



(12) **United States Design Patent**  
**Jadeja et al.**

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(54) **CURVED BUTTON PANEL DISPLAY FOR AN ELECTRONIC GAMING MACHINE**

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(51) **LOC (13) Cl.** ..... **21-01**

(52) **U.S. Cl.**  
USPC ..... **D21/385**

(58) **Field of Classification Search**  
USPC ..... D14/125-129, 133, 217, 239, 356, 371, D14/374, 496; D21/324, 325, 329-333, D21/385; D26/118, 119, 120  
CPC .... G06F 1/1601; G06F 1/1603; G06F 1/1605; G06F 1/1626; G06F 1/1647; G06F 1/1652

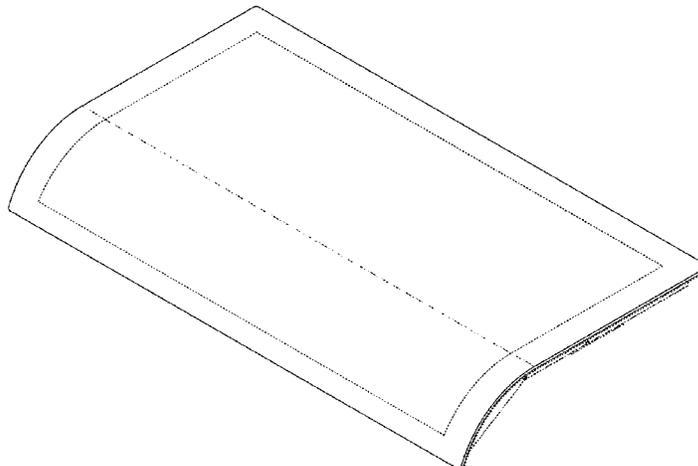
See application file for complete search history.

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(57) **CLAIM**

We claim the ornamental design for a curved button panel display for an electronic gaming machine, as shown and described.

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**DESCRIPTION**

This application is related to U.S. patent application Ser. No. 16/209,900, entitled “Curved Button Deck Display” and filed on Dec. 4, 2018, to U.S. patent application Ser. No. 29/672,327, entitled “Curved Button Panel Display for an Electronic Gaming Machine” and filed on Dec. 4, 2018, and to U.S. patent application Ser. No. 29/672,329, entitled “Curved Button Panel Display for an Electronic Gaming Machine” and filed on Dec. 4, 2018, all of which are hereby incorporated by reference and for all purposes.  
 FIG. 1 is an isometric view of an example of a curved button panel display for an electronic gaming machine.  
 FIG. 2 shows the curved button panel display for an electronic gaming machine of FIG. 1 with a tri-lobe button disclaimed, as indicated by the use of broken lines.  
 FIG. 3 shows the curved button panel display for an electronic gaming machine of FIG. 1 with a round button disclaimed, as indicated by the use of broken lines.  
 FIG. 4 is a top view of the curved button panel display for an electronic gaming machine of FIG. 1.  
 FIG. 5 shows the curved button panel display for an electronic gaming machine of FIG. 4 with a tri-lobe button disclaimed, as indicated by the use of broken lines.  
 FIG. 6 shows the curved button panel display for an electronic gaming machine of FIG. 4 with a round button disclaimed, as indicated by the use of broken lines.  
 FIG. 7 is a front view of the curved button panel display for an electronic gaming machine of FIG. 1.  
 FIG. 8 shows the curved button panel display for an electronic gaming machine of FIG. 7 with a tri-lobe button disclaimed, as indicated by the use of broken lines.

FIG. 9 shows the curved button panel display for an electronic gaming machine of FIG. 7 with a round button disclaimed, as indicated by the use of broken lines.

FIG. 10 is a side view of the curved button panel display for an electronic gaming machine of FIG. 1.

FIG. 11 shows the curved button panel display for an electronic gaming machine of FIG. 10 with a tri-lobe button disclaimed, as indicated by the use of broken lines.

FIG. 12 shows the curved button panel display for an electronic gaming machine of FIG. 10 with a round button disclaimed, as indicated by the use of broken lines.

FIG. 13 is an opposing side view (as compared to FIG. 10) of the curved button panel display for an electronic gaming machine of FIG. 1.

FIG. 14 shows the curved button panel display for an electronic gaming machine of FIG. 13 with a tri-lobe button disclaimed, as indicated by the use of broken lines.

