



and Section 508

Show 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.

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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® offers the following background information to help our customers understand the accessibility features of our software, including Camtasia Recorder®, Camtasia Studio®, Camtasia MenuMaker, Camtasia Player®, and Camtasia Theater, 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. 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 Camtasia Recorder®, Camtasia Studio®, Camtasia MenuMaker, Camtasia Player®, Camtasia Audio Editor, and Camtasia Theater. The information is provided in industry standard voluntary product accessibility template tables. The following VPAT tables are provided.

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Camtasia Recorder® VPAT

The following table indicates the current 508 section 1194.21 compatibility of Camtasia Recorder® software. In-house evaluation has been performed using the Job Access with Speech (JAWS) interface.

Camtasia Recorder® - § 1194.21 Software Applications and Operating Systems		
Criteria	Compliance	Remarks and explanations
<p>(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.</p>	<p>Partial</p>	<p>Full screen - Full screen dimensions can be selected using keyboard.</p> <p>Custom - Dimensions may be entered in manually with a keyboard however adjusting the dimensions to a particular area or selection requires the use of Mouse Keys. -Doing dual monitor recordings requires the use of Mouse Keys to manually select the region. <QA: still need to verify></p> <p><i>Select Region</i> - User can enable select region option but cannot select the region with the help of keyboard.</p> <p>Preset Region - Present dimensions for the recorder can be selected with the help of Keyboard.</p> <p>Camera -Enlarging the camera preview window cannot be done with a keyboard and can only be done with Mouse. - Camera settings can be changed with the help of keyboard like video settings, format settings etc.</p> <p>Audio -The audio source can be selected with the help of keyboard. - The volume level can be Increased/decreased with the keyboard.</p> <p>Start recording -The Record Button can be selected and recording can be started using keyboard.</p> <p>During Recording -The audio volume level can be Increased/decreased</p>

		<p><i>with the keyboard.</i> -Restart and Pause button do not have a keyboard shortcut, but Stop does.</p> <p>Recorder Preview -The video controls cannot be selected with a keyboard, but can be done with Mouse Keys.</p> <p>Recorder Popup: <i>All the Popup in the Recorder application are accessible using keyboard.</i></p>
<p>(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.</p>	<p>Full</p>	<p>Testing of Camtasia Recorder® has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.</p>
<p>(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)</p>	<p>Not Supported</p>	<p>Select Area - Only the boxes in dimension show focus when tabbed through.</p> <p>Settings -The volume meter can be tabbed to however there is no indication that it has current focus.</p> <p>During Recording -Focus stays on the volume meter focus cannot be changed with the keyboard.</p> <p>Recording Preview -Nothing in recorder preview shows focus. Focus cannot be given by tabbing.</p>

<p>(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.</p>	<p>Not Supported</p>	<p>Using Jaws -None of the buttons and menu items in the main UI, during recording, and recording preview are recognized by JAWS. -Warning boxes such as failed to initialize camera and the “Do you want to delete this recording” are not read by JAWS. -The audio volume levels are not read by JAWS. Effects Options - Annotation -The check boxes in the System stamp and Caption area are not read by JAWS. -Objects in the Time/Date Format... box are not read by JAWS. -Objects in the Options... box are not read by JAWS. Effects Options - Sound -Objects in the Mouse click sound effects area are not read by JAWS. Effects Options - Cursor -Objects in the Cursor area are not read by JAWS. -Objects in the Highlight cursor area are not read by JAWS. -Objects in the Highlight mouse clicks area are not read by JAWS. Tools Options -No objects in any of the tabs here are read by JAWS. Recording Toolbar <i>- No options for selection / unselecting are detected by JAWS.</i></p> <p>***Important Note*** -The recorder preview window which opens up as a result of making any kind of recording is not compliant. None of the buttons are recognized by JAWS.</p>
<p>(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.</p>	<p>Supported</p>	<p>During Recording -During a recording, the Pause and Resume recording button use the same image however textual information is provided to show the intention of the button.</p>
<p>(f) Availability of textual information: Textual information shall be provided through operating</p>	<p>Not Supported</p>	<p>Tools Options -Most textual information is not read by JAWS.</p>

system functions for displaying text. The minimum information that 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.	Full	Camtasia Recorder® does not override user selected contrast and color settings when they are available in the operating system. The Camtasia Recorder main application however, is drawn with custom colors and graphics that do not follow system colors or contrast settings. Other dialogs used in Recorder do follow system color and contrast settings.
(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.	Supported with minor exceptions	Recorder -Animation from turning off/on Camera and Audio device as well as toggling between full screen and custom settings cannot be turned off. During Recording -Animation from the Screen Draw and Cursor Effects button cannot be turned off.
(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.	Full	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.	Full	The color selections in Camtasia Recorder® 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.	Full	Camtasia Recorder® blinks the capture area and the tray icon when it is currently in record mode. It blinks at a rate of approx. 1HZ and is therefore in compliance.
(l) Interaction with electronic forms: When electronic forms are used, the form shall allow	Not Supported	Tools Options -Most information required to make selections in this area are not recognized by JAWS

<p>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.</p>		
<p>(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.</p>	<p>Supported with minor exceptions</p>	<p>Recorder -Animation from turning off/on Camera and Audio device as well as toggling between full screen and custom settings cannot be turned off.</p> <p>During Recording -Animation from the Screen Draw and Cursor Effects.</p>
<p>(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.</p>	<p>Full</p>	<p>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.</p>
<p>(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.</p>	<p>Full</p>	<p>The color selections in Camtasia Recorder® are completely user settable. Any shade available on their hardware is available as a software selection as well.</p>
<p>(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.</p>	<p>Full</p>	<p>Camtasia Recorder® blinks the capture area and the tray icon when it is currently in record mode. It blinks at a rate of approx. 1HZ and is therefore in compliance.</p>
<p>(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.</p>	<p>Not Supported</p>	<p>Tools Options - Most information required to make selections in this area are not recognized by JAWS.</p>

Camtasia Player® VPAT

The following table indicates the current 508 section 1194.21 compatibility of Camtasia Player® software. In-house evaluation has been performed using the Job Access with Speech (JAWS) interface

