**Anvil ZkSync Updated**

**Install Foundry ZKSync**

The GitHub resources for this course contain a link to the [Foundry ZKsync repository](https://github.com/Cyfrin/foundry-full-course-cu?tab=readme-ov-file#compiling-to-zksync-in-foundry-zksync). foundry-zksync is a fork of Foundry tailored for the ZKsync environment. The [repository](https://github.com/matter-labs/foundry-zksync) includes quick install instructions to help you set up the tool.

* First, clone the Foundry ZKsync repository in a different directory from your Foundry project. Use the git clone command to clone the repository locally on your computer.
* Once cloned, navigate to the created Foundry ZKsync directory and run the installation command:

/install-foundry-zksync

* This command requires a Unix-like environment, such as WSL on Windows, or a Mac or Linux system. After running the command, verify the installation by checking the version with forge --version. A different version number will indicate the successful installation of Foundry ZKsync.
* To keep your environment flexible, you can switch to Foundry ZKsync by running foundryup-zksync. After using it, it's recommended to switch back to Vanilla Foundry by running the foundryup command. This removes ZKsync-specific flags and settings, allowing you to easily toggle between Foundry ZKsync and Vanilla Foundry as needed.

**Runing Anvil on ZKSync**  
anvil-zksync