

- a switch, the activation of said switch causing said second operating system to boot.
- 17.** A computer system adapted to play audio files, said computer system comprising:
- compressed audio data;
 - a system CPU;
 - an audio controller;
 - a first operating system adapted to control at least said system CPU;
 - a second operating system, said second operating system controlling said audio controller and said system CPU, so as to cause said system CPU to decompress said compressed audio data; and
 - a switch, the activation of said switch causing said second operating system to boot.
- 18.** A computer system adapted to play audio files, said computer system comprising:
- a drive comprising at least one audio file;
 - an audio controller;
 - an operating system, said operating system being stored in BIOS and adapted to control said audio controller, so as to cause said audio controller to play said at least one audio file; and
 - a switch, the activation of said switch causing said operating system to boot.
- 19.** A computer system adapted to play audio files, said computer system comprising:
- a system CPU;
 - a drive comprising at least one compressed audio file; and
 - an operating system, said operating system being stored in BIOS and adapted to control said system CPU, so as to cause said system CPU to decompress said at least one audio file; and
 - a switch, the activation of said switch causing said operating system to boot.
- 20.** A computer system adapted to play audio files, said computer system comprising:
- a system CPU;
 - memory;
 - at least one drive comprising compressed audio data; and
 - an audio controller coupled to said system CPU, memory and drive;
 - said audio controller being adapted to cause said drive to read said compressed audio data, to cause said system CPU to decompress said compressed audio data, thereby providing decompressed audio data, and to cause said decompressed audio data to be stored in said memory.
- 21.** A computer system as claimed in claim 20, wherein said audio controller is further adapted to place said system CPU in standby state when said system CPU is not decompressing said compressed audio data.
- 22.** A computer system as claimed in claim 20, wherein said audio controller is further adapted to cause said decompressed audio data to be retrieved from said memory for playing.
- 23.** A computer system as claimed in claim 20, wherein said drive is a hard disk, removable disk, floppy disk, magnetic storage medium, optical storage medium, or IDE device.
- 24.** A computer system as claimed in claim 20, wherein said compressed audio data is in MP3, WMA, AAC, or other secured compressed audio format.
- 25.** A computer system as claimed in claim 20, further comprising at least one digital computer bus, wherein said audio controller is coupled to at least one of said system CPU, memory, and drive via said digital computer bus.
- 26.** A computer system as claimed in claim 20, further comprising a mini-OS.
- 27.** A computer system as claimed in claim 20, further comprising an LCD interface for generating signals to an LCD display for displaying song name, file/directory name and/or timing data.
- 28.** A computer system as claimed in claim 20, further comprising a plurality of function keys and a function key interface operable with said plurality of function keys, said function keys generating user commands to said audio controller through said function key interface.
- 29.** A computer system as claimed in claim 28, further comprising a software driver for receiving interrupts generated by at least one of said plurality of function keys and for passing said interrupts to said system CPU.
- 30.** A computer system as claimed in claim 29, further comprising standard audio player software, wherein said CPU utilizes said interrupts to control said standard audio player software.
- 31.** A computer system as claimed in claim 20, wherein said audio controller is adapted not to cause said drive to read said compressed audio data, nor to cause said system CPU to decompress said compressed audio data, nor to cause said decompressed audio data to be stored in said memory, unless said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states S4 or S5.
- 32.** A computer system as claimed in claim 20, wherein said audio controller is adapted not to cause said drive to read said compressed audio data, nor to cause said system CPU to decompress said compressed audio data, nor to cause said decompressed audio data to be stored in said memory, when said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.
- 33.** A computer system as claimed in claim 29, wherein said software driver is adapted not to receive said interrupts generated by at least one of said plurality of function keys nor pass said interrupts to said system CPU, unless said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states S0 or S3.
- 34.** A computer system as claimed in claim 20, wherein said compressed audio data is stored in one or more audio files on said drive, said computer system further comprising a play list software program for creating and storing a play list comprising one or more said audio files.
- 35.** A computer system as claimed in claim 34, wherein said play list software program is executable only when said computer is on or in power state S0.