Camtasia Player® - § 1194.21 Software Applications and Operating Systems		
Criteria	Compliance	Remarks and explanations
<p>(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.</p>	<p>Supported with minor exceptions</p>	<p>Main Interface <ul style="list-style-type: none"> - Only play and pause of video could be performed by keyboard. - Stop, Beginning, Rewind, Forward and End buttons on the player are not accessible through keyboard. - Volume bar cannot be opened through keyboard. - Slider positioning can be controlled through keyboard. </p>
<p>(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.</p>	<p>Full</p>	<p>Testing of Camtasia Player® has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.</p>
<p>(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</p>	<p>Not Supported</p>	<p>- <i>Tabbing to access controls of Camtasia Player is not supported.</i></p>

<p>so that assistive technology can track focus and focus changes Focus is programmatically exposed through the Microsoft Active Accessibility (MSAA)</p>		
<p>(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.</p>	<p>Partial</p>	<p>Main Interface -The Play->Full Screen and the Play->Repeat menu items are check menu items. The unchecked states are not exposed to JAWS. -Selecting Play->Full Screen gives no immediate indication of the state of the player. It's difficult to access the menu (the context menu must be used) in this state. -JAWS provides no feedback to the user when a file is playing, is stopped, or is paused, e.g. where a clip starts, where it stops, or if it has reached the end. Also, JAWS provides no feedback when using fast forward, rewind, move to beginning, or move to end functions. -JAWS provides no feedback when the slider bar in the Main UI is moved. <i>-JAWS provides no feedback on increasing/ decreasing volume through volume icon of the Camtasia player.</i></p>
<p>(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.</p>	<p>Full</p>	<p>The Camtasia Player® user interface consistently uses bitmap images to identify controls, status indicators or other programmatic elements.</p>
<p>(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.</p>	<p>Supported with minor exceptions</p>	<p>Main Interface -The status bar information is not exposed to JAWS, e.g. movie playback state and elapsed time/movie length.</p>

<p>(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<p>Supported with minor exceptions</p>	<p>Camtasia Player® does not override user selected contrast and color settings when they are available in the operating system.</p> <p>-The foreground of the volume button on the toolbar does not change color when using High Contrast. Therefore, the image on the button cannot be seen when the background is black.</p> <p>The primary function of the application is to display movies. The current state of screen reader technology is not capable of exposing this visual content.</p> <p>- Any of the buttons like Play, Pause, Stop, Beginning, Rewind, Forward and End are not visible at high contrast.</p>
<p>(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.</p>	<p>Full</p>	<p>The primary function of the application is to display movies. The current state of screen reader technology is not capable of exposing this visual content.</p>
<p>(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.</p>	<p>NA</p>	<p>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.</p>
<p>(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.</p>	<p>Full</p>	<p>The color selections in Camtasia Player® are completely user settable. Any shade available on their hardware is available as a software selection as well.</p>
<p>(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.</p>	<p>NA</p>	<p>There are no user interface elements in Camtasia Player® that blink or flash.</p>

<p>(I) 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.</p>	<p>NA</p>	<p>Camtasia Player® contains no forms or edit fields that need to be completed by the user.</p>
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Camtasia MenuMaker® VPAT

The following table indicates the current 508 section 1194.21 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
<p>(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.</p>	<p>Supported with minor exceptions</p>	<p>Main Interface -The toolbar on the main interface is not accessible from the keyboard. You can however access the same elements through the main menu. -The context menu is not available with the standard Shift-F10 key command, although it can be accessed through MouseKeys. It appears all of the context menu items are available in the main menu except for Add Submenu. There is an Insert Submenu in the main menu however it is not enabled unless you are in map view. You can bring up the context menu with Shift + F10 if you are in map view mode. -The panel that contains the submenus can not be accessed by the keyboard. However you can set its location and dimensions from the list properties dialog. - <i>“Test menu” dialog window’s context menu can be accessed using Shift+ F10 + Spacebar keys.</i> - <i>“Ctrl + T” is the shortcut key to open “Test menu” dialog window.</i></p> <p>Camtasia MenuMaker Tip Dialog -Cannot set the focus on the message of the dialog with the keyboard in order to scroll through the message, if necessary.</p> <p>Create a new project (Advanced) -When you change the template selection, Camtasia MenuMaker automatically puts focus on the Name edit box so you have to repeatedly tab back to the template list box.</p> <p>Camtasia MenuMaker Wizard – Choose Files -When you select move up or move down, the dialog items loses focus and then you can not use the keyboard unless you press the windows key twice. Then the dialog sets the focus to the Add Files button.</p>

		<p>Menu Properties Dialog – Content -You can not access any of the image buttons at all with the keyboard. (Ex: Add Files, Add Website, Add Static Text, Add Submenu, Bold, Justify, etc)</p> <p>Project Content -Arrow buttons are not accessible via the keyboard.</p> <p>Menu Created by MenuMaker -Can not access the menu items in any other way</p>
<p>(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.</p>	<p>Full</p>	<p>Testing of Camtasia MenuMaker has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.</p>
<p>(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)</p>	<p>Full</p>	<p>Camtasia MenuMaker Wizard – Choose Files -The focus is not apparent when on the File List Box. -When using the keyboard, focus and control is lost if a file is moved to the top or bottom of the list box with the Move Up or Move Down button. The use of MouseKeys or closing and reopening the dialog is required to get it back.</p> <p>Create a new project (Advanced) -When you change the template selection the program automatically puts focus on the Name edit box so you have to repeatedly tab back to the template list box.</p> <p>Menu Properties Dialog -When using the keyboard, focus and control is lost when the Apply button is selected. The use of</p>

		<p>MouseKeys or closing and reopening the dialog is required to get it back.</p> <p>- <i>“Ctrl + T” is the shortcut key to access “Test menu” dialog window.</i></p> <p>Menu Properties Dialog – Content Tab -The focus is not apparent when on the File List Box.</p> <p>Help Screen -When you open the help screen it is not given focus. You can get around this by using alt + tab and selecting the help dialog.</p>
<p>(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.</p>	<p>Partial</p>	<p>Main UI -JAWS do not provide any information about the menus which appear in the main screen. It only reads the title at the bottom of the menu when in map view. The standard view provides no information about the current menu to the user. -If small tool bar buttons is enabled then it reads graphic ### for each tool bar button instead of a meaningful description.</p> <p>Camtasia MenuMaker – Welcome Dialog -JAWS read all the options displayed under Welcome Dialog along with text in combo box as well.</p> <p>Camtasia MenuMaker Wizard – Choose Files -JAWS read all the enabled buttons displayed under Choose files dialog.</p> <p>Camtasia MenuMaker Tip -JAWS do not pick up the TechSmith Camtasia Studio image at all.</p> <p>Camtasia MenuMaker Wizard – Create Menu Folder -JAWS pick up that the “Back” button is not enabled and that is why JAWS does not read Back button.</p> <p>Camtasia MenuMaker Wizard – Finish -JAWS do pick up that the “Back, Finish and Cancel” button are enabled.</p> <p>Project Properties Dialog -JAWS could not pick up that the desktop color option was not enabled. -JAWS do not pick up what the selected choice is for</p>

