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United States Design Patent

López

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(54) COCKPIT FOR VIDEO GAMES

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(52) U.S. Cl.

USPC D21/333

(58) Field of Classification Search

USPC D21/312, 320, 324, 325, 326, 327, 329, D21/333, 349, 351, 352, 353, 534, 355, D21/366, 369, 370, 371, 385, 426, 427, D21/430, 471, 477, 695, 696, 814; D6/334-336, 338, 356, 364, 365, 366, D6/367, 374, 716, 716.1, 716.4; D12/387, 112, 378.12, 861

CPC .. A47C 1/121; A47C 7/40; A47C 7/46; A47C 7/462; A47C 7/50; A47C 7/723; A47C 7/72; A47C 7/5068; A63F 9/00; A63F 9/24; A63F 1/00; A63F 3/00; A63F 13/90; A63F 13/245; G07F 17/3216; G09B 9/02; G09B 9/12; A63G 31/16;

B60N 2/686; B23B 49/02; B29B 7/325; B29B 7/7471; B29B 7/603; B23Q 15/22; G01B 21/14; G01B 21/18

See application file for complete search history.

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(57)CLAIM

The ornamental design for a cockpit for video games, as shown and described.

DESCRIPTION

The patent or application file contains at least one drawing executed in color. Copies of this patent or patent application publication with color drawing(s) will be provided by the Office upon request and payment of the necessary fee.

