Title

> **plugin —** Load a plugin

[Syntax]   [Description]   [Options]   [Remarks and examples]   [Also see]

Syntax

> <u>program</u> *handle*, <u>plugin</u> [<u>using</u>(*filespec*)]

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.

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

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

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