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, W3C Members.

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 Make all content available through the user interface. (Techniques for 2.1)
- Checkpoint 2.3 If content available in a viewport has equivalent alternatives, provide easy access in context to the alternatives. (Techniques for 2.3)
- 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 1.0 [WCAG10] . (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 input within a specified time interval, allow the user to configure the time interval (e.g., to extend it or to cause the user agent to pause the presentation automatically and await user input before proceeding). (Techniques for 2.2)
- Checkpoint 2.4 Allow the user to specify that text transcripts, collated text transcripts, captions, and auditory descriptions be rendered at the same time as the associated auditory and visual tracks. Respect author-specified synchronization cues during rendering. (Techniques for 2.4)
- 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 freeze 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 freeze animated or blinking text. (Techniques for 3.5)
- Checkpoint 3.6 Allow the user to freeze 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 configure and control the size of text. (Techniques for 4.1)
- Checkpoint 4.2 Allow the user to configure font family. (Techniques for 4.2)
- Checkpoint 4.3 Allow the user to configure foreground color. (Techniques for 4.3)
- Checkpoint 4.4 Allow the user to configure 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 4.7 Allow the user to position text transcripts, collated text transcripts, and captions on graphical displays. (Techniques for 4.7)
- Checkpoint 4.8 Allow the user to configure and control the audio volume. (Techniques for 4.8)

- Checkpoint 4.9 Allow the user to configure and control synthesized speech playback rate. (Techniques for 4.9)
- Checkpoint 4.10 Allow the user to control synthesized speech volume relative to the volume of other audio. (Techniques for 4.10)
- Checkpoint 4.12 Allow the user to select from available author and user style sheets or to ignore them. (Techniques for 4.12)

User Interface (Priority 1)

- Checkpoint 4.13 Allow the user to configure how the selection is highlighted (e.g., foreground and background color). (Techniques for 4.13)
- Checkpoint 4.14 Allow the user to configure how the content focus is highlighted (e.g., foreground and background color). (Techniques for 4.14)
- Checkpoint 7.1 Allow the user to navigate among 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 8.8 Implement selection, content focus, and user interface focus mechanisms. (Techniques for 8.8)
- Checkpoint 8.9 Provide a mechanism for highlighting and identifying (through a standard interface where available) the current viewport, selection, and content focus. (Techniques for 8.9)

For Keyboard and other Input Devices (Priority 1)

- Checkpoint 1.3 Implement the standard keyboard API of the operating system and ensure that every functionality available through the user interface is available through this API. (Techniques for 1.3)
- 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 API implemented by the user agent. (Techniques for 1.1)
- Checkpoint 1.2 Use the standard input and output device APIs of the operating system. (Techniques for 1.2)
- Checkpoint 1.4 Ensure that the user can interact with all active elements in a device-independent manner. (Techniques for 1.4)
- Checkpoint 1.5 Ensure every non-text message (e.g., prompt, alert, notification, etc.) that is part of the user agent's user interface also has a text equivalent in the user interface. (Techniques for 1.5)
- Checkpoint 5.1 Provide programmatic read access to HTML and XML content

by conforming to the W3C Document Object Model (DOM) Level 2 Core and HTML modules and exporting the interfaces they define. (Techniques for 5.1)
- Checkpoint 5.2 If the user can modify HTML and XML content through the user interface, provide the same functionality programmatically by conforming to the W3C Document Object Model (DOM) Level 2 Core and HTML modules and exporting the interfaces they define. (Techniques for 5.2)
- Checkpoint 5.3 For markup languages other than HTML and XML, provide programmatic access to content using standard APIs (e.g., platform-independent APIs and standard APIs for the operating system). (Techniques for 5.3)
- Checkpoint 5.4 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 5.4)
- Checkpoint 5.5 Provide programmatic notification of changes to content and user interface controls (including selection, content focus, and user interface focus). (Techniques for 5.5)
- Checkpoint 10.1 Provide information to the user 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 2.5 When the user agent cannot recognize a text equivalent for non-text content, generate a text equivalent from other author-supplied content (Techniques for 2.5)
- Checkpoint 5.8 Follow operating system conventions that affect accessibility. In particular, follow conventions for user interface design, keyboard configuration, product installation, and documentation. (Techniques for 5.8)
- Checkpoint 6.2 Use and conform to W3C Recommendations when they are available and 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 efficiently to and among important structural elements identified by the author. (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 8.4 Make available to the user an "outline" view of content, composed of labels for important structural elements (e.g., heading text, table

titles, form titles, etc.). (Techniques for 8.4)
- Checkpoint 8.10 Provide a mechanism for highlighting and identifying active elements. (Techniques for 8.10)
- Checkpoint 10.7 For the configuration requirements of this document, allow the user to save user preferences in a profile. (Techniques for 10.7)
- 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 In each software release, document all changes that affect accessibility. (Techniques for 11.5)

