SONY

White paper

November 2017

Xperia™ Z4 Tablet
SGP771

Purpose of this document

Sony product White papers are intended to give an overview of a product and provide details in relevant areas of technology.

NOTE: The illustration that appears on the title page is for reference only. All screen images and elements are subject to change without prior notice.

Document history

Version		
March 2015	First released version	Version 1
May 2015	Second released version	Version 2
May 2015	Third released version	Version 3
June 2015	Fourth released version	Version 4
February 2016	Fifth released version	Version 5
February 2017	Sixth released version	Version 6
November 2017	Seventh released version	Version 7

Sony Mobile Developer World

For the latest technical documentation and development tools, go to *www.sonymobile.com/developer.*

Table of contents

Product overview

Highlights

- Connectivity: Wi-Fi MIMO (up to 867 Mbit/s) and 4G LTE Cat 6 (up to 300 Mbps)
- Display: 10.1" 2560x1600 WQXGA, Triluminos™ display with X-Reality™ for mobile
- Audio: Hi-Res audio, Digital Sound Enhancement Engine (DSEE HX) technology.
- Gaming: PS4® Remote Play, Snapdragon 810 Octa-core 64 bit processor for speed, Wi-Fi MIMO for PS4® connectivity.
- Camera: 5.1 MP wide angle front camera
- Accessories (Optional): Sony Bluetooth® Keyboard BKB50

High-speed and high-performance

When you're multi-tasking over Wi-Fi or a 4G network, Xperia™ Z4 Tablet delivers the speed you need. Download email with attachments in seconds and enjoy video streaming with no delays or unwanted buffering. The Xperia™ Z4 Tablet is powered by a 64-bit Snapdragon processor for a faster web browsing experience and optimal graphics performance.

Long-lasting battery

Whether you use your Xperia™ Z4 Tablet for business or pleasure or both, you will be impressed by its battery performance. You can spend a day sending and receiving email, accessing the web for whatever you need and running as many apps as you want.

Sight and sound

Enjoy your favorite movies, your most memorable moments and the YouTube™ clips you want to see over and over again with the Xperia™ Z4 Tablet. The Xperia™ Z4 Tablet comes with a 2K resolution display built on Sony TV technology and a powerful set of front stereo speakers. The Xperia™ Z4 Tablet even supports Hi-Res Audio and digital noise cancelling for a superior audio experience with reduced distortion and noise.

Play to win

Keep playing your favorite PlayStation®4 games wherever you are in your home. With PS4™ Remote Play and a DUALSHOCK4® game controller, your Xperia™ Z4 Tablet keeps you in the game just the way you like it.

Efficiency away from the office

With the Sony Xperia™ Z4 Tablet keyboard and cover stand, you get a laptop style touchpad, laptop ergonomics, efficient text input and a complete office experience while working on the go.

Product Specifications

Operating system	Google™ Android™ 7.0 (Nougat)
Processor	2 GHz / 1.5 GHz Qualcomm Snapdragon 810 Octa Core 64-bit CPU
GPU	Adreno 430
Size	167 x 254 x 6.1 mm
Weight	393 grams
Available colours	Black, White
SIM card	Nano SIM
Main screen	
Colours	16,777,216 colour TFT
Resolution	WQXGA 2560x1600 pixels
Size (diagonal)	10.1 inches
Scratch-resistant	Chemical tempered glass + Anti-fingerprint coating
Input mechanisms	
Text input	On-screen QWERTY keyboard
Touch screen	Capacitive
Touch gesture	10-finger multi-touch support
Memory	
RAM	3 GB
Flash memory	Up to 32 GB*
Expansion slot	microSD™ card, up to 128 GB (SDXC supported)
Memory card speed class	Class 10**
Memory card UHS speed class	Class 1**
Camera	
Camera resolution	8.1 MP
Digital zoom	8x
Video recording	1080p HD
Front Camera	1080p HP for video chat 5.1 MP for still photos

