**Listing 1. Funkcja obsługująca zdarzenia od podsystemu FB**

static int adv7511\_fb\_event**(**struct notifier\_block **\***self**,** unsigned long val**,** void **\***data**)**

**{**

struct fb\_event **\***event **=** data**;**

struct fb\_info **\***fbi **=** event**->**info**;**

struct adv7511 **\***state **=** container\_of**(**self**,** struct adv7511**,** nb**);**

**switch** **(**val**)** **{**

**case** FB\_EVENT\_FB\_REGISTERED**:**

dev\_dbg**(**fbi**->**dev**,** "FB\_EVENT\_FB\_REGISTERED\n"**);**

**if** **(**state**->**fbi **==** **NULL)**

state**->**fbi **=** fbi**;**

fb\_show\_logo**(**fbi**,** 0**);**

**break;**

**case** FB\_EVENT\_MODE\_CHANGE**:**

dev\_dbg**(**fbi**->**dev**,** "FB\_EVENT\_MODE\_CHANGE\n"**);**

**break;**

**case** FB\_EVENT\_BLANK**:**

**if** **(\*((**int **\*)**event**->**data**)** **==** FB\_BLANK\_UNBLANK**)** **{**

dev\_dbg**(**fbi**->**dev**,** "FB\_BLANK\_UNBLANK\n"**);**

adv7511\_power\_on**(**state**);**

**}** **else** **{**

dev\_dbg**(**fbi**->**dev**,** "FB\_BLANK\_BLANK\n"**);**

adv7511\_power\_off**(**state**);**

**}**

**break;**

**}**

**return** 0**;**

**}**