



```
pragma  
solidity  
    = 0.4.21  
< 0.9.0 ;  
  
/// @title Say hi. /// @notice just for test /// This custom contract will set on 0x000000000000000000000000000000000000000000000000000000000000000011a since we set it in precompile.go. interface  
ArbHi  
  
{ function  
sayHi ( )  
external  
view  
returns ( string  
memory ) ; } Next, follow the steps in How to customize your Orbit chain's behavior to build a modified Arbitrum Nitro node docker image and run it.
```

## Call your function directly using curl

## Call your function using Foundry's cast call

### Option 3: Define a new event

event

[illegible]

To learn more about the gas cost model, see [how to estimate gas](#).

In this example, we'll demonstrate how to read from and write to a precompile contract's [ArbOS state](#).

First, open the [arbosstate.go](#) file and locate the [ArbosState](#) structure. This is where ArbOS state is defined.

Define a state key called `myNumber` of type `storage.StorageBackedUint64`. You can find more types in [storage.go](https://storage.googleapis.com/storage-go):

type ArbosState struct { // Other states infraFeeAccount storage.StorageBackedAddress brotliCompressionLevel storage.StorageBackedUint64 // brotli compression level used for pricing  
backingStorage \*storage.Storage Burner burn.Burner myNumber storage.StorageBackedUint64 // this is what we added } Next, define the offset of your newly added state (tip: add it to the end so it  
won't affect other states):

const ( versionOffset Offset = iota upgradeVersionOffset upgradeTimestampOffset networkFeeAccountOffset chainIdOffset genesisBlockNumOffset infraFeeAccountOffset  
brottiCompressionLevelOffset myNumberOffset // define the offset of your new state here ) Then, initialize the state under the [OpenArbosState](#) and [InitializeArbosState](#) methods:

OpenArbosState:

```
return &ArbosState{ // other states backingStorage.OpenStorageBackedAddress(uint64(infraFeeAccountOffset)), backingStorage.OpenStorageBackedUint64(uint64(brotliCompressionLevelOffset)),
backingStorage, burner, backingStorage.OpenStorageBackedUint64(uint64(myNumberOffset)), // define your new state here } , nil InitializeArbosState:
```

```
__ = sto.SetUint64ByUint64(uint64(versionOffset), 1) // initialize to version 1; upgrade at end of this func if needed
__ = sto.SetUint64ByUint64(uint64(upgradeVersionOffset), 0)
__ = sto.SetUint64ByUint64(uint64(upgradeTimestampOffset), 0)
__ = sto.SetUint64ByUint64(uint64(myNumberOffset), 0) // initialize your new state around here
Next, define your getter and setter::
```

```
func (state *ArbosState) SetNewMyNumber( newNumber uint64, ) error { return state.myNumber.Set(newNumber) }
```

function (state \*ArbosState) GetMyNumber() (uint64, error) { return state.myNumber.Get() } Next, head back to the [precompiles directory](#) and create a new `ArbHi.go` (introduced in Option 2). This time, we'll add two new methods to read and write the ArbOS state:

```
package precompiles
```

```
// ArbGasInfo provides insight into the cost of using the rollup, type ArbHi struct { Address addr // 0x11a, for example }
```

```
func (con *ArbHi) SayHi(c ctx, evm mech) (string, error) { return "hi", nil }
```

```
func (con *ArbHi) GetNumber(c ctx, evm mech) (uint64, error) { return c.State.GetMyNumber() }
```

func (con \*ArbHi) SetNumber(c ctx, evm mech, newNumber uint64) error { return c.State.SetNewMyNumber(newNumber) } Follow the procedure detailed in Option 2 in order to add this new precompile contract, and then run your node.

Your smart contract interface should look like this:

pragma solidity &gt;=0.4.21 &lt;0.9.0;

```
// @title Say hi. /// @notice just for test /// This custom contract will set on 0x000000000000000000000000000000001a since we set it in precompile.go. interface ArbHi { function sayHi() external view returns(string memory); function getNumber() external view returns(uint64); function setNumber(uint64) external; }
```

### Send the transaction and get the transaction receipt

To send a transaction to `ArbSys`, we need to include a gas cost, because the function is no longer a view/pure function:

[illegible]

## Get results from foundry cast

[illegible]

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