List of Checkpoints for User Agent Accessibility Guidelines 1.0

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Abstract

This document is an appendix to the W3C "User Agent Accessibility Guidelines 1.0". It provides a list of all checkpoints from the User Agent Accessibility Guidelines 1.0, organized by concept, as a checklist for user agent developers. Please refer to the Guidelines document for introductory information, information about related documents, a glossary of terms, and more.

This list may be used to review a tool or set of tools for accessibility. For each checkpoint, indicate whether the checkpoint has been satisfied, has not been satisfied, or is not applicable.

A tabular version of the list of checkpoints is also available (e.g., for printing).

Status of this document

This section describes the status of this document at the time of its publication. Other documents may supersede this document. The latest status of this document series is maintained at the W3C.

This document is an appendix to a Working Draft. It is a draft document and may be updated, replaced or obsoleted by other documents at any time. It is inappropriate to use W3C Working Drafts as reference material or to cite them as other than "work in progress". This is work in progress and does not imply endorsement by, or the consensus of, either W3C or Members of the WAI User

Agent (UA) Working Group.

Please send comments about this document to the public mailing list: w3c-wai-ua@w3.org.

This document has been produced as part of the Web Accessibility Initiative. The goal of the WAI User Agent Guidelines Working Group is discussed in the Working Group charter.

A list of current W3C Recommendations and other technical documents can be found at http://www.w3.org/TR.

Priorities

Each checkpoint in this document is assigned a priority that indicates its importance for users with disabilities.

[Priority 1]
: This checkpoint **must** be satisfied by user agents, otherwise one or more groups of users with disabilities will find it impossible to access the Web. Satisfying this checkpoint is a basic requirement for enabling some people to access the Web.

[Priority 2]
: This checkpoint **should** be satisfied by user agents, otherwise one or more groups of users with disabilities will find it difficult to access the Web. Satisfying this checkpoint will remove significant barriers to Web access for some people.

[Priority 3]
: This checkpoint **may** be satisfied by user agents to make it easier for one or more groups of users with disabilities to access information. Satisfying this checkpoint will improve access to the Web for some people.

Priority 1 checkpoints

In General (Priority 1)

- Checkpoint 2.1 Ensure that the user has access to all content, including alternative equivalents for content. (Techniques for 2.1)
- Checkpoint 6.1 Implement the accessibility features of supported specifications (markup languages, style sheet languages, metadata languages, graphics formats, etc.). (Techniques for 6.1)
- Checkpoint 7.3 Allow the user to navigate all active elements. (Techniques for 7.3)
- Checkpoint 8.1 Make available to the user the author-specified purpose of each table and the relationships among the table cells and headers. (Techniques for 8.1)
- Checkpoint 11.1 Provide a version of the product documentation that conforms

to the Web Content Accessibility Guidelines. (Techniques for 11.1)
- Checkpoint 11.2 Document all user agent features that promote accessibility. (Techniques for 11.2)
- Checkpoint 11.3 Document the default input configuration (e.g., default keyboard bindings). (Techniques for 11.3)

Control of style (Priority 1)

- Checkpoint 2.2 For presentations that require user interaction within a specified time interval, allow the user to control the time interval (e.g., by allowing the user to pause and restart the presentation, to slow it down, etc.). (Techniques for 2.2)
- Checkpoint 2.6 Allow the user to specify that text transcripts, captions, and auditory descriptions be rendered at the same time as the associated auditory and visual tracks. (Techniques for 2.6)
- Checkpoint 3.1 Allow the user to turn on and off rendering of background images. (Techniques for 3.1)
- Checkpoint 3.2 Allow the user to turn on and off rendering of background audio. (Techniques for 3.2)
- Checkpoint 3.3 Allow the user to turn on and off rendering of video. (Techniques for 3.3)
- Checkpoint 3.4 Allow the user to turn on and off rendering of audio. (Techniques for 3.4)
- Checkpoint 3.5 Allow the user to turn on and off animated or blinking text. (Techniques for 3.5)
- Checkpoint 3.6 Allow the user to turn on and off animations and blinking images. (Techniques for 3.6)
- Checkpoint 3.7 Allow the user to turn on and off support for scripts and applets. (Techniques for 3.7)
- Checkpoint 4.1 Allow the user to control the size of text. (Techniques for 4.1)
- Checkpoint 4.2 Allow the user to control font family. (Techniques for 4.2)
- Checkpoint 4.3 Allow the user to control foreground color. (Techniques for 4.3)
- Checkpoint 4.4 Allow the user to control background color. (Techniques for 4.4)
- Checkpoint 4.5 Allow the user to slow the presentation rate of audio, video, and animations. (Techniques for 4.5)
- Checkpoint 4.6 Allow the user to start, stop, pause, advance, and rewind audio, video, and animations. (Techniques for 4.6)
- Checkpoint 4.8 Allow the user to control the position of captions on graphical displays. (Techniques for 4.8)
- Checkpoint 4.9 Allow the user to control synthesized speech playback rate. (Techniques for 4.9)
- Checkpoint 4.10 Allow the user to control synthesized speech volume. (Techniques for 4.10)
- Checkpoint 4.12 Allow the user to select from available author and user style sheets or ignore them. (Techniques for 4.12)

