

(12) United States Patent Soma

(54) INPUT DEVICE FOR GAME MACHINE

US 6,342,009 B1 (10) Patent No.:

(45) Date of Patent: Jan. 29, 2002

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| (73) | Assignee: | Alps Electric Co., Ltd., Tokyo (JP) |
| (*) | Notice: | Subject to any disclaimer, the term of this |

patent is extended or adjusted under 35

463/46, 47; 273/148 R, 148 B, 459, 460,

461; 345/154, 156, 157, 184, 161

U.S.C. 154(b) by 0 days.

| (21) | Appl. No.: | 09/431,814 |
|------|------------|--------------|
| (22) | Filed: | Nov. 2, 1999 |

| (30) | Foreign Application Priority Data | | | |
|------|---|--|--|--|
| Nov | v. 4, 1998 (JP) 10-313796 | | | |
| (51) | Int. Cl. ⁷ A63F 13/00 ; A63F 9/24; | | | |
| | G06F 17/00; G06F 19/00 | | | |
| (52) | U.S. Cl. 463/38; 463/36; 463/37; | | | |
| | 463/46; 463/47; 273/148 R; 273/148 B; | | | |
| | 345/156; 345/184 | | | |
| (58) | Field of Search | | | |

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(57)**ABSTRACT**

In the input device, which inputs signals to a game machine using a computer, one or more operating members are provided on each of plural outer surfaces of housing members, a filmy substrate having flexibility is bent in conformity with the insides of the plural surfaces of the housing member, contact portions adapted to perform ON-OFF operation in response to operations of the operating members are formed respectively on the bent surfaces of the substrate, and when the operating members are operated, signals corresponding respectively to operations of the operating members are inputted to the game machine.

20 Claims, 4 Drawing Sheets

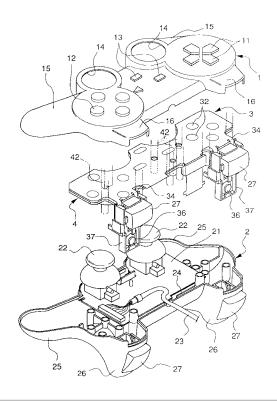




FIG. 1

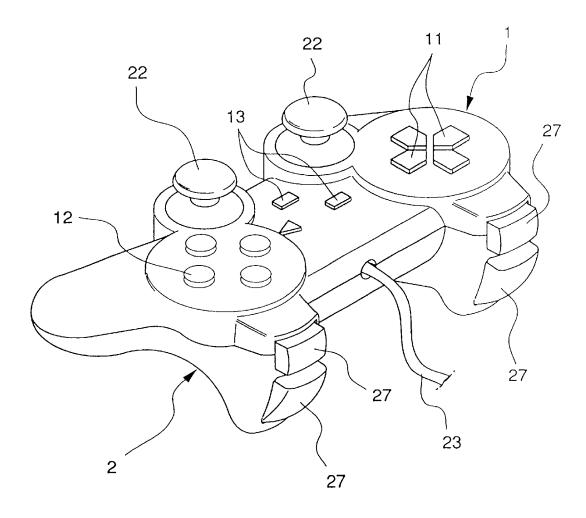


FIG. 2

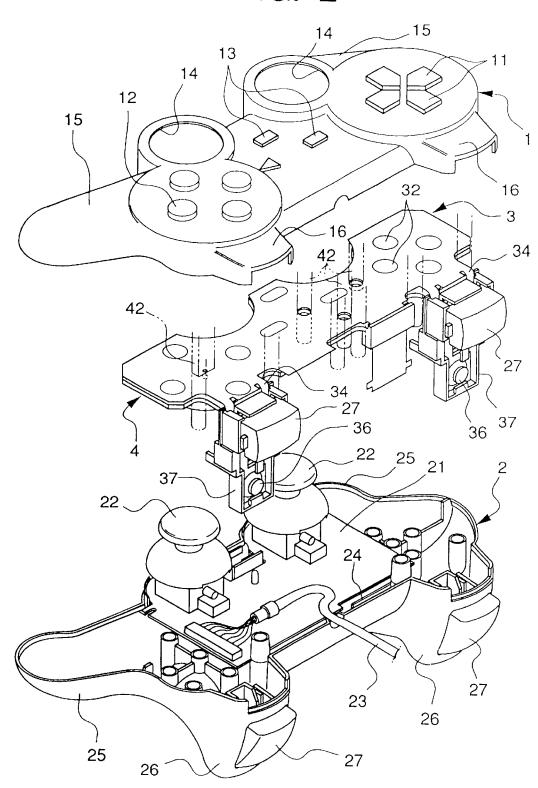




FIG. 3

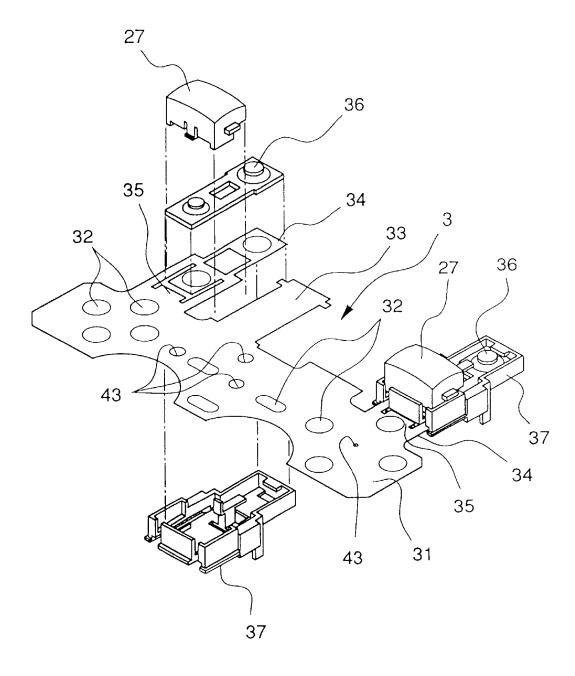
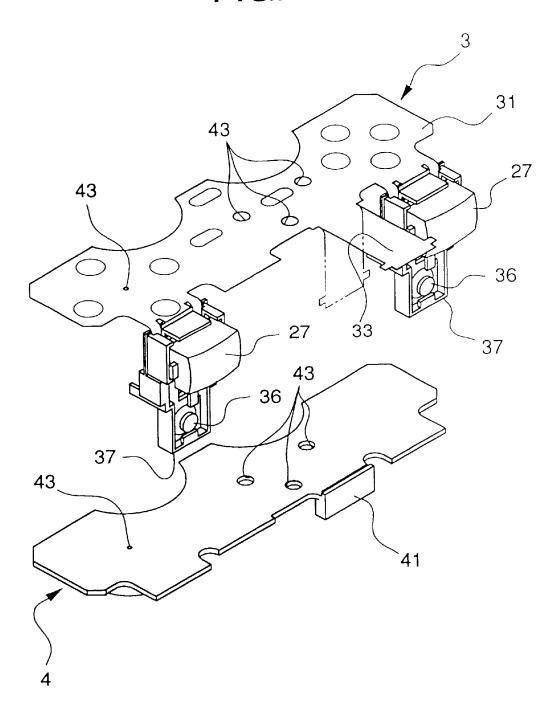




FIG. 4





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