



## and Section 508

*Show Your World™*

A TECHSMITH® WHITE PAPER

June 2012

**TechSmith Corporation and Section 508**

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## Document Purpose and Scope

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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

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On December 21, 2001 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 which were effective on February 20, 2001. The Access Board published standards setting forth a definition of electronic and information technology and the technical and functional performance criteria necessary for such technology to comply with section 508. Section 508 requires that when Federal agencies develop, procure, maintain, or use electronic and information technology, they shall ensure that the electronic and information technology allows Federal employees with disabilities to have access to and use of information and data that is comparable to the access to and use of information and data by Federal employees who are not individuals with disabilities, unless an undue burden would be imposed on the agency. Section 508 also requires that individuals with disabilities, who are members of the public seeking information or services from a Federal agency, have access to and use of information and data that is comparable to that provided to the public who are not individuals with disabilities, unless an undue burden would be on the agency.

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 standards .

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™ software programs, 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’s 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 § 1194.22 Web-based Intranet and Internet Information and Applications) and provides an analysis of TechSmith’s products as related to these standards.

## TechSmith’s Voluntary Product Accessibility Templates®( VPAT™)

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This section provides specific compliance information for most of the TechSmith’s current software products. These include Snagit® Camtasia Recorder, Camtasia Studio, Camtasia MenuMaker, Camtasia Player, Camtasia Audio Editor™, and Camtasia Theater software programs. 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.

<b>Camtasia Recorder - § 1194.21 Software Applications and Operating Systems</b>		
<b>Criteria</b>	<b>Compliance</b>	<b>Remarks and explanations</b>
<p><b>(a) Keyboard Access:</b> 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>	<b>Partial</b>	<p><b>Full Screen</b> -This option cannot be selected with the keyboard.</p> <p><b>Custom</b> - Dimensions may be entered in manually with a keyboard however adjusting the dimensions to a particular area requires the use of Mouse Keys. -Doing dual monitor recordings requires the use of Mouse Keys to manually select the region.</p> <p><b>Select Area to Record</b> - User can enable select area to record option but cannot select the region with the keyboard.</p> <p><b>Webcam Format Settings Dialog</b> The options in this dialog box are not selectable by the keyboard.</p> <p><b>Camera</b> -Seeing an enlarged camera preview window cannot be done with a keyboard and can only be done with a mouse.</p> <p><b>During Recording</b> -The audio volume level can be Increased/decreased with the keyboard. But it is hard to tell when the audio is in focus to be able to change it.</p> <p><b>Recorder Preview</b> -The video controls cannot be selected with a keyboard, but can be done with Mouse Keys.</p>
<p><b>(b) Accessibility Features:</b> 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</p>	<b>Full</b>	<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>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><b>(c) On-screen focus and tracking:</b> 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><b>Not Supported</b></p>	<p><b>Select Area</b> - Only the boxes in dimension show focus when tabbed through. <b>Recorded Inputs</b> -The volume meter can be tabbed to however there is no indication that it has current focus. <b>During Recording</b> -The volume meter can be tabbed to however there is no indication that it has current focus. <b>Recording Preview</b> -Nothing in recorder preview shows focus. Focus cannot be given by tabbing. <b>Help Screen</b> -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><b>(d) Information about user interface elements:</b> 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><b>Not Supported</b></p>	<p>-Most interactive elements are not read/defined by JAWS  -Most check boxes, spin boxes and sliders are not correctly read out by JAWS  <b>***Important Note***</b> -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><b>(e) Consistent meaning of images:</b> 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><b>Supported with minor exception</b></p>	<p><b>During Recording</b> -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>

performance.		
<p><b>(f) Availability of textual information:</b> 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>	<b>Not Supported</b>	<p><b>Tools Options</b> -Most textual information is not read by JAWS.</p>
<p><b>(g) Contrast and color settings:</b> Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<b>Partial</b>	The Camtasia Recorder main application 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.
<p><b>(h) Animation:</b> When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.</p>	<b>Supported with minor exceptions</b>	<p><b>Recorder</b> -Animation from turning off/on Camera and Audio device as well as toggling between full screen and custom settings cannot be turned off. <b>During Recording</b> -Animation from the Screen Draw button cannot be turned off.</p>
<p><b>(i) Color Coding:</b> 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>	<b>Full</b>	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><b>(j) Variety of color selections:</b> 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>	<b>Full</b>	The color selections in CamtasiaRecorder are completely user settable. Any shade available on their hardware is available as a software selection as well.
<p><b>(k) Flash or blink frequency:</b> 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>	<b>Full</b>	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><b>(I) Interaction with electronic forms:</b> 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><b>Not Supported</b></p>	<p><b>Tools Options</b> -Most information required to make selections in this area are not recognized by JAWS</p>
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## 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