User Interface (Priority 1)

- Checkpoint 2.5 If more than one alternative equivalent is available for content, allow the user to choose from among the alternatives. This includes the choice of viewing no alternatives. (Techniques for 2.5)
- Checkpoint 4.13 Allow the user to control how the selection is highlighted (e.g., foreground and background color). (Techniques for 4.13)
- Checkpoint 4.14 Allow the user to control how the content focus is highlighted (e.g., foreground and background color). (Techniques for 4.14)
- Checkpoint 5.3 Implement selection, content focus, and user interface focus mechanisms and make them available to users and through APIs. (Techniques for 5.3)
- Checkpoint 7.1 Allow the user to navigate viewports (including frames). (Techniques for 7.1)
- Checkpoint 7.2 For user agents that offer a browsing history mechanism, when the user returns to a previous viewport, restore the point of regard in the viewport. (Techniques for 7.2)
- Checkpoint 8.5 Provide a mechanism for highlighting and identifying (through a standard interface where available) the current viewport, selection, and content focus. (Techniques for 8.5)

For Keyboard and other Input Devices (Priority 1)

- Checkpoint 1.4 Ensure that every functionality offered through the user interface is available through the standard keyboard API. (Techniques for 1.4)
- Checkpoint 10.2 Avoid default input configurations that interfere with operating system accessibility conventions. (Techniques for 10.2)

For Communication (Priority 1)

- Checkpoint 1.1 Ensure that every functionality available through the user interface is also available through every input device API supported by the user agent. Excluded from this requirement are functionalities that are part of the input device API itself (e.g., text input for the keyboard API, pointer motion for the pointer API, etc.) (Techniques for 1.1)
- Checkpoint 1.2 Use the standard input and output device APIs of the operating system. (Techniques for 1.2)
- Checkpoint 1.3 Ensure that the user can interact with all active elements in a device-independent manner. (Techniques for 1.3)
- Checkpoint 1.5 Ensure that all messages to the user (e.g., informational messages, warnings, errors, etc.) are available through all output device APIs used by the user agent. Do not bypass the standard output APIs when rendering information (e.g., for reasons of speed, efficiency, etc.). (Techniques for 1.5)
- Checkpoint 5.1 Provide programmatic read and write access to content by

conforming to W3C Document Object Model (DOM) specifications and exporting interfaces defined by those specifications. (Techniques for 5.1)
- Checkpoint 5.2 Provide programmatic read and write access to user agent user interface controls using standard APIs (e.g., platform-independent APIs such as the W3C DOM, standard APIs for the operating system, and conventions for programming languages, plug-ins, virtual machine environments, etc.) (Techniques for 5.2)
- Checkpoint 5.4 Provide programmatic notification of changes to content and user interface controls (including selection, content focus, and user interface focus). (Techniques for 5.4)
- Checkpoint 9.1 Provide information about user agent initiated content and viewport changes through the user interface and through APIs (Techniques for 9.1)
- Checkpoint 10.1 Provide information directly to the user and through APIs about current user preferences for input configurations (e.g., keyboard or voice bindings). (Techniques for 10.1)

Priority 2 checkpoints

In General (Priority 2)