	<p>desktop color and really does not pick up the control for choosing a color. All JAWS says is the label before it. -JAWS read the play sound buttons as checkboxes that were not checked.</p> <p>Options for Camtasia Player -It does not pick up what the selected choice is for background color and really does not pick up the control for choosing a color. All JAWS says is the label before it.</p> <p>Testing Your Menu -JAWS does not give feedback to the user to which items are links / Buttons</p> <p>Project Content -JAWS do not pick up the two arrow buttons above the list box.</p> <p>Undo/Redo Icon <i>- JAWS does not read Undo/Redo button on applying Undo/Redo buttons.</i></p> <p>Camtasia MenuMaker – Sure you want to Delete Submenu Dialog <i>-JAWS reads the warning message before reading “Yes and No” buttons.</i></p> <p>Menu Properties Dialog – General Tab -The Image file browse button is only an icon. There is no accompanying text on the button or in a callout. The button has a label of graphic ###. -JAWS do not provide meaningful feedback for the Background Color. JAWS do not recognize the control for picking a background color. -JAWS does not pick up the apply button being disabled when there have not been any changes.</p> <p>Menu Properties Dialog – Cursor Tab -JAWS does not pick up the apply button being disabled when there have not been any changes. -The folder browse buttons are only an icon. There is no accompanying text on the button or in a callout. The button has a label of graphic ###. -The button to play the sound is being read by JAWS as sounds checkbox not checked.</p> <p>Menu Properties Dialog – List Tab</p>
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	<p>-JAWS do not provide meaningful feedback for the Normal Color, Visited Color, Highlighted Color, and Background Color Drop-down menus. JAWS do not recognize the color controls.</p> <p><i>-The value for the Blend Effect Slider Bars is being read appropriately as per the slider positioning.</i></p> <p>-JAWS go through the positions and says left, top, width, and height are edit spin boxes. Then it goes through them again saying they are spin controls.</p> <p>-JAWS does not pick up the “Apply” button being disabled when there have not been any changes.</p> <p>Menu Properties Dialog – Content Tab</p> <p>-JAWS does not pick up the apply button being disabled when there have not been any changes.</p> <p>-JAWS do not pick up any of the buttons in the tool bar such as Add files, add web address, add text, add submenu, bold, italics, up arrow, etc.</p> <p>-When using the JAWS read all feature, it will not pick up the font and font size drop downs unless they had focus during the read all.</p> <p><i>- JAWS do not recognize the Camtasia Player Image displayed in the list box for menus.</i></p> <p>Menu Properties Dialog – Button Tab</p> <p>-JAWS does not pick up the apply button being disabled when there have not been any changes.</p> <p>-JAWS do not provide meaningful feedback for the Color 1 and Color 2 Drop-down menus. JAWS does not recognize the color controls.</p> <p>-When reading the left and top edit spin boxes, JAWS does not read the current values. This is only when doing a read all. JAWS do read the values when you tab to it.</p> <p><i>-The “Back” and “Home” picture preview are not being read on the screen by the JAWS.</i></p> <p>-Also, JAWS at the end goes back and says Left and Top spin controls when it already read them as edit spin boxes.</p> <p>Help File -JAWS reads the graphics in the help file as graphic ### even the back and forward buttons on say all only.</p> <p>-During say all, Jaws does not mention that certain items are links. It does however, identify them as links when you tab to them.</p> <p>Technical Support -JAWS does not read the text in the Diagnostic Information Edit box during say all.</p>
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		<p>You can however tab to the field and use your reading keys.</p> <p>Check for Upgrade -JAWS do not pick up the Camtasia logo that is in the upper left corner of the dialog box.</p> <p>About Camtasia Studio Dialog -JAWS do not pick up the Tech Smith Camtasia Studio Image.</p> <p>***Important Note*** -Menus created by menu maker are not compliant. None of the menu elements are recognized by JAWS. -Along with menus, sub menus are also not 508 compliant.</p>
<p>(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.</p>	<p>Full</p>	<p>The Camtasia MenuMaker user interface consistently uses bitmap images to identify controls, status indicators or other programmatic elements.</p>
<p>(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.</p>	<p>Supported with minor exceptions</p>	<p>Camtasia MenuMaker Wizard – Choose Template -JAWS reads the description at the top of the dialog multiple times instead of just once.</p> <p>Camtasia MenuMaker Wizard – Choose Files -JAWS read the description at the top of the dialog multiple times instead of just once. It appears that JAWS is associating the description with each group of controls.</p> <p>Camtasia MenuMaker Wizard – Enter Title -JAWS read the description at the top of the dialog multiple times instead of just once. It appears that JAWS is associating the description with each group of controls.</p> <p>Camtasia MenuMaker Wizard – Create Menu Folder -JAWS read the description at the top of the dialog multiple times instead of just once. It appears that</p>

		<p>JAWS is associating the description with each group of controls.</p> <p>Camtasia MenuMaker Wizard – Finish -JAWS read the entire dialog text a couple of times instead of just once.</p> <p>Project Content Dialog -JAWS read the description at the top of the dialog multiple times instead of just once.</p> <p>Menu Properties Dialog – General Tab -The Image File Text Box is not wide enough to allow JAWS to read all of its content.</p> <p>Menu Properties Dialog – Cursor Tab -The mouse click and mouse hover Text Box is not wide enough to allow JAWS to read all of its content.</p> <p>Menu Properties Dialog – List Tab -The Color selected under dropdown for Normal, Visited and Highlighted is not recognized JAWS.</p> <p>Menu Properties Dialog – Content Tab - Font family and font size not read by JAWS until user manually places tab there. - JAWS do not recognize the Camtasia Player Image displayed in the list box.</p> <p>Options Dialog -The template folder Text Box is not wide enough to allow JAWS to read all of its content.</p>
<p>(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<p>Full</p>	<p>Camtasia MenuMaker does not override user selected contrast and color settings when they are available in the operating system.</p>
<p>(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.</p>	<p>NA</p>	<p>The primary function of the application is to display movies. The current state of screen reader technology is not capable of exposing this visual content.</p>
<p>(i) Color Coding: Color coding shall not be used as the only means of conveying information,</p>	<p>Full</p>	<p>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.</p>

<p>indicating an action, prompting a response, or distinguishing a visual element.</p>		
<p>(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.</p>	<p>Full</p>	<p>The color selections in Camtasia MenuMaker are completely user settable. Any shade available on their hardware is available as a software selection as well.</p>
<p>(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.</p>	<p>NA</p>	<p>There are no user interface elements in Camtasia MenuMaker that blink or flash.</p>
<p>(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.</p>	<p>NA</p>	<p>Camtasia MenuMaker contains no forms or edits fields that need to be completed by the user.</p>

Camtasia Theater VPAT

The following table indicates the current 508 section 1194.21 compatibility of Camtasia Theater software. In-house evaluation has been performed using the Job Access with Speech (JAWS) interface.

