- **Summary of the issue**: Default values for enum types are not displayed as the selected value in the column drop down menu when inserting entities.
- Postgres database name: test
- Postgres user: postgres
- QGIS version: 2.6, 2.8 and 2.10 (in Ubuntu 14.04 32 bits, Windows 8 64 bits and Mac OS 10.10.04 64 bits)

In the table below, the configuration for the **test** database can be seen. The important fact to notice is that the column named **test** is of the defined type **test.domain** and that it has 'NOT NULL' and 'DEFAULT' restrictions.

```
CREATE EXTENSION postgis;
CREATE EXTENSION postgis_topology;
CREATE EXTENSION fuzzystrmatch;
CREATE EXTENSION postgis_tiger_geocoder;

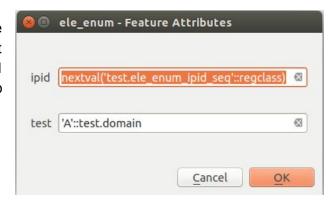
create schema test;

CREATE TYPE test.domain AS ENUM ('A', 'B', 'C');

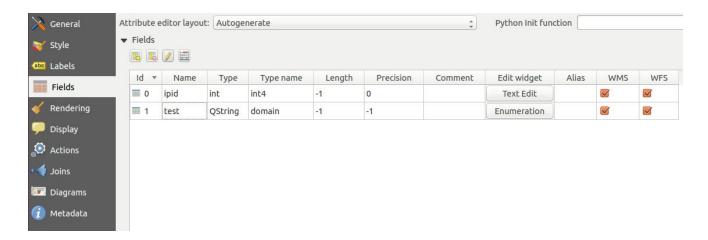
CREATE TABLE test.ele_enum
(
    ipid serial,
    geom geometry(LineString,32628),
    test test.domain NOT NULL DEFAULT 'A'::test.domain,
    CONSTRAINT ele_enum_pkey PRIMARY KEY (ipid)
)
WITH (
    OIDS=FALSE
);
```

Database configuration

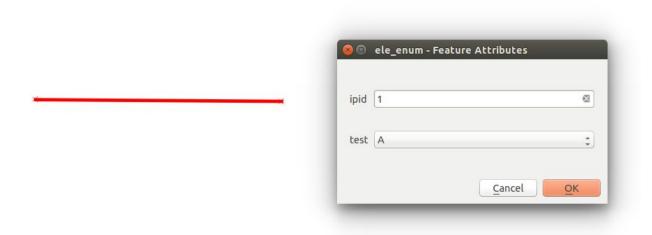
After the table is created as it is shown in the previous we are able to see that the default value is correctly retrieved by QGIS and displayed in the 'Features Attributes' pop-up when inserting a new geometry.



Once we have inserted the geometry, we change the edit widget for the **test** attribute/column in the 'Layer Properties'>'Fields' editor. In the screenshot below, we can see how the edit widget has been set to 'Enumeration'.



Once the Edit widget is changed, we can see that the Feature Attributes pop up has selected the current value stored in the database. Whenever we click on the drop down menu, the list with the 3 elements (A, B and C) is correctly displayed.



However, after setting the Enumeration Edit widget, if we try to insert a new geometry the selected value in the drop down menu for the test attribute is an empty space.



In this last screenshot, we can compare how the selected value in the drop down menu is correct for already inserted values but displaying nothing for the unsaved elements. This behaviour is confusing for our users since they are forced to save the entities in order to see the default value for the attributes, instead of being visually reminded about them before saving the new geometry.