- Checkpoint 2.3 When no text equivalent has been supplied for an object, make available to the user and programmatically author-supplied information to help identify the object (e.g., object type, file name, etc.). (Techniques for 2.3)
- Checkpoint 5.6 Follow operating system conventions and accessibility settings. In particular, follow conventions for user interface design, default keyboard configuration, product installation, and documentation. (Techniques for 5.6)
- Checkpoint 6.2 Conform to W3C specifications when they are appropriate for a task. (Techniques for 6.2)
- Checkpoint 7.4 Allow the user to choose to navigate only active elements. (Techniques for 7.4)
- Checkpoint 7.5 Allow the user to search for rendered text content, including rendered text equivalents. (Techniques for 7.5)
- Checkpoint 7.6 Allow the user to navigate according to structure. (Techniques for 7.6)
- Checkpoint 8.2 Indicate to the user whether a link has been visited. (Techniques for 8.2)
- Checkpoint 8.3 Indicate to the user whether a link has been marked up to indicate that following it will involve a fee. (Techniques for 8.3)
- Checkpoint 8.7 Provide a mechanism for highlighting and identifying active elements (through a standard interface where available). (Techniques for 8.7)
- Checkpoint 10.6 Allow the user to configure the user agent through profiles. (Techniques for 10.6)
- Checkpoint 11.4 In a dedicated section of the documentation, describe all features of the user agent that promote accessibility. (Techniques for 11.4)

- Checkpoint 11.5 Document changes between software releases. (Techniques for 11.5)

Control of style (Priority 2)

- Checkpoint 4.7 Allow the user to control the audio volume. (Techniques for 4.7)
- Checkpoint 4.11 Allow the user to control synthesized speech pitch, gender, and other articulation characteristics. (Techniques for 4.11)

User Interface (Priority 2)

- Checkpoint 4.15 Allow the user to control user agent initiated spawned viewports. (Techniques for 4.15)
- Checkpoint 8.6 Make available to the user an "outline" view of content, built from structural elements (e.g., frames, headers, lists, forms, tables, etc.) (Techniques for 8.6)
- Checkpoint 9.2 Ensure that when the selection or content focus changes, it is in a viewport after the change. (Techniques for 9.2)
- Checkpoint 9.3 Prompt the user to confirm any form submission triggered indirectly, that is by any means other than the user activating an explicit form submit control. (Techniques for 9.3)

For Keyboard and other Input Devices (Priority 2)

- Checkpoint 10.4 Allow the user to change and control the input configuration. Allow the user to configure the user agent so that some functionalities may be activated with a single command (e.g., single key, single voice command, etc.). (Techniques for 10.4)
- Checkpoint 10.5 Follow operating system conventions to indicate the input configuration. (Techniques for 10.5)

For Communication (Priority 2)

- Checkpoint 5.5 Ensure that programmatic exchanges proceed in a timely manner. (Techniques for 5.5)
- Checkpoint 10.3 Provide information directly to the user and through APIs about current author-specified input configurations (e.g., keyboard bindings specified in content such as by "accesskey" in HTML 4.0). (Techniques for 10.3)

Priority 3 checkpoints

In General (Priority 3)

- Checkpoint 2.4 When a text equivalent for content is explicitly empty (i.e., an empty string), render nothing. (Techniques for 2.4)
- Checkpoint 2.7 For author-identified but unsupported natural languages, allow the user to request notification of language changes in content. (Techniques for 2.7)
- Checkpoint 7.7 Allow the user to configure structured navigation. (Techniques for 7.7)
- Checkpoint 8.4 Make available to the user information that will help the user decide whether to follow a link. (Techniques for 8.4)
- Checkpoint 9.5 When loading content (e.g., document, video clip, audio clip, etc.) indicate what portion of the content has loaded and whether loading has stalled. (Techniques for 9.5)
- Checkpoint 9.6 Indicate the relative position of the viewport in content (e.g., the percentage of an audio or video clip that has been played, the percentage of a Web page that has been viewed, etc.). (Techniques for 9.6)

Control of style (Priority 3)

- Checkpoint 3.8 Allow the user to turn on and off rendering of images. (Techniques for 3.8)
- Checkpoint 3.9 For automatic content changes specified by the author (e.g., content refresh and page forwards), allow the user to slow the rate of change. (Techniques for 3.9)

User Interface (Priority 3)

- Checkpoint 8.8 Allow the user to configure the outline view. (Techniques for 8.8)
- Checkpoint 8.9 Allow the user to configure what information about links to present. (Techniques for 8.9)
- Checkpoint 9.4 Allow the user to configure notification preferences for common types of content and viewport changes. (Techniques for 9.4)
- Checkpoint 10.8 Allow the user to configure the arrangement of graphical user agent user interface controls. (Techniques for 10.8)

For Keyboard and other Input Devices (Priority 3)

- Checkpoint 10.7 Provide default input configurations for frequently performed tasks. (Techniques for 10.7)