

SONY

White paper

October 2017



Xperia™ Touch

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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

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Product overview

Highlights

- Touchscreen projector
- Games, chat, & more
- Compact and light

Intelligent. Perceptive. Responsive.

Xperia™ Touch doesn't just display images, it responds to you and your touch. Built with the latest Sony intelligence, it's a portable projector that's easy to use and remarkably smart.

Ready to swipe through a photo album or play a multi-player game on your coffee table? Xperia™ Touch combines infrared light with 60fps camera capture to turn a flat surface in your home into a 23-inch touchscreen.

Make surfaces come to life

Unlike traditional projectors, Xperia™ Touch does more than just put on a show. It transforms a flat wall, table or even your floor into an interactive screen. With short-throw projection, Wi-Fi connectivity and state-of-the-art touch functionality, this portable projector adds an entire new dimension to your home.

- Turn your table into an arcade
From action-packed adventures to your favourite board games, Xperia™ Touch turns your table into an interactive game zone for the whole family.
- Convert your counter into a cookbook or interactive map
Scroll through your recipe app as you bake, or plot a route from your dining room table using map applications. With W-Fi connectivity, Xperia™ Touch lets you surf and explore like never before.
- Use your living room as a home cinema
Watch your favourite video content on a screen as large as 80 inches. Stream directly from apps or connect to your devices.
- Make your wall into a message board
Write notes for yourself and keep track of the family with an interactive message board. Or, keep in touch with loved ones through chat and video apps.
- Tap into a world of apps
Xperia™ Touch is connected to the world of Google Play. Swipe through a recipe app, project your chat or keep up with your favourite vloggers. Whatever you like on your tablet or phone, it's bigger and better when projected.

Sophisticated in function and form

Xperia™ Touch manages the impossible. It's packed with state-of-the-art technologies yet is impressively compact and elegant in design. Lightweight and understated, it fits seamlessly into any room of your home.

- **Small-scale innovations**

This lightweight, compact body boasts top technologies – miniaturised. Xperia™ Touch includes Sony's unique SXRD short throw projection unit and strategically-placed two-way stereo speakers for rich sound.

- **Premium touch**

Xperia™ Touch is made from the highest quality materials. The perforated gold coloured finish feels premium and looks at home in the most design-conscious of settings

Facts – dimensions, weight, performance and networks

Operating system	Google™ Android™ 7.1.1 (Nougat)
Processor	1.8 GHz / 1.4 GHz Qualcomm APQ8056 Hexa Core 64-bit
GPU	Adreno 510
Size	134 x 143 x 69 mm
Weight	932 g
Available colours	Gold
Screen	
Display System	SXRD™ three primary colors LCD shutter Projection System
Display Resolution	1366x768 pixels
Display density	mdpi (160dpi)
Diagonal Projection image size	23 inches to 80 inches
Technology	0.37 inch SXRD™ x1
Focus	AF
Light source	Laser diode
Brightness	100 lm
Contrast	4000:1
Multi touch	10 points
Input mechanisms	
Text input	On-screen QWERTY keyboard
Touch screen	Infrared light sensing
Memory	
RAM	3GB
Flash memory	Up to 32GB*
Expansion slot	microSDHC™ card, SDXC supported**
Memory card speed class	Class 10***
Memory card UHS speed class	Class 1***
Camera	
Digital zoom	8x
Video recording	Yes

Camera	Yes - 13MP front camera with 1/3" Exmor RS™ for mobile sensor (1080p)
Minimum focus distance	100 mm
Sensors	
Ambient light sensor	Yes
Barometer sensor	Yes
eCompass™	Yes
Game rotation vector	Yes
Geomagnetic rotation vector	Yes
Gyroscope	Yes****
Magnetometer	Yes
Humidity sensor	Yes
Presence sensor	Yes****
Significant motion detector	Yes
Temperature sensor	Yes
Networks	
G1109	WLAN, 2.4G/5G, NFC
Battery performance	
Video playback time	Up to 1 hour*****
Battery (Embedded)	1200 mAh minimum

* Memory comprises approximately 12.4GB of firmware, plus 19.6GB 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.

** SDXC theoretically can support up to 2TB card. However, 256GB is the largest capacity of microSD card available in the market as of January 2016.

*** 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.







**** Gyroscope and Presence sensor cannot be used for development.


***** 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>Call</p>	 <p>Messaging Email</p>	 <p>Applications Board Calendar News suite* Video Call Weather Clock Xperia™ Companion Xperia Transfer Mobile</p>
 <p>Entertainment PlayStation® App* PS4™ Remote Play Xperia™ Themes</p>	 <p>Organiser ActiveSync® Airplane mode Alarm clock Contacts Setup guide Smart cleaner Stopwatch Timer World clock</p>	 <p>Google Gmail™* Google Calendar Google Chrome™* Google Drive Google Docs, Sheets and Slides Google Photos Google Play™* Google Play Movies & TV Google Play Music Google Play Store Google™ search* Google Voice™ Search* Google voice typing Google Maps™ Hangouts™* Smart Lock YouTube™*</p>

 <p>Camera</p> <p>- Photo 13MP camera 1/3" Exmor RS™ for mobile sensor 22mm Wide Angle Lens F2.0 Superior Auto Mode White balance</p> <p>- Video Full HD 1080p Video Recording Auto focus Color & Brightness Smile Shutter™</p>	 <p>Music</p> <p>Album art Bluetooth® stereo (aptX®, A2DP, LDAC, ALAC) ClearAudio+ Music application</p>	 <p>Connectivity</p> <p>GNSS Bluetooth® 4.2 wireless technology Device Connection DLNA Certified™ HDCP HDMI Type D Media Transfer Protocol support NFC Screen mirroring USB support USB charging USB Connection mode USB Ethernet support USB High speed 2.0 support USB Host USB Type-C™ Wi-Fi® Wi-Fi CERTIFIED Miracast™</p>
 <p>Text Input</p> <p>On-screen QWERTY keyboard* Predictive text input</p>	 <p>Screen</p> <p>Multi window Screenshot capturing</p>	 <p>Hardware</p> <p>2Way stereo speaker</p>

* This service is not available in all markets.

