

# fluid.defaults

## fluid.defaults(componentName, defaults)

Centrally stores and retrieves a component's default settings.

```
fluid.defaults(componentName, defaults);
```

**File name:** Fluid.js

### Parameters

<b>component Name</b>	(String) the name of the component
<b>defaults</b>	(Object) a container of key/value pairs to set. See <a href="#">#Defaults Structure</a> below for information about the format of this object.

### Return Value

<b>Object</b>	If the object is passed in the argument, this is added to the store and then returned. If not, the current object in the store is returned.
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### See Also

- [Fluid Component API](#)
- [fluid.mergeComponentOptions](#)
- [Fluid Component Options](#)

### Notes

#### Defaults Structure

The defaults object ...

<pre>{   option1: &lt;default value for option one&gt;,   option2: {     subOpt1: &lt;default for sub-option1&gt;,     subOpt2: &lt;default for sub-option1&gt;   } }</pre>	The array of arguments can contain references to...
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### Example

```
fluid.defaults("inlineEdit", {
  selectors: {
    text: ".text",
    editContainer: ".editContainer",
    edit: ".edit"
  },
},
```

In this example, the default selectors(text, editContainer, edit) for inlineEdit are set to the element with the following classes respectively, text, editContainer, edit. As the component's creator starts up, it will merge together the user's instance options to produce its runtime options.