and Section 508

Capture Your World

TECHSMITH WHITE PAPER

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TechSmith® Corporation and Section 508

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Document Purpose and Scope

This document discusses how TechSmith has addressed and is continuing to address Section 508 compliance within its software applications. It is written for a non-technical audience and is intended to provide a high-level overview and roadmap, rather than an in-depth technical dissertation.

This paper contains the following sections:

Background Information on Section 508 and Software Accessibility

On December 21, 2000, the Architectural and Transportation Barriers Compliance Board (Access Board) issued final accessibility standards for electronic and information technology covered by section 508 of the Rehabilitation Act Amendments of 1998. These standards set forth a definition of electronic and information technology and the technical and functional performance criteria necessary for such technology to be accessible.

TechSmith® has made significant enhancements to our products that improve the accessibility of the TechSmith software. This was done with the intent to enable agencies to be compliant with the Section 508 regulations. TechSmith will continue to test its software for compliance with Section 508 with some of the leading accessibility aids such as JAWS (version 4.0), Microsoft accessibility tools, and Microsoft Active Accessibility.

TechSmith offers the following background information to help our customers understand the accessibility features of our software, including SnagIt, SnagIt Studio, Camtasia Studio, Camtasia Recorder, Camtasia Producer, Camtasia Effects, Camtasia MenuMaker, Camtasia MenuPlayer, and Camtasia Player, in the context of the Section 508 standards. This document is not intended to be a certification of compliance.

A portion of the functionality of TechSmith software products is derived from third party libraries or dependent on the Microsoft Windows® operating system. In cases where the current libraries are not completely 508 compliant, TechSmith is working closely with the third party vendors to insure full compatibility in future releases.

The document contains subsets of the Electronic and Information Technology Accessibility Standards as published in 36 CFR Part 1194 (§ 1194.21 - Software applications and operating systems) and provides an analysis of TechSmith products as related to these standards.

TechSmith Voluntary Product Accessibility Templates (VPAT)

This section provides specific compliance information for most of the TechSmith current software products. These include SnagIt, SnagIt Studio, and the Camtasia Studio suite of products. The Camtasia Studio suite of products includes Camtasia Recorder, Camtasia Producer, Camtasia Effects, Camtasia MenuMaker, Camtasia MenuPlayer, and Camtasia Player. The information is provided in industry standard voluntary product accessibility template tables. The following VPAT tables are provided.

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SnagIt VPAT

The following table indicates the current §1194.21 compatibility of SnagIt software.

SnagIt - Section 1194.21 Software Applications and Operating Systems		
Criteria	**Compliance**	**Remarks and explanations**
(a) Keyboard Access: When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	**Supported with minor exceptions** Most of the functions supported by SnagIt, where the function itself or the result of performing the function can be discerned textually, can be executed from the keyboard. SnagIt fully supports Microsoft Windows® accessibility features including StickyKeys, FilterKeys, MouseKeys, High Contrast and more. Keyboard access is provided throughout SnagIt. Keyboard shortcuts, shortcut keys, and menu commands are readily available.	**Exceptions:** Some capture input and editing functions are not available from the keyboard (e.g. freehand region selection) unless MouseKeys are used.
(b) Accessibility Features: Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to	**Fully supported** Testing of SnagIt has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.	

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industry standards. Applications also shall not disrupt or disable activated features of any operating system that are identified as accessibility features where the application programming interface for those accessibility features has been documented by the manufacturer of the operating system and is available to the product developer.		
(c) On-screen focus and tracking: A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes.	**Fully supported** SnagIt supports technologies that make computer programs more accessible to people who use assistive technology. Visual on-screen focus and tracking is provided throughout SnagIt.	
(d) Information about user interface elements: Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.	**Supported with exceptions** SnagIt provides information about most user interface elements including the identity, operation and state of the element to assistive technology. When an image represents a program element, the information conveyed by the image is also available in text.	**Exceptions:** Some progress controls do not convey their current values as text.
(e) Consistent meaning of images: When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's	**Fully supported** All controls, status indicators, and other programmatic elements communicated via an image are consistent throughout SnagIt.	