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

Captions*	Yes
Magnifications gestures*	Yes
Font Size*	Yes
High Contrast Text*	Yes
Speak Passwords*	Yes
Accessibility Shortcuts*	Yes
Mono audio*	Yes
Text-to-speech output*	Yes
Touch and hold delay*	Yes
Color Inversion*	Yes
Color correction*	Yes
Gesture control	Yes

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

Device-to-device communications (local)

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 General Audio/Video Distribution Profile v1.2 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 v1.2.1 Serial Port Profile v1.2
Core version and supported core features	Version 4.2 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® 4.2 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 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 433 Mbit/s
Security	Open Authentication Shared Authentication EAP-SIM EAP-AKA 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>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.</p> <p>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.</p> <p>M-DMC – Mobile Digital Media Controller Media Types: image, video and music Summary: A remote controller that searches for content on another device and plays them on your device.</p> <p>+PU+ Media Types: image 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> <p>+UDO+ Media Types: image, video and music Summary: The digital media server also has the capability to get uploaded files from other DLNA Certified™ clients.</p>
Supported Bearers	Wi-Fi® Wi-Fi Direct™
DRM Support	The DLNA Certified™ implementation does not support DRM-protected content.

Messaging

Email

Bearer type (IP)	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:

- Qualcomm® GPSOneXtra™

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)

Audio Playback	Decoder format	Supported in file format
	AAC (AAC-LC, AAC+, eAAC+, AAC-ELD)	3GPP (.3gp, 3gpp), MP4 (.mp4, .m4a), ADTS (.aac)
	ALAC	MP4 (.m4a)
	AMR-NB, AMR-WB	3GPP (.3gp, .3gpp), MP4 (.mp4, .m4a), AMR (.amr, .awb)
	DSD	DSF (.dsf), DSDIFF (.dff)
	FLAC	FLAC (.flac), Matroska (.mka)
	MIDI	SMF (.mid), XMF (.xmf), Mobile XMF (.mxmf), OTA (.ota), RTTTL (.rtttl), RTX (.rtx), iMelody (.imy)
	MP3	MP3 (.mp3)
	PCM	WAV (.wav), AIFF (.aiff)
	Opus	Opus (.opus), Matroska (.mkv)
	Vorbis	OGG (.ogg), Matroska (.mkv)
WMA	ASF (.wma)	
Audio Recording	Encoder format	Supported in file format
	AAC (AAC-LC, AAC+, AAC-ELD)	3GPP (.3gp, .3gpp), MP4 (.mp4, .m4a)
	AMR (AMR-NB, AMR-WB)	3GPP (.3gp, .3gpp), MP4 (.mp4, .m4a), AMR (.amr)
Image Playback	Decoder format	Supported in file format
	BMP	BMP (.bmp)
	GIF	GIF (.gif)
	JPEG	JPEG (.jpg, .jpeg)
	PNG	PNG (.png)
	WebP	WebP (.webp)
Image Capture	Encoder format	Supported in file format
	JPEG	JPEG (.jpg)

Video Playback	Decoder format	Supported in file format
	MPEG-4	3GPP (.3gp, .3gpp), MP4 (.mp4, .m4v), Matroska (.mkv), AVI (.avi), Xvid (.xvid)
	H.263	3GPP (.3gp, .3gpp), MP4 (.mp4, .m4v)
	H.264	3GPP (.3gp, .3gpp), MP4 (.mp4, .m4v), Matroska (.mkv)
	H.265	3GPP (.3gp, .3gpp), MP4 (.mp4, .m4v)
	Xvid	AVI (.avi), Xvid (.xvid), Matroska (.mkv)
	VP8	WebM (.webm), Matroska (.mkv)
	VP9	WebM (.webm)
Video Recording	Encoder format	Supported in file format
	MPEG-4	MP4 (.mp4)
	H.263	3GPP (.3gp), MP4 (.mp4)
	H.264	MP4 (.mp4)
	H.265	MP4 (.mp4)
	VP8	WebM (.webm)
Audio/Video Streaming	Streaming transport	HLS HTTP progressive streaming RTSP
DRM	DRM (Digital Rights Management) – features the rights and copy protection of downloaded content	OMA OMA DRM v1.0 Widevine Level 1 PlayReady DRM (available in specific regions)

Synchronisation (OMA DS, EAS, Google Sync™)

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 2017 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 > Storage & memory**. You should have at least 50MB, and ideally 100MB 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™ Touch has 3GB of RAM available to the Android OS and any installed applications. 200MB 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 100MB 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 & memory**. You can also view more details about how much memory is used by applications under **Settings > Apps**. In the Xperia™ Touch, about 19.6GB of Internal Storage is available out of the box.

Please note that in Sony Mobile 2017 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 2017 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™ Touch 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 Mac® computer. This application is called Xperia™ Companion and it can be downloaded from the Xperia™ Touch 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 “/data/media”. 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.

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