

**plugin** — Load a plugin[Description](#)[Syntax](#)[Options](#)[Remarks and examples](#)[Also see](#)

## Description

In addition to using ado-files and Mata, you can add new commands to Stata by using the C language by following a set of programming conventions and dynamically linking your compiled library into Stata. The `program` command with the `plugin` option finds plugins and loads (dynamically links) them into Stata.

## Syntax

```
program handle, plugin [ using(filespec) ]
```

## Options

`plugin` specifies that plugins be found and loaded into Stata.

`using(filespec)` specifies a file, *filespec*, containing the plugin. If you do not specify `using()`, `program` assumes that the file is named *handle.plugin* and can be found along the ado-path (see [\[U\] 17.5 Where does Stata look for ado-files?](#)).

## Remarks and examples

[stata.com](#)

Plugins are most useful for methods that require the greatest possible speed and involve heavy looping, recursion, or other computationally demanding approaches. They may also be useful if you have a solution that is already programmed in C.

For complete documentation on plugin programming and loading compiled programs into Stata, see <http://www.stata.com/plugins/>.

## Also see

[P] [automation](#) — Automation

[P] [program](#) — Define and manipulate programs

*Mata Reference Manual*