

# SONY

## White paper

October 2017



Xperia™ Z5 Premium dual  
E6833/E6883

# 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.

# Document history

---

Version		
September 2015	First released version	Version 1
October 2015	Second released version	Version 2
February 2016	Third released version	Version 3
January 2017	Fourth released version	Version 4
October 2017	Fifth released version	Version 5

# Sony Mobile Developer World

---

For the latest technical documentation and development tools, go to [www.sonymobile.com/developer](http://www.sonymobile.com/developer).

This White paper is published by:

Sony Mobile Communications Inc.,  
4-12-3 Higashi-Shinagawa, Shinagawa-ku,  
Tokyo, 140-0002 Japan

[www.sonymobile.com](http://www.sonymobile.com)

© Sony Mobile Communications Inc., 2009-2017.  
All rights reserved. You are hereby granted a  
license to download and/or print a copy of this  
document.  
Any rights not expressly granted herein are  
reserved.

First released version (September 2015)

This document is published by Sony Mobile Communications Inc., without any warranty\*. Improvements and changes to this text necessitated by typographical errors, inaccuracies of current information or improvements to programs and/or equipment may be made by Sony Mobile Communications Inc. at any time and without notice. Such changes will, however, be incorporated into new editions of this document. Printed versions are to be regarded as temporary reference copies only.

\*All implied warranties, including without limitation the implied warranties of merchantability or fitness for a particular purpose, are excluded. In no event shall Sony or its licensors be liable for incidental or consequential damages of any nature, including but not limited to lost profits or commercial loss, arising out of the use of the information in this document.

# Table of contents

<b>Product overview .....</b>	<b>2</b>
Highlights .....	2
Facts – dimensions, weight, performance and networks .....	3
Categorised feature list .....	6
<b>Technologies in detail .....</b>	<b>9</b>
Accessibility and Usability .....	9
Device-to-device communications (local) .....	10
ANT+™ wireless technology .....	10
Bluetooth® wireless technology .....	11
Wi-Fi® .....	12
DLNA Certified™ (Digital Living Network Alliance) .....	13
Messaging .....	14
MMS (Multimedia Messaging Service).....	14
Email .....	14
Positioning – location based services .....	15
Provisioning (OMA CP) .....	15
Multimedia (audio, image and video) .....	16
Synchronisation (OMA DS, EAS, Google Sync™) .....	18
Web browser .....	18
Memory in Android™ devices .....	19
Trademarks and acknowledgements .....	23

# Product overview

## Highlights

---

- Sony's next-generation camera technologies in collaboration with Sony's Alpha engineers: 23 MP Exmor RS™ Hybrid Autofocus main camera and a 5.1 MP Exmor R™ front camera
- The pioneering 4K smartphone
- Battery: Extended standby and Doze & App Standby
- Design: IP65/68 & power button fingerprint sensor

### **Sony's next-generation camera technologies**

Xperia™ Z5 Premium dual features Sony's latest large 1/2.3 Exmor RS™ for mobile 23 MP sensor and F2.0 G Lens, and Bionz for mobile designed in collaboration with Sony's Alpha engineers for clear, vivid imagery every time.

The Xperia™ Z5 Premium dual is equipped with Hybrid Autofocus, which lets you capture action and movement accurately in various shooting conditions. Hybrid Autofocus uses two technologies to produce crisp and clear photos: Phase detection AF (PDAF) for faster shutter speed response and Contrast detection AF for added precision.

### **The pioneering 4K smartphone**

Imagine the best of Sony TV technologies delivered in a smartphone. A super-vivid and sharp display right in the palm of your hand. Meet Xperia™ Z5 Premium dual with a 4K Ultra HD display, this 5.5 inches smartphone packs in four times the resolution of Full HD for an unrivalled viewing experience.

### **Extended standby**

Switch on extended standby to make battery standby time last longer. Your apps and functions will be turned off when you're not using the display. However, you'll still receive calls, texts, alarms and your choice of app notifications. Press the power button and everything is up and running again.

### **Water and Dust Protection & Fingerprint sensor**

The Xperia™ Z5 Premium dual is designed for both functionality and durability. You can carry your device in the beach or during harsh weather and trust that it is protected from dust and moisture.

The Xperia™ Z5 Premium dual's power button has a new integrated fingerprint sensor. The button is intuitively placed on the side of the phone, so you're able to pick up and securely unlock in a single movement.

