It's pretty easy, just create a function in the form

void Chat(int ID, int Type, const wchar_t *wc_msg) {
}

Then you need to tell the hook, to call your function everytime

someone sends a message with

AddChatHook(Chat);

It's the best when you do this in dllmain.cpp for the beginning (isn't nice, but it does what you want).

you maybe do not want to use widecharacter strings (wchar_t), so

you need to convert it to a normal char* string.

char str[256];
wcstombs(str, wc_msg, 256);

printf("Test: %s\n", str);