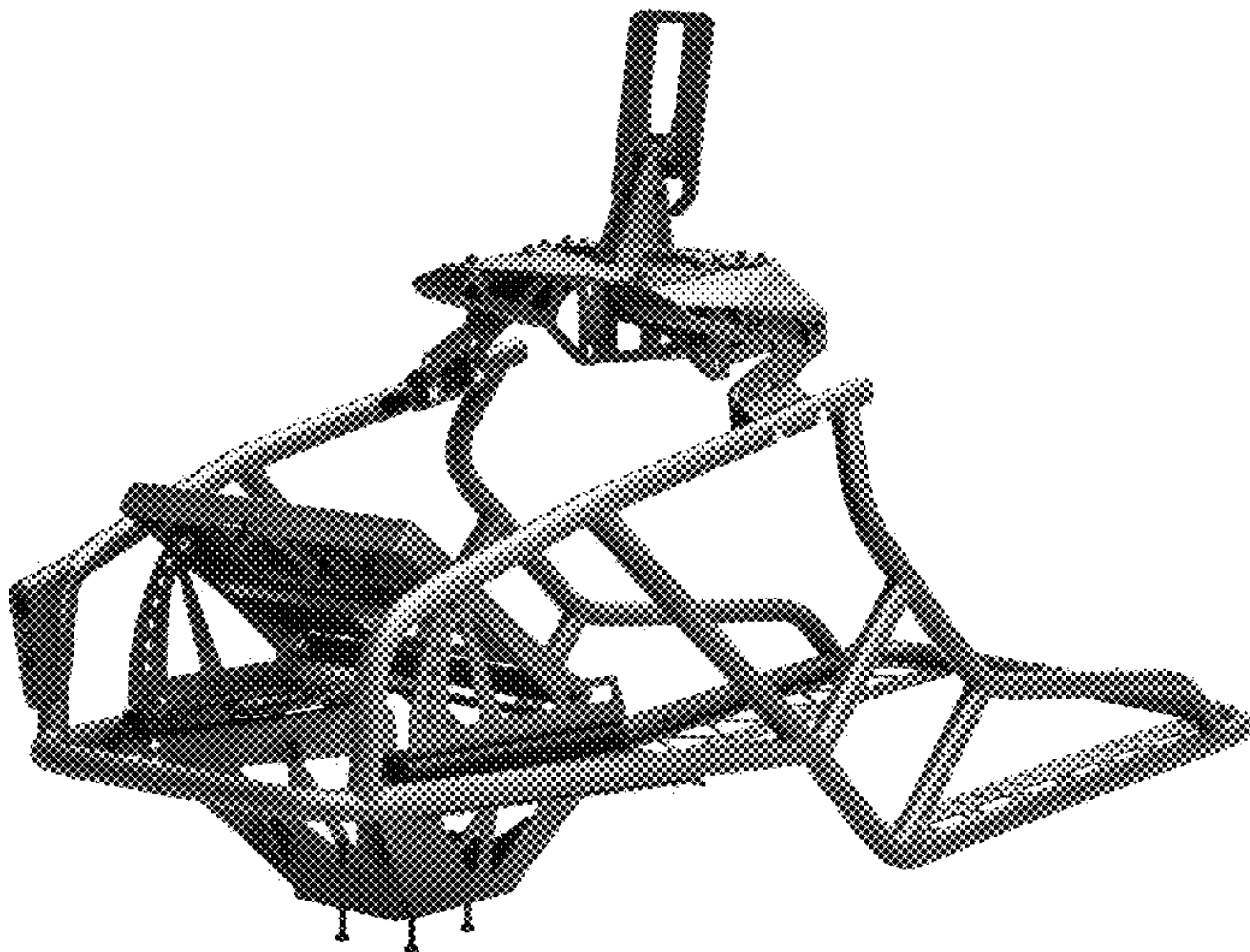
1 . Cockpit for video games

Fig. 1.1 shows a perspective view; Fig. 1.2 shows a front view; Fig. 1.3 shows a rear view; Fig. 1.4 shows a left side view; Fig. 1.5 shows a right side view; Fig. 1.6 shows a top view; Fig. 1.7 shows a bottom view.

