

Chapter 1 : MACROMEDIA FLASH 8-USING FLASH USING MANUAL Pdf Download.

Flash Accessibility Issues. Despite the ability of Flash to create (at least marginally) accessible content, there are some major issues you must be aware of regarding Flash and accessibility.

The use of non-standard formats can cause significant accessibility problems for some people. Where it is not possible to use a W3C technology, or doing so results in material that does not transform gracefully, provide an alternative version of the content that is accessible. Many non-W3C formats exist. Often, these formats cannot be viewed or navigated with standard user agents including assistive technologies. This Accessibility Guideline is probably one of the most contentious and difficult to interpret. In many cases the potential accessibility of a non-W3C application that requires specialist software is determined by three factors: The inherent accessibility of the application, or application version. The availability of user software readers to render the application, and the technological capacity needed for that software. The ability of current assistive technologies to access content generated by the application and rendered by the user software. Flash Macromedia Flash is a widely used tool for creating multimedia elements. Flash can generate interactive animations that deliver considerable visual impact with relatively small sized files. Flash content is browser independent and looks the same on all graphical browsers that are equipped with the necessary Flash plug-in or reader. Before the simultaneous release of the Flash MX authoring tool and the Flash Player 6, Flash generated content was inaccessible to many disabled Web users. It was not possible to add alternative text equivalents to the visual content for users of screen readers or caption audio content for users with impaired hearing. Although Flash presented accessibility barriers for many people with physical disabilities, in some cases the use of Flash enhanced accessibility for people with cognitive and learning disabilities. A concept or process is sometimes considerably easier to understand when it is presented in a simple, elegant animation rather than explained in words. A short while later Freedom Scientific released a new version of JAWS, the most widely used screen-reader, which could also access Flash 6 material. A user who has Flash Player 6 installed, and a screen reader that supports it, can theoretically navigate Flash MX generated content that is exported for Flash Player 6 in much the same way as they would an accessible HTML page. They can read text content line by line, hear descriptions of movies and images and tab from one actionable item to the next. When they encounter a Flash movie the screen reader loads the movie and notifies the user. A unique feature of Macromedia Flash content is that it may change over time. As the content changes, Macromedia Flash Player 6 sends a signal to the screen reader notifying it that there has been a change. When the screen reader receives this notification, it automatically returns to the top of the page and begins reading it again. The problem has been solved with Flash Player 7. Text equivalents can also be assigned to buttons, however each graphic should be contained in its own movie clip and given an instances name. Flash Player 6 automatically presents the text content of any Flash presentation, including text in basic form elements such as input fields and check boxes, to an assistive technological device that supports it. Designers can use the accessibility tools of Flash MX to hide individual elements that present no content from screen readers. Also, according to Macromedia: The use of such animations makes it difficult for screen readers and other assistive technologies to work with buttons. Providing text equivalents for images will be of little value if a vision impaired user who is relying on a screen reader is unable to hear what is being read. If a site contains background music or sounds it is desirable to include an option for muting that sound so that screen reader users are able to hear the text equivalents to the Flash content. Developers of Flash material should remain mindful of this guideline, particularly when it comes to choosing text and link colours. Using the Accessibility Panel A central new feature of Flash MX is the addition of an accessibility panel that enables designers to control the accessibility of a Flash movie and some elements of a movie. The accessibility of graphics can also be enhanced, but only after they are converted into movie clips. To address the accessibility of a whole movie, rather than the individual elements it may contain, select only the movie. Selecting the different elements in a Flash movie will activate an accessibility panel with the relevant options for that selection. This option is selected by default and can be used to provide a text equivalent name and clear description for a movie.

