Here's some more info in ChatCommandClass. Somehow this didn't get into the released version.

```
class TestChatCommand : public ChatCommandClass {
 void Triggered(int ID,const TokenClass &Text,int ChatType) {
  /* Text is a tokenized version of the command parameters.
     Text[1] would get the first word after the command.
     Text(1) would get everything after the command.
     Text(2,4) would get words 2 through 4.
   */
  Console_Input(StrFormat("ppage %d loltest parameters: %s",ID,Text(1).c_str()).c_str());
 }
};
ChatCommandRegistrant<TestChatCommand> TestChatCommandReg(
"!test",/* Name of the command. Seperate multiple names with ;. */
CHATTYPE_ALL, /* What type of chat the command can be triggered in. CHATTYPE_ALL,
CHATTYPE_TEAM, and CHATTYPE_PUBLIC */
1, /* How many parameters the command needs. !Donate, for example, would need two. One
would be the name of the player and the other would be the amount .*/
GAMEMODE_ALL /* The game mode that this command can be used in. */
);
```