FIG. 15 shows the curved button panel display for an electronic gaming machine of FIG. 13 with a round button disclaimed, as indicated by the use of broken lines.

FIG. 16 is a rear view of the curved button panel display for an electronic gaming machine of FIG. 1 with details disclaimed, as indicated by the use of broken lines.

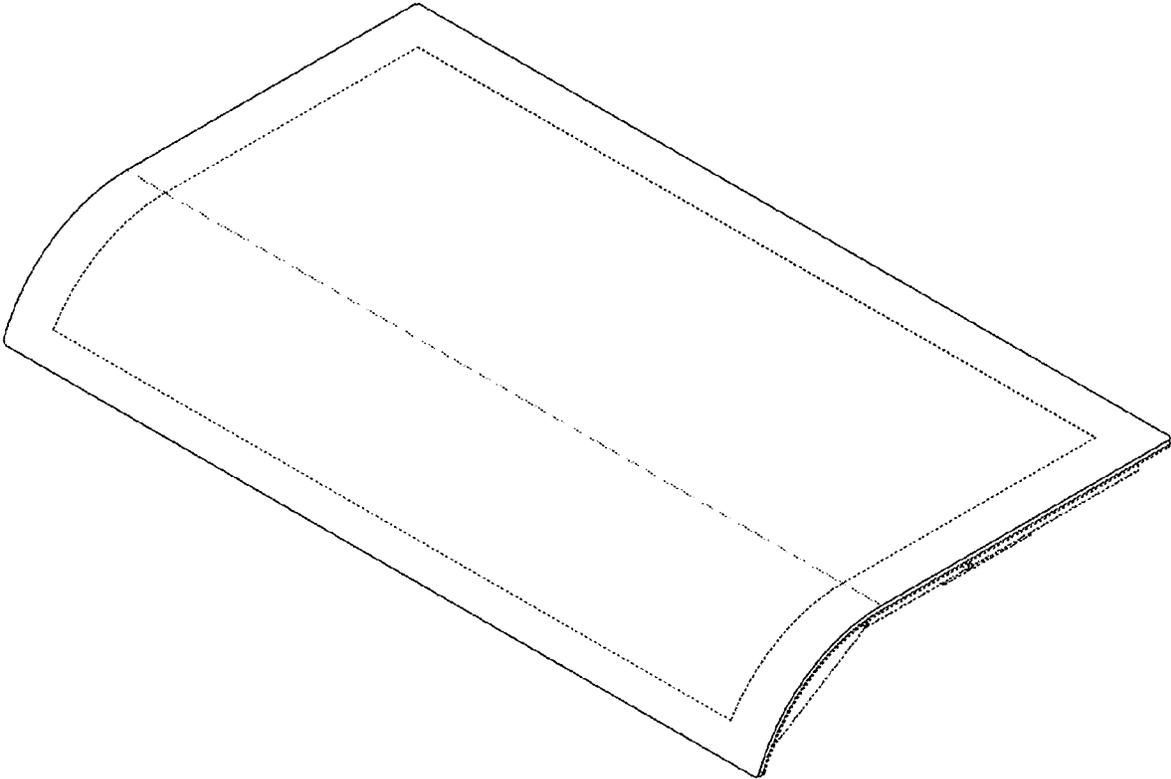
FIG. 17 shows the curved button panel display for an electronic gaming machine of FIG. 16 with a tri-lobe button disclaimed, as indicated by the use of broken lines.

FIG. 18 shows the curved button panel display for an electronic gaming machine of FIG. 16 with a round button disclaimed, as indicated by the use of broken lines; and,

