

# Default Commands

In some cases you may have a subsystem which you want to always be running a command no matter what. So what do you do when the command you are currently running ends? That's where default commands come in.

## What is the default command?

Each subsystem may, but is not required to, have a default command which is scheduled whenever the subsystem is idle (the command currently requiring the system completes). The most common example of a default command is a command for the drivetrain that implements the normal joystick control. This command may be interrupted by other commands for specific maneuvers ("precision mode", automatic alignment/targeting, etc.) but after any command requiring the drivetrain completes the joystick command would be scheduled again.

## Setting the default command

```
public class ExampleSubsystem extends Subsystem {  
    // Put methods for controlling this subsystem  
    // here. Call these from Commands.  
  
    public void initDefaultCommand() {  
        // Set the default command for a subsystem here.  
        setDefaultCommand(new MyDefaultCommand());  
    }  
}
```

All subsystems should contain a method called `initDefaultCommand()` which is where you will set the default command if desired. If you do not wish to have a default command, simply leave this method blank. If you do wish to set a default command, call `setDefaultCommand` from within this method, passing in the command to be set as the default.