

2. The machine-readable medium according to claim 1, wherein said processor is capable of operation in a first power state and a second power state, wherein said processor consumes less power in said first power state than said second power state, said method further comprising placing said processor in said first power state from said second power state when said processor is not decompressing said compressed audio data.

3. The machine-readable medium according to claim 2, wherein said first power state is a standby state.

4. The machine-readable medium according to claim 1, further comprising retrieving said decompressed audio data from said memory for playing.

5. The machine-readable medium according to claim 1, wherein said compressed audio data is MP3, WMA, AAC, AC3, or other secured compressed audio format.

6. The machine-readable medium according to claim 1, wherein said method further comprises generating signals to an LCD display for displaying song data.

7. The machine-readable medium according to claim 4, wherein said computer system further comprises a plurality of function keys, and wherein said method further comprises receiving user commands generated by at least one of said plurality of function keys and utilizing said user commands to control said playing.

8. The machine-readable medium according to claim 7, further comprising receiving interrupts generated by at least one of said plurality of function keys and passing said interrupts to said processor.

9. The machine-readable medium according to claim 1, wherein said steps of reading compressed audio data, providing said compressed audio data to said processor, and storing said decompressed audio data in said memory, are not performed unless said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5.

10. The machine-readable medium according to claim 1, wherein said steps of reading compressed audio data, providing said compressed audio data to said processor, and storing said decompressed audio data in said memory, are not performed when said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.

11. The machine-readable medium according to claim 8, wherein said steps of receiving interrupts generated by at least one of said plurality of function keys and passing said interrupts to said processor are not performed unless said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.

12. The machine-readable medium according to claim 1, wherein said compressed audio data is stored in one or more audio files, wherein said method further comprises creating and storing a play list comprising one or more said audio files.

13. The machine-readable medium according to claim 12, wherein said step of creating and storing a play list is only performed when said computer is on or in power state S0.

14. The machine-readable medium according to claim 13, further comprising reading said compressed audio data based, at least in part, on said play list.

15. The machine-readable medium according to claim 1, wherein said reading compressed audio data comprises reading compressed audio data from a DVD.

16. A personal computer (PC) adapted to function as a decompressed audio player comprising:

a central processing unit (CPU) responsive to a control signal to load a first operating system or a second operating system, wherein said first operating system is run by said PC in a first PC mode and said second operating system is run by said PC in a second compressed audio mode.

17. The PC of claim 16, wherein said PC consumes less power operating in said second compressed audio mode than operating in said first PC mode.

18. A method of operating a personal computer (PC) in either a first personal computer (PC) mode or a second compressed audio performance mode comprising the steps of:

initiating a control signal; and

loading a first or second operating system based on said control signal, wherein said first operating system operates said PC in said first PC mode and said second operating system operates said PC in said second compressed audio performance mode.

19. The method of claim 18, further comprising the steps of:

outputting audio data to an audio output device when said PC is operating in said second audio compressed performance mode.

20. The method of claim 18, wherein a boot up time for loading said second operating system is less than a boot up time for loading said first operating system.

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