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performance.		
(f) Availability of textual information: Textual information shall be provided through operating system functions for displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.	**Supported with minor exceptions** SnagIt supports text content and text input caret location with a few minor exceptions.	**Exceptions:** Text attributes such as bold, italic, are not supported. Some static dialog text is not read automatically using JAWS. It is read if the user directs JAWS to read the entire page.
(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.	**Fully supported** SnagIt does not override user selected contrast and color settings when they are available in the operating system.	
(h) Animation: When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.	**Fully supported** SnagIt does not incorporate any animation.	
(i) Color Coding: Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Fully supported** The SnagIt user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	
(j) Variety of color selections: When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.	**Fully supported** Wherever the SnagIt user interface allows the user to set a color, any color that is available for display by the hardware, may be chosen in software.	
(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements having a flash or blink frequency greater than 2 Hz	**Fully supported** SnagIt does not use flashing or blinking text in its user interface.	**Remarks:** The only flashing element is the tray icon during video capture, which has a flash frequency of 1 Hz.

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and lower than 55 Hz.		
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.	**Fully supported** SnagIt allows people using assistive technology to interact with, complete and submit forms through the use of keyboard navigation.	

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SnagIt Studio VPAT

The following table indicates the current 508 section1194.21 compatibility of SnagIt Studio software. **NOTE**: Please note that SnagIt Studio is an image annotation editor. Since it primarily deals with the modification of images, it is to a very high degree, a drawing/paint program. Visual feedback is necessary to make full use of the program. TechSmith is, however, currently making efforts to enhance compatibility. These efforts will make the software even more accessible to people with non-visual restrictions.

SnagIt Studio - § 1194.21 Software Applications and Operating Systems		
Criteria	**Compliance**	**Remarks and explanations**
(a) Keyboard Access: When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	**Supported with minor exceptions** Most of the functions supported by SnagIt Studio, where the function itself or the result of performing the function can be discerned textually, can be executed from the keyboard. SnagIt Studio fully supports Microsoft Windows® accessibility features including StickyKeys, FilterKeys, MouseKeys, High Contrast and more. Keyboard access is provided throughout SnagIt Studio. Keyboard shortcuts, shortcut keys, and menu commands are readily available.	**Exceptions:** Some editing functions are not available from the keyboard (e.g. Free Rotate) unless MouseKeys are used. There currently is no keyboard navigation to or within the drawing shape library unless MouseKeys are used. There currently is no keyboard navigation to or within the drawing tools toolbar unless MouseKeys are used. The drawing object property dialog is not fully keyboard accessible unless MouseKeys are used.
(b) Accessibility Features: Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated	**Fully supported** Testing of SnagIt Studio has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.	

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features of any operating system that are identified as accessibility features where the application programming interface for those accessibility features has been documented by the manufacturer of the operating system and is available to the product developer.		
(c) On-screen focus and tracking: A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes.	**Fully supported** SnagIt Studio supports technologies that make computer programs more accessible to people who use assistive technology. Visual on-screen focus and tracking is provided throughout SnagIt Studio.	
(d) Information about user interface elements: Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.	**Supported with exceptions** SnagIt Studio provides information about most user interface elements including the identity, operation and state of the element to assistive technology. When an image represents a program element, the information conveyed by the image is also available in text.	**Exceptions:** The checkbox state on the View Menu is not available with JAWS. This state is available using Microsoft Active Accessibility. Import options positioning button identity is not available to assistive technologies. The identity and operation of drawing tools and the drawing shape library icons are not available to assistive technology.
(e) Consistent meaning of images: When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's performance.	**Fully supported** All controls, status indicators, and other programmatic elements communicated via an image are consistent throughout SnagIt Studio.	
(f) Availability of textual information:	**Supported with exceptions**	**Exceptions:** Text attributes such as bold, italic, are not

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Textual information shall be provided through operating system functions for displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.	SnagIt Studio supports text content and text input caret location with a few exceptions.	supported. Descriptive static text in some dialogs is not available (e.g. tip of the day dialog text is not available). Some static dialog text is not read automatically using JAWS. It is read if the user directs JAWS to read the entire page. Drawing shape library icon text is not available to assistive technology.
(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.	**Fully supported** SnagIt Studio does not override user selected contrast and color settings when they are available in the operating system.	
(h) Animation: When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.	**Fully supported** SnagIt Studio does not incorporate any animation.	
(i) Color Coding: Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Fully supported** The SnagIt Studio user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	
(j) Variety of color selections: When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.	**Fully supported** Wherever the SnagIt Studio user interface allows the user to set a color, any color that is available for display by the hardware, may be chosen in software.	
(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements	**Fully supported** SnagIt Studio does not incorporate any blinking or flashing elements.	