ISO	Supports up to ISO 1600 in Manual mode
	Supports up to ISO 3200 in Low Light mode (Photo)
	Supports up to ISO 2000 in Night scene mode (Video)
Minimum focus distance	100 mm
Sensors	
Accelerometer	Yes
Ambient light sensor	Yes
Hall sensor	Yes
Magnetometer	Yes
Gyroscope	Yes
Networks	
SGP771	UMTS HSPA+ 850 (Band V), 900 (Band VIII), 1900 (Band II), 2100 (Band I) MHz GSM GPRS/EDGE 850, 900, 1800, 1900 MHz LTE Band I, Band II, Band III, Band IV, Band V, Band VII, Band VIII, Band XII, Band XVII, Band XX, Band XXVIII, Band XL
Data transfer speeds	
GSM GPRS	Up to 107 kbps
GSM EDGE	Up to 296 kbps
UMTS HSPA+ Cat 6	Up to 5.8 Mbps (upload)
UMTS HSPA+ Cat 24	Up to 42 Mbps (download)
LTE Cat 6	Up to 50 Mbps (upload), up to 300 Mbps (download)
Battery performance	
Talk time (GSM)	Up to 52 hours 45min.***
Standby (GSM)	Up to 949 hours 20min.***
Talk time (UMTS)	Up to 43 hours 45min.***
Standby (UMTS)	Up to 996 hours 40min.***
Standby (LTE)	Up to 1107 hours.***
Audio playback	Up to 162 hours 30 min.***
Video playback	Up to 12 hours 50 min.***
Battery	Embedded 6000 mAh minimum

Memory comprises approximately 12 GB of firmware and installed applications, plus 20 GB of "Internal storage" for music, pictures, movies, downloaded applications and personal data. For more details about memory, see "Memory in Android™ devices" on page 18.

** This device meets the minimum hardware requirements to support Class 10 / UHS Speed Class 1 Flash memory. Flash memory performance is dependent on the application and task being performed on the device. If you would like to know about your memory card, refer to the technical specifications that came with the card.

*** Values are according to GSM Association Battery Life Measurement Technique as performed in controlled laboratory conditions. Actual time may vary.

NOTE: Battery performance may vary depending on network conditions and configurations, and device usage.

NOTE: The performance results provided are measured under controlled laboratory conditions.

Categorised feature list

Camera
AR effect
AR mask
Auto focus
Burst mode
Creative effects
HDR for photos and movies
Face detection
Face in picture
Geo tagging
Image stabiliser
Multi camera
Object tracking
Picture Effect
Quick Launch
Scene recognition
Self-timer
Send to web
Smile Shutter™
Sony Exmor RS® main camera
Sony Exmor R® front camera
Sticker creator
Style portrait
Sound Photo
Superior Auto
Sweep Panorama
Timeshift video
Timeshift burst
Touch capture
Touch focus
White balance

Music
3D Surround Sound (VPT)
Bluetooth® stereo (aptX®, A2DP)
ClearAudio+
Clear Bass™
DSEE HX***
Digital Noise Cancelling
Dynamic normaliser
Hi-Res Audio (LPCM, FLAC, ALAC, DSD)
Hi-Res Audio via 3.5 mm audio jack and USB
Low power audio playback***
Music application
S-Force Front Surround
Spotify*
Stereo speakers
TrackID™ music recognition*
What's new*

Search
Bookmarks
Google Chrome™*
Google Play™*
Google™ search*
Google Voice™ Search*
Google Maps™*
Google Play Books
Google Play Movies & TV
Google Play Games
Xperia™ Home
Web browser (WebKit™)*

Communication
Call list*
Facebook™ application*
Google+*
Hangouts™*
Noise suppression
Polyphonic ringtones
Speakerphone
Slow talk
Talk equaliser
Voice enhancement*
VoLTE*
News suite*

Messaging
Email
Google Mail™*
Handwriting recognition*
Predictive text input
Sound recorder

Design
Direct touch
Face Unlock
Gesture input
IPX5 and IPX8 (waterproof)**
IP6X (Dust protected)
On-screen QWERTY keyboard
Screenshot capturing
Screen recoding
X-Reality™ for mobile
Touch screen
Triluminos™ Display for mobile
Voice input
Wallpaper

Entertainment

Media browser
Motion gaming
PS4™ Remote Play
Radio (FM radio with RDS*)
Video streaming
YouTube™*