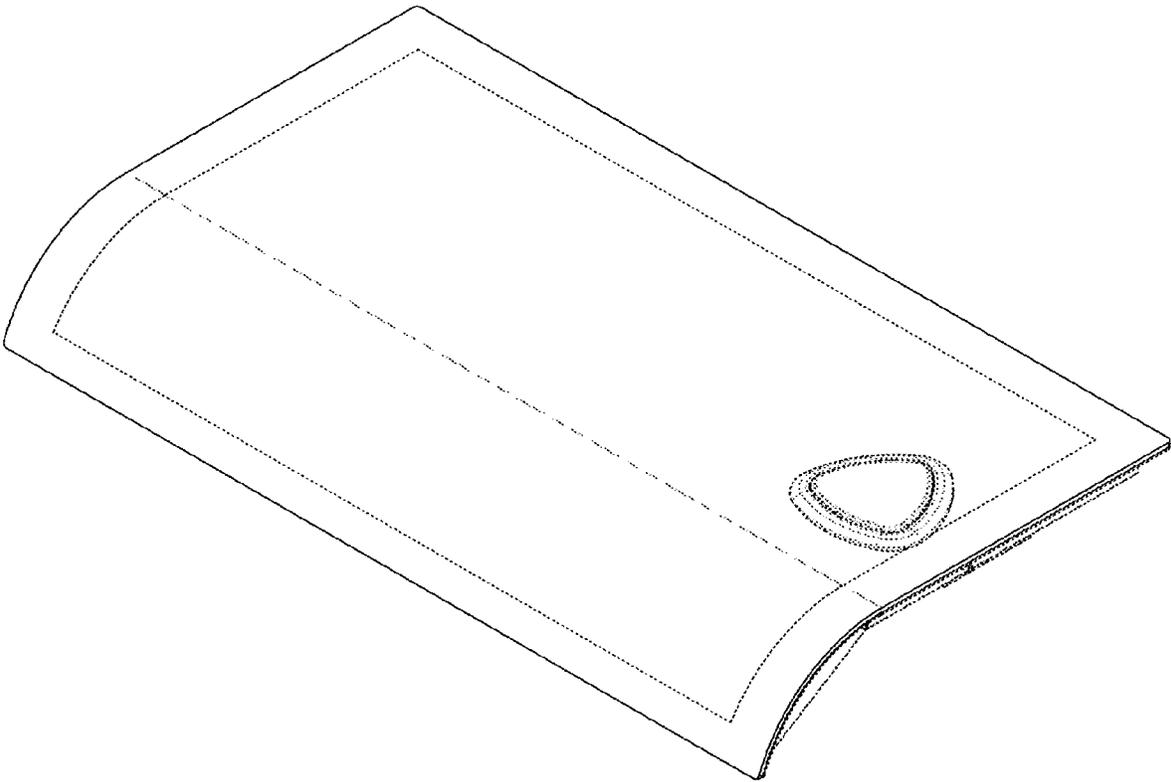
FIG. 19 is a bottom view of the curved button panel display for an electronic gaming machine of FIG. 1 with bottom-side details disclaimed, as indicated by the use of broken lines.

A curved button panel display for an electronic gaming machine is shown and described. Lines having a long dash followed by two shorter dashes indicate tangent edges. Other broken lines, e.g., dashed or dotted lines, are used to depict features or elements that are not considered to be part of the claimed design.