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having a flash or blink frequency greater than 2 Hz and lower than 55 Hz.		
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.	**Supported with minor exceptions** SnagIt Studio allows people using assistive technology to interact with, complete and submit forms through the use of keyboard navigation. Some directions and cues are not available to assistive technology.	**Exceptions:** Static text for directions and cues in some dialogs are not available to screen readers (e.g. some labels for units and ranges are not read by JAWS).

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Camtasia Recorder VPAT

The following table indicates the current 508 section1194.21 compatibility of Camtasia Recorder software.

Camtasia Recorder - § 1194.21 Software Applications and Operating Systems		
Criteria	**Compliance**	**Remarks and explanations**
(a) Keyboard Access: When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	**Supported with minor exceptions** Most of the functions supported by Camtasia Recorder, where the function itself or the result of performing the function can be discerned textually, can be executed from the keyboard. Camtasia Recorder fully supports Microsoft Windows® accessibility features including StickyKeys, FilterKeys, MouseKeys, High Contrast and more. Keyboard access is provided throughout Camtasia Recorder. Keyboard shortcuts, shortcut keys, and menu commands are readily available.	**Exceptions:** Some capture input functions are not available from the keyboard (e.g. freehand region selection) unless MouseKeys are used. The ScreenPad Dialog and the ScreenPad annotation objects are not keyboard accessible unless MouseKeys are used.
(b) Accessibility Features: Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated features of any operating system that are identified as accessibility features where	**Fully supported** Testing of Camtasia Recorder has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.	

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the application programming interface for those accessibility features has been documented by the manufacturer of the operating system and is available to the product developer.		
(c) On-screen focus and tracking: A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes Focus is programmatically exposed through the Microsoft Active Accessibility (MSAA)	**Fully supported** Camtasia Recorder supports technologies that make computer programs more accessible to people who use assistive technology. Visual on-screen focus and tracking is provided throughout Camtasia Recorder.	
(d) Information about user interface elements: Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.	**Supported with exceptions** Camtasia Recorder provides information about most user interface elements including the identity, operation and state of the element to assistive technology. When an image represents a program element, the information conveyed by the image is also available in text.	**Exceptions:** Radio button style menu item state is not available with JAWS (e.g. the current input and output selection). This state is available using Microsoft Active Accessibility. Slider and scrollbar controls in some dialogs indicate a range between 0 and 100 percent, regardless of the actual valid range for the control. The identity and operation of some buttons are not available to assistive technology (e.g. the Open File button on the Watermark Page of the Effects Options Dialog does not provide any textual indication of what action it performs).
(e) Consistent meaning of images: When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's	**Fully supported** All controls, status indicators, and other programmatic elements communicated via an image are consistent throughout Camtasia Recorder.	

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performance.		
(f) Availability of textual information: Textual information shall be provided through operating system functions for displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.	**Supported with minor exceptions** Camtasia Recorder supports text content and text input caret location with a few minor exceptions.	**Exceptions:** Text attributes such as bold, italic, are not supported. Some static dialog text is not read automatically using JAWS. It is read if the user directs JAWS to read the entire page.
(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.	**Fully supported** Camtasia Recorder does not override user selected contrast and color settings when they are available in the operating system.	
(h) Animation: When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.	**Fully supported** Camtasia Recorder does not incorporate any animation.	
(i) Color Coding: Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Fully supported** The Camtasia Recorder user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	
(j) Variety of color selections: When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.	**Fully supported** Wherever the Camtasia Recorder user interface allows the user to set a color, any color that is available for display by the hardware, may be chosen in software.	
(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements	**Fully supported** Camtasia Recorder does not use flashing or blinking text in its user	**Remarks:** Camtasia Recorder blinks the capture area rectangle and the tray icon when at a frequency of 1 Hz when it is recording.

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having a flash or blink frequency greater than 2 Hz and lower than 55 Hz.	interface except as noted below.	
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.	**Supported with minor exceptions** Camtasia Recorder allows people using assistive technology to interact with, complete and submit forms through the use of keyboard navigation. Some directions and cues are not available to assistive technology.	**Exceptions:** Static text for directions and cues in some dialogs are not available to screen readers (e.g. some labels for units and ranges are not read by JAWS).