Organiser

Airplane mode
Alarm clock
Calculator
Calendar
Contacts
Doze & App Standby
eCompass™
Setup guide
Sketch
STAMINA mode
Stopwatch
Timer
Ultra STAMINA mode
World clock
Xperia™ Lounge*
Xperia™ Lounge Pass*

Connectivity

3.5 mm audio jack with Digital
Noise Cancelling (DNC)
ANT+™ support
aGPS*
ActiveSync®
BeiDou
Bluetooth® 4.1
Chromecast support
Compass
Device Connection
DLNA Certified®
GLONASS
HDCP
Hi-Res Audio via 3.5 mm audio
jack and USB
MHL 3.0 support + 5-pin support
Media Transfer Protocol support
Micro USB support
Microsoft® Exchange
NFC
Remote control application
Screen mirroring
Screen recoding
Synchronisation via Facebook™
Synchronisation via Google™*
Synchronisation via SyncML™
USB charging
USB Connection Mode
Video & TV SideView
USB High speed 2.0 support
Wi-Fi®
Wi-Fi CERTIFIED Miracast®
Wi-Fi® Hotspot functionality
Xperia™ Companion
Xperia Link™

This service is not available in all markets.

*** The Xperia™ Z4 Tablet is waterproof and protected against dust, so don't worry if you get caught in the rain or want to wash off dirt under a tap, but remember: all ports and attached covers should be firmly closed. You should not: put the device completely underwater; or expose it to seawater, salt water, chlorinated water or liquids such as drinks. Abuse and improper use of device will invalidate warranty. The device has Ingress Protection rating IP65/IP68. For more info see www.sonymobile.com/waterproof. Note the Xperia™ Z4 Tablet has a capless USB port to connect and charge. The USB port needs to be completely dry before charging.*

*** This feature is only available when you play music using the Music application.*

Technologies in detail

The information presented in this section is a general overview of the technology incorporated into the product. However, hardware and software levels of compliance to standards and specifications vary between products and markets. For more information, contact Sony Mobile Developer World or the relevant Sony representative.

Accessibility and Usability

Accessibility and Usability	
Accessibility shortcut*	Yes
Auto-rotation*	Yes
Captions*	Yes
Color correction*	Yes
Color inversion*	Yes
Display size*	Yes
Hearing Aid Compatibility (HAC)	Yes
Large mouse pointer*	Yes
High contrast text*	Yes
Font size*	Yes
Magnifications gestures*	Yes
Mono audio*	Yes
Play sound when battery is full*	Yes
Power button ends call*	Yes
Speak passwords*	Yes
Switch access*	Yes
Talkback*	Yes
Teletypewriter (TTY)**	Yes
Text-to-speech output*	Yes
Touch & hold delay*	Yes

Android feature. Subject to possible change in future releases of Google™ Android™.

Device-to-device communications (local)

ANT+™ wireless technology

Compatible devices	Some ANT+™ compatible devices may require installation of additional software.
Frequency band	2.4 GHz
Data transfer rate	Up to 60 Kbps
Encryption	AES-128
Topologies	One to Many, Many to One, Peer to Peer, Star, Practical Mesh

Bluetooth® wireless technology

Bluetooth® Profiles supported	Advanced Audio Distribution Profile v1.2 Audio/Video Remote Control Profile v1.6 Handsfree Profile v1.7* (Wide band speech) Headset Profile v1.2 Object Push Profile v1.2 Phonebook Access Profile v1.2* Message Access Profile v1.2 Generic Attribute Profile Client/Server over LE Device ID Profile v1.3 Human Interface Device Profile v1.0 Personal Area Networking Profile v1.0 Serial Port Profile v1.2 HID over GATT 1.0
Core version and supported core features	Version 4.1 Bluetooth® Low Energy
Other supported features	aptX® CD quality audio streaming over Bluetooth® LDAC High sound quality audio streaming over Bluetooth®
Connectable devices	Products supporting at least one of the profiles above. BT4.1 accessories generally require installation of a supporting application.

This service is not available in all markets.