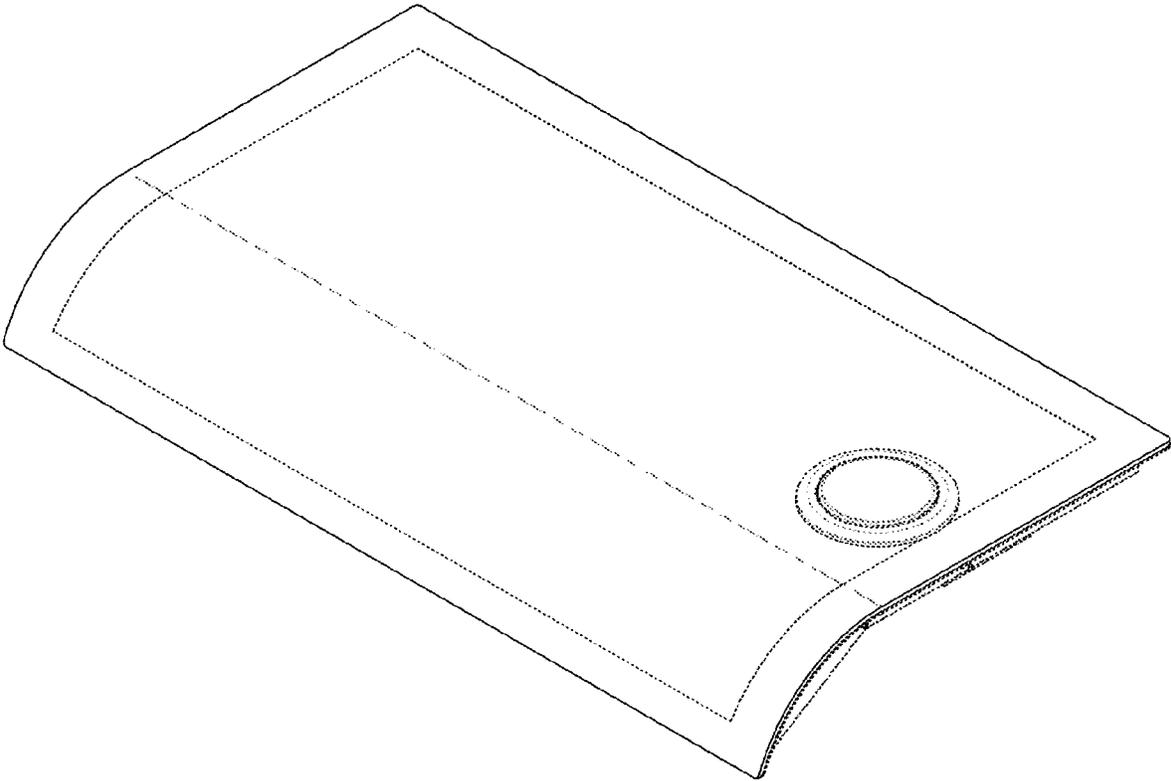
**1 Claim, 19 Drawing Sheets**



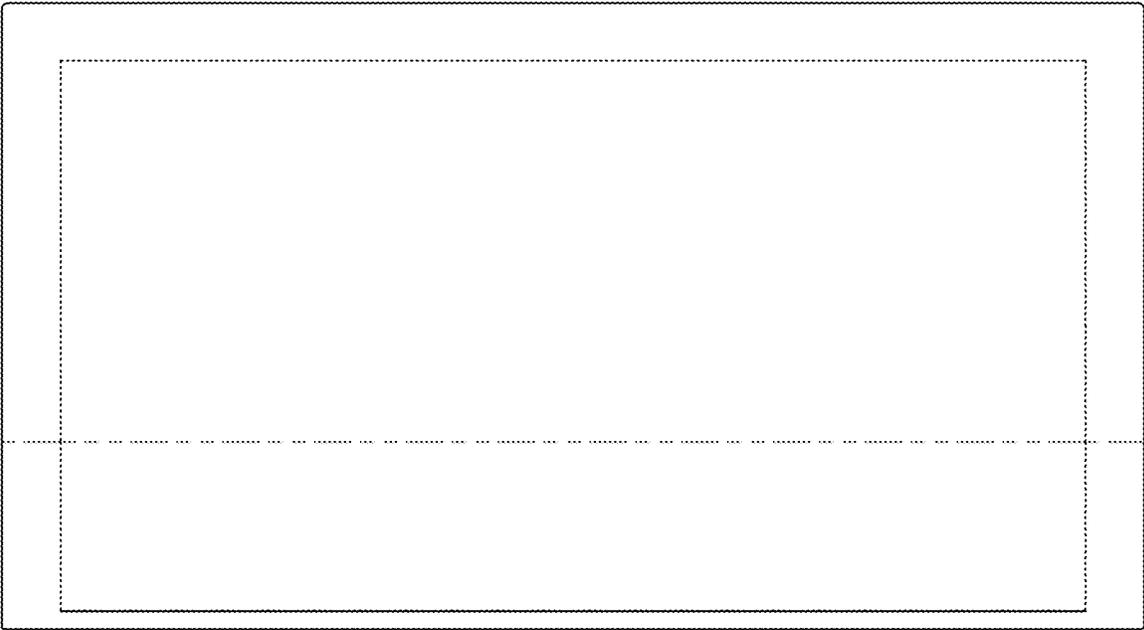
**FIGURE 1**



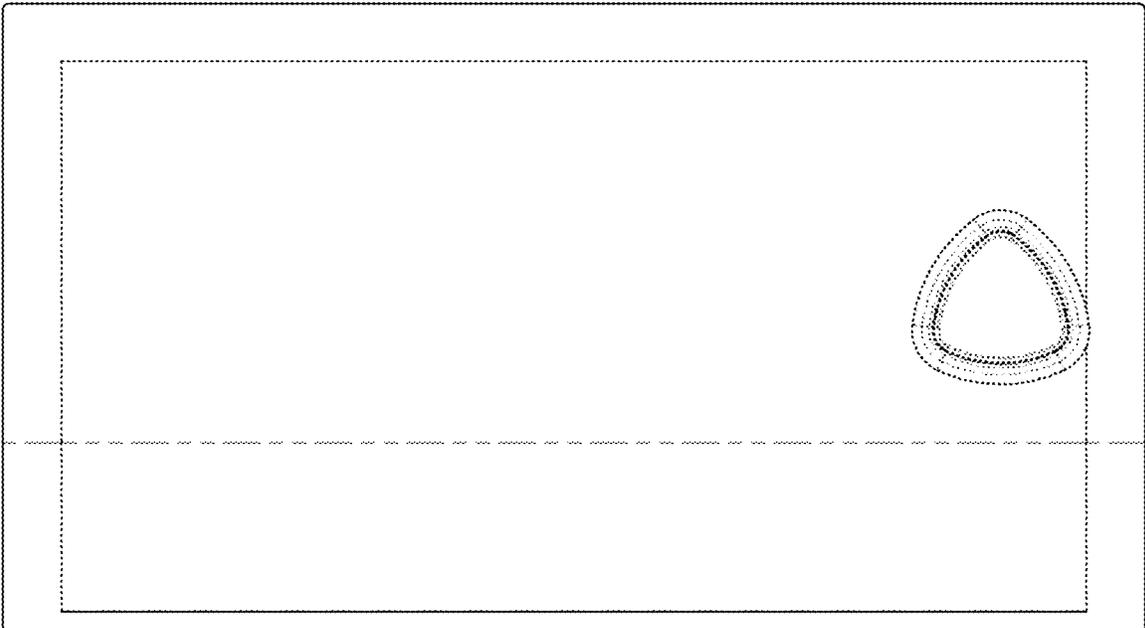
**FIGURE 2**



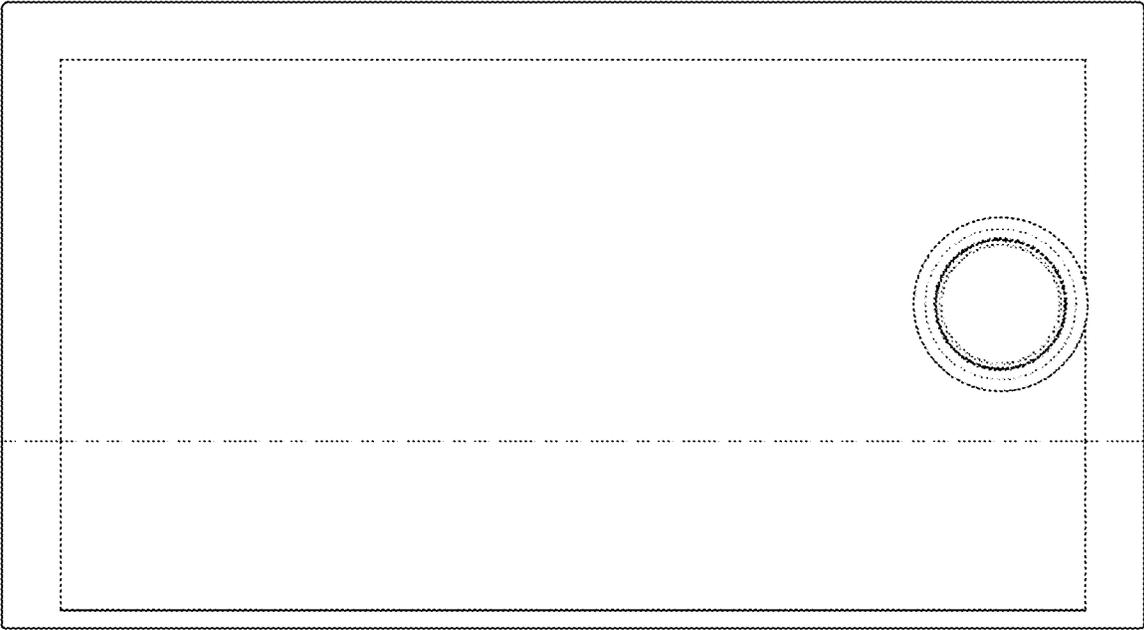
**FIGURE 3**



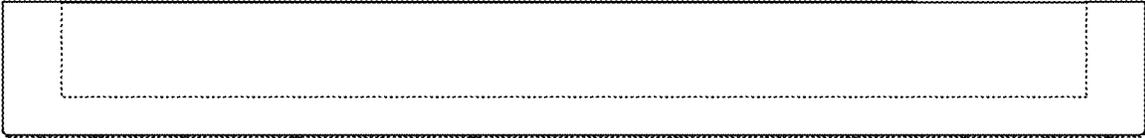
