

**set locale\_ui** — Specify a localization package for the user interface

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## Description

`set locale_ui locale` sets the locale that Stata uses for the user interface (UI). For example, the command `set locale_ui ja` causes Stata to display menus and various other UI text in Japanese. If a localization package can be matched to the specified *locale*, the language contained in that package will be used to display various UI elements (menus, dialogs, message boxes, etc.). The setting takes effect the next time Stata starts. If a locale specified in `set locale_ui` cannot be matched, the UI will be displayed using English.

`set locale_ui default` sets the locale that Stata uses to the system default. With this default setting, Stata will attempt to match the locale set in your computer's operating system. If the system default can be matched to one of Stata's installed localization packages, the UI elements will be displayed in the corresponding language. If Stata does not provide a localization package that can be matched to your operating system's locale, then English will be used.

For further discussion of locales, see [\[U\] 12.4.2.4 Locales in Unicode](#).

The current UI setting is stored in `c(locale_ui)`.

## Syntax

*Specify a locale for user interface localization*

```
set locale_ui locale
```

*Use the system locale for user interface localization*

```
set locale_ui default
```

| <i>locale</i> | Supported localization packages |
|---------------|---------------------------------|
| default       | System default                  |
| zh_CN         | Chinese (simplified)            |
| en            | English                         |
| ja            | Japanese                        |
| ko            | Korean                          |
| es            | Spanish                         |
| sv            | Swedish                         |

## Also see

- [P] **creturn** — Return c-class values
- [R] **query** — Display system parameters
- [R] **set** — Overview of system parameters