More information:

www.sonymobile.com/developer

www.bluetooth.com

Wi-Fi®

Supported standards	IEEE 802.11a/b/g/n/ac MIMO and Wi-Fi® Wi-Fi Direct®, Wi-Fi Protected Setup™, Wi-Fi CERTIFIED Miracast®, Wi-Fi CERTIFIED Passpoint™
Connectable devices	Wi-Fi® access points Wi-Fi® compatible devices
Frequency band	2.4 GHz / 5 GHz
Data transfer rate	Up to 867 Mbit/s
Security	Open Authentication Shared Authentication WPA Personal and WPA2 Personal WPA Enterprise and WPA2 Enterprise EAP-AKA EAP-AKA' EAP-SIM EAP-TLS EAP-TTLS/MSCHAPv2 PEAPv0/EAP-MSCHAPv2 PEAPv1/EAP-GTC
Encryption	WEP 64 bit, WEP 128 bit, TKIP and CCMP (AES)
Power save	WMM®-UAPSD
QoS	WMM® WMM® Power Save

DLNA Certified® (Digital Living Network Alliance)

Supported Device Classes	**M-DMS – Mobile Digital Media Server** Media Types: images, music and video Summary: The digital media server exposes the media files in your device to a Wi-Fi® network. The files can then be accessed from other DLNA Certified® clients. **+PU+** Media Types: image, video and music Summary: Play media in the tablet on another device, such as a TV or computer using 2 box push technology. +PU+ is integrated in the Album and Music applications. *M-DMC – Mobile Digital Media Controller* Media Types: image, video and music Summary: Digital Media Controllers find content offered by a DMS or M-DMS and match it to the rendering capabilities of a DMR — setting up the connections between the DMS and DMR. **M-DMP – Mobile Digital Media Player** Media Types: image, video and music Summary: Play content stored on another device, for example, a server or a PC, directly on the tablet.
Supported Bearers	Wi-Fi®
DRM Support	The DLNA Certified® implementation does not support DRM-protected content.

Messaging

MMS (Multimedia Messaging Service)
According to OMA Multimedia Messaging Service v1.0 + SMIL

Email

Bearer type (IP)	GPRS, EGPRS, UMTS, LTE
Character sets	BIG5 Traditional Chinese GB18030 ISO-2022-JP Japanese ISO-8859-1 ISO-8859-2 Eastern Europe ISO-8859-5 Cyrillic ISO-8859-7 Greek ISO-8859-9 Turkish ISO 8859-11 KOI8-R Cyrillic Shift_JIS Japanese USASCII UTF-16 UTF-8 Windows® 874 Windows® 1251 Cyrillic Windows® 1252 Windows® 1254 Turkish Windows® 1258 Vietnamese
Protocols	POP3 and IMAP4
Push email	Microsoft® Exchange ActiveSync® (EAS) IMAP4 Idle (RFC2177)
Secure email	SSL/TLS, both port methods (POPS/IMAPS) and START-TLS
HTML mail	Yes (read only)

More information:

www.sonymobile.com/developer

www.openmobilealliance.org

Positioning – location based services

Supported standards:

- OMA Secure User Plane Location (SUPL) v1.0 & v2.0

- 3GPP™ Control Plane location

- Qualcomm® GPSOneXtra™

Supported satellite systems:

- GPS

- GLONASS

- BeiDou*

NOTE: When needed, the device automatically uses a combination of all available satellite systems to accurately provide location information.

* BeiDou satellites are not used for providing location information in U.S. territory.

Provisioning (OMA CP)

OMA CP version 1.1

Multimedia (audio, image and video)

