

PLENUE 1

CONFIDENTIAL

MSRP:

FEATURES

* The specifications are subject to change without notice.

Model Name	PLENUE 1		
Product Capacity	Built-in Memory 1) : 128GB / External Memory: MicroSD SDXC		
Display	3.7" AMOLED Touch Display (480x800)		
Dimensions & Weight	64.5mm(W) x 116.4mm(H) x 13.4mm(D) / 173g		
Case	High Strength Full Metal Unibody		
Buttons	POWER/HOLD, PLAY/PAUSE, VOL+, VOL-, FF, REW		
CPU	ARM Cortex A9 1.2GHz Dual-Core		
Audio	File Formats	DXD/DSD/FLAC/WAV/AIFF/ALAC/APE/MP3/WMA/OGG	
	Audio Codecs	DXD	: ~352.8/384kHz (1/2 Sampling)
		DSD	: ~5.64MHz (DSD64, DSD128)
		FLAC, WAV, AIFF, ALAC	: ~24bit/192kHz
		MP3	: MPEG 1/2/2.5 Layer 3, ~320kbps
		WMA	: ~320kbps, ~48kHz
		APE	: Fast, normal, and high (16-bit) compression rates
	OGG	: ~Q10, ~44.1kHz	
	Lyrics	LRC, LDB, Lyrics3, ID3 Tag Lyrics (Time Information Yes/No)	
	JetEffect 7	54 Presets (50 Presets + 4 User Presets)	
EQ		10 Band Equalizer (EQ Filter)	
BBE+		BBE, Mach3Bass, 3D Surround, MP Enhance	
Special Effect		Chorus (8 modes), Reverb (9 modes)	
Audio Characteristics	DAC	Burr-Brown PCM1792A	
	SNR	120dB	
	THD+N	0.0006%	
	Stereo Crosstalk	-134dB	
	Output	2Vrms	
	Output Impedance	3 Ω	
	Volume	140 levels	
	Clock	Precision Clock TCXO (Phase Jitter 1.0ps)	
Battery & Power	Battery	Built-in rechargeable lithium polymer battery 3,000mAh / 3.7V	
	Playback Time	Approximately 8 hours and 30 minutes 2)	
	Charging Time	Approximately 4 hours (with 5V/2A or higher Micro USB DC adapter)	
Output Port	Earphone Jack (3.5mm) / Optical Output (3.5mm)		
Player	Various skins for the playback screen, analog level meter, matrix browser, multi favorite		
System Requirement	CPU	Pentium III 500MHz or higher	
	OS	Windows 8 / 7 / Vista / XP / 2000 / ME : All functions supported	
		MAC OS 10.x / Linux v2.4 or higher: File transfer supported	
USB Port	2.0 High Speed (recommended)		

1) Actual capacity may vary due to system memory used by the product.

2) The playback time is based on the company's own test standards, thus it may differ from the actual playback time.