Names and descriptions should also be provided for different elements within a movie as they are created. Deselecting this option will hide a Flash movie that provides no content from assistive technologies. Make Child Objects Accessible: Also selected by default, this feature allows objects elements within a movie such as buttons to be more accessible. Screen readers will identify the different objects by speaking their names as they are encountered. By deselecting this option, child objects can be hidden. In the case of text animation this will also prevent screen readers from reading the animation text. When this option is selected Flash will automatically generate a name based on what it can determine about the object from text equivalents and text labels as well as the surrounding content. Input field for a short text-equivalent name for a movie or object, similar to alt text. The name should be meaningful and short, less than characters. Input for additional descriptive information, similar to longdesc. The description should include an indication of the purpose of an object and any action that may result if that object is selected. Can be used to provide a keyboard shortcut to a particular object. Flash parses a caption XML file to display the caption data stored in it. MAGpie can also be used to prepare audio description files for a Flash presentation. MAGpie is available at: A number of significant issues however, remain unresolved. For example, some web users are unable to use a mouse and rely on the keyboard or alternative input devices. Many non-mouse interactions with a web page mirror the actions of the tab key and, with a conventional HTML page, the tabbing order can be set. Flash 6 determines the tab order and when this is not optimal it can make tabbing around a Flash page very difficult. Equal access for people with a disability in this area is required by the DDA where it can reasonably be provided. Disability Discrimination Act Advisory Notes. It will need to be made on a case-by-case basis, depending on what the Flash material is being used for and the needs of the user. Some websites use Flash primarily for eye-catching or decorative purposes, for example a flower that blooms or a rotating corporate logo. These decorative elements often do not convey essential information, or at least information that is likely to be pertinent to people with disabilities. In these cases the level of accessibility support now available with Flash MX and Flash Player 6 and 7 is probably sufficient. On the other hand, some websites use Flash to present navigational elements or to communicate key site content. In these cases, the accessibility limitations of Flash, and just as importantly, the lack of wide spread support for Flash Players by assistive technologies, may cause significant problems for some users. Alternative access to the information contained in the Flash element should be provided, ideally in the form of a standard HTML version of the content. References and Additional Information Maximum Accessibility: John Slatin and Sharron Rush, The Definitive Guide 2nd Edition. Moving Toward Accessible Rich Media. A List Apart website. A List Apart article.

Chapter 2 : Flash and Accessibility () | Web Usability

If so, check out the new accessibility features built into Macromedia Flash MX and Macromedia Flash Player 7. The design techniques and developer resources at this site will help you get started creating Macromedia Flash MX content with accessibility in mind.

Websites[edit] In the early s, Flash was widely installed on desktop computers , and was commonly used to display interactive web pages , online games , and to playback video and audio content. Scaleform is supported by more than 10 major video game engines including Unreal Engine , UDK , CryEngine and PhyreEngine , and has been used to provide 3D interfaces for more than major video game titles since its launch in . Film and animation[edit] Main articles: List of Flash animated films and List of Flash animated television series Adobe Animate is one of the common animation programs for low-cost 2D television and commercial animation, in competition with Anime Studio and Toon Boom Animation. Various third-party software packages designed for traditionally trained cartoonists and animators can publish animations in the SWF format. Flash was a two-part system, a graphics and animation editor known as Macromedia Flash, and a player known as Macromedia Flash Player. FutureSplash Animator was an animation tool originally developed for pen-based computing devices. Due to the small size of the FutureSplash Viewer, it was particularly suited for download on the Web. Macromedia distributed Flash Player as a free browser plugin in order to quickly gain market share. In , the first major version of ActionScript was developed, and released with Flash 5. The last version of Flash released by Macromedia was Flash 8, which focused on graphical upgrades such as filters blur, drop shadow, etc. It introduced the ActionScript 3. Adobe Flex Builder built on Eclipse targeted the enterprise application development market, and was also released the same year. Flash 10 improved animation capabilities within the Flash editor, adding a motion editor panel similar to Adobe After Effects , inverse kinematics bones , basic 3D object animation, object-based animation, and other text and graphics features. Flash Player 10 included an in-built 3D engine without GPU acceleration that allowed basic object transformations in 3D space position, rotation, scaling. In , Adobe AIR reached a milestone with over , unique applications built, and over 1 billion installations logged across the world May However paid licensing is still an option for device makers who want to use Adobe software. Apple restricted the use of Flash on iOS in due to concerns that it performed poorly on its mobile devices, had negative impact on battery life, and was deemed unnecessary for online content. In , Adobe rebranded its Flash authoring environment as Adobe Animate to emphasize its expanded support for HTML5 authoring, and stated that it would "encourage content creators to build with new web standards" rather than using Flash. The Flash source file format is a proprietary format and Adobe Animate is the only available authoring tool capable of editing such files. Note that FLA files can be edited, but output. Flash Video files [spec 1] have a. The use of vector graphics combined with program code allows Flash files to be smallerâ€”and thus allows streams to use less bandwidth â€”than the corresponding bitmaps or video clips. For content in a single format such as just text, video, or audio , other alternatives may provide better performance and consume less CPU power than the corresponding Flash movie, for example when using transparency or making large screen updates such as photographic or text fades. In addition to a vector-rendering engine, the Flash Player includes a virtual machine called the ActionScript Virtual Machine AVM for scripting interactivity at run-time, with video, MP3-based audio, and bitmap graphics. As of Flash Player 8, it offers two video codecs: Flash Video has been a popular choice for websites due to the large installed user base and programmability of Flash. Flash Player supports two distinct modes of video playback, and hardware accelerated video decoding may not be used for older video content. Such content causes excessive CPU usage compared to comparable content played with other players. Software Rendered Video Flash Player supports software rendered video since version 6. Such video supports vector animations displayed above the video content. This obligation may, depending on graphic APIs exposed by the operating system, prohibit using a video overlay , like a traditional multimedia player would use, with the consequence that color space conversion and scaling must happen in software. Developers must specifically use the "StageVideo" technology within Flash Player in order for hardware