<b>Camtasia Player® - § 1194.21 Software Applications and Operating Systems</b>		
<b>Criteria</b>	<b>Compliance</b>	<b>Remarks and explanations</b>
<p><b>(a) Keyboard Access:</b> 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><b>Supported with minor exceptions</b></p>	<p><b>About Camtasia Player</b> - The link to the TechSmith website is not accessible by the keyboard</p>
<p><b>(b) Accessibility Features:</b> 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><b>Full</b></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><b>(c) On-screen focus and tracking:</b> 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</p>	<p><b>Not Supported</b></p>	<p>-The main focus stays constant on the player window and does not shift.</p>

changes Focus is programmatically exposed through the Microsoft Active Accessibility (MSAA)		
<p><b>(d) Information about user interface elements:</b> 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>	<b>Partial</b>	<p><b>Main Interface</b> -Some interactive elements are not read/defined by JAWS</p>
<p><b>(e) Consistent meaning of images:</b> 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>	<b>Full</b>	The Camtasia Player user interface consistently uses bitmap images to identify controls, status indicators or other programmatic elements.
<p><b>(f) Availability of textual information:</b> 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>	<b>Supported with minor exceptions</b>	<p><b>Main Interface</b> -The status bar information is not exposed to JAWS, e.g. movie playback state and elapsed time/movie length.</p>
<p><b>(g) Contrast and color settings:</b> Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<b>Supported with minor exceptions</b>	<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><b>(h) Animation:</b> When animation is displayed, the information shall be displayable in at least one non-animated presentation</p>	<b>Full</b>	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.

mode at the option of the user.		
<p><b>(i) Color Coding:</b> 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>	<b>Full</b>	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><b>(j) Variety of color selections:</b> 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>	<b>Full</b>	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><b>(k) Flash or blink frequency:</b> 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>	<b>Full</b>	There are no user interface elements in Camtasia Player that blink or flash.
<p><b>(l) Interaction with electronic forms:</b> 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>	<b>Full</b>	Camtasia Player contains no forms or edit fields that need to be completed by the user.

## 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

<b>Camtasia MenuMaker - § 1194.21 Software Applications and Operating Systems</b>		
<b>Criteria</b>	<b>Compliance</b>	<b>Remarks and explanations</b>
<p><b>(a) Keyboard Access:</b> 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><b>Supported with minor exceptions</b></p>	<p><b>Main Interface</b> -The context menu is not available with the standard Shift-F10 key command, although it can be accessed through MouseKeys. 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.</p> <p><b>Camtasia MenuMaker Tip Dialog</b> -Cannot set the focus on the message of the dialog with the keyboard in order to scroll through the message, if necessary.</p> <p><b>Create a new project (Advanced)</b> -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><b>Camtasia MenuMaker Wizard – Choose Files</b> -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><b>Main Menu Properties Dialog – Content</b> -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><b>Project Content</b> -Arrow buttons are not accessible via the keyboard.</p> <p><b>Menu Created by MenuMaker</b> -Can not access the menu items in any other way</p>
<p><b>(b) Accessibility Features:</b> Applications shall not disrupt or disable activated features of other products that are</p>	<p><b>Full</b></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>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><b>(c) On-screen focus and tracking:</b> 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><b>Full</b></p>	<p><b>Camtasia MenuMaker Wizard – Choose Files</b> -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. Focus can be regained by pressing the windows key twice.</p> <p><b>Create a new project (Advanced)</b> -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><b>Main Menu Properties Dialog</b> -When using the keyboard, focus and control is lost when the Apply button is selected. Focus can be regained by pressing the windows key twice.</p> <p><b>Main Menu Properties Dialog – Content Tab</b> -The focus is not apparent when on the File List Box.</p> <p><b>Help Screen</b> -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><b>(d) Information about user interface elements:</b> 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</p>	<p><b>Partial</b></p>	<p>-Some interactive elements are not read/defined by JAWS -Some check boxes, spin boxes and sliders are not correctly read out by JAWS</p> <p><b>***Important Note***</b> -Menus created by menu maker are not compliant. None of the menu elements are recognized by JAWS.</p>