## Facts – dimensions, weight, performance and networks

---

<b>Operating system</b>	Google™ Android™ 7.0 (Nougat)
<b>Processor</b>	1.5 GHz / 2 GHz Qualcomm MSM8994 Snapdragon 810 Octa Core 64-bit CPU
<b>GPU</b>	Adreno 430
<b>Size</b>	154.4 x 76 x 7.8 mm
<b>Weight</b>	180 grams
<b>Available colours</b>	Black, Gold and Chrome
<b>SIM card</b>	Dual nano SIMs
<b>Main screen</b>	
Colours	16,777,216 colour TFT
Resolution	4K 2160x3840 pixels (Based on SID standard)
Size (diagonal)	5.5 inches
Scratch-resistant	Chemical tempered glass + Anti-fingerprint coating
<b>Input mechanisms</b>	
Text input	On-screen QWERTY keyboard
Touch screen	Capacitive
Touch gesture	Yes – multi-touch, up to 10 fingers supported
<b>Memory</b>	
RAM	3 GB
Flash memory	Up to 32 GB*
Expansion slot	microSD™ card, up to 200 GB (SDXC supported)
Memory card speed class	Class 10**
Memory card UHS speed class	Class 1**
<b>Camera</b>	
Camera resolution	23 MP
Digital zoom	8x
Clear image zoom	5x
Photo flash	Yes
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
<b>Sensors</b>	
Accelerometer	Yes
Ambient light sensor	Yes
Barometer sensor	Yes
eCompass™	Yes
Finger Print Sensor	Yes
Game rotation vector	Yes
Geomagnetic rotation vector	Yes
Gyroscope	Yes
Magnetometer	Yes
Step counter	Yes
Step detector	Yes
Significant motion detector	Yes
Proximity sensor	Yes
<b>Networks</b>	
E6833	UMTS HSPA+ 850 (Band V), 900 (Band VIII), 1900 (Band II), AWS-1(Band IV), 2100 (Band I) MHz GSM GPRS/EDGE 850, 900, 1800, 1900 MHz LTE (Bands 1, 2, 3, 4, 5, 7, 8, 12, 17, 20)
E6883	UMTS HSPA+ 850 (Band V), 900 (Band VIII), 1900 (Band II), AWS-1(Band IV), 2100 (Band I) MHz GSM GPRS/EDGE 850, 900, 1800, 1900 MHz LTE (Bands 1, 2, 3, 4, 5, 7, 8, 12, 17, 20, 38, 39, 40, 41)
<b>Data transfer speeds</b>	
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 4	Up to 50 Mbps (upload), up to 150 Mbps (download)

<b>Battery performance</b>	
<b>Talk time (GSM)</b>	Up to 39 hours.***
<b>Standby time (GSM)</b>	Up to 599 hours 40 min.***
<b>Talk time (UMTS)</b>	Up to 35 hours.***
<b>Standby time (UMTS)</b>	Up to 642 hours 20 min.***
<b>Standby time (LTE)</b>	Up to 559 hours 30 min.***
<b>Music listening time</b>	Up to 106 hours 55 min.***
<b>Video playback time</b>	Up to 6 hours 55 min.***
<b>Video playback time (4k)</b>	Up to 6 hours 45 min.***
<b>Battery (Embedded)</b>	3430 mAh minimum

\* Memory comprises approximately 10.3 GB of firmware, plus 21.7 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

 <p><b>Call</b>                      Answering machine*                      Enriched Calling                      Noise suppression                      Slow talk                      Smart call handling                      Talk equaliser                      Voice enhancement</p>	 <p><b>Messaging</b>                      Email                      Multimedia messaging (MMS)                      Text messaging (SMS)</p>	 <p><b>Applications</b>                      Amazon Shopping*                      Facebook™ application*                      Introduction to Xperia™                      Lifelog                      News suite*                      Weather application                      What's new                      Xperia™ Companion                      Xperia™ Lounge*                      Xperia™ Lounge Pass*                      Xperia™ Tips</p>
 <p><b>Entertainment</b>                      3D games                      Kobo Reader*                      Movie creator                      PlayStation® App*                      PS4™ Remote Play                      Radio (FM radio with RDS)*</p>	 <p><b>Organiser</b>                      ActiveSync®                      Airplane mode                      Alarm clock                      Calculator                      Calendar                      Contacts                      Document readers/editors                      Doze &amp; App Standby                      Queue background data                      Setup guide                      Sketch                      STAMINA mode                      Stopwatch                      Timer                      Ultra STAMINA mode                      World clock</p>	 <p><b>Google</b>                      Gmail™*                      Google+*                      Google Chrome™*                      Google Play™*                      Google™ search*                      Google Voice™ Search*                      Google voice typing                      Google Maps™                      Hangouts™*                      Smart Lock                      YouTube™*</p>





