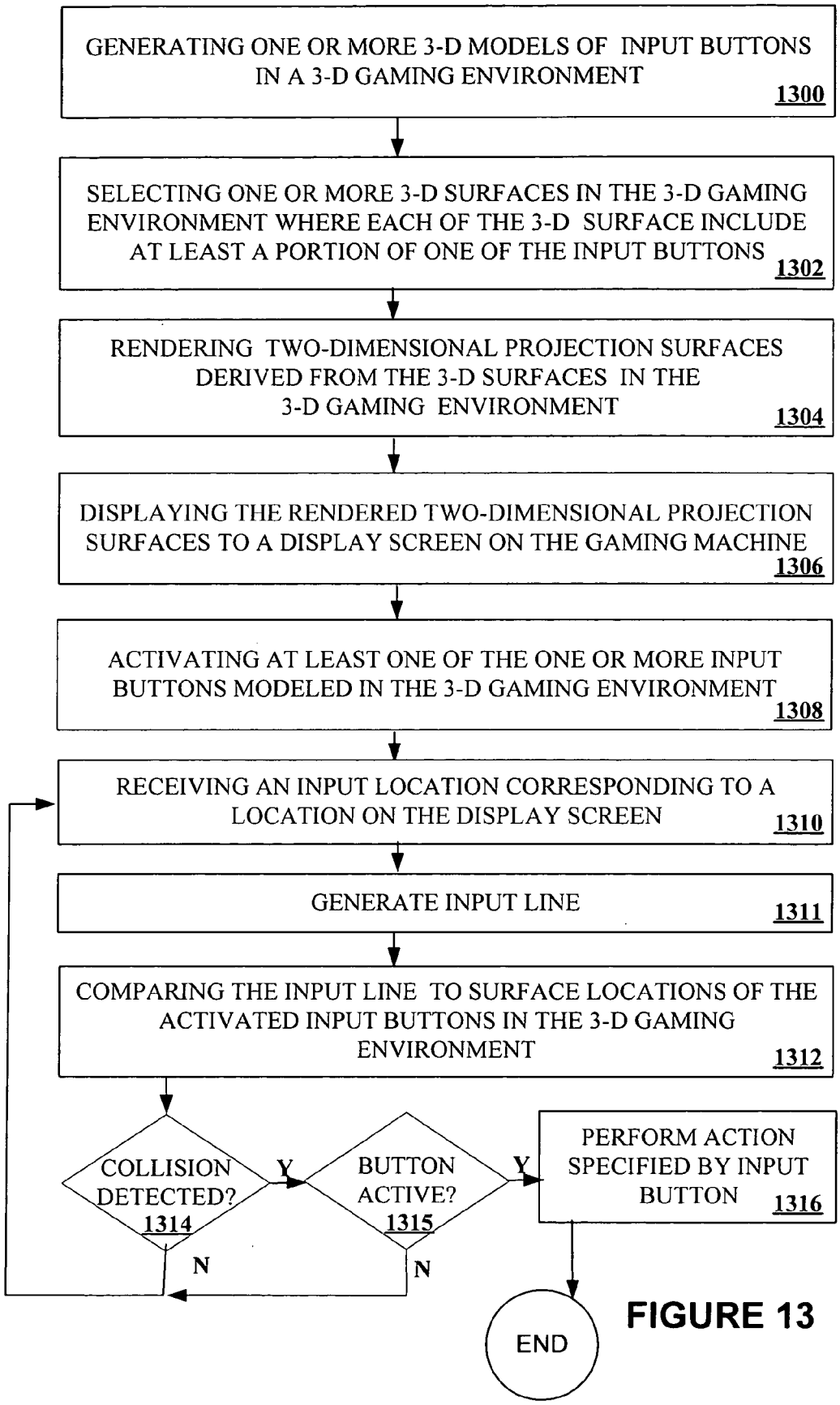
GENERATING ONE OR MORE 3-D MODELS OF INPUT BUTTONS IN A 3-D GAMING ENVIRONMENT
1300
SELECTING ONE OR MORE 3-D SURFACES IN THE 3-D GAMING ENVIRONMENT WHERE EACH OF THE 3-D SURFACE INCLUDE AT LEAST A PORTION OF ONE OF THE INPUT BUTTONS
1302
RENDERING TWO-DIMENSIONAL PROJECTION SURFACES DERIVED FROM THE 3-D SURFACES IN THE 3-D GAMING ENVIRONMENT
1304
DISPLAYING THE RENDERED TWO-DIMENSIONAL PROJECTION SURFACES TO A DISPLAY SCREEN ON THE GAMING MACHINE
1306
ACTIVATING AT LEAST ONE OF THE ONE OR MORE INPUT BUTTONS MODELED IN THE 3-D GAMING ENVIRONMENT
1308
RECEIVING AN INPUT LOCATION CORRESPONDING TO A LOCATION ON THE DISPLAY SCREEN
1310
GENERATE INPUT LINE
1311
COMPARING THE INPUT LINE TO SURFACE LOCATIONS OF THE ACTIVATED INPUT BUTTONS IN THE 3-D GAMING ENVIRONMENT
1312
COLLISION DETECTED?
1314
Y
N
BUTTON ACTIVE?
1315
Y
N
PERFORM ACTION SPECIFIED BY INPUT BUTTON
1316
END

FIGURE 13