program element, the information conveyed by the image must also be available in text.		
<p><b>(e) Consistent meaning of images:</b> 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>	<b>Full</b>	The Camtasia MenuMaker user interface consistently uses bitmap images to identify controls, status indicators or other programmatic elements.
<p><b>(f) Availability of textual information:</b> 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>	<b>Supported with minor exceptions</b>	<p>-Some static text is not read out by JAWS</p> <p>-The template folder Text Box is not wide enough to allow JAWS to read all of its content.</p>
<p><b>(g) Contrast and color settings:</b> Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<b>Full</b>	Camtasia MenuMaker does not override user selected contrast and color settings when they are available in the operating system.
<p><b>(h) Animation:</b> When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.</p>	<b>Full</b>	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><b>(i) Color Coding:</b> 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>	<b>Full</b>	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><b>(j) Variety of color selections:</b> When a product permits a user to adjust color and</p>	<b>Full</b>	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>contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.</p>		
<p><b>(k) Flash or blink frequency:</b> 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><b>Full</b></p>	<p>There are no user interface elements in Camtasia MenuMaker that blink or flash.</p>
<p><b>(l) Interaction with electronic forms:</b> 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><b>Full</b></p>	<p>Camtasia MenuMaker contains no forms or edits fields that need to be completed by the user.</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.

<b>Camtasia Studio® - § 1194.21 Software Applications and Operating Systems</b>		
<b>Criteria</b>	<b>Compliance</b>	<b>Remarks and explanations</b>
<p><b>(a) Keyboard Access:</b> 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><b>Partial</b></p>	<p><b>Main Interface</b> -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 adjust the size of the timeline 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. -You cannot get change focus from the three major areas with the keyboard (Tabs, Preview, Timeline) -You cannot move media on the timeline with the keyboard.</p> <p><b>Power Point Recording</b> -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><b>Camera Properties</b> -These dialogs are from the camera you have on your computer. We can't tell if they are compliant or not.</p> <p><b>Transitions</b> -The only way to get a transition onto the timeline is to use the hotkey. shift+f10 does not work in the transitions tab.</p>
<p><b>(b) Accessibility Features:</b> 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</p>	<p><b>Full</b></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>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><b>(c) On-screen focus and tracking:</b> 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><b>Partial</b></p>	<p><b>Main UI</b> -You cannot get change focus from the three major areas with the keyboard (Tabs, Preview, Timeline)</p> <p><b>Timeline</b> -It is very difficult to tell when media and sub-media object have focus on the timeline.</p> <p><b>Power Point Recording</b> -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><b>Camera Properties</b> -These dialogs are from the camera you have on your computer. We can't tell if they are compliant or not.</p> <p><b>Zoom-n-Pan</b> -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><b>(d) Information about user interface elements:</b> 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><b>Supported with exceptions</b></p>	<p>-Some interactive elements are not read/defined by JAWS -Some check boxes, spin boxes and sliders are not correctly read out by JAWS</p> <p><b>***Important Note***</b> -Flash/HTML5 output from Camtasia Studio is not compliant. When viewed in web browsers, JAWS does not read any buttons or index items.</p>

<p><b>(e) Consistent meaning of images:</b> 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><b>Full</b></p>	<p>The Camtasia Studio user interface consistently uses bitmap images to identify controls, status indicators or other programmatic elements.</p>
<p><b>(f) Availability of textual information:</b> 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><b>Supported with minor exceptions</b></p>	<p>-Some static text is not read out by JAWS  -Text in Canvas and Video Playback is not read by JAWS</p>
<p><b>(g) Contrast and color settings:</b> Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<p><b>Full</b></p>	<p>Camtasia Studio does not override user selected contrast and color settings when they are available in the operating system.</p>
<p><b>(h) Animation:</b> 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><b>Full with minor exceptions</b></p>	<p>The Camtasia Studio interface does not use animation as the only means of conveying 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.</p>
<p><b>(i) Color Coding:</b> 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><b>Full</b></p>	<p>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.</p>
<p><b>(j) Variety of color selections:</b> 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><b>Full</b></p>	<p>The color selections in Camtasia Studio are completely user settable. Any shade available on their hardware is available as a software selection as well.</p>

<p><b>(k) Flash or blink frequency:</b> 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><b>Full</b></p>	<p>There are no user interface elements in Camtasia Studio that blink or flash.</p>
<p><b>(l) Interaction with electronic forms:</b> 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><b>Supported with minor exceptions</b></p>	<p>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.</p>

## TechSmith Smart Player® VPAT

The following table indicates the current 508 section 1194.22 compatibility of TechSmith Smart Player® Web-based Internet application. In-house evaluation has been performed using the Job Access with Speech (JAWS) interface.