Audio Playback	Decoder format	Supported file format
	AAC-LC	MP4(.mp4), M4V(.m4v), 3GPP(.3gp, .3gpp), MPEG-2 TS(.ts, .m2ts, .tts), AVI(.avi), ADTS(.aac), M4A(.m4a)
	AAC+	MP4(.mp4), 3GPP(.3gp, .3gpp), MPEG-2 TS(.ts, .m2ts, .tts), AVI(.avi), ADTS(.aac)
	eAAC+	MP4(.mp4), 3GPP(.3gp, .3gpp), MPEG-2 TS(.ts, .m2ts, .tts), AVI(.avi), ADTS(.aac)
	AAC-ELD	MP4(.mp4), 3GPP(.3gp, .3gpp)
	ALAC	M4A(.m4a)
	AMR-NB	3GPP(.3gp, .3gpp), AMR(.amr)
	AMR-WB	3GPP(.3gp, .3gpp), AWB(.awb)
	DSD	DSF(.dsf), DSDIFF(.dff)
	FLAC	Matroska(.mkv), FLAC(.flac), MatroskaAudio(.mka)
	MIDI	SMF(.mid), XMF(.xmf), Mobile XMF(.mxmf), RTTTL(.rtttl), RTX(.rtx), OTA(.ota), iMelody(.imy)
	MP3	MP3(.mp3)
	PCM	AVI(.avi), Matroska(.mkv), MatroskaAudio(.mka), WAVE(.wav), AIFF(.aiff, .aif, .aifc)
	Opus	Matroska(.mkv), WebM(.webm), MatroskaAudio(.mka)
	Vorbis	Matroska(.mkv), WebM(.webm), MatroskaAudio(.mka), Ogg(.ogg)
	WMA	ASF(.wma)
Audio Recording	**Encoder format**	**Supported file format**
	AAC-LC	MP4(.mp4), ADTS(.aac)
	AAC+	MP4(.mp4)
	AAC-ELD	MP4(.mp4)
	AMR-NB	3GPP(.3gp), AMR(.amr)
	AMR-WB	3GPP(.3gp), AWB(.awb)

Image Playback	Decoder format	Supported file format
	BMP	BMP (.bmp)
	GIF	GIF (.gif)
	JPEG	JPEG (.jpg, .jpeg)
	PNG	PNG (.png)
	WebP	WebP (.webp)
Image Capture	**Encoder format**	**Supported file format**
	JPEG	JPEG (.jpg)
	PNG	PNG(.png)
	WebP	WebP(.webp)
Video Playback	**Decoder format**	**Supported file format**
	MPEG-4 Video	MP4(.mp4), M4V(.m4v), 3GPP(.3gp, .3gpp)
	H.263	MP4(.mp4), 3GPP(.3gp, .3gpp)
	H.264	MP4(.mp4), M4V(.m4v), 3GPP(.3gp, .3gpp), MPEG-2 TS(.ts, .m2ts, .tts), AVI(.avi), Matroska(.mkv)
	H.265	MP4(.mp4), Matroska(.mkv)
	VP8	Matroska(.mkv), WebM(.webm)
	VP9	Matroska(.mkv), WebM(.webm)
	Xvid	AVI(.avi)
Video Recording	**Encoder format**	**Supported file format**
	MPEG-4	MP4(.mp4), 3GPP(.3gp)
	H.263	MP4(.mp4), 3GPP(.3gp)
	H.264	MP4(.mp4), 3GPP(.3gp)
	H.265	MP4(.mp4)
	VP8	WebM(.webm)
Audio/Video Streaming	Streaming transport	HLS HTTP progressive streaming RTSP
DRM	DRM (Digital Rights Management) – Supports DRM-protected down-loaded content	OMA OMA DRM v1.0 Widevine Level 1 PlayReady DRM (available in specific regions)

Synchronisation (OMA DS, EAS, Google Sync™)

OMA Data Synchronisation protocol versions 1.1.2 and 1.2

OMA Data Formats: vCard 2.1, vCalendar 1.0

Microsoft® Exchange ActiveSync® protocol version 2.5

Microsoft® Exchange ActiveSync® protocol version 12

Microsoft® Exchange ActiveSync® protocol version 12.1

Microsoft® Exchange ActiveSync® protocol version 14

Microsoft® Exchange ActiveSync® protocol version 14.1

Google Sync™

Related information:

www.sonymobile.com/developer

Web browser

Google Chrome™ for Android™ is pre-installed in markets/regions where no restrictions apply.

Related information:

https://play.google.com/store/apps/details?id=com.android.chrome

Memory in Android™ devices

To use Android devices efficiently, users should be aware of the different types of device memory. This knowledge is important in order to understand, for example, where data such as music, photos and videos is saved; how many apps can be downloaded from Google Play™; and how photos can be copied to a PC.

