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.

cwf (change working frame) is a synonym for frame change.

Menu

Data > Frames Manager

Syntax

frame change framename

cwf 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 frames dir:

```
   . 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
```

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

```
   . frame change cars
```
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)

Variable name   storage display value
--- ------- ------- -------
  make     str18   %-18s Make and Model
   price    int     %8.0gc Price
     mpg     int     %8.0g Mileage (mpg)
 rep78     int     %8.0g Repair Record 1978
  headroom float   %6.1f Headroom (in.)
     trunk     int     %8.0g Trunk space (cu. ft.)
     weight     int     %8.0gc Weight (lbs.)
    length     int     %8.0g Length (in.)
     turn     int     %8.0g Turn Circle (ft.)
 displacement int     %8.0g Displacement (cu. in.)
   gear_ratio float   %6.2f Gear Ratio
   foreign   byte     %8.0g origin Car type
```

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