<b>TechSmith Smart Player® - § 1194.22 Web-based Internet information and applications</b>		
<b>Criteria</b>	<b>Compliance</b>	<b>Remarks and explanations</b>
<p><b>(a) Text Equivalent:</b> A text equivalent for every non-text element shall be provided (e.g., via "alt", "longdesc", or in element content).</p>	<b>Supported with exceptions</b>	Buttons have alt text. Captions also available if the content creator provides them.
<p><b>(b) Synchronized Equivalent:</b> Equivalent alternatives for any multimedia presentation shall be synchronized with the presentation.</p>	<b>Supported</b>	Captions are synchronized with the video.
<p><b>(c) Color:</b> Web pages shall be designed so that all information conveyed with color is also available without color, for example from context or markup.</p>	<b>Supported</b>	All buttons are visible without use of color.
<p><b>(d) Readable without style sheet:</b> Documents shall be organized so they are readable without requiring an associated style sheet.</p>	<b>Not supported</b>	There is no way to view the captions without watching the video.
<p><b>(e) Image map links:</b> Redundant text links shall be provided for each active region of a server-side image map.</p>	<b>Not Applicable</b>	The Smart Player does not have Image Maps
<p><b>(f) Client side image maps:</b> Client-side image maps shall be provided instead of server-side image maps except where the regions cannot be defined with an available geometric shape.</p>	<b>Not Applicable</b>	The Smart Player does not have Client-side Image Maps
<p><b>(g) Row and column headers:</b> Row and column headers shall be identified for data tables.</p>	<b>Full</b>	The header and rows are labeled in the 'Table of Contents.'
<p><b>(h) Multiple levels of headers:</b> Markup shall be used to associate data cells and header cells for data tables that have two or more logical levels of row</p>	<b>Full</b>	The Smart Player does not contain tables with two or more logical levels of row or column headers.

or column headers.		
<p><b>(i) Frame titles:</b> Frames shall be titled with text that facilitates frame identification and navigation</p>	<b>Full</b>	The Smart Player frame is titled in the HTML to facilitate identification and navigation.
<p><b>(j) Flash or blink frequency:</b> Pages shall be designed to avoid causing the screen to flicker with a frequency greater than 2 Hz and lower than 55 Hz.</p>	<b>Full Support with Exceptions</b>	Nothing in the Smart Player directly causes repeated screen blinking or flashing, however due to the nature of the video players it is possible that the video itself could contain flashes or blinks in the 2Hz to 55Hz frequency range.
<p><b>(k) Text only alternative:</b> A text-only page, with equivalent information or functionality, shall be provided to make a web site comply with the provisions of this part, when compliance cannot be accomplished in any other way. The content of the text-only page shall be updated whenever the primary page changes.</p>	<b>Not Supported</b>	
<p><b>(l) Assistive compatible scripts:</b> (l) When pages utilize scripting languages to display content, or to create interface elements, the information provided by the script shall be identified with functional text that can be read by Assistive Technology.</p>	<b>Not Supported</b>	JAWS does not read any of the Smart Player UI or playback of content
<p><b>(m) Plug-in links:</b> When a web page requires that an applet, plug-in or other application be present on the client system to interpret page content, the page must provide a link to a plug-in or applet that complies with §1194.21(a) through (l).</p>	<b>Supported with Exceptions</b>	The Smart Player can be used within Adobe Flash. If the user does not have Adobe Flash, it falls back to utilizing HTML5 which does not require a plugin.
<p><b>(n) Interaction with electronic forms:</b> (n) When electronic forms are designed to be completed on-line, the form shall allow people using Assistive Technology to access the information, field elements, and functionality</p>	<b>Supported with exceptions</b>	Flash/HTML5 - Some electronic forms are not read correctly with JAWS.

required for completion and submission of the form, including all directions and cues.		
<b>(o) Skip links:</b> (o) A method shall be provided that permits users to skip repetitive navigation links.	<b>Not Applicable</b>	

## Section 1194.31 Functional Performance Criteria – Detail

### VPAT™

### Voluntary Product Accessibility Template®

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.	Supported 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.	Supported	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.	Supported	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.	Supported with exceptions	User can drag any audio/video file supported by Camtasia Studio directly onto the preview window.

<b>Section 1194.41 Information, Documentation and Support – Detail</b>		
<b>Criteria</b>	<b>Supporting Features</b>	<b>Remarks and explanations</b>
(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, knowledge base, online submission, and discussion forum.