

**S3**, creating and storing a play list comprising a list of compressed audio files residing on one or more drives of a computer system having at least a drive, a CPU, and a memory; and

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states **S4** or **S5**, playing the compressed audio files of said play list.

**55**. A method of playing audio files on a computer system, said method comprising:

when said computer system is on, in sleep mode, in suspend to RAM mode, or in one of power states **S0** or **S3**, creating and storing a play list comprising a list of compressed audio files residing on one or more drives of a computer system having at least a drive, a CPU, and a memory;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states **S4** or **S5**, reading said play list;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states **S4** or **S5**, reading said compressed audio files from said drive based on said play list;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states **S4** or **S5**, providing said compressed audio data to said CPU for decompressing the data of said compressed audio file into decompressed audio data;

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states **S4** or **S5**, storing said decompressed audio data in said memory; and

when said computer system is off, in hibernate mode, in suspend to HDD mode, or in one of power states **S4** or **S5**, retrieving said decompressed audio data from said memory for playing.

**56**. A method of playing audio files on a computer system, said method comprising:

reading compressed audio data from the drive of a computer system, said computer system having at least a drive, a CPU, and a memory;

providing said compressed audio data to said CPU for decompressing said compressed audio data into decompressed audio data;

storing said decompressed audio data in said memory; and

playing said decompressed audio data from said memory.

**57**. A computer system adapted to play audio files, said computer system comprising:

a system CPU;

memory;

at least one drive comprising compressed audio data, said compressed audio data residing in one or more audio files;

a play list software program for selecting and storing a play list comprising one or more of said audio files; and

an audio controller coupled to said system CPU, memory and drive;

said audio controller being adapted to retrieve said play list and cause said drive to read at least one said audio file of said play list, to cause said system CPU and decompress the compressed audio data of said file and provide decompressed audio data, to cause said decompressed audio data to be stored in said memory, and to cause said decompressed audio data to be played from said memory.

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