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Camtasia Producer VPAT

The following table indicates the 508 section1194.21 compatibility of Camtasia Producer software.

Camtasia Producer - § 1194.21 Software Applications and Operating Systems		
Criteria	**Compliance**	**Remarks and explanations**
(a) Keyboard Access: When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	**Fully supported** All functionality provided by the mouse is available via the keyboard (e.g. All items on the context menus are available via the main menu). Keyboard access is provided throughout Camtasia Producer. Keyboard shortcuts, shortcut keys, and menu commands are readily available. Camtasia Producer fully supports Microsoft Windows® accessibility features including StickyKeys, FilterKeys, MouseKeys, High Contrast and more.	
(b) Accessibility Features: Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated features of any operating system that are identified as accessibility features where the application programming interface for those accessibility features has	**Fully supported** Testing of Camtasia Producer has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.	

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been documented by the manufacturer of the operating system and is available to the product developer.		
(c) On-screen focus and tracking: A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes Focus is programmatically exposed through the Microsoft Active Accessibility (MSAA)	**Fully supported** Camtasia Producer supports technologies that make computer programs more accessible to people who use assistive technology. Visual on-screen focus and tracking is provided throughout Camtasia Producer.	
(d) Information about user interface elements: Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.	**Supported with exceptions** Camtasia Producer provides information about most user interface elements including the identity, operation and state of the element to assistive technology. When an image represents a program element, the information conveyed by the image is also available in text.	**Exceptions:** The identity and states of the timeline control and movie playback buttons are not available to assistive technology. Radio button style menu item state is not available with JAWS. This state is available using Microsoft Active Accessibility. Slider and scrollbar controls in some dialogs indicate a range between 0 and 100 percent, regardless of the actual valid range for the control. Most of these dialogs provide an alternative to using the slider or scrollbar control (e.g. an edit box) where the operation and state is fully available to assistive technology. Some color values in dialogs are not conveyed in text. Some static label text is not available to assistive technologies. Caption positioning button identity is not available to assistive technologies.

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		Some progress controls do not convey their current values as text.
(e) Consistent meaning of images: When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's performance.	**Fully supported** All controls, status indicators, and other programmatic elements communicated via an image are consistent throughout Camtasia Producer.	
(f) Availability of textual information: Textual information shall be provided through operating system functions for displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.	**Supported with minor exceptions** Camtasia Producer supports text content and text input caret location with a few minor exceptions	**Exceptions:** Descriptive static text in some dialogs is not available (e.g. tip of the day dialog text is not available). Some static dialog text is not read automatically using JAWS. It is read if the user directs JAWS to read the entire page.
(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.	**Fully supported** Camtasia Producer does not override user selected contrast and color settings when they are available in the operating system.	
(h) Animation: When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.	**Fully supported** The Camtasia Producer interface does not use animation as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Remarks:** One of the primary functions of Camtasia Producer is to display movies. The current state of screen reader technology is not capable of exposing this content.
(i) Color Coding: Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Fully supported** The Camtasia Producer user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	
(j) Variety of color	**Fully supported**	

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selections: When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.	The color selections in Camtasia Producer are completely user settable. Any shade available on their hardware is available as a software selection as well.	
(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements having a flash or blink frequency greater than 2 Hz and lower than 55 Hz.	**Fully supported** Camtasia Producer does not use flashing or blinking text in its user interface.	
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.	**Supported with minor exceptions** Camtasia Producer allows people using assistive technology to interact with, complete and submit forms through the use of keyboard navigation. Some directions and cues are not available to assistive technology.	**Exceptions:** Static text for directions and cues in some dialogs are not available to screen readers (e.g. some labels for units and ranges are not read by JAWS).

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Camtasia Effects VPAT

The following table indicates the current 508 section1194.21 compatibility of Camtasia Effects software. In-house evaluation has been performed using the Job Access with Speech (JAWS) interface.

