SONY

White paper

October 2017

Xperia™ Z3+

E6553

Purpose of this document

Sony product white paper 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.

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Document history

Version		
May 2015	First released version	Version 1
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Sony Mobile Developer World

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

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Product overview

Highlights

- 20.7 MP main camera and a 5.1 MP wide-angle front camera
- Connectivity: Wi-Fi MIMO (up to 867 Mbit/s) and 4G LTE Cat 6 (up to 300 Mbps)
- 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.
- Design: Capless charging connector

Great pictures

The Xperia™ Z3+ combines a 20.7 MP smartphone camera, a 25 mm wide angle lens and Sony Cyber-shot™ and Handycam™ technologies all in one device. Superior Auto mode senses the visual atmosphere, recognises up to 52 scenes and optimises the settings on your camera to best capture your surroundings. Gourmet mode is the latest addition to Superior Auto. It recognises when you're taking pictures of food and sets the camera accordingly. Even in low light conditions, the Xperia™ Z3+ impresses with its F 2.0 aperture and ISO12800 value. With its Exmor RS™ for mobile sensor and HDR technology, the Xperia™ Z3+ helps you capture great pictures even when there is strong backlight.

Faster connections. High-speed browsing

When you're multi-tasking over Wi-Fi or a 4G network, the Xperia™ Z3+ delivers the speed you need. 4G LTE Cat 6 gives you a data transfer speed of up to 300 Mbps when you're on the move. A Snapdragon 810 Octa-core 64-bit processor lets you browse faster and get the optimal graphic experience.

Better sound

The Xperia™ Z3+'s Hi-Res Audio delivers crystal clarity and the full range of frequencies with a sound quality that does justice to the artist who recorded it.

Move with your game

With PS4™ Remote Play and a DUALSHOCK4® game controller connected to your Xperia™ Z3+, you can play your favourite PlayStationR4 games wherever you want in your own home.

Daring design

The Xperia™ Z3+ continues the Sony design story with improvements. Weighing in at 144 grams, this 6.9 mm ultra thin and lightweight smartphone makes carrying and holding easy and comfortable. The micro USB charging connector is capless, so you can plug in your charging cable without having to open a protective cover.

Facts – dimensions, weight, performance and networks

Operating system	Google™ Android™ 7.0 (Nougat)
Processor	2 GHz / 1.5 GHz Qualcomm MSM8994 Snapdragon 810 Octa Core 64-bit CPU
GPU	Adreno 430
Size	146 x 72 x 6.9 mm
Weight	144 grams
Available colours	Black, White, Copper and Aqua Green
SIM card	Nano SIM
Main screen	
Colours	16,777,216 colour TFT
Resolution	Full HD 1920x1080 pixels
Size (diagonal)	5.2 inches
Scratch-resistant	Chemical tempered glass + Anti-fingerprint coating
Input mechanisms	
Text input	On-screen QWERTY keyboard
Touch screen	Capacitive
Touch gesture	Yes – multi-touch, up to 10 fingers supported
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	20.7 MP
Digital zoom	8x
Clear image zoom	3x
Photo flash	Yes – Pulsed LED
Video recording	Yes – 4K

Front Camera	Yes – Full HD 1080p for video chat and 5.1 MP for camera capture
ISO	ISO 3200 maximum in manual mode
	ISO 12800 maximum in Low Light mode for photos
	ISO 4000 maximum in Night scene mode for video
Minimum focus distance	120 mm
Sensors	
Accelerometer	Yes
Ambient light sensor	Yes
Barometer sensor	Yes
eCompass™	Yes
Game rotation vector	Yes
Geomagnetic rotation vector	Yes
Gyroscope	Yes
Hall sensor	Yes
Magnetometer	Yes
Step counter	Yes
Step detector	Yes
Significant motion detector	Yes
Proximity sensor	Yes
Networks	
E6553	UMTS HSPA+ 850 (Band V), 900 (Band VIII), 1900 (Band II), 2100 (Band I) MHz GSM GPRS/EDGE 850, 900, 1800, 1900 MHz LTE (Bands 1, 2, 3, 4, 5, 7, 8, 12, 17, 20, 28, 40)
Data transfer speeds	
GSM GPRS	Up to 107 kbps
GSM EDGE	Up to 296 kbps
HSUPA (upload)	Cat 6, up to 5.8 Mbps
HSDPA (download)	Cat 24, up to 42 Mbps
LTE Cat 6	Up to 50 Mbps (upload), up to 300 Mbps (download)
HAC/TTY	
HAC	M4/T3
TTY	Yes

Battery performance	
Talk time (GSM)	Up to 14hours 35 min.***
Standby time (GSM)	Up to 472 hours 35 min.***
Talk time (UMTS)	Up to 26 hours 30 min.***
Standby time (UMTS)	Up to 479 hours 30 min.***
Standby time (LTE)	Up to 505 hours 10 min.***
Music listening time	Up to 91 hours 50 min.***
Video playback time	Up to 7 hours.***
Battery (Embedded)	2930 mAh minimum

** Memory comprises approximately 10.2 GB of firmware, plus 21.9 GB of "Internal storage" for music, pictures and movies, and downloaded applications and their data. For more details about memory, see "Memory in Android™ devices" on page 19.*

*** 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: The battery performance may vary depending on network conditions and configurations, and device usage.

NOTE: The performance metrics are all measured under laboratory conditions.