Camtasia Theater - § 1194.21 Software Applications and Operating Systems		
Criteria	Compliance	Remarks and explanations
<p>(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.</p>	Partial	<p>Main Interface -User can switch between “Playlist and Customize” tabs with the help of keyboard. - The duration field of the added item into theater is editable by keyboard. -There are no keyboard commands to edit the name of an item in the menu list. -It appears you can not get the drop down lists to drop down with the keyboard. The down and up buttons however scroll through the list.</p> <p>Exported File that plays flash movies with menu -User can access the menu buttons displayed under Camtasia theater application.</p>
<p>(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.</p>	Full	<p>Testing of Camtasia Theater has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.</p>
<p>(c) On-screen focus and tracking: A well-defined on-screen</p>	Full	<p>Main UI -Focus is not apparent when you are in the Menu List and it is empty.</p>

<p>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)</p>		<p>Help Screen - When user opens "Help" file by pressing then the help file window displays as activated.</p>
<p>(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.</p>	<p>Not Supported</p>	<p>Main UI -Focus is not apparent when in the Menu List. -JAWS do not read any information about the tabs or any buttons. -JAWS does not read any items in the File, Edit, Tools, and Help menu.</p> <p>Playlist Tab -When items are in the list, JAWS reads no information about any of the list items. - JAWS read "Open dialog" and "Pick an image" dialog.</p> <p>Customize Tab -The Save and Preview button is not read by JAWS.</p> <p>Customize Tab - HTML -The text box is not recognized as an editable text box. -The Preloader drop down box value is not read correctly nor is the current selection read. -The Preview button is read as "HTML"</p> <p>Customize Tab – Properties -None of the items in the list box are read by JAWS. -No drop down boxes are recognized by JAWS and their values are not read. -All color drop down boxes are read as "T color selector."</p> <p>Customize Tab – Quiz -None of the items in the list box are read by JAWS. -All the properties option for Quiz are disabled,</p> <p>Customize Tab – Captions -None of the items in the list box are read by JAWS. -No drop down boxes are recognized by JAWS and</p>

		<p>their values are not read. -All color drop down boxes are read as "T color selector." <i>-All the properties option for Caption are disabled,</i></p> <p>Customize Tab – Quiz -None of the items in the list box are read by JAWS. -No drop down boxes are recognized by JAWS and their values are not read. -All color drop down boxes are read as "T color selector." <i>-All the properties option for Quiz are disabled,</i></p> <p>Save Project Dialog -The text boxes are not recognized as editable text boxes. -The create folder check box is not recognized by JAWS. -The OK and Cancel buttons are not recognized by JAWS.</p> <p>Help File -During say all, JAWS does not mention that certain items are links. It does however, identify them as links when you tab to them.</p> <p>About Camtasia Studio Dialog -JAWS do read the middle text. -JAWS do not read the Credits and OK button. -JAWS do not read the http://www.techsmith.com link.</p> <p>***Important Note*** -Anything produced from theatre is not 508 compliant. -JAWS read the pause, play, and stop buttons in the SWF viewer as "button." No information is given about the table of contents, volume level, and information box.</p>
<p>(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</p>	<p>Full</p>	<p>The Camtasia Theater user interface consistently uses bitmap images to identify controls, status indicators or other programmatic elements.</p>

performance.		
<p>(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.</p>	Not Supported	<p>-JAWS does not read most objects. In some cases JAWS will provide non useful information for some objects. -JAWS does not read any of the text provided under dropdowns.</p> <p>Help File -JAWS does not read all of the text on some of the pages.</p>
<p>(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	Supported with minor exceptions	<p>-Camtasia Theater does not override user selected contrast and color settings when they are available in the operating system. -Except for Title bar text, all text in Camtasia Theater does not retain user selected font size. -Camtasia Theater does not display caption embedded into videos.</p>
<p>(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.</p>	Full	The Camtasia Theater is used to record video segments. It captures all on screen action within a selectable region. In and of itself, it provides no animation, and is therefore, compliant.
<p>(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.</p>	Full	The Camtasia Theater user interface does not use color as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.
<p>(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.</p>	Full	The color selections in Camtasia Theater are completely user settable. Any shade available on their hardware is available as a software selection as well.
<p>(k) Flash or blink frequency: Software shall not use flashing or blinking text, objects, or other elements having a flash or blink</p>	Full	Camtasia Theater has no instances where it blinks at a rate greater than 2 Hz.

frequency greater than 2 Hz and lower than 55 Hz.		
<p>(I) 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.</p>	<p>Not Supported</p>	<p>JAWS does not provide useful information when user input is required.</p>

Camtasia Studio® VPAT

The following table indicates the current 508 section 1194.21 compatibility of Camtasia Studio® software. In-house evaluation has been performed using the Job Access with Speech (JAWS) interface.