The color shown in the reproductions 1.1, 1.2 and 1.7, depict a portion of the cockpit for video games that forms part of the claimed design.

1 Claim, 7 Drawing Sheets

(3 of 7 Drawing Sheet(s) Filed in Color)



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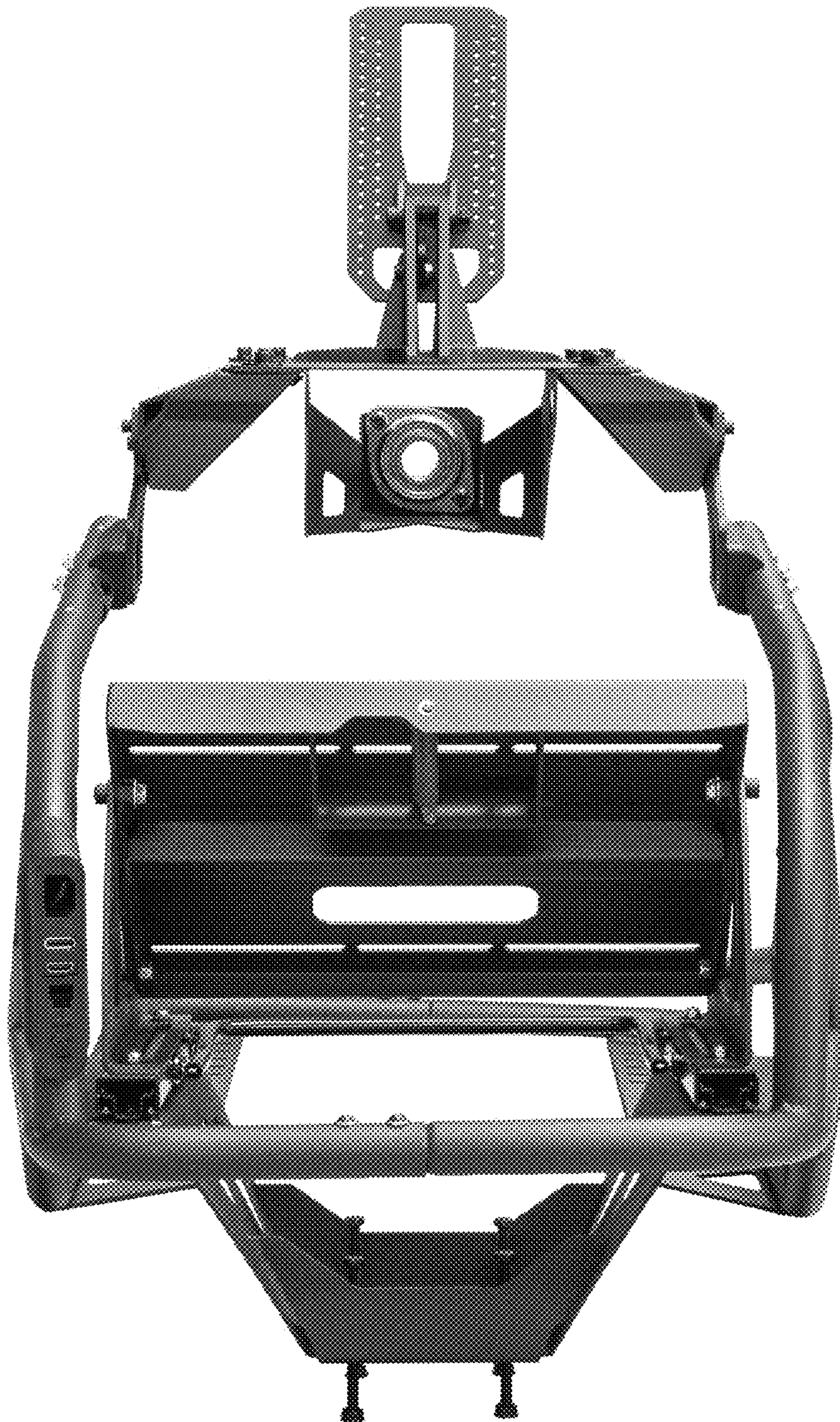
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1.1



