

DATA PROTOCOL FOR A MUSIC CHIP

ABSTRACT OF THE DISCLOSURE

A protocol for labeling various types of data contained in a music chip. The protocol includes a hierarchical arrangement of headers for storing information about selections on the chip and the method in which they were coded in the memory of the chip. A global header located at the very start of memory will specify information needed to successfully decode the content of the music chip. This will include, for example, the necessary bit rate, as well as information pertaining to a specific PAC (Perceptual Audio Coding) algorithm employed in recording audio on the chip. In addition to the global header, each chip will have a section of memory allocated to a table of contents. The table of contents will include information on play times, song titles, music category and artist. Individual track selections will be listed as part of the table of contents by individual headers. The individual header contains a music category to which a track belongs, for example, classical, jazz, country, rock, etc., the artist, and information for addressing each track selection. Information from the headers is self-registered or automatically downloaded when a chip is loaded into a player/juke box device. The concept of self-registering general information included within the headers allows a user to select by type of music, artist, etc. for music selections made over a period of time.