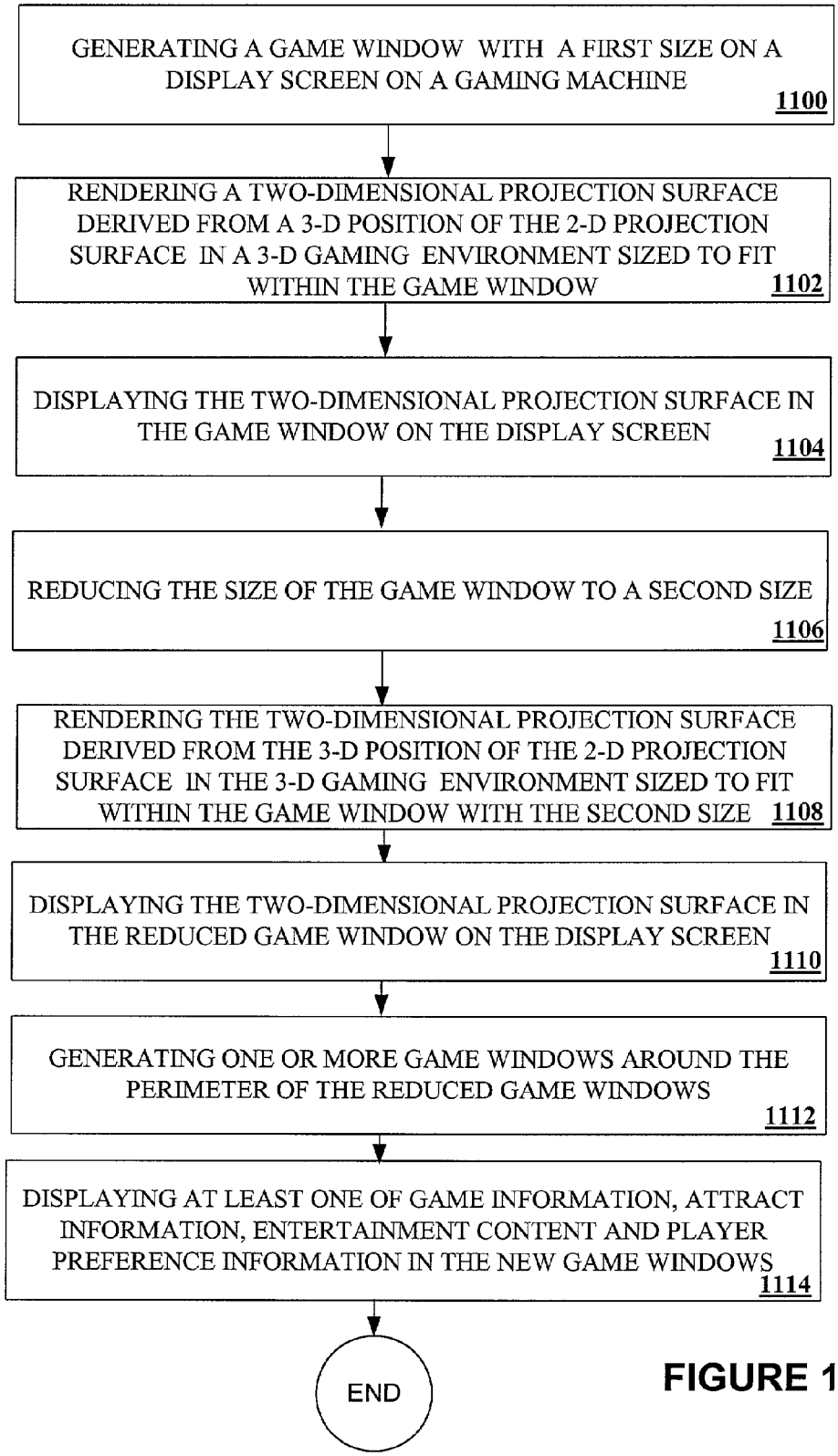
GENERATING A GAME WINDOW WITH A FIRST SIZE ON A DISPLAY SCREEN ON A GAMING MACHINE
1100
RENDERING A TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM A 3-D POSITION OF THE 2-D PROJECTION SURFACE IN A 3-D GAMING ENVIRONMENT SIZED TO FIT WITHIN THE GAME WINDOW
1102
DISPLAYING THE TWO-DIMENSIONAL PROJECTION SURFACE IN THE GAME WINDOW ON THE DISPLAY SCREEN
1104
REDUCING THE SIZE OF THE GAME WINDOW TO A SECOND SIZE
1106
RENDERING THE TWO-DIMENSIONAL PROJECTION SURFACE DERIVED FROM THE 3-D POSITION OF THE 2-D PROJECTION SURFACE IN THE 3-D GAMING ENVIRONMENT SIZED TO FIT WITHIN THE GAME WINDOW WITH THE SECOND SIZE
1108
DISPLAYING THE TWO-DIMENSIONAL PROJECTION SURFACE IN THE REDUCED GAME WINDOW ON THE DISPLAY SCREEN
1110
GENERATING ONE OR MORE GAME WINDOWS AROUND THE PERIMETER OF THE REDUCED GAME WINDOWS
1112
DISPLAYING AT LEAST ONE OF GAME INFORMATION, ATTRACT INFORMATION, ENTERTAINMENT CONTENT AND PLAYER PREFERENCE INFORMATION IN THE NEW GAME WINDOWS
1114
END

FIGURE 11