Information regarding memory presented in this section may be useful to developers when optimising applications for mobile devices.

Generally, all Android devices share the same basic memory setup. What differs is how much memory is available to you via the different types of memory, and whether your device uses an external SD card or an internal memory chip. Any information specific to the particular device model described in this White Paper is noted as such.

Types of memory

The types of memory described and numbered below are consistent with the terminology used in Sony mobile device menus and in other content relating to 2015 Xperia™ devices:

1. **Dynamic Memory** (also known as RAM) is used by applications that run when the device is turned on. The amount of Dynamic Memory influences how many applications and operating system services can run at the same time. The Android operating system automatically closes applications and services that are not being used.

   However, such automatic functionality has limits. For example, if a lower amount of free RAM is available to applications after a new release of the operating system (due to increased capabilities in the system), device speed will eventually be impacted. This is the main reason that a device cannot be indefinitely upgraded to newer releases of Android™.

   If you experience problems with RAM, for example, if the device runs slower than usual or if the Home application restarts frequently when you leave an application, you should minimise the use of apps that run all the time. Social networking apps that connect and update their data online and animated backgrounds are examples of apps that are always running and affect RAM performance. To minimise RAM issues, you could also consider using a static wallpaper instead of a live wallpaper.

   To see which apps and services are currently active, go to **Settings > Memory**. You should have at least 50 MB, and ideally 100 MB or more, of free RAM to avoid slowdowns and application restarts.

   You should also be aware that if you update the device to a later Android release, the load on the built-in Dynamic Memory will increase due to the addition of more features. As a result, the device may run slower after an update.

   The Xperia™ Z4 Tablet has 1 GB of RAM available to the Android OS and any installed applications. 200 MB of the total RAM is in use during normal operation when the user starts using the device out of the box.

2. **System Memory** (also known as "System partition" or "/system") is used for the Android OS and for most applications that are pre-loaded from the factory. This type of memory is normally locked, and can only be changed through a firmware upgrade. There is usually some free space available in this section of memory. However, since it is locked, you cannot save apps, photos or any other content to this memory. System Memory is reserved for future firmware upgrades, which almost always need more memory than the original firmware. You cannot see or influence the use of this memory.

3. **Internal Storage is referred to as "working" memory.** It can be compared to the C: drive on a PC or to the startup disk on a Mac.

This type of memory is used to store all application downloaded from the Google Play™ Store (and other sources) as well as their settings and data (such as emails, messages and calendar events, for example). All applications have an allocated area for application data. Memory dedicated to an application is inaccessible to other applications.

Some game applications also store content such as game music and game level information outside their own designated area. In most cases, an application can choose to save its data in a location of its own choosing (outside the protected application settings area). Generally, such content is not deleted when an application is uninstalled; it must be removed manually by connecting the device to a computer with a USB cable, or by using a file manager application.

Internal storage is also used for all added user content. For example, photos taken using the device's camera, media files downloaded from the Internet and file transfers are stored in this area. Typical user content includes:
- photos
- movies
- music
- Email attachments

Internal Storage will tend to fill up as a result of normal usage. Devices with a large initial Internal Storage can handle more applications and store more user content.

If the Internal Storage starts to get full, the device slows down, and in some cases it might no longer be possible to install more apps. You should always ensure that you have at least 100 MB of free Internal Storage. If not, you should consider removing some apps that you seldom use, or move content that you do not frequently access to external storage.

You can see approximately how much Internal Storage is free in **Settings > Storage**. You can also view more details about how much memory is used by applications under **Settings > Apps**. In the Xperia™ Z4 Tablet, about 20 GB of Internal Storage is available out of the box.

Please note that in Sony Mobile 2015 products, "Internal Storage" is now the combination of what was previously known as "Device Memory" or "Phone Memory" (for applications and their data – also previously known as "/data") and "Internal Storage" (for user's content – also previously known as "/sdcard"). The changes in Internal Storage were made so that memory usage could be more flexible and to allow encryption of user content.

Memory card slot
Some products include both a large internal memory and a built-in memory card reader. Android manages devices with a built-in memory card reader and internal memory differently from a device that includes only a built-in memory card reader.