Camtasia Studio® - § 1194.21 Software Applications and Operating Systems		
Criteria	Compliance	Remarks and explanations
<p>(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.</p>	<p>Partial</p>	<p>Main Interface -You cannot use the keyboard to get focus to the movie preview pane or the upper toolbar. However, all functionality except for Detach/Attach of the preview pane is accessible through the menu or keyboard shortcuts. Also, all items on the upper toolbar are accessible through the drop down menus. -You cannot lock and unlock items in the time line with the keyboard. -You can not scroll up and down in the time line when there is more information that can fit in the time line window. -You cannot adjust the size of the time line with the keyboard. -You cannot adjust the size of the preview window with the keyboard. -You cannot adjust the size of the Clip Bin window with the keyboard. -When you have the story board showing at the bottom of the screen, it is impossible to put focus on the images or transitions using only the keyboard. -You cannot hide and unhide categories in the Task List with a keyboard.</p> <p>Power Point Recording -When you are recording a power point presentation, it is impossible to put focus on the record button, however you can press ctrl + shift + f10 to start and pause recordings.</p> <p>Voice Narration -User can increase/decrease the volume input level with the arrow keys and by using Page Up/Down keys.</p> <p>Record Camera / Camera Properties / Zoom Face Tracking -Even though you can push the buttons with the</p>

	<p>keyboard, they do not anything. When clicked with the mouse the buttons actually do what they are supposed to.</p> <ul style="list-style-type: none"> - User can adjust the properties of the Camera recording with the help of keyboard. <p>Record Camera / Format</p> <ul style="list-style-type: none"> - User can access any controls under “Record Camera” <p>Audio</p> <ul style="list-style-type: none"> - On check-marking Noise Removal option, the “Noise Removal” progress bar get displayed and it does not get finished so user cannot switch focus with keyboard. <p>Zoom-n-Pan</p> <ul style="list-style-type: none"> -User can Change the Scale with the help of keyboard arrow keys. -User can Change the “Tilt” with the help of keyboard arrow keys. <p>Transitions</p> <ul style="list-style-type: none"> -The only way to get a transition onto the timeline is to press shft+F10 to get the context menu which gives you the option to enter the transition after a certain clip. -Once user has added the transition then after that user cannot focus back with keyboard. <p>Captions</p> <ul style="list-style-type: none"> -User can access the textbox where he has type the captions with the help of keyboard. - User can also access other controls for Captions like font, font size, font color, background color etc. <p>Flash quiz and survey</p> <ul style="list-style-type: none"> -When selecting preview, focus jumps to another app but can be returned using alt+tab or closing the preview app. <p>Produce video as</p> <ul style="list-style-type: none"> - After completion of the any production user can focus back to Studio with the help of keyboard using Alt+Tab keys. -You can not access the buttons in the preview window that displays the player. However, you can get to the same location by choosing the flash options button above the preview window.
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		<p>-The audio link cannot be selected with the keyboard.</p> <p>Batch Production – Select Files Dialog -When you push the remove selected button, the dialog loses focus and you can not do anything with the keyboard. You can alt + tab to get the focus back.</p>
<p>(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.</p>	<p>Full</p>	<p>Testing of Camtasia Studio® has not indicated that the product will disrupt or disable accessibility features of other products or operating systems.</p>
<p>(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)</p>	<p>Supported with minor exceptions</p>	<p>Power Point Recording -You cannot get focus on the Camtasia add-in in power point. -When you are recording a power point presentation, it is impossible to put focus on the record button, however you can press ctrl + shift + f9 to start and pause recordings and ctrl + shift + f10 to stop recordings.</p> <p>Title Clips -When you user clicks “Color Palette” to chose the font color then JAWS cannot read the chosen color and read it like “Graphics 788”.</p> <p>Voice Narration - After saving the recorded voice the focus get shifted to timeline. You can put focus back on it by alt + tab.</p>

	<p>Record Camera -When user clicks “Reset Zoom” button under “Properties” dialog, then the application loses focus. You can put focus back on it by pressing alt + tab two times.</p> <p>Record Camera / Camera Properties / Zoom.Face Tracking -Focus is not clearly defined when the focus is on either of the zoom buttons. -Focus is not clearly defined when it is on the arrow buttons, and the home button.</p> <p>Record Camera / Camera Properties / Device Settings -Focus is not clearly defined when focus resides on the Auto check box.</p> <p>Zoom-n-Pan -It is not apparent when focus is on the window where you select the portion of the image you want to zoom in on.</p> <p>Callouts -It is not apparent when the list box with callouts is in focus. - On inserting the callouts on the video, the user cannot position it in a particular position on the preview window.</p> <p>Transitions - User can insert transition in between clips though context menu by pressing Shift + F10 on selecting the transitions effect. But after insertion of transition user cannot focus back on to transitions with the help of keyboard.</p> <p>Captions -Focus is not apparent when you are on a button which is in the pressed down state.</p> <p>Flash Quiz and Survey Manager -</p> <p>Production Wizard – Blog preset -User can easily focus back to the application after the summary text box with the keyboard.</p> <p>Production Wizard – CD preset</p>
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		<p><i>-User can easily focus back to the application after the summary text box with the keyboard.</i></p> <p>Production Wizard – HD preset <i>-User can easily focus back to the application after the summary text box with the keyboard.</i></p> <p>Production Wizard – iPhone preset <i>-User can easily focus back to the application after the summary text box with the keyboard.</i></p> <p>Production Wizard – iPod preset <i>-User can easily focus back to the application after the summary text box with the keyboard.</i></p> <p>Production Wizard – Marker Options <i>-User cannot rename the text of markers with the help of keyboard.</i></p> <p>Production Wizard – QuickTime Options <i>-Most of the controls are not accessible for “QuickTime option” Video Settings.</i></p>
<p>(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.</p>	<p>Supported with minor exceptions</p>	<p>Main UI Using Jaws -During a say all JAWS reads gif and images as “graphic ###” -During a say all JAWS not pick up that items in the task list are links -When the links in the Task List are not enabled, JAWS does not pick up that they are not enabled -JAWS does not pick up the preview player at all. It only reads graphic ### for it. -JAWS does not pick up any of the controls on the time line when they have focus, so the user would not know what they were -JAWS does not pick up the Record the screen and Record PowerPoint links in the task list when they have focus. -No instructions are read out by JAWS for any of the toolbar buttons. However, the menu items in the main menu and in the toolbars are read out. -When focus is on images or transitions which are located on the timeline, JAWS does not give any information to the user.</p> <p>Camtasia Studio Evaluation Dialog -JAWS does not read the Welcome text. -JAWS does not read the link to the TechSmith website as a link.</p>

