Claims:

1. A gaming machine comprising:

a display device;

a processor coupled to said display device and configured to:

monitor at least one display property of a media display on said display device to prevent an unauthorized configuration of the gaming machine;

detect the unauthorized configuration of at least one display property; and

generate an alert in response to the detection, wherein the at least one display property is a display position of the media display.

2. The gaming machine according to claim 1, wherein said processor is configured to detect that the display position of at least one critical object is obscured by the media display.

3. The gaming machine according to claim 2, wherein the at least one critical object includes at least one of a credit meter, a current wager meter, a win meter, and at least one player interaction button.

4. The gaming machine according to claim 1, wherein the at least one display property is a percentage of display area of said display device used to display the media display.

5. A gaming machine comprising:

a display device;

a processor coupled to said display device and configured to:

monitor at least one display property of a media display on said display device;

detect that the at least one display property is equal or greater than a preselected threshold; and

generate an alert in response to the detection, wherein the at least one display property is a display dimension of the media display.

6. The gaming machine according to claim 1, wherein the at least one display property is an opacity of a graphic element of the media display.

7. The gaming machine according to claim 1, wherein said processor is further configured to detect a game condition and to enable the media display to obscure the at least one critical object during the game condition.

8. The gaming machine according to claim 1, wherein said processor is further configured to:

initiate a timer upon detecting that the at least one display property is equal to or greater than the threshold; and

generate the alarm when the at least one display property is equal to or greater than the threshold for a preselected time period.

9. The gaming machine according to claim 1, wherein said processor is further configured to disable the media display on said display device in response to detecting that the at least one display property is equal to or greater than the threshold.

10. The gaming machine according to claim 1, wherein said processor is further configured to request an authorization code from the media display in response to detecting that the at least one display property is equal to or greater than the threshold.

11. The gaming machine according to claim 8, wherein said processor is further configured to:

receive the authorization code from the media display;

verify authentication of the media display using the authorization code; and

enable display of the media display via said display device.

12. The gaming machine according to claim 1, wherein said processor comprises one of a gaming machine controller and a video controller.

13. A gaming machine controller comprising:

a memory area configured to store data representative of a game image; and

a processor coupled to said memory area and configured to:

monitor at least one display property of a media display on a display device;

detect that the at least one display property is an unauthorized configuration; and

generate an alert in response to the detection of an unauthorized configuration, wherein the at least one display property is a display position of the media display.

14. The gaming machine controller according to claim 13, wherein said processor is configured to detect that the display position of at least one critical object is obscured by the media display.

15. The gaming machine controller according to claim 13, wherein said processor is configured to detect that the display position of at least one critical object is obscured by the media display for a preselected time period.

16. A gaming machine controller comprising:

a memory area configured to store data representative of a game image; and

a processor coupled to said memory area and configured to:

monitor at least one display property of a media display on a display device; detect that the at least one display property is equal or greater than a preselected threshold; and

generate an alert in response to the detection, wherein the at least one display property is a display dimension of the media display.

17. The gaming machine controller according to claim 13, wherein the at least one display property is an opacity of a graphic element of the media display.

18. The gaming machine controller according to claim 13, wherein said processor is further configured to disable the media display on the display device in response to detecting that the at least one display property is equal to or greater than the preselected threshold.

19. The gaming machine controller according to claim 13, wherein said processor is further configured to request an authorization code from the media display in response to detecting that the at least one display property is in an unauthorized configuration.

CLAIMS:

1. A gaming machine comprising:

a display device;

a processor coupled to said display device and configured to:

monitor at least one display property of a media display on said display device to prevent an unauthorized configuration of the gaming machine;

detect the unauthorized configuration of the at least one display property; and

generate an alert in response to the detection of the unauthorized configuration, wherein the at least one display property is a display position of the media display.

2. The gaming machine according to Claim 1, wherein said processor is configured to detect that the display position of at least one critical object is obscured by the media display.

3. The gaming machine according to Claim 2, wherein the at least one critical object includes at least one of a credit meter, a current wager meter, a win meter, and at least one player interaction button.

4. The gaming machine according to Claim 1, wherein the at least one display property is a percentage of display area of said display device used to display the media display.

5. A gaming machine comprising:

a display device;

a processor coupled to the display device and configured to:

monitor at least one display property of a media display on the display device;

detect that the at least one display property is equal or greater than a preselected threshold; and

generate an alert in response to the detection, wherein the at least one display property is a display dimension of the media display.

6. The gaming machine according to Claim 1, wherein the at least one display property is an opacity of a graphic element of the media display.

7. The gaming machine according to Claim 1, wherein said processor is further configured to detect a game condition and to enable the media display to obscure the at least one critical object during the game condition.

8. The gaming machine according to Claim 1, wherein said processor is further configured to:

initiate a timer upon detecting that the at least one display property is equal to or greater than the threshold; and

generate the alarm when the at least one display property is equal to or greater than the threshold for a preselected time period.

9. The gaming machine according to Claim 1, wherein said processor is further configured to disable the media display on said display device in response to detecting that the at least one display property is equal to or greater than the threshold.

10. The gaming machine according to Claim 1, wherein said processor is further configured to request an authorization code from the media display in response to detecting that the at least one display property is equal to or greater than the threshold.

11. The gaming machine according to Claim 10, wherein said processor is further configured to:

receive the authorization code from the media display;

verify authentication of the media display using the authorization code; and

enable display of the media display via said display device.

12. The gaming machine according to Claim 1, wherein said processor comprises one of a gaming machine controller and a video controller.

13. One or more computer-readable storage media having computer-executable components, said components comprising:

a display component that when executed by at least one processor causes the at least one processor to display a first video image and a second video image via a display device; and

a detection component that when executed by at least one processor causes the at least one processor to detect a hijacking condition when the second video image includes at least one display property that violates a corresponding display condition.

14. A gaming machine controller comprising:

a memory area configured to store data representative of a game image; and

a processor coupled to said memory area and configured to:

monitor at least one display property of a media display on a display device;

detect that the at least one display property is an unauthorized configuration; and

generate an alert in response to the detection of the unauthorized configuration, wherein the at least one display property is a display position of the media display.

15. The gaming machine controller according to Claim 14, wherein the at least one display property is a display position of the media display, and wherein said processor is configured to detect that the display position of at least one critical object is obscured by the media display.

16. The gaming machine controller according to Claim 14, wherein the processor is configured to detect that the display position of at least one critical object is obscured by the media display for a preselected time period.

17. The gaming machine controller according to Claim 14, wherein the at least one display property is an opacity of a graphic element of the media display.

18. The gaming machine controller according to Claim 14, wherein said processor is further configured to disable the media display on the display device in response to detecting that the at least one display property is equal to or greater than the preselected threshold.

19. The gaming machine controller according to Claim 14, wherein said processor is further configured to request an authorization code from the media display in response to detecting that the at least one display property is in an unauthorized configuration.

20. A gaming machine controller comprising:

a memory area configured to store data representative of a game image; and

a processor coupled to said memory area and configured to:

monitor at least one display property of a media display on a display device;

detect that the at least one display property is equal or greater than a preselected threshold; and

generate an alert in response to the detection, wherein the at least one display property is a display dimension of the media display.