developed using this single plane spanning technique where the video or other visual image output of each section in the combined in-plane video space **425** may used to drive a separate display.

[0062] Although first portion **430** and second portion **435** are arranged adjacent in a side-by-side orientation in FIG. **4**A, other arrangements are suitable for use. For example, the first portion **430** may be positioned above the second portion **435** as illustrated in FIG. **4**B. In other words, similar results may also be achieved using "vertical spanning" whereby the image could also wrap around from top to bottom with the appropriate resolution settings. In another example, first portion **430** may be positioned below second portion **435**.

[0063] When displayed on the front and back display devices, the images may wrap around on the two separate screens, albeit without knowledge or perception by a person standing in front of the layered displays as illustrated in FIGS. **5**A and **5**B. In one embodiment, the images from the combined in-plane video space **425** may be transferred to a single display. This may allow a programmer, graphics artist, maintenance personnel, or the like to easily view the images and design or service the multi-layer display device.

[0064] FIG. **5**A illustrates an exemplary video output of a display in a horizontal spanning mode onto a single display screen. Although illustrated on a single display screen, this embodiment is not intended to be limiting as the visual images may be displayed among several display screens as illustrated with reference to FIG. **5**B. In another embodiment, the combined in-plane video space may be down-sampled to fit a single display device (e.g., an LCD panel).

[0065] FIG. **5**A illustrates a combined in-plane video space having images resembling traditional mechanical reels. In one embodiment, first portion **430** may transfer images corresponding to front display screen **18***a*, which includes transparent window portions **15** that permit viewing of the virtual slot reels that are shown on the second portion **435** or back display screen **18***c*. Second portion **430** may transfer images corresponding to back display screen **18***c* which includes the video reel **125**. In another embodiment, the combined image may be transmitted and displayed on the front display device. Should the image size exceed the resolution or size of the first display device, the remaining images may wrap around to the back display device.

[0066] FIG. **5**B illustrates the images from FIG. **5**A as would be seen by a user in a multi-layer display device. Front display screen **18***a* outputs video or other visual image data that resembles a silk-screened glass, while the back display screen **18***c* displays five video reels **125**. Images on first portion **430** may correspond to images displayed on front screen **18***a* and images on second portion **435** may correspond to images displayed on back screen **18***c*.

[0067] Video data or other visual images provided to screen **18***a* and **18***c* is configured such that a common line of sight passes through each window portion **15** of front display screen **18***a* to a video reel **125** of the back display screen **18***c*. Single plane spanning of the images on the first portion **430** and second portion **435** allows a user to simultaneously view the images on the multiple screens of a multi-layer display device without requiring the images to be coordinated or synchronized, such as when the images are provided separately by multiple video cards, processors, or logic devices.

[0068] FIGS. **6**A and **6**B illustrate an exemplary pointer when images from the combined in-plane video space are viewed in a horizontal spanning mode, such as in FIGS. **5**A and **5**B. When the combined in-plane video space is used with a touch screen, mouse, or any other input device, a difficulty with the software configuration may be that movement of input on the touch screen may no longer match dimensions of the combined in-plane video space. In other words, movement of a pointer **601** on the touch screen **600** occurs in the resolution of the touch screen, which usually matches the front display screen in a multi-layer display device. The term pointer used herein is intended to be any type of indicator on a display screen, such as a cursor. The input from the pointer may be received using any input device such as a touch screen, mouse, keyboard, or any other similar device.

[0069] However, the combined in-plane video space includes double the horizontal resolution of the front display **600**. This mismatch distorts and ruins the touch screen input since the user's actions are not accurately reflected in the output image.

[0070] For example, as illustrated in FIG. **6**A, a user **602** may want to move pointer **601***a* in the direction of arrow A to the new location of pointer **601***b* within first display portion **630**. First display portion may correspond to images to be displayed on a front display screen of a multi-layer display device. For exemplary purposes only and not intended to be limiting, the resolution of the touch screen **600** may be 1680×840 and combined in-plane video space may have a resolution of 3360×840. Thus, the pointer **601***a* will move at twice its normal speed and the pointer location **600***c* will end up displayed on second display portion **635** as illustrated in FIG. **6**B. Second display portion may correspond to images to be displayed on a back display screen of a multi-layer display device

[0071] To correct for this mismatch, the pointer may be calibrated in order to reduce its speed and/or movement. In one embodiment, the gaming machine stores and uses a calibration routine that translates between the resolution differences of the front display **630** and the combined in-plane video space. In some cases, this may occur without altering the conventional operating system, such as Windows®. The calibration software may then functionally reside between the input and the input to the processor **332**. More specifically, the calibration software may receive an input from the touch screen display, mouse, or any other input device, alter the input to match the combined in-plane video space resolution, and provide the new altered pointer location to the operating system.

[0072] For example, the pointer **601***a* may move from its original position to a first distance in a horizontal direction and a second distance in a vertical direction. As the pointer **601***a* moves, the first distance may be reduced by a ratio of the first display screen resolution and the resolution of the combined in-plane video space **425**. In this example, the first distance may be reduced by a factor of two or reduced to half the distance since 1680/3360=½. In other words, the first distance may be reduced by a ratio of the touch screen **600** resolution and the combined in-plane video space resolution. By reducing the distance, the pointer **601***a* will end up at pointer location **600***b*.

[0073] In a vertical spanning mode, the pointer may have a similar, but different calibration. In a vertical spanning mode, the second distance or vertical direction may be reduced by a factor of two. In other words, the second distance may be reduced by a ratio of a vertical component of the touch screen **600** resolution and a vertical component of the combined in-plane video space resolution.