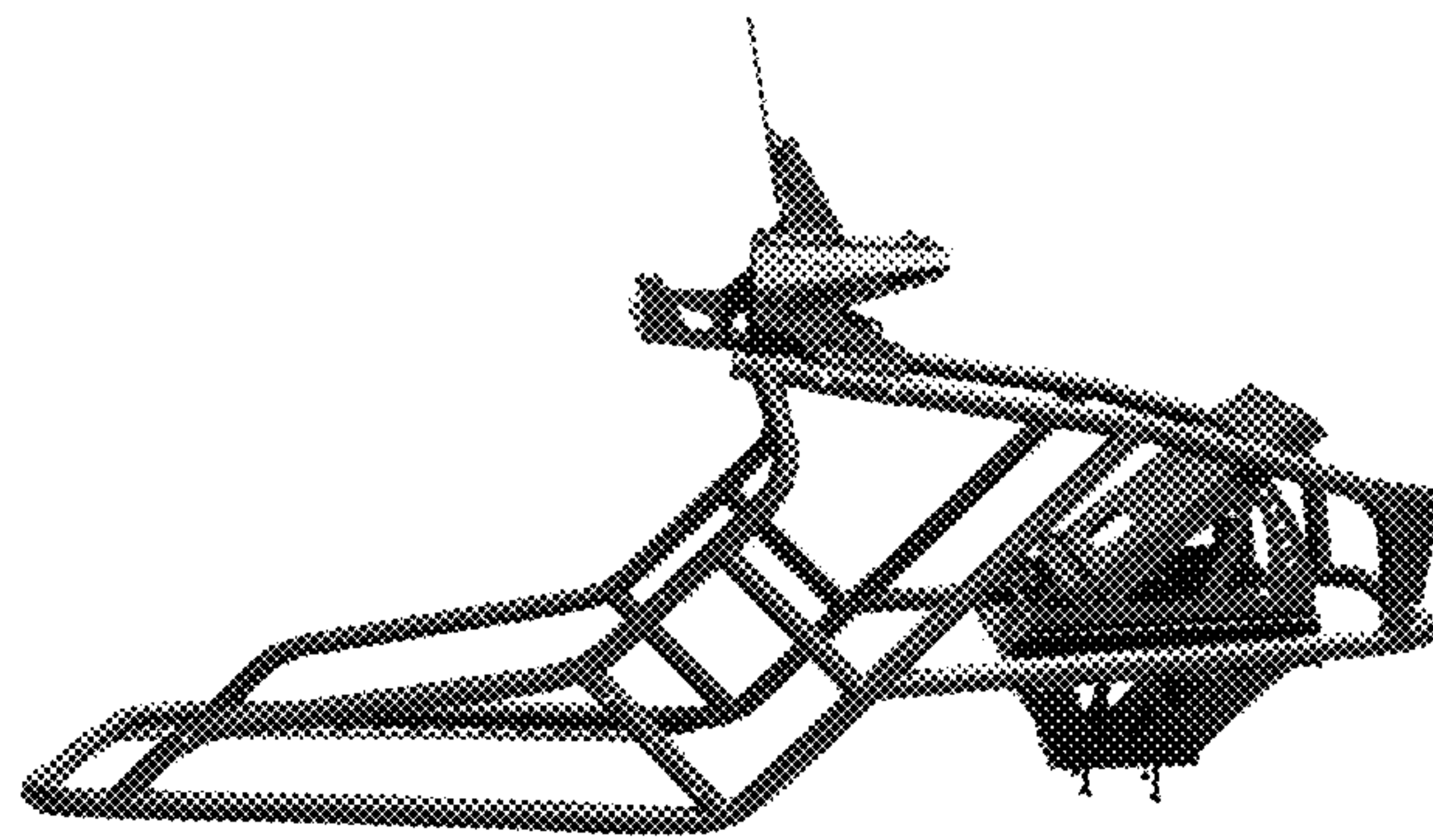
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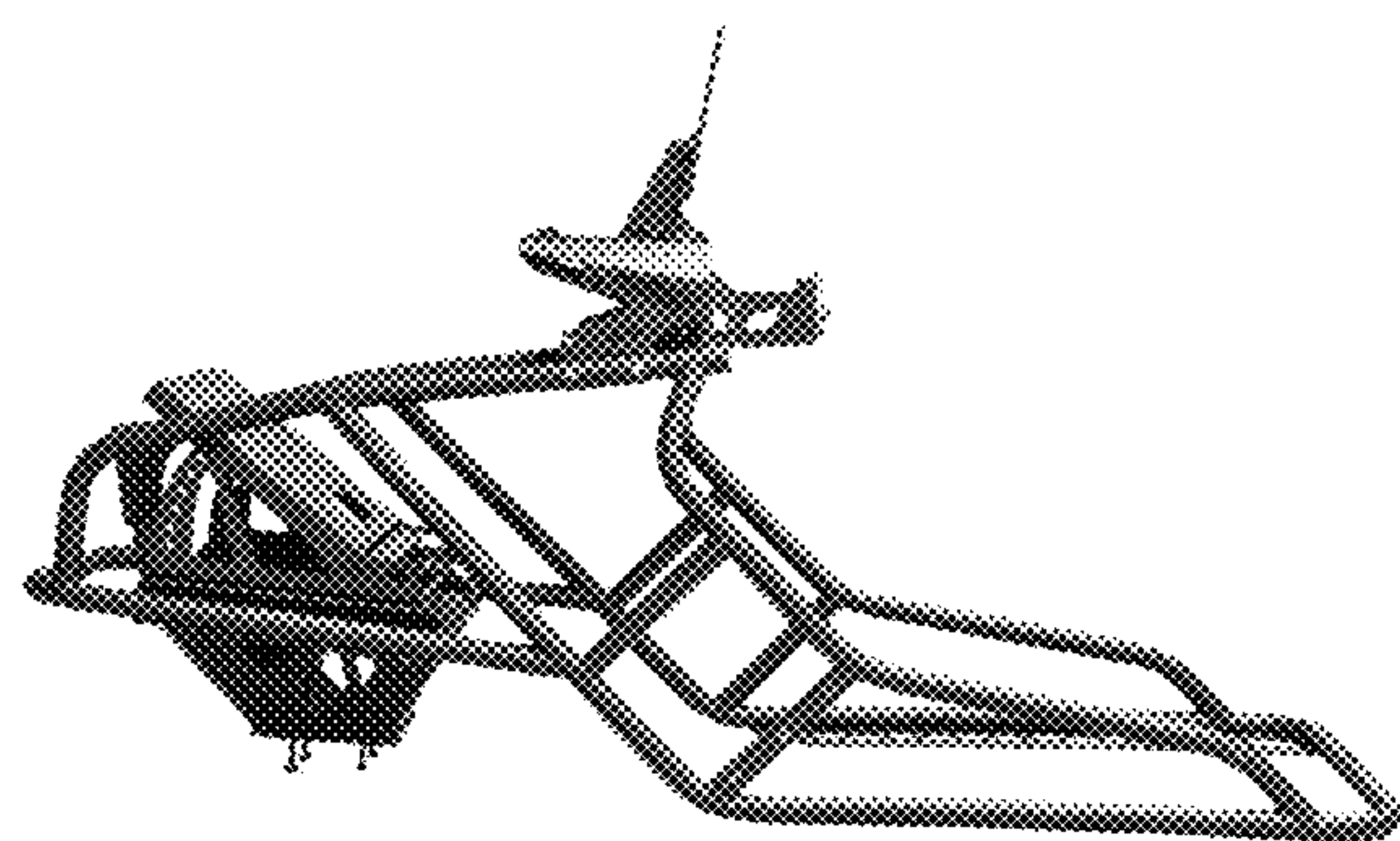
