

and 4) attract features. In one embodiment, a game input interface display is provided with a plurality of input buttons where a number and a format of the input buttons are dynamically configurable for different types of games of chance played on the gaming machine.

[0037] In FIG. 1A and 1B, a general layout of the thin light-emitting interface displays of the present invention are described. In FIG. 2, a gaming machine, its operation, uses for the thin light-emitting interface displays and their locations on the gaming machine are described. In FIGS. 3A, 3B, 4A, 4B and 5, different embodiments of thin light-emitting interface displays of the present invention are described. In particular, in FIGS. 3A and 3B, a player tracking interface display that may be used to provide player tracking services is described. In FIGS. 4A and 4B, a game input interface display that may be used to provide player inputs for a game of chance is described. In FIG. 5, a game service interface display that may be used to provide game services on a gaming machine are described. In FIGS. 6 and 7, light emitting elements that may be used with the present invention are described. In FIGS. 8A-8D, touch and proximity sensors that may be used with the present invention are described. In FIGS. 9 and 10, block diagrams of gaming machine hardware that may be used to operate the thin light-emitting interface displays of the present invention are described.

[0038] In FIGS. 1A and 1B, block components of thin light-emitting interface displays 800 of the present invention are shown. The thin light-emitting interface displays 800 may be comprised of a number of layers that provide different functions. In FIG. 1A, four layers, a substrate 802, a light-emitting layer 804, a graphics layer 806 and a sensor layer 807 are shown. As will be described with respect to FIGS. 6 and 7, each of the four layers may comprise a number of sub-layers including a sub-layer substrate.

[0039] Sensor layer 807 may provide a matrix of sensors that are activated when an object touches an active sensor in the layer or an object is placed proximate to an active sensor in the sensor layer. The graphics layer 806 may be used to provide different graphical patterns to the interface display 800 such as a casino logo. The light emitting layer 804 may be comprised of a plurality of light emitting elements. The light emitting elements may be different colors and each lighting element may be independently controlled. The total thickness the sensor layer 807, the graphics layer 806 and the light emitting layer 804 may be on the order of microns.

[0040] The substrate layer 802 may be used to provide a support for the other layers. The substrate layer 804 may be rigid or flexible. The substrate 802 may not be separate from the other layers. For example, a substrate used to generate the light emitting layer 804 may also serve as a substrate for the interface display 800. In some embodiments, multiple substrate layers may be used.

[0041] Typically, the interface display 800 is mounted to an exterior surface of the gaming machine. Many different materials may be used in the exterior surface of the gaming machines. For instance, the exterior surface of the gaming machine may be laminated wood, plastic or metal. Further, the interface display 800 may cover a portion of the exterior surface of the gaming machine that is comprised of a plurality of materials. For instance, the portion of the

exterior surface covered by the interface display 800 may be comprised of wood in a first area, plastic in a second area and metal in a third area.

[0042] In one embodiment, the substrate 802 may be integrated into the exterior surface of the gaming machine. For example, a rigid glass panel may be used as an exterior surface for the gaming machine. The rigid glass panel may also be used as a substrate 802 for the interface display 800. For instance, the light emitting layer 804 may be formed on one surface of the glass panel. The other layers may be formed above the light emitting layer or onto to the opposite surface of the glass panel. Then, the glass panel with the integrated interface display 800 may be installed on the gaming machine. Glass panels with different graphics patterns are often used on gaming machines. With the present invention, these glass panels may be replaced with glass panels integrated with the interface display 800.

[0043] The layers, 804, 806 and 808, are generally mounted to the substrate 802. For instance, an adhesive may be used to mount the light-emitting layer 804 to the substrate 802. The layers 804, 806 and 808 may also be mounted to each other. For instance, after the light-emitting layer is mounted to the substrate 802, the graphics layer 806 may be silk screened onto to the light-emitting layer 804 and the sensor layer may be bonded to the graphics layer 806 and the light emitting layer 804. In another example, the sensor layer 807, the graphics layer 806 and the light-emitting layer 804 may be bonded together within a plastic sleeve and the plastic sleeve may then be mounted to the substrate 802. In yet another example, a plastic cover may be laminated over layers 807, 806 and 804 to form a pillow-like configuration where the edges of the cover are laminated directly to the substrate 802.

[0044] The order of the layers in the interface display 800 may be varied from the order of the layers in FIG. 1A. For example, when the substrate 802 is clear or translucent to light, the light emitting layer 804 may be below the substrate 802, the graphics layer may be printed on either side of the substrate 802 and the touch screen layer may be the top layer 806. In another example, when the light emitting layer 804 is translucent, the graphics layer 804 may be printed onto the substrate 802, followed by either the light-emitting layer 804 with the sensor layer 806 on top or followed by the sensor layer 806 with the light-emitting layer 804 on top.

[0045] The present invention is also not limited to the number of layers in FIG. 1B. In one embodiment, stacks of different light emitting layers may be used. For example, a graphics layer 806 may be mounted to the substrate 802 followed by a light emitting layer 804, followed by a second graphics layer and then followed by a second light emitting layer with the sensor layer 807. In another example, in the layer configuration in FIG. 1A, the light emitting layer 804 may be comprised of a plurality of light emitting sub-layers.

[0046] The layer of the thin light-emitting interface display 800 may be arranged over a surface area of the interface display to perform different functions. Each layer of the interface display 800 may not be active over the entire surface area of the display. For example, lighting elements in the light emitting layer 804 may be patterned during their manufacture such that the elements only cover a portion of the interface display area 800. Therefore, the sensor layer