Since most applications expect only a single location for storage, such applications will not generally allow you to SAVE anything to the memory card (i.e., they do not offer the option to choose a storage location). However, some applications (for instance, the Sony Mobile "Camera" application) may actually allow you to do so. Other applications, for example, backup applications such as the Sony Mobile "Memory" application, will by definition be configured to copy content from the Internal Storage to the external SD card.

On the other hand, when it comes to reading from an external SD Card, you will be able to access content (for example, videos, photos and music) on a memory card inserted in this slot without any special consideration since the Android system searches all available memory for content. Therefore, such products may be regarded as supporting a fourth type of memory, called "External Card" or "SD Card".

4. **SD Card** (known as "/ext_card" from a programmer's point of view, or by other names in other Android products) is the name for the removable SD memory card in all 2015 Sony Mobile products. As described in the previous section, this External Card memory is generally more limited in that any application can read from it, but many applications cannot save to this card. Only a few applications, including backup applications and file manger applications, have the capability to save to this card.

Backing up data to different memory types
Generally, you should not save photos, videos and other personal content solely on the internal memory of a device. If something should happen with the hardware, or if the device is lost or stolen, the data stored on the device's internal memory is gone forever.

In a device where an SD card reader is the main memory, it is relatively easy to take the card out and copy all content to a PC or Mac, or to an entertainment device with a memory card slot. In a product featuring Internal Storage as the main memory, it is not possible to physically remove the memory. Instead, any critical or high-value content must either be copied to an external SD card by a special backup application, transferred to remote storage over a network (mobile or Wi-Fi), or to a computer via a USB cable.

To facilitate the transfer of data via a cable, the Xperia™ Z4 Tablet supports Media Transfer Protocol (MTP), which makes it possible to easily transfer content back and forth between your device and a Windows® PC or an Apple™ Mac® computer. This application is called Xperia™ Companion and it can be downloaded from the Xperia™ Z4 Tablet support page.

Note that you do not need to back up or make a copy of applications that you have downloaded from the Google Play™ Store. They can normally be downloaded again after you have set up your Google account to work in a new device (or in a device where the memory has been completely erased).

Note 1:
Some Android devices, including Sony Mobile devices from 2012 and Sony Ericsson devices from 2011 and earlier, do not use a single "Internal Storage" for both applications (and their data) and user content. Instead, these devices use either an external SD card for user content, or a corresponding area of internal memory to reproduce the functionality of an SD card. In such devices, there is a fixed limit between the application area ("/data") and the user content area ("/sdcard"), with the result that user content can build up and reach this limit. When the user content reaches this limit, no additional data can be added using any application. For example, the camera application would no longer be able to capture additional photos even if a considerable amount of free space was available in the application area. This limit also applies to the application area. Downloading and installing new applications would not be possible even if there was enough free memory in the user content area.

Note 2:
Some devices with integrated storage have abandoned the distinction between the application area and the content area when it comes to a Factory Data Reset. As a result, there is no option in such devices to perform a Factory Data Reset and preserve content. In such devices, all content is completely deleted from the device when a reset is performed.

In contrast, Sony Mobile's memory integration solution makes it possible to preserve user content in this situation. Therefore, when performing a Factory Data Reset, the default action will still be to only remove applications and their data, and an option box must be checked if all content is to be removed as well (as might be desirable when selling the device second-hand).

Note 3:
For a developer, it is important to note that from a programming point of view the location names used to refer to the different memory areas described in Note 1 are still valid, i.e., the area used for applications ("/data") is still present, as is the area used for content ("/sdcard").

In reality, "sdcard" is a "symbolic link" to "/storage/self/primary". However, from inside an Android application, "/sdcard" can still be used. For example, you can use "sdcard/DCIM/100Android" to find all camera images. The continued use of "/sdcard" to access the content area ensures compatibility across different products and Android releases in this regard.

Trademarks and acknowledgements

All product and company names mentioned herein are the trademarks or registered trademarks of their respective owners. Any rights not expressly granted herein are reserved. All other trademarks are property of their respective owners.

Visit *www.sonymobile.com* for more information.