

# client.slashCommand

## Description

This event is generated when a user enters a slash command.

```
// Assuming the command was:  
// /remind me in 30 minutes to have dinner  
{  
  "name": "client.slashCommand",  
  "userId": "u:cfc76545-3400-4864-892a-513a9f4ae409",  
  "userName": "Alyssa P. Hacker",  
  "chat": "u:1e6429de-16b7-48b3-acc0-c2d7ec5ad195",  
  "chatName": "Ben Bitdiddle",  
  "command": "remind",  
  "text": "me in 30 minutes to have dinner"  
}
```

## Event Attributes

Attribute Name	Attribute Type	Attribute Description
userId	String	User identifier
userName	String	Name of the user
chat	String	Id of user or group in whose chat tab the command was entered
chatName	String	Name of the user or group whose chat tab is open
command	String	The name of the command
text	String	Additional text entered by the user

## Response

Your app can respond with a `text` value – this should be a short (upto 100 chars) string that is displayed to the user who entered the slash command.

```
{  
  "text": "<toaster message>"  
}
```