Control of style (Priority 2)

- Checkpoint 3.8 Allow configuration so that author-specified "client-side redirects" (i.e., those initiated by the user agent, not the server) do not change content automatically. Allow the user to access the new content on request (e.g., by following a link). (Techniques for 3.8)
- Checkpoint 3.9 Allow configuration so that author-specified content refreshes do not change content automatically. Allow the user to access the new content on request (e.g., by activating a button). Advise the user to refresh content according to the same schedule as the automatic refresh, and indicate persistently that the user has not yet refreshed content. (Techniques for 3.9)
- Checkpoint 3.10 Allow the user to turn on and off rendering of images. (Techniques for 3.10)
- Checkpoint 4.11 Allow the user to configure synthesized speech pitch, gender, and other articulation characteristics. (Techniques for 4.11)

User Interface (Priority 2)

- Checkpoint 4.15 Allow the user to configure whether the current focus moves automatically to a viewport that opens without an explicit request from the user. (Techniques for 4.15)
- Checkpoint 4.16 Allow the user to configure the user agent to limit the number of open viewports. (Techniques for 4.16)
- Checkpoint 9.1 Ensure that when the selection or content focus changes, it is in a viewport after the change. (Techniques for 9.1)
- Checkpoint 9.2 Allow configuration so the user is prompted to confirm any form submission not caused by explicit activation of a form submit control. (Techniques for 9.2)

For Keyboard and other Input Devices (Priority 2)

- Checkpoint 10.4 Allow the user to change the input configuration. (Techniques for 10.4)
- Checkpoint 10.5 Allow the user to configure the user agent so that the user's preferred one-step operations may be activated with a single input command

(e.g., key stroke, voice command, etc.). (Techniques for 10.5)
- Checkpoint 10.6 Follow operating system conventions to indicate the input configuration. (Techniques for 10.6)

For Communication (Priority 2)

- Checkpoint 5.6 Ensure that programmatic exchanges proceed in a timely manner. (Techniques for 5.6)
- Checkpoint 10.3 Provide information to the user about current author-specified input configurations (e.g., keyboard bindings specified in HTML documents with the "accesskey" attribute). (Techniques for 10.3)

Priority 3 checkpoints

In General (Priority 3)

- Checkpoint 2.6 When a text equivalent for content is explicitly empty (i.e., an empty string), render nothing. (Techniques for 2.6)
- 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 and control the set of elements navigable according to checkpoint 7.6. (Techniques for 7.7)
- Checkpoint 8.5 Allow the user to configure and control the outline view. (Techniques for 8.5)
- Checkpoint 8.6 To help the user decide whether to follow a link, make available link information specified by the author and computed by the user agent. (Techniques for 8.6)
- Checkpoint 9.4 When transferring content (e.g., a document, image, audio, video, etc.) indicate what proportion of the content has been transferred and whether the transfer has stalled. (Techniques for 9.4)
- Checkpoint 9.5 Indicate the relative position of the viewport in rendered 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 9.5)

User Interface (Priority 3)

- Checkpoint 8.7 Allow the user to configure and control what information about links to present. (Techniques for 8.7)
- Checkpoint 9.3 Allow the user to configure notification preferences for common types of content and viewport changes. (Techniques for 9.3)
- Checkpoint 10.9 For graphical user interfaces, allow the user to configure the arrangement of user agent user interface controls. (Techniques for 10.9)

For Keyboard and other Input Devices (Priority 3)

- Checkpoint 10.8 Ensure that frequently used functionalities are easily activated in the default input configuration. (Techniques for 10.8)

For Communication (Priority 3)

- Checkpoint 5.7 Provide programmatic access to Cascading Style Sheets (CSS) by conforming to the W3C Document Object Model (DOM) Level 2 CSS module and exporting the interfaces it defines. (Techniques for 5.7)

References

For the latest version of any W3C specification please consult the list of W3C Technical Reports at http://www.w3.org/TR.

[WCAG10]
"Web Content Accessibility Guidelines 1.0", W. Chisholm, G. Vanderheiden, and I. Jacobs, eds., 5 May 1999. This WCAG 1.0 Recommendation is http://www.w3.org/TR/1999/WAI-WEBCONTENT-19990505.