Categorised feature list

Call
Answering machine*
Enriched Calling
Noise suppression
Slow talk
Smart call handling
Talk equaliser
Voice enhancement

Messaging
Email
Multimedia messaging (MMS)
Text messaging (SMS)

Applications
Amazon Shopping*
Facebook™ application*
Lifelog
News suite*
Weather application
What's new
Xperia™ Companion
Xperia™ Lounge*
Xperia™ Lounge Pass*
Xperia™ Tips

Entertainment
3D games
Kobo Reader*
Movie creator
PlayStation® App*
PS4™ Remote Play
Radio (FM radio with RDS)*

Organiser
ActiveSync®
Airplane mode
Alarm clock
aGPS*
Calculator
Calendar
Contacts
Document readers/editors
Doze & App Standby
GLONASS
Queue background data
Setup guide
Sketch
STAMINA mode
Stopwatch
Timer
Ultra STAMINA mode
World clock

Google
Gmail™*
Google+*
Google Chrome™*
Google Play™*
Google™ search*
Google Voice™ Search*
Google voice typing
Google Maps™*
Hangouts*
Smart lock*
YouTube™*

Camera

- Photo

Sony Exmor RS™ for mobile image sensor*****
Sony Exmor R™ for mobile image sensor****
25 mm wide-angle*****
Quick Launch*****
Flash/Pulsed LED*****
Flash/Photo light*****
Red-eye reduction*****
Touch capture
Touch focus*****
Superior Auto
Image stabiliser
Burst mode
Face detection
Geo tagging
Self-timer
Smile Shutter™
Object tracking*****
HDR
Scene recognition
White balance

- Video

SteadyShot™
Geo tagging
Smile Shutter™
Object tracking*****
HDR*****
Self-timer
Scene recognition*****
White balance*****

- Add-on applications

4k video
AR effect
AR mask
Creative effects
Face in picture
Multi camera
Sticker creator
Style portrait
Sound Photo
Sweep Panorama
Timeshift video
Timeshift burst

Music

3D Surround Sound (VPT)
Album art
Bluetooth® stereo (aptX®, A2DP)
ClearAudio+
DSEE HX***
Dynamic normalizer
Music application
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
Stereo speakers
Spotify*
TrackID™ music recognition*

Connectivity

ANT+™ sport, fitness, health support
Bluetooth® 4.1 wireless technology
Cast screen
DLNA Certified®
HDCP
Media Transfer Protocol support
MHL 3.0 support + 5-pin support
Micro USB support
MirrorLink
NFC
Screen mirroring
Device Connection
USB charging
USB Connection mode
USB High speed 2.0 support
USB Host
Wi-Fi®
Wi-Fi® Hotspot functionality
Wi-Fi CERTIFIED Miracast®

 **Text Input** Gesture input* Handwriting recognition* On-screen QWERTY keyboard Predictive text input Voice input*	 **Display** Auto rotation Glove mode Screenshot capturing Screen video recording Smart backlight control Smart screen rotation Super-vivid mode X-Reality™ for mobile TRILUMINOS™ Display for mobile	 **Hardware** 3.5 mm audio jack Digital Noise Cancelling (DNC) IPX5 and IPX8 (water resistant)** IP6X (Dust tight) Live Color LED

** This service is not available in all markets.*

*** The Xperia™ Z3+ is water resistant 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. Note the Xperia™ Z3+ 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.*

***** This feature is only supported by the front camera.*

****** This feature is not supported by the front camera.*

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 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™.*

*** The TTY feature is for deaf or hearing-impaired users.*

Device-to-device communications (local)

ANT+™ wireless technology

Connectable devices	ANT+™ devices require the download of a supporting application
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 Device Identification Profile v1.3 Generic Access Profile Generic Attribute Profile Client/Server over LE Handsfree Profile v1.7 (Wide band speech) Headset Profile v1.2 HID over GATT Profile v1.0 Human Interface Device Profile, Host role v1.0 Messaging Access Profile v1.2 Object Push Profile v1.2 Personal Area Networking Profile v1.0 Phonebook Access Profile v1.2 Serial Port Profile v1.2
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 that support at least one of the Bluetooth® profiles listed above. Bluetooth® 4.1 accessories generally require the installation of a supporting application.

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 Passpoint™, Wi-Fi CERTIFIED Miracast®
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 EAP-AKA EAP-AKA' EAP-SIM EAP-TLS EAP-TTLS/MSCHAPv2 PEAPv0/EAP-MSCHAPv2 PEAPv1/EAP-GTC WPA Personal and WPA2 Personal WPA Enterprise and WPA2 Enterprise
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: image, video and music 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 or Sony devices which support home networks. ***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 your device. ***M-DMC – Mobile Digital Media Controller*** Media Types: image, video and music Summary: A remote controller that locates media files and plays them on your device. ***+PU+*** Media Types: image, video and music Summary: Play media in your device on another device, such as a TV or a PC using 2 box push technology. +PU+ is integrated in the Album and Music applications.
Supported Bearers	Wi-Fi® Wi-Fi Direct®
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, Wi-Fi®
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 US-ASCII 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 STARTTLS
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 and v2.0
- 3GPP™ Control Plane location (incl. Emergency location)
- Qualcomm® GPSOneXtra™

Supported satellite systems:

- GPS
- GLONASS
- BeiDou

NOTE1: When needed, a combination of all the available satellite systems are automatically used to achieve a robust and accurate location fix.

NOTE2: BeiDou satellites are not used for location fix calculations on 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™ Z3+ has 3 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™ Z3+, about 21.9 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™ Z3+ 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™ Z3+ 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

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