
    "" );
}
}

if ( $playerstats{$killer}{'totalkills'} == 15 ) {
if ( $owner == 0 ) {
modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is Dominating! (15 kills)");
$playsound = "snd onkill_dominating2.mp3";
modules::RenRemCMD($playsound);
print("Played normal spree $playsound for $killer\r\n");
brIRC::ircmsg(
    "[SPREE] $killer is Dominating! (normal, 15 kills)", "" );
}
else {
modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is Dominating! (15 kills)");
$playsound = "snd f_dominating.mp3";
modules::RenRemCMD($playsound);
print("Played special spree $playsound for $killer\r\n");
brIRC::ircmsg(
    "[SPREE] $killer is Dominating! (special, 15 kills)", "" );
}
}

if ( $playerstats{$killer}{'totalkills'} == 20 ) {
if ( $owner == 0 ) {
modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is Unstoppable! (20 kills)"
);
$playsound = "snd unstoppable.mp3";
modules::RenRemCMD($playsound);

```

```

        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is Unstoppable! (normal, 20 kills)", "" );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is Unstoppable! (20 kills)");
        $playsound = "sndaf_unstoppable.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is Unstoppable! (special, 20 kills)", "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 25 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is Godlike! (25 kills)");
        $playsound = "sndaf_godlike.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg( "[SPREE] $killer is Godlike! (normal, 25 kills)",
            "" );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is Godlike! (25 kills)");
        $playsound = "sndaf_godlike.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is Godlike! (special, 25 kills)", "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 30 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] Holy Shit, $killer! (30 kills)");
        $playsound = "sndaf_onkill_holyshit.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg( "[SPREE] Holy Shit! $killer! (normal, 30 kills)",
            "" );
    }
    else {
        modules::RenRemCMD(

```

```

"cmmsg $scolor [BR] Holy Shit, $killer! (30 kills)";
    $playsound = "sndaf_HolyShit_F.mp3";
    modules::RenRemCMD($playsound);
    print("Played special spree $playsound for $killer\r\n");
    brIRC::ircmsg(
        "[SPREE] Holy Shit! $killer! (special, 30 kills)", "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 35 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] Wicked Sick, $killer! (35 kills)";
        $playsound = "sndaf_wickedSick.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] Wicked Sick! $killer! (normal, 35 kills)", "" );
        }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] Wicked Sick, $killer! (35 kills)";
        $playsound = "sndaf_WhickedSick.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] Wicked Sick! $killer! (special, 35 kills)", "" );
        }
    }
}

if ( $playerstats{$killer}{'totalkills'} == 40 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is annihilating the enemy! (40 kills)"
        );
        $playsound = "f_SKAARJannihilation.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is a gigantic spawnkilling faggot... (normal, 40 kills)",
            "" );
        }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer still killing... (40 kills)"
        );
        $playsound = "f_SKAARJannihilation.mp3";
        modules::RenRemCMD($playsound);
    }
}

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        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is annihilating the enemy! (special, 40 kills)",
            "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 45 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is still killing... (45 kills)"
        );
        $playsound = "sndaf_SKAARJbloodbath.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is causing a Massacre! (normal, 45 kills)",
            "" );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is still killing... (45 kills)"
        );
        $playsound = "sndaf_SKAARJbloodbath.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is causing a Massacre! (special, 45 kills)",
            "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 50 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is still killing... (50 kills)"
        );
        $playsound = "f_SKAARJerradication.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is erradicating everyone in his path! (normal, 50 kills)",
            "" );
    }
    else {
        modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is still killing... (50 kills)"
        );
    }
}

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```

    $playsound = "f_SKAARJerradication.mp3";
    modules::RenRemCMD($playsound);
    print("Played special spree $playsound for $killer\r\n");
    brIRC::ircmsg(
        "[SPREE] $killer is erradicating everyone in his path! (special, 50 kills)",
        "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 55 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] $killer still killing... (55 kills)"
        );
        $playsound = "f_SKAARJextermination.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is cleansing everyone and everything! (normal, 55 kills)",
            "" );
    }
    else {
        modules::RenRemCMD(
            "cmsg $scolor [BR] $killer is still killing... (55 kills)"
        );
        $playsound = "f_SKAARJextermination.mp3";
        modules::RenRemCMD($playsound);
        print("Played special spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is cleansing everyone and everything! (special, 55 kills)",
            "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 60 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
            "cmsg $ncolor [BR] $killer is still killing... (60 kills)"
        );
        $playsound = "f_SKAARJslaughter.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is a more effective killer than AIDS! (normal, 60 kills)",
            "" );
    }
    else {
        modules::RenRemCMD(

```

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"cmmsg $scolor [BR] $killer is still killing... (60 kills)"
    );
    $playsound = "f_SKAARJslaughter.mp3";
    modules::RenRemCMD($playsound);
    print("Played special spree $playsound for $killer\r\n");
    brIRC::ircmsg(
        "[SPREE] $killer is a more effective killer than AIDS! (special, 60 kills)",
        "" );
    }
}

if ( $playerstats{$killer}{'totalkills'} == 65 ) {
    if ( $owner == 0 ) {
        modules::RenRemCMD(
"cmmsg $ncolor [BR] $killer is still killing... (65 kills)"
        );
        $playsound = "f_SKAARJtermination.mp3";
        modules::RenRemCMD($playsound);
        print("Played normal spree $playsound for $killer\r\n");
        brIRC::ircmsg(
            "[SPREE] $killer is the reason people leave this game, Crying! (normal, 65 kills)",
            "" );
        }
        else {
            modules::RenRemCMD(
"cmmsg $scolor [BR] $killer is still killing... (65 kills)"
            );
            $playsound = "f_SKAARJtermination.mp3";
            modules::RenRemCMD($playsound);
            print("Played special spree $playsound for $killer\r\n");
            brIRC::ircmsg(
                "[SPREE] $killer is the reason people leave this game, Crying! (special, 65 kills)",
                "" );
            }
        }
    }
}
1;

```
