Setup

ContractKit requirements, installation, and initialization.

Installation and System Requirements

To install, run the following:

- npm
- Yarn
- pnpm

npm

install web3@1.10 @celo/contractkit yarn

add web3@1.10 @celo/contractkit pnpm

add web3@1.10 @celo/contractkit You will need Node.js v18.x.

Initializing the Kit

To start working with ContractKit you need akit instance and a valid net to connect with. In this example will usealfajores (you can read more about it[here](#))

import Web3 from

"web3" ; import

{ newKitFromWeb3 }

from

"@celo/contractkit" ;

const web3 =

new

Web3 ("https://alfajores-forno.celo-testnet.org") ; const kit =

newKitFromWeb3 (web3) ; Go to the[page about Forno](#) for details about different connection types and network endpoints.

Initialize the Kit with your own node

If you are hosting your own node (you can follow[this guide](#) to run one) you can connect our ContractKit to it.

import

Web3

from

"web3" ; import

{ newKitFromWeb3 }

from

"@celo/contractkit" ;

// define localUrl and port with the ones for your node

const web3 =

new

Web3 ({ localUrl } : { port }) ; const kit =

newKitFromWeb3 (web3) ; Same asWeb3 we supportWebSockets ,RPC and connecting viaIPC . For this last one you will

have to initialize thekit with an instances ofWeb3 that has avalid IPC Provider

```
import Web3 from
"web3" ; import
{ newKitFromWeb3 }
from
"@celo/contractkit" ;
const web3Instance : Web3 =
new
Web3 ( new
Web3 . providers . IpcProvider ( "/Users/myuser/Library/CeloNode/geth.ipc" , net ) ) ;
const kit =
newKitFromWeb3 ( web3Instance ) ;
```