پودمان:Break

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```
-- This module implements {{break}}

local p = {}

function p.main( frame )
    local num = frame.args[1] or ''
    num = tonumber( num )
    if not num or num < 1 or math.floor( num ) ~= num or num == math.huge
then
        num = 1
    end
    return mw.ustring.rep( '<br />', num )
end

return p
```