**Camera**

**- Photo**

- Sony Exmor RS™ for mobile image sensor\*\*\*\*\*
- Sony Exmor R™ for mobile image sensor\*\*\*\*
- 8 MP image creator from 4K video
- 24 mm wide-angle\*\*\*\*\*
- 25 mm wide-angle\*\*\*\*
- Hybrid Auto focus\*\*\*\*\*
- Quick Launch\*\*\*\*\*
- Flash/Pulsed LED\*\*\*\*\*
- Flash/Photo light\*\*\*\*\*
- Red-eye reduction\*\*\*\*\*
- Touch capture
- Touch focus\*\*\*\*\*
- Superior Auto
- Image stabiliser
- Face detection
- Geo tagging
- Self-timer
- Smile Shutter™
- Object tracking\*\*\*\*\*
- HDR
- Scene recognition
- White balance
- Video**
- Auto focus\*\*\*\*\*
- Geo tagging
- Smile Shutter™
- Object tracking\*\*\*\*\*
- Self-timer
- SteadyShot™
- 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
- Automatic headset compensation
- Bluetooth® stereo (aptX®, A2DP, LDAC)
- ClearAudio+
- Clear Bass™
- DSEE HX\*\*\*
- Dynamic normalizer
- 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\*



**Connectivity**

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

 <p><b>Text Input</b>          Gesture input*          Handwriting recognition*          On-screen QWERTY keyboard          Predictive text input          Voice input*</p>	 <p><b>Display</b>          4K resolution          Auto rotation          Glove mode          Screenshot capturing          Screen video recording          Smart backlight control          Super-vivid mode          TRILUMINOS™ Display for mobile          Wet finger tracking          X-Reality™ for mobile</p>	 <p><b>Hardware</b>          3.5 mm audio jack Digital Noise Cancelling (DNC)          Fingerprint sensor          IPX5 and IPX8 (water resistant)**          IP6X (Dust tight)          Live Color LED</p>
--	--	--

\* This service is not available in all markets.

\*\* The Xperia™ Z5 Premium dual 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™ Z5 Premium dual 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	<p>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          General Audio/Video Distribution Profile v1.2          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</p>
Core version and supported core features	<p>Version 4.1          Bluetooth Low Energy</p>
Other supported features	<p>aptX® CD quality audio streaming over Bluetooth®          LDAC High sound quality audio streaming over Bluetooth®</p>
Connectable devices	<p>Products that support at least one of the Bluetooth® profiles listed above.          Bluetooth® 4.1 accessories generally require the installation of a supporting application.</p>

More information:

[www.sonymobile.com/developer](http://www.sonymobile.com/developer)

[www.bluetooth.com](http://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® compatible devices Wi-Fi® access points Wi-Fi Direct® 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	<p><b>M-DMS – Mobile Digital Media Server</b>                  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.</p> <p><b>M-DMP – Mobile Digital Media Player</b>                  Media Types: image, video and music                  Summary: Play content stored on another device, for example, a server or a PC, directly on your device.</p> <p><b>M-DMC – Mobile Digital Media Controller</b>                  Media Types: image, video and music                  Summary: A remote controller that locates media files and plays them on your device.</p> <p><b>+PU+</b>                  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.</p>
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](http://www.sonymobile.com/developer)

[www.openmobilealliance.org](http://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® GPSTOneXtra™

Supported satellite systems:

- GPS
- GLONASS
- BeiDou\*

**NOTE1:** When needed, the device automatically uses a combination of all available satellite system 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)

<b>Audio Playback</b>	<b>Decoder format</b>	<b>Supported file format</b>
	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)
<b>Audio Recording</b>	<b>Encoder format</b>	<b>Supported file format</b>
	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)

<b>Image Playback</b>	<b>Decoder format</b>	<b>Supported file format</b>
	BMP	BMP (.bmp)
	GIF	GIF (.gif)
	JPEG	JPEG (.jpg, .jpeg)
	PNG	PNG (.png)
	WebP	WebP (.webp)
<b>Image Capture</b>	<b>Encoder format</b>	<b>Supported file format</b>
	JPEG	JPEG (.jpg)
	PNG	PNG(.png)
	WebP	WebP(.webp)
<b>Video Playback</b>	<b>Decoder format</b>	<b>Supported file format</b>
	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)
<b>Video Recording</b>	<b>Encoder format</b>	<b>Supported file format</b>
	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)
<b>Audio/Video Streaming</b>	Streaming transport	HLS HTTP progressive streaming RTSP
<b>DRM</b>	DRM (Digital Rights Management) – Supports DRM-protected downloaded 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](http://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™ Z5 Premium dual 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™ Z5 Premium dual, about 21.7 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™ Z5 Premium Dual 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™ Z5 Premium Dual 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](http://www.sonymobile.com) for more information.