

service light **207** may remain illuminated and may flash until a service button **212** is depressed on the PTID **200** by a service attendant. The service attendant may have to provide identification information such as entering a code using the key pad and clear the error before the service light **207** can be deactivated. Thus, a player would not be able to deactivate the service light **207** by depressing the service button.

[**0085**] During game play, a player may desire to order a drink or obtain some other service from a casino service representative. When the player presses a drink button **213**, a border lamp **210** around the gaming system logo **201** may be illuminated and the service light **208** may be illuminated. The signal for a drink order may also be sent to a service bar. Using the key pad elements, a player may be to specify a drink order and have a casino service representative deliver it. In some embodiments, direct ordering of drinks may only be available to players with a special status as determined by the casino. A passing casino service representative may view these lights on the PTID **200** and take a drink order from the game player. These lights may remain on until the clear button **214** is depressed on the PTID **200**.

[**0086**] The PTID **200** may display information regarding an amount won during a particular game play session. For instance, each of the four bars in lamp **209** may be illuminated after a certain incremental amount is won by the player. For instance, a first bar may be lit when the player has won 1000 coins, a second bar may be lit when the player has won 2000 coins, a third bar may be lit when the player has won 3000 coins, etc. Thus, the four bars may be independently controlled. The bar lights may be lit when the player has inserted a valid player tracking card in the card reader or when the player has not entered a valid player tracking card in the card reader.

[**0087**] The player may be able to initiate a player tracking point redemption at the gaming machine using the redeem points button **211**. Using the key pad, the player may enter a pin code and a numerical amount of points. In one embodiment, the redeemed points function may be used to add credits to the gaming machine.

[**0088**] The status information indicated on the PTID **200** and configuration of the status information as described above is for illustrative purposes only. Additional status information may also be conveyed with PTIDs of the present invention. For instance, a player status such as valued customer status may be displayed on the PTID using an electro-luminescent lamp. As another example, other electroluminescent lamps may be provided to request different casino services such as a dinner or entertainment reservation. In yet another example, different electroluminescent elements may be illuminated to indicate printer status information, system control status and hopper status. Also, the lamps may be arranged in different manners. For instance, in one embodiment, a number of symbols may be arranged side by side in a row similar to a display panel on an automobile dashboard.

[**0089**] In **FIG. 3B**, a second embodiment of the PTID **200** is shown. Compared to the embodiment in **FIG. 3A**, a different electro-luminescent light pattern is used around the card reader **24**. The bars **209**, used to indicate an amount of credits won, are rearranged. The key pad is moved and resized. Further, the gaming system logo **210** is moved.

[**0090**] In the center of the PTID **200**, the light-emitting layer includes a matrix of electro-luminescent elements that

may be used as a display **221**. In one embodiment, the display may include a 320×240 matrix of electro-luminescent elements such as OLED elements. The display may be a color or black and white display. Further, the display may be an active matrix or a passive matrix display. It may be used to display player tracking information, animations, bonus games, symbolic information, promotions, video frames and advertisements.

[**0091**] The display **221** may be overlaid with a sensor layer to allow the display to be used as an input device. The sensor layer may include a plurality of touch activated sensors or proximity sensors. The display is surrounded a bar with three electro-luminescent light elements **220**. The light elements may be used to convey additional information to the game player. Details of player tracking units that may be used with PTIDs of the present invention and other gaming information (e.g., machine events), which may be conveyed by illumination devices of the present invention are described in co-pending U.S. application Ser. No. 09/921489, by Hedrick, et al., filed on Aug. 3, 2001, entitled "Player Tracking Communication Means in a Gaming Machine," which is incorporated herein in its entirety and for all purposes.

[**0092**] **FIGS. 4A and 4B** are block diagrams of a game input interface display (GIID) **700**. The GIID **700** may be used to provide inputs for a game of chance played on the gaming machine. In one embodiment, the GIID **700** is separate from the main display on the gaming machine and may be located on the surface where mechanical input buttons are usually located on the gaming machine.

[**0093**] In one embodiment, the GIID **700** may comprise a sensor layer over a matrix of electro-luminescent elements. Different areas of the matrix may be activated to create input buttons for a game of chance. For instance, in **FIG. 4A**, input buttons for a "max bet"**702**, a "bet 1 credit"**704**, "cash out"**706** and "start game"**705** are shown. The max bet button may be used to make the maximum bet allowed on the gaming machine for a game of chance. The "bet 1 credit" may be used to bet a single credit on a game of chance. The "cash out"**706** button may be used to cash credits out posted on the gaming machine. The "start game"**705** button may be used to initiate the game of chance.

[**0094**] The text on buttons, **702**, **704**, **705** and **706**, the light around the text, and the outline shape of the buttons may be generated using a number of electro-luminescent elements in the matrix. The text, light around the text and the outline shape of the buttons may all change with time by controlling the electro-luminescent light elements in the matrix. For instance, the text may change styles and change colors over time. In another embodiment, the shape of the buttons may change with time, such as from rectangular to circular. In yet another embodiment, animations and other patterns may be shown on the buttons. Further, the position and size of the buttons may be varied by shifting the light elements used to generate the button and by using more or less elements to generate the button. In another embodiment, a language used on the buttons, such as English, German, Japanese or French, may be selected by the player.

[**0095**] Input buttons may be configured that are used to provide inputs for a particular type of game of chance. For instance, five buttons, **710**, **711**, **712**, **713** and **714** are generated that are used to hold or draw cards in a five-card