**FIGURE 4**



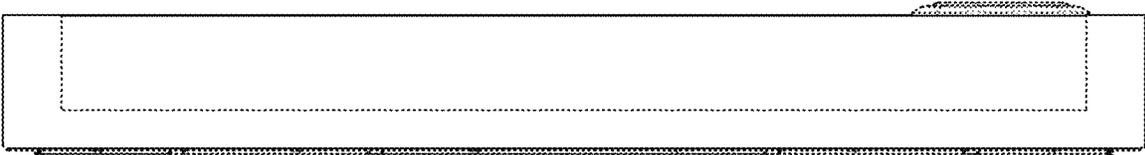
**FIGURE 5**



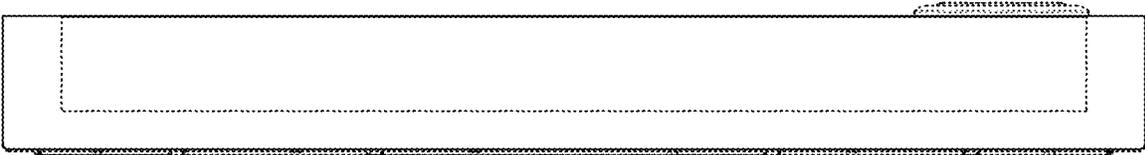
**FIGURE 6**



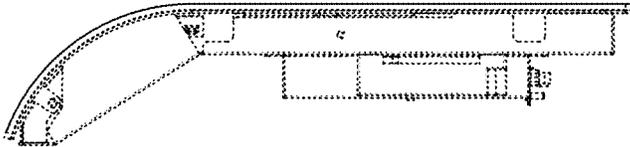
***FIGURE 7***



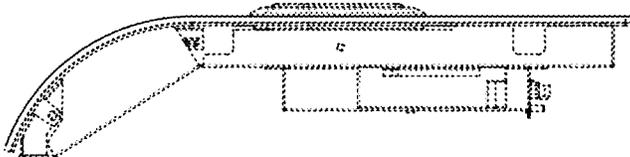