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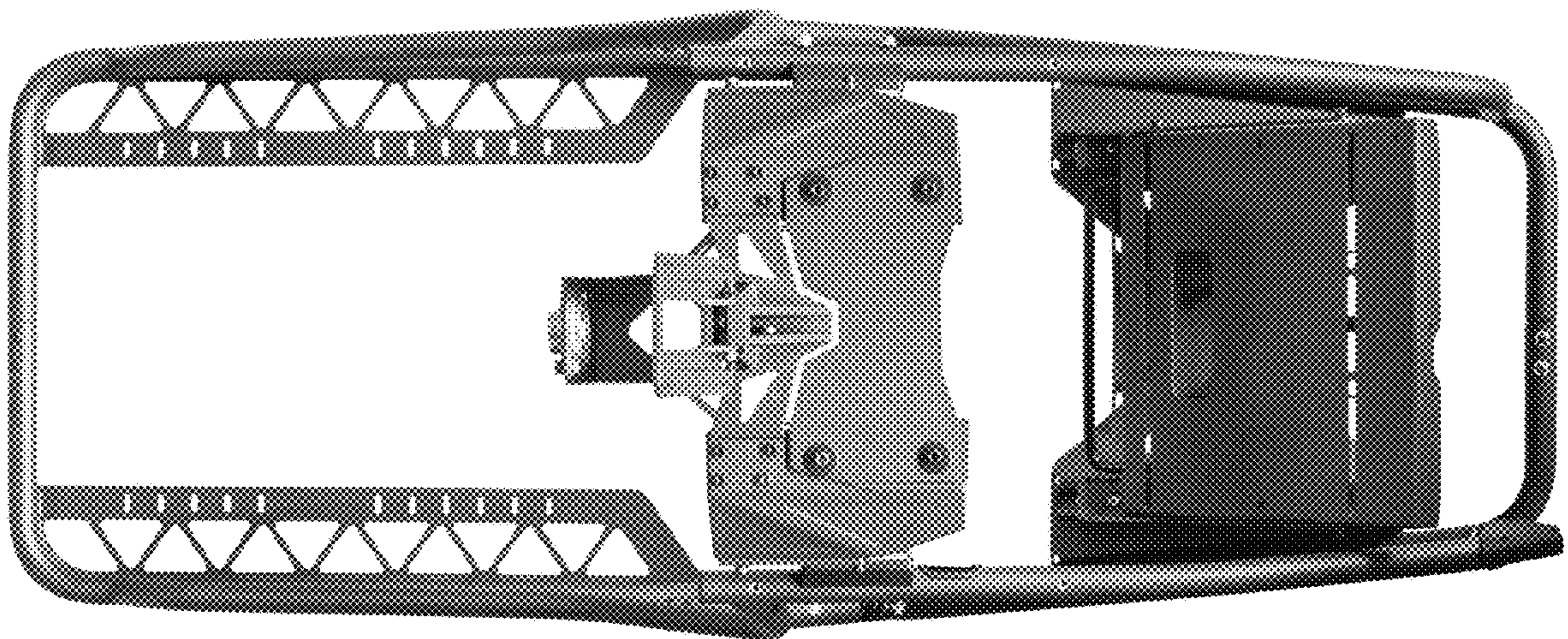
1.4



1.5



1.6



1.7

