

Title (en)

SYSTEM AND PROCESS FOR STACKING ELECTRONIC GAME TABLES

Title (de)

SYSTEM UND VERFAHREN ZUR STAPELUNG VON ELEKTRONISCHEN SPIELTISCHEN

Title (fr)

SYSTÈME ET PROCÉDÉ PERMETTANT DE SUPERPOSER DES TABLES DE JEU ÉLECTRONIQUES

Publication

**EP 2497070 A1 20120912 (EN)**

Application

**EP 09803739 A 20091103**

Priority

EP 2009064556 W 20091103

Abstract (en)

[origin: WO2011054378A1] A system and process for aggregating and displaying information about a plurality of gaming tables to a user comprising a stacking component and a console area. The console area displays one or more active tables, while the stacking component displays changing information about each table the user has open. The stacking component may include one or more sub-components or dialogs, including a table list dialog, a player information dialog, a hand information dialog and/or an action area dialog.

IPC 8 full level

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CPC (source: EP)

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Citation (search report)

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