**FIGURE 8**



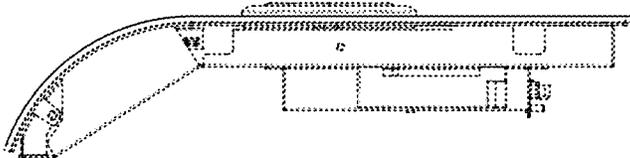
**FIGURE 9**



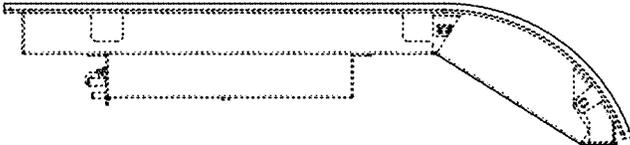
**FIGURE 10**



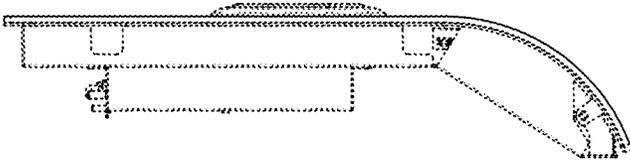
**FIGURE 11**



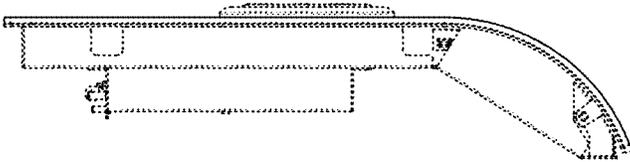
**FIGURE 12**



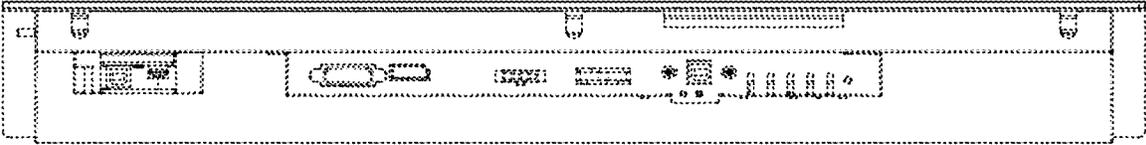