decoding to be enabled. Flash allows sample rates of 11, 22 and ActionScript ActionScript is the programming language used by Flash. Several developers quickly created a C library for producing SWF. Macromedia made the Flash Files specifications for versions 6 and later available only under a non-disclosure agreement , but they are widely available from various sites. In April , the Flash SWF file format specification was released with details on the then newest version format Flash 8. Although still lacking specific information on the incorporated video compression formats On2, Sorenson Spark, etc. The file format specification document is offered only to developers who agree to a license agreement that permits them to use the specifications only to develop programs that can export to the Flash file format. The license does not allow the use of the specifications to create programs that can be used for playback of Flash files. The Flash 9 specification was made available under similar restrictions. Previously, developers could not use the specification for making SWF-compatible players, but only for making SWF-exporting authoring software. The specification still omits information on codecs such as Sorenson Spark , however.

Chapter 3 : Macromedia - Accessibility : Macromedia Flash MX Features

To help designers and developers create accessible Macromedia Flash content, a new Accessibility panel has been added to the Macromedia Flash MX application. This new panel allows text equivalents to be specified for elements of Macromedia Flash movies and provides control over how the screen reader handles these objects.

Background How did you first personally become involved in accessibility? In late , the university adopted a policy on Web accessibility. At that point, I not only had to learn about accessibility myself, I had to teach it to the faculty at the UW. The more I got involved in the issue, the more I found it lined up with my interests as a teacher and as a researcher. Accessibility combines technology with issues of inclusion in ways that I found quite compelling. I soon changed my research field to align with the work I was doing in accessibility. At the same time, I took a grounded approach to accessibility. Rather than teaching the technical aspects of the standards, I re-wrote the training materials we were using for Macromedia. The technical requirements of the W3C guidelines were often very hard for faculty to understand. How long have you been involved with accessibility at Macromedia? A representative from Macromedia came to visit the UW and heard about our work in accessibility. I was hired a few weeks after that. When did Macromedia first start looking at the accessibility of its products? One of the amazing things I learned about Macromedia when I first joined was how pervasive the thinking about accessibility was. The Dreamweaver team had been thinking about accessibility since Dreamweaver 3. The product manager at the time, a woman named Susan Morrow, wrote a manifesto of sorts that outlined the importance of accessibility from both social and economic perspectives. Just after that, there was a group who was briefly left idle after an acquisition. To fill in the free time before development began on a new product there, the product manager asked them to build a plug-in for Dreamweaver that was similar to the accessibility validation tool known as Bobby. It was the first plug-in of its kind, and since then, every major validation company has authored a version of its own for authoring tools. Then I met a number of folks who were working to advance the issue on their own, without any fanfare or discussion. From that point on, he decided that HomeSite should be an accessible product. It was not until Section , the US Federal Requirement for government Websites, that Macromedia decided to hire someone to coordinate the issue. I was brought on board just before Section was coming into effect. First and foremost, accessibility is the right thing to do. This is a company of individuals who are socially aware and active. Accessibility generates a unique kind of enthusiasm for technology and its potential to make our society a more open and equitable place. With the growing number of accessibility policies in the U. As people come to understand the importance of accessibility, we want them to think of Macromedia tools first. Well, there is a difference between the accessibility and the disability communities. They overlap, but they are not synonymous. The accessibility community is a group of folks involved in accessibility standards, developing assistive technologies and ensuring that other technologies interoperate with assistive technologies and standards. There is no question that Macromedia would not be as successful as we have been in the area of accessibility without strong ties in the accessibility and disability communities. We invest a lot of our time in listening to our partners, and in helping to build examples of accessible content. With which groups in the accessibility community do you have an active dialogue? Macromedia has a strong relationship with the accessibility community through standards work in the W3C, and with local government and education. I serve on the authoring tools accessibility guidelines working group within the W3C. To address concerns of individuals with disabilities that are not organized into a large umbrella organization, I spend a lot of time with researchers back at the University of Wisconsin where I got my start. There are three measures that shape the output of our tools. First, we measure the output of our tools against Web and accessibility standards. Second, we check our tools for interoperability with assistive technologies such as screen readers. Third “ and most importantly “ we seek out input from customers with disabilities to collect feedback on our tools. Which products are you focusing on primarily and how are you approaching this? We try to incorporate accessibility into every product. What progress have you made so far? In several instances, the industry has run into some very serious challenges. Accessibility needs to be understood broadly. However, for someone with a cognitive

disability, the least accessible form of content is plain text. In order for many forms of content to be truly