Camtasia Effects - § 1194.21 Software Applications and Operating Systems		
Criteria	**Compliance**	**Remarks and explanations**
(a) Keyboard Access: When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	**Supported with exceptions** Most of the functions supported by Camtasia Effects, where the function itself or the result of performing the function can be discerned textually, can be executed from the keyboard. Camtasia Effects fully supports Microsoft Windows® accessibility features including StickyKeys, FilterKeys, MouseKeys, High Contrast and more. Keyboard access is provided throughout Camtasia Effects. Keyboard shortcuts, shortcut keys, and menu commands are readily available.	**Exceptions:** The Zoom In and Zoom Out functions of the timeline are not accessible from the keyboard unless MouseKeys are used. You cannot set focus to the Object List using only the keyboard unless MouseKeys are used. Once the Object list has focus, the list itself is keyboard accessible. The Object position and duration are not accessible in the timeline unless MouseKeys are used. The timeline control on the main interface is not directly keyboard accessible unless MouseKeys are used.
(b) Accessibility Features: Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated features of any operating system that are identified as accessibility features where	**Fully supported** Testing of Camtasia Effects has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.	

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the application programming interface for those accessibility features has been documented by the manufacturer of the operating system and is available to the product developer.		
(c) On-screen focus and tracking: A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes. Focus is programmatically exposed through the Microsoft Active Accessibility (MSAA)	**Fully supported** Camtasia Effects supports technologies that make computer programs more accessible to people who use assistive technology. Visual on-screen focus and tracking is provided throughout Camtasia Effects.	
(d) Information about user interface elements: Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.	**Supported with exceptions** Camtasia Effects provides information about most user interface elements including the identity, operation and state of the element to assistive technology. When an image represents a program element, the information conveyed by the image is also available in text.	**Exceptions:** The identity and states of the timeline control and movie playback buttons are not available to assistive technology.
(e) Consistent meaning of images: When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's performance.	**Fully supported** All controls, status indicators, and other programmatic elements communicated via an image are consistent throughout Camtasia Effects.	
(f) Availability of textual	**Supported with minor**	Descriptive static text in some dialogs is not

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information: Textual information shall be provided through operating system functions for displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.	**exceptions** Camtasia Effects supports text content and text input caret location with a few minor exceptions.	available. Some static dialog text is not read automatically using JAWS. It is read if the user directs JAWS to read the entire page.
(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.	**Fully supported** Camtasia Effects does not override user selected contrast and color settings when they are available in the operating system.	
(h) Animation: When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.	**Fully supported** Camtasia Effects does not incorporate any animation.	
(i) Color Coding: Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Fully supported** The Camtasia Effects user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	
(j) Variety of color selections: When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.	**Fully supported** Wherever the Camtasia Effects user interface allows the user to set a color, any color that is available for display by the hardware, may be chosen in software.	
(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements having a flash or blink frequency greater than 2 Hz	**Fully supported** Camtasia Effects does not use flashing or blinking text in its user interface.	

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and lower than 55 Hz.		
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.	**Supported with minor exceptions** Camtasia Effects allows people using assistive technology to interact with, complete and submit forms through the use of keyboard navigation. Some directions and cues are not available to assistive technology.	**Exceptions:** Static text for directions and cues in some dialogs are not available to screen readers (e.g. the label and the color sample prior to the canvas color select button, is not read by JAWS). In the Object Properties Dialog, the value for the parameters is not read until the user attempts to edit the value.

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Camtasia MenuMaker VPAT

The following table indicates the current 508 section1194.21 compatibility of Camtasia MenuMaker software. In-house evaluation has been performed using the Job Access with Speech (JAWS) interface.

Camtasia MenuMaker - § 1194.21 Software Applications and Operating Systems		
Criteria	**Compliance**	**Remarks and explanations**
(a) Keyboard Access: When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	**Supported with minor exceptions** Most of the functions supported by Camtasia MenuMaker, where the function itself or the result of performing the function can be discerned textually, can be executed from the keyboard. Camtasia MenuMaker fully supports Microsoft Windows® accessibility features including StickyKeys, FilterKeys, MouseKeys, High Contrast and more. Keyboard access is provided throughout Camtasia MenuMaker. Keyboard shortcuts, shortcut keys, and menu commands are readily available.	**Exceptions:** Interactive positioning and sizing of the menu list is not available unless MouseKeys are used. The menu list can be position and sized, however, by entering actual values into the appropriate edit fields.
(b) Accessibility Features: Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated features of any operating	**Fully supported** Testing of Camtasia MenuMaker has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.	

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system that are identified as accessibility features where the application programming interface for those accessibility features has been documented by the manufacturer of the operating system and is available to the product developer.		
(c) On-screen focus and tracking: A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes Focus is programmatically exposed through the Microsoft Active Accessibility (MSAA)	**Supported with minor exceptions** Camtasia MenuMaker supports technologies that make computer programs more accessible to people who use assistive technology. Visual on-screen focus and tracking is provided throughout Camtasia MenuMaker.	**Exceptions:** Focus cannot be set to the toolbar or the status bar. The color selection controls as indicated in part (d), cannot get focus with the keyboard alone unless MouseKeys are used.
(d) Information about user interface elements: Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.	**Supported with exceptions** Camtasia MenuMaker provides information about most user interface elements including the identity, operation and state of the element to assistive technology. When an image represents a program element, the information conveyed by the image is also available in text.	**Exceptions:** The color selectors used in Camtasia MenuMaker cannot be set with keyboard commands unless MouseKeys is enabled.
(e) Consistent meaning of images: When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's performance.	**Fully supported** All controls, status indicators, and other programmatic elements communicated via an image are consistent throughout Camtasia MenuMaker.	

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(f) Availability of textual information: Textual information shall be provided through operating system functions for displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.	**Supported with minor exceptions** Camtasia MenuMaker supports text content and text input caret location with a few minor exceptions	**Exceptions:** Expanded menu item description in the status bar cannot be read by assistive technology (since you cannot set focus to the status bar).
(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.	**Fully supported** Camtasia MenuMaker does not override user selected contrast and color settings when they are available in the operating system.	
(h) Animation: When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.	**Fully supported** The Camtasia MenuMaker interface does not use animation as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	
(i) Color Coding: Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Supported with minor exceptions** The Camtasia MenuMaker user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Exceptions:** The color selection controls as noted in part (d) so not provide any textual information about the selected color.
(j) Variety of color selections: When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be	**Fully supported** The color selections in Camtasia MenuMaker are completely user settable. Any shade available on their hardware is available as	

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provided.	a software selection as well.	
(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements having a flash or blink frequency greater than 2 Hz and lower than 55 Hz.	**Fully supported** Camtasia MenuMaker does not use flashing or blinking text in its user interface.	
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.	**Fully supported** Camtasia MenuMaker allows people using assistive technology to interact with, complete and submit forms through the use of keyboard navigation. Some directions and cues are not available to assistive technology.	

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Camtasia MenuPlayer VPAT

The following table indicates the current 508 section1194.21 compatibility of Camtasia MenuPlayer software. In-house evaluation has been performed using the Job Access with Speech (JAWS) interface.

Camtasia MenuPlayer - § 1194.21 Software Applications and Operating Systems		
Criteria	**Compliance**	**Remarks and explanations**
(a) Keyboard Access: When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	**Fully supported** All functionality provided by the mouse is available via the keyboard. Keyboard access is provided throughout Camtasia MenuPlayer. Keyboard shortcuts, shortcut keys, and menu commands are readily available. Camtasia MenuPlayer fully supports Microsoft Windows® accessibility features including StickyKeys, FilterKeys, MouseKeys, High Contrast and more.	
(b) Accessibility Features: Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated features of any operating system that are identified as accessibility features where the application programming interface for those accessibility features has been documented by the manufacturer of the	**Fully supported** Testing of Camtasia MenuPlayer has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.	

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operating system and is available to the product developer.		
(c) On-screen focus and tracking: A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes Focus is programmatically exposed through the Microsoft Active Accessibility (MSAA)	**Fully supported** Camtasia MenuPlayer supports technologies that make computer programs more accessible to people who use assistive technology. Visual on-screen focus and tracking is provided throughout Camtasia MenuPlayer.	**Remarks:** The Camtasia MenuPlayer consists of one window which always has focus when the application has focus. This window is used to display a graphic. The graphic may be modified in real-time to show which part currently has focus. Since the graphic focus operation is up to the menu designer, the focus area of the graphic may or may not be exposed depending on the intent of the designer.
(d) Information about user interface elements: Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.	**Supported with exceptions** Camtasia MenuPlayer provides information about most user interface elements including the identity, operation and state of the element to assistive technology. When an image represents a program element, the information conveyed by the image is also available in text.	**Exceptions:** The Camtasia MenuPlayer client area does not currently supply textual information to assistive technology. It is, strictly speaking, a graphic display area.
(e) Consistent meaning of images: When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's performance.	**Fully supported** All controls, status indicators, and other programmatic elements communicated via an image are consistent throughout Camtasia MenuPlayer.	
(f) Availability of textual information: Textual information shall be provided through operating system functions for displaying text. The minimum information that	**Supported with exceptions** Camtasia MenuPlayer does not support text content and text input caret location.	**Exceptions:** The Camtasia MenuPlayer client area does not currently supply textual information to assistive technology, unless the assistive technology is set to read tooltips, in which case these items are accessible.

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shall be made available is text content, text input caret location, and text attributes.		
(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.	**Fully supported** Camtasia MenuPlayer does not override user selected contrast and color settings when they are available in the operating system.	
(h) Animation: When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.	**Fully supported** The Camtasia MenuPlayer interface does not use animation as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	
(i) Color Coding: Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Supported with minor exceptions** The Camtasia MenuPlayer user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Exceptions:** The Camtasia MenuPlayer user interface uses color as the only means of conveying information only when displaying highlighted and visited links.
(j) Variety of color selections: When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.	**Fully supported** Camtasia MenuPlayer has no provisions for a user to adjust the color or contrast settings and is therefore in full compliance.	
(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements having a flash or blink	**Fully supported** Camtasia MenuPlayer does not use flashing or blinking text in its user interface.	

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frequency greater than 2 Hz and lower than 55 Hz.		
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.	**Fully Supported** Camtasia MenuPlayer allows people using assistive technology to interact with, complete and submit forms through the use of keyboard navigation. Some directions and cues are not available to assistive technology.	**Remarks:** Camtasia MenuPlayer does not use any electronic forms.

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Camtasia Player VPAT

The following table indicates the 508 section1194.21 compatibility of Camtasia Player software.

Camtasia Player - § 1194.21 Software Applications and Operating Systems		
Criteria	**Compliance**	**Remarks and explanations**
(a) Keyboard Access: When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	**Supported with minor exceptions** All functionality provided by the mouse is available via the keyboard (e.g. All items on the context menus and toolbars are available via the main menu). Keyboard access is provided throughout Camtasia Player. Keyboard shortcuts, shortcut keys, and menu commands are readily available. Camtasia Player fully supports Microsoft Windows® accessibility features including StickyKeys, FilterKeys, MouseKeys, High Contrast and more.	**Exceptions:** The slider control on the main interface is not directly keyboard accessible unless MouseKeys are used.
(b) Accessibility Features: Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated features of any operating system that are identified as accessibility features where the application programming interface for those accessibility features has been documented by the manufacturer of the operating system and is available to the product developer.	**Fully supported** Testing of Camtasia Player has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.	

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(c) On-screen focus and tracking: A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes Focus is programmatically exposed through the Microsoft Active Accessibility (MSAA)	**Fully supported** Camtasia Player supports technologies that make computer programs more accessible to people who use assistive technology. Visual on-screen focus and tracking is provided throughout Camtasia Player.	
(d) Information about user interface elements: Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.	**Fully supported** Camtasia Player provides information about all user interface elements including the identity, operation and state of the element to assistive technology. When an image represents a program element, the information conveyed by the image is also available in text.	
(e) Consistent meaning of images: When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's performance.	**Fully supported** The Camtasia Player user interface consistently uses bitmap images to identify controls, status indicators or other programmatic elements.	
(f) Availability of textual information: Textual information shall be provided through operating system functions for displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.	**Fully supported** Camtasia Player uses standard system functions to send textual information to the operating system in all cases.	
(g) Contrast and color settings:	**Fully supported**	

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Applications shall not override user selected contrast and color selections and other individual display attributes.	Camtasia Player does not override user selected contrast and color settings when they are available in the operating system.	
(h) Animation: When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.	**Fully supported** The Camtasia Player interface does not use animation as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Remarks:** The primary function of Camtasia Player is to display movies. The current state of screen reader technology is not capable of exposing this visual content.
(i) Color Coding: Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	**Fully supported** The Camtasia Player user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.	
(j) Variety of color selections: When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.	**Fully supported** The color selections in Camtasia Player are completely user settable. Any shade available on their hardware is available as a software selection as well.	
(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements having a flash or blink frequency greater than 2 Hz and lower than 55 Hz.	**Fully supported** There are no user interface elements in Camtasia Player that blink or flash.	
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.	**Fully supported** Camtasia Producer allows people using assistive technology to interact with, complete and submit forms through the use of keyboard navigation. Some directions and cues are not available to assistive technology.	

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