**FIGURE 13**



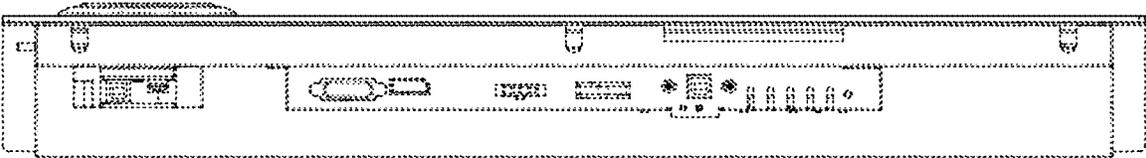
**FIGURE 14**



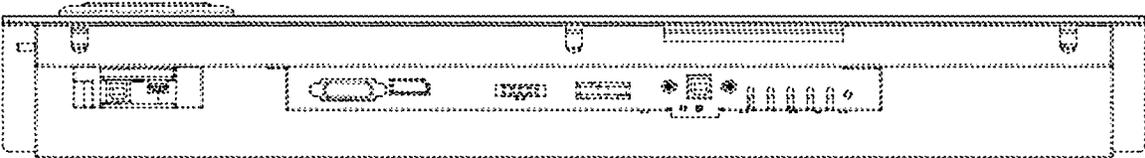
**FIGURE 15**



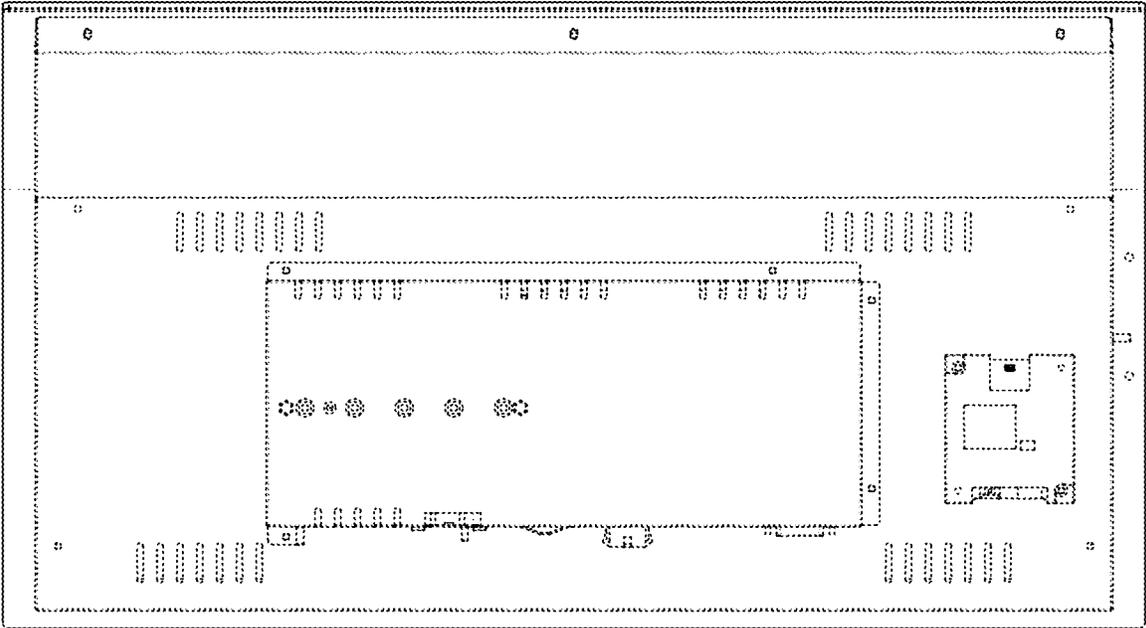
**FIGURE 16**



**FIGURE 17**



**FIGURE 18**



**FIGURE 19**