	<p>PowerPoint Add-in -JAWS does not read anything in the Camtasia Studio PowerPoint add-in.</p> <p>PowerPoint Record Dialog box when PPT is Displayed -JAWS does not pick up the image, the slider bar, the microphone control, or the begin recording button.</p> <p>Title Clips -When focus is on the text edit box, JAWS do read the text which resides in the edit box. -When focus is on the color drop down, JAWS down not say that you can push the button to choose a different color.</p> <p>Voice Narration -JAWS do not read the heading text for “Audio Setup Wizard”.</p> <p>Record Camera -JAWS does not read heading text for “Audio Setup Wizard” dialog.</p> <p>Properties / Zoom/Face Tracking tab -Some buttons are read as “btn XXX” button</p> <p>Properties / Device Settings tab -JAWS only reads the slider values and not the property they correspond to. -JAWS only reads the state of check boxes, but does not read what they correspond to.</p> <p>Properties / Stream Format -JAWS does not pick up any controls in this dialog except for the ok, cancel, and apply buttons.</p> <p>Choose Audio Settings Dialog -JAWS does not pick up the microphone input level bar that jumps up when you talk into the microphone</p> <p>Picture-in-Picture (PIP) -JAWS does not read the selected color for PIP border. -When focus is on Modify selected PIP clip, Remove selected PIP clip, or Remove all PIP clips link button, JAWS only reads the text and does not mention that they are link buttons.</p>
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	<p>Callouts -JAWS reads show/hide callout list as “Graphics 763 button”. -When focus is in the Text edit box, JAWS do read all the text displayed in the edit box.</p> <p>Color Dialogs -Like other color dialogs elsewhere in Camtasia Studio®, these dialogs in Camtasia Theater do not provide adequate information to JAWS. - It does not provide information to what color is in focus. -JAWS doesn’t pick up any of the colors under basic and custom colors label.</p> <p>Flash Hot Spot Properties -JAWS does not pick up that controls on the dialog are not enabled when applicable. -JAWS does not pick up that the edit boxes, drop down list, and check box correspond to the radio buttons.</p> <p>Zoom-n-Pan -JAWS only reads text for “Add key frame” and “Remove key frame” buttons. -JAWS reads the expand Advanced button as “graphics.”</p> <p>Flash Quiz and Survey Manager -When focus is on any of the link buttons, JAWS only reads the text and does not mention that they are link buttons.</p> <p>Multiple Choice Question -When focus is on the question edit box, all JAWS says is “edit type and text”. It does not pick up the label before the edit box and the text inside of the box.</p> <p>Fill in the Blank Question -JAWS does not associate text with controls so it basically just reads the text on the screen from left to right and top to bottom during a say all. -When focus is on any of the link buttons, JAWS only reads the text and does not mention that they are link buttons. -When focus is on the question edit box, all JAWS</p>
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	<p>says is “edit type and text”. It does not pick up the label before the edit box and the text inside of the box.</p> <p>-When focus is on the list view, JAWS does not associate the “list of acceptable answers” label with the list view.</p> <p>Short Answer Question</p> <p>-When focus is on the question edit box, all JAWS says is “edit type and text”. It does not pick up the label before the edit box and the text inside of the box.</p> <p>Cursor Effects</p> <ul style="list-style-type: none"> - JAWS does not read “Mouse cursor visible” checkbox text. - JAWS does not read “Cursor size” slider value. - JAWS does not read drop down value of Highlight Effect, Left-click effect and Right click effect. - JAWS also does not read “Click sound effect: Left click and Right click dropdown value. <p>Captions</p> <ul style="list-style-type: none"> -JAWS does not associate the label with the “width” edit box when it has focus. - JAWS does not read any of the formatting control provided for the Captions. <p>Production Wizard - Welcome to the Camtasia Studio Production Wizard</p> <p>-JAWS does not pick up that the Show me how to produce my video is a link button.</p> <p>Production Wizard – Where would you like to save your video file(s)?</p> <ul style="list-style-type: none"> -JAWS does not read the categories that the two text boxes are a part of. -JAWS reads What is Screencast.com? as text only and does not indicate that it is a link. <p>Production Wizard – Completing the Camtasia Studio Production Wizard</p> <ul style="list-style-type: none"> -JAWS reads Tell me more about this file type as just text and does not indicate that it is a link. -JAWS does not read anything in the production settings box. <p>Production Wizard – How would you like to produce your video?</p>
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	<p>-JAWS reads Help me choose a file format as text only and does not indicate that it is a link. -JAWS does not pick up when certain items are not enabled.</p> <p>Production Wizard – Windows media Encoding Options -JAWS does not read anything in the Description or Details box.</p> <p>Production Wizard – QuickTime Encoding Options -JAWS does not read anything in the Details box.</p> <p>Production Wizard – AVI Encoding Options -JAWS does not read anything in the Details box.</p> <p>Video Compression Dialog -JAWS does not pick up that certain controls are not enabled (when applicable) -JAWS associates the wrong labels with the Key Frame Every edit box and the data rate edit box. Currently, it associates them with no label.</p> <p>Cinepak for Windows 32 -JAWS reads the Data rate editable box as “frames.”</p> <p>Microsoft Video 1 Compressor Configure Dialog -The value read by JAWS for the slider control does not match the label.</p> <p>Editing Dimensions: - JAWS does not read text of “Editing Dimensions” dialog box. - JAWS does not read present dimensions mentioned in the dropdown menu under “Editing Dimensions” dialog box.</p> <p>Production Wizard –Video Size -JAWS does not read information about the color selection for background color. -JAWS is unable to pick up that certain items are not enabled. -JAWS is not reading the correct slider value of “Horizontal offset and Vertical offset” slider while doing positing of Watermark under Watermark.</p> <p>Production Wizard – Animated GIF Encoding Options</p>
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	<p>-JAWS does not read anything in the Details box. -JAWS does not pick up when certain items are not enabled.</p> <p>Production Wizard – Flash Templates -JAWS does not pick any information of the preview player control. -When focus is on the preview button, all JAWS says is “to activate press the space bar.” It does not give any information about what type of control it is or the text on the control. <i>- JAWS does not read “Encode Audio” checkmark in Audio tab under “Flash options” dialog on selecting any controller like Express show or Overlay.</i></p> <p>Video Dimensions – Preview Dialog -JAWS does not pick up any information at all about the player. -JAWS does not pick up that certain controls are not enabled.</p> <p>Production Wizard – Create table of Contents Dialog -When focus is on the preview button, all JAWS says is “toolbar to activate press the space bar”. It does not give any information about what type of control it is or the text on the control. -JAWS does not pick up that the certain controls are not enabled. -JAWS does not read the names of items in the list box and does not say what state the checkboxes are in.</p> <p>Production Preset Wizard – Create Preset Dialog -JAWS does not read any text in the Description box.</p> <p>Watermark Options -JAWS reads percentages from the slider controls that differ from what the labels say that are next to the slider controls. -JAWS is unable to pick up that certain controls are not enabled. (when applicable) -JAWS gives no useful information about the transparent color. -JAWS reads all position buttons as “radio button x of 9.”</p> <p>Production Wizard – Video Options -JAWS does not pick up that certain controls are not</p>
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	<p>enabled. (when applicable) -When focus is on the preview button, all JAWS says is “to activate press the space bar”. It does not give any information about the type of control or the text on the control.</p> <p>Quiz and Survey Reporting Options -JAWS does not pick up that certain controls are not enabled. (when applicable) -JAWS reads the first two radio buttons in the reporting group box as X of 2 and the last one as 1 of 1. Since you can only choose one out of the three, JAWS should read the radio buttons as X of 3.</p> <p>Production Wizard – Produce Video -When focus is on the preview button, all JAWS says is “to activate press the space bar”. It does not give any information about the type of control or the text on the control. -JAWS does not read the Production name: box. - JAWS does not read the folder label and folder drop down list. -JAWS does not pick up that ‘What is Screencast.com?’ is a link button. -JAWS does not read any text in the summary box.</p> <p>Batch Production – Select Files Dialog -JAWS does not pick up that certain controls are not enabled. (when applicable)</p> <p>Batch Production – Profile Options -JAWS does not pick up that certain controls are not enabled. (when applicable)</p> <p>Batch Production – Finish -The Open Folder button is just read as “button.”</p> <p>Rendering Batch Production Dialog -When doing a say all, JAWS does not read the correct percentages for the progress bars. This is probably because they are changing so rapidly.</p> <p>Production Results Dialog -JAWS does not read any text in the summary box</p> <p>Pack and Show Wizard Dialog -During a say all, JAWS does not pick up the drop down list and thus does not read any text that may be in it.</p>
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	<p>AVI Options Dialog -During a read all, JAWS reads the “Select the desired player for your video and the related options” text twice. -JAWS does not pick up that certain controls are not enabled. (when applicable) - “Encode Audio” checkbox not read by JAWS. -JAWS does not read any useful information about the background color.</p> <p>Options – Program Dialog -JAWS does not read the AutoSave interval spin box values as they are changed.</p> <p>Options – HotKeys Dialog -JAWS do read what the CTRL, SHIFT, and ALT check boxes correspond to. -JAWS reads “No selected item” for all items in the list box.</p> <p>Help File -During say all, Jaws does not mention that certain items are links. It does however, identify them as links when you tab to them.</p> <p>Technical Support -JAWS does not read the text in the Diagnostic Information Edit box during say all. You can however tab to the field and use your reading keys.</p> <p>Check for Upgrade -JAWS does not read the text in this dialogue.</p> <p>About Camtasia Studio Dialog -JAWS does not read some of the text. -JAWS does not read the http://www.techsmith.com as a link.</p> <p>Enter Software Key Dialog -JAWS does not pick up that certain controls are not enabled. -JAWS does not read the http://www.techsmith.com as a link.</p> <p>***Important Note*** -Flash output from Camtasia Studio is not compliant. When viewed in web browsers or Camtasia Theatre, JAWS does not read any buttons or index items.</p>
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<p>(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.</p>	<p>Full</p>	<p>The Camtasia Studio® user interface consistently uses bitmap images to identify controls, status indicators or other programmatic elements.</p>
<p>(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.</p>	<p>Supported with minor exceptions</p>	<p>Camtasia Studio Evaluation Dialog -JAWS does not pick up the welcome text. -JAWS does not read some text on this screen.</p> <p>Title Clips -JAWS does not read text which appears in the preview window.</p> <p>Record Camera <i>-JAWS do read text for the controls provided under "Record Camera" tab. It also read frames heading text with the controls provided under it.</i></p> <p>Properties / Stream Format -JAWS do read text for the controls displayed under property page.</p> <p>Choose Audio Settings Dialog -JAWS does not read the description at the top of the dialog that says "Choose Audio Settings Select the audio device and input source"</p> <p>Tune Volume Input Levels Dialog -JAWS does not read the description at the top of the dialog that says "Tune Volume Input Levels Adjust the volume level from the input source selected on the previous page." -JAWS cannot read the text that changes every couple of seconds when the auto-adjust volume button is pushed. This technique of giving a timed response is not very accessible</p> <p>Production Wizard – How will you distribute -JAWS does not read the text at the top of this dialog which states "How will you produce your video? Select the file format for production of your final video"</p> <p>Callout Properties</p>

	<p><i>-When doing a say all in JAWS, the JAWS read all the text which resides in the edit box on a single line.</i></p> <p>Open Captions -JAWS does not read the text stop, add, overlay, display, and width (in chars):</p> <p>Production Wizard – What type of content Dialog -JAWS does not pick up the bold header or the text that appears underneath the header. -JAWS does not pick up the preview text which appears on the split button.</p> <p>Production Wizard – Optimize for Video Dialog -JAWS does not pick up the bold header or the text that appears underneath the header. -JAWS does not pick up the preview text which appears on the split button.</p> <p>Production Wizard – Optimize for Audio Dialog -JAWS does not pick up the bold header or the text that appears underneath the header. -JAWS does not pick up the preview text which appears on the split button.</p> <p>Production Wizard – Flash Templates -JAWS does not pick up the bold header or the text that appears underneath the header. -JAWS does not pick up the text which appears in the preview player.</p> <p>Video Dimensions – Preview Dialog -JAWS is unable to read any text which resides in the player.</p> <p>Production Wizard – Create table of Contents Dialog -JAWS does not pick up the bold header or the text that appears underneath the header. -JAWS does not pick up the preview text which appears on the split button.</p> <p>Production Wizard – Where to save Dialog -JAWS does not pick up the bold header or the text that appears underneath the header. -JAWS does not pick up the preview text which appears on the split button. -During a say all, JAWS does not read the text in the combo edit box.</p> <p>Production Wizard – Completing the Wizard</p>
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	<p>Dialog -JAWS does not pick up the preview text which appears on the split button. -JAWS does not pick up the text “TechSmith Camtasia Studio”.</p> <p>Production Wizard – Completing the Wizard Dialog -JAWS does not pick up the bold header or the text that appears underneath the header. (“Create a production Preset” and “Set the Production Preset name, description, and output format using the boxes below”)</p> <p>Production Preset Wizard – Flash templates -JAWS does not pick up the bold header or the text that appears underneath the header. -JAWS does not read any of the text which appears on the preview player.</p> <p>Flash Options – Video Dialog -JAWS does not pick up the following text: Frame rate label under SWF, Frame rate label under FLV, the percent signs, and the Max Bitrate label. <i>-JAWS does not read selected background color under “Flash Option” dialog.</i></p> <p>Production Preset Wizard – Video Options -During a say all, JAWS does not read the text inside of the image path edit box. -JAWS does not pick up the bold header or the text that appears underneath the header</p> <p>Manifest Options -JAWS does not read the duration label at all.</p> <p>Watermark Dialog <i>-JAWS does not read Horizontal offset and Vertical offset slider bar value appropriately</i></p> <p>Production Preset Wizard – Windows Encoding Options Dialog -JAWS does not pick up the bold header or the text that appears underneath the header.</p> <p>Production Preset Wizard – Video Size Dialog -JAWS does not pick up the bold header or the text that appears underneath the header.</p>
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	<p>Production Preset Wizard – AVI Encoding Options <i>-JAWS do read the text ‘Frame Rate’ displayed under dropdown menu.</i> -JAWS does not pick up the bold header or the text that appears underneath the header.</p> <p>Video Compression Dialog -JAWS does not read the text ‘frames’ which comes after the edit box.</p> <p>Microsoft Video 1 Compressor Configure Dialog -JAWS does not read the label which shows the value of the slider control.</p> <p>Production Preset Wizard – MP3 Encoding Options -JAWS does not pick up the bold header or the text that appears underneath the header.</p> <p>Production Preset Wizard – RealMedia Encoding Options -JAWS does not pick up the bold header or the text that appears underneath the header.</p> <p>Production Preset Wizard – RealPlayer Encoding Options -JAWS does not pick up the bold header or the text that appears underneath the header.</p> <p>Target Bitrate Settings Dialog -JAWS does not read the line of text at the very top of the dialog. (“Select a Target Audience, then configure the Target Bitrate for that Target Audience Below”)</p> <p>Production Preset Wizard – GIF Options -JAWS does not pick up the bold header or the text that appears underneath the header. <i>-JAWS do read the text ‘Frame Rate’ displayed under dropdown menu.</i></p> <p>Production Wizard – How would you like to Produce you Video (Custom) -JAWS does not pick up the bold header or the text that appears underneath the header.</p> <p>Production Wizard – Video Options</p>
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		<p>-JAWS does not pick up the bold header or the text that appears underneath the header -During a say all, JAWS does not read the text inside of the image path edit box.</p> <p>Production Wizard – Produce Video Dialog -JAWS does not pick up the bold header or the text that appears underneath the header. -JAWS does not pick up the preview text which appears on the split button. -During a say all, JAWS does not read the text in the combo edit box.</p> <p>Batch Production – Select Files Dialog -JAWS does not read the title at the top of the list view. -JAWS does not pick up the bold header or the text that appears underneath the header. -When doing a say all with JAWS, it does not read all of the items in the list view. It will only read one item.</p> <p>Batch Production – Profile Options Dialog -JAWS does not pick up the bold header or the text that appears underneath the header.</p> <p>Batch Production – Finish -JAWS does not pick up the bold header or the text that appears underneath the header. -During a read all, JAWS does not read the text inside of the drop down list.</p> <p>Production Results Dialog -JAWS does not pick up the bold header or the text that appears underneath the header. -During a read all, JAWS does not read any of the text inside the read only edit.</p> <p>Help File -JAWS does not read all of the text on some of the pages.</p>
<p>(g) Contrast and color settings: Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<p>Full</p>	<p>Camtasia Studio® does not override user selected contrast and color settings when they are available in the operating system.</p>
<p>(h) Animation: When animation is displayed,</p>	<p>Full with minor</p>	<p>The Camtasia Studio® interface does not use animation as the only means of conveying</p>

the information shall be displayable in at least one non-animated presentation mode at the option of the user.	exceptions	information, indicating an action, prompting a response, or distinguishing a visual element. One of the primary functions of the application 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.	Full	The Camtasia 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.	Full	The color selections in Camtasia Studio® 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.	Full	There are no user interface elements in Camtasia Studio 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.	Supported with minor exceptions	There are some instances when JAWS does not associate the right label with text boxes and a few cases where radio buttons are not described accurately. Please see section (d) for more details.

Section 1194.31 Functional Performance Criteria – Detail		
Criteria	Supporting Features	Remarks and explanations
(a) At least one mode of operation and information retrieval that does not require user vision shall be provided, or support for Assistive Technology used by people who are blind or visually impaired shall be provided.	Supports with exceptions	Making changes to objects on preview window do not get noticed.
(b) At least one mode of operation and information retrieval that does not require visual acuity greater than 20/70 shall be provided in audio and enlarged print output working together or independently, or support for Assistive Technology used by people who are visually impaired shall be provided.	Supports	Camtasia Studio supports high DPI viewing. Camtasia Studio UI icons still remains small in size under high DPI.
(c) At least one mode of operation and information retrieval that does not require user hearing shall be provided, or support for Assistive Technology used by people who are deaf or hard of hearing shall be provided.	Supported	Camtasia Studio has an option where user does not require hearing.
(d) Where audio information is important for the use of a product, at least one mode of operation and information retrieval shall be provided in an enhanced auditory fashion, or support for assistive hearing devices shall be provided.	Partially Supported	Camtasia Studio Partially supports this option to convey information in the form of audio.
(e) At least one mode of operation and information retrieval that does not require user speech shall be provided, or support for Assistive Technology used by people with disabilities shall be provided.	Supports	Camtasia Studio has a feature “Speech-to-text” in which users recorded voice would be converted into text.
(f) At least one mode of operation and information retrieval that does not require fine motor control or simultaneous actions and that is operable with limited reach and strength shall be provided.	Supports with exceptions	User can drag any audio/video file supported by Camtasia Studio directly onto the preview window.

Section 1194.41 Information, Documentation and Support – Detail		
Criteria	Supporting Features	Remarks and explanations
(a) Product support documentation provided to end-users shall be made available in alternate formats upon request, at no additional charge	Supported	Documentation is available via several means, including online.
(b) End-users shall have access to a description of the accessibility and compatibility features of products in alternate formats or alternate methods upon request, at no additional charge.	Supported	A copy of the VPAT Section 1194.21 can be made available upon request.
(c) Support services for products shall accommodate the communication needs of end-users with disabilities.	Supported	Support is available via phone, online knowledgebase, online submission, and discussion forum.