frame change — Change identity of current (working) frame

Description

frame change makes the named frame current. This means that any commands you issue after frame change will run on the data in that frame.

\texttt{cwf} (change working frame) is a synonym for frame change.

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Syntax

\texttt{frame change \textit{framename}}

\texttt{cwf \textit{framename}}

Remarks and examples

frame change makes the named frame current, or active. After you change to a frame, any commands you execute work with the data in that frame.

Another way to work with the data in another frame is the frame prefix command. See [D] frame prefix.

Example 1

Let’s assume we have several frames in memory, including our current frame named default. We see this by typing \texttt{frames dir}:

\begin{verbatim}
. frames dir
  cars           74 x 12; 1978 Automobile Data
  default        50 x 13; 1980 Census data by state
  work           28534 x 21; National Longitudinal Survey. Young Women 14-26 years of age in 1968
\end{verbatim}

Our next project uses the 1978 Automobile Data in the cars frame. To change to this frame, we type

\begin{verbatim}
. frame change cars
\end{verbatim}
We can now work with the data in this frame. For instance, we can `describe` the data by typing

```
. describe
```

Contains data from https://www.stata-press.com/data/r16/auto.dta
obs: 74 1978 Automobile Data
vars: 12 13 Apr 2018 17:45
(_dta has notes)

<table>
<thead>
<tr>
<th>storage</th>
<th>display</th>
<th>value</th>
<th>variable name</th>
<th>type</th>
<th>format</th>
<th>label</th>
</tr>
</thead>
<tbody>
<tr>
<td>make</td>
<td>str18</td>
<td>%-18s</td>
<td>Make and Model</td>
<td>str18</td>
<td>%-18s</td>
<td>Make and Model</td>
</tr>
<tr>
<td>price</td>
<td>int</td>
<td>%8.0gc</td>
<td>Price</td>
<td>int</td>
<td>%8.0gc</td>
<td>Price</td>
</tr>
<tr>
<td>mpg</td>
<td>int</td>
<td>%8.0g</td>
<td>Mileage (mpg)</td>
<td>int</td>
<td>%8.0g</td>
<td>Mileage (mpg)</td>
</tr>
<tr>
<td>rep78</td>
<td>int</td>
<td>%8.0g</td>
<td>Repair Record 1978</td>
<td>int</td>
<td>%8.0g</td>
<td>Repair Record 1978</td>
</tr>
<tr>
<td>headroom</td>
<td>float</td>
<td>%8.0f</td>
<td>Headroom (in.)</td>
<td>float</td>
<td>%8.0f</td>
<td>Headroom (in.)</td>
</tr>
<tr>
<td>trunk</td>
<td>int</td>
<td>%8.0g</td>
<td>Trunk space (cu. ft.)</td>
<td>int</td>
<td>%8.0g</td>
<td>Trunk space (cu. ft.)</td>
</tr>
<tr>
<td>weight</td>
<td>int</td>
<td>%8.0g</td>
<td>Weight (lbs.)</td>
<td>int</td>
<td>%8.0g</td>
<td>Weight (lbs.)</td>
</tr>
<tr>
<td>length</td>
<td>int</td>
<td>%8.0g</td>
<td>Length (in.)</td>
<td>int</td>
<td>%8.0g</td>
<td>Length (in.)</td>
</tr>
<tr>
<td>turn</td>
<td>int</td>
<td>%8.0g</td>
<td>Turn Circle (ft.)</td>
<td>int</td>
<td>%8.0g</td>
<td>Turn Circle (ft.)</td>
</tr>
<tr>
<td>displacement</td>
<td>int</td>
<td>%8.0g</td>
<td>Displacement (cu. in.)</td>
<td>int</td>
<td>%8.0g</td>
<td>Displacement (cu. in.)</td>
</tr>
<tr>
<td>gear_ratio</td>
<td>float</td>
<td>%6.2f</td>
<td>Gear Ratio</td>
<td>float</td>
<td>%6.2f</td>
<td>Gear Ratio</td>
</tr>
<tr>
<td>foreign</td>
<td>byte</td>
<td>%8.0g</td>
<td>origin</td>
<td>byte</td>
<td>%8.0g</td>
<td>Car type</td>
</tr>
</tbody>
</table>

Sorted by: foreign

At any time, we can change back to the default frame by typing

```
. frame change default
```

Also see

[D] frames intro — Introduction to frames
[D] frame prefix — The frame prefix command