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(54) **MULTI-LAYER DISPLAY 3D SERVER BASED PORTALS**

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(57) **ABSTRACT**

A gaming system including a number of host devices each coupled to one or more gaming machines, wherein content provided by the host device is output on the gaming machine. To output the content provided by the remote host, a host-controlled process that is authenticated by the gaming machine and executed in a secure memory location such that it is isolated from other processes executing on the gaming machine may be utilized. The host-controlled processes can be executed on a processor-based gaming machine with layered displays. The layered displays may include a front screen and back screen that provide actual physical separation between visual representations on the front and back screens. The downloaded content from a host to a gaming machine with layered displays may be monitored to ensure that content needed for each of the display layers is received prior to instantiating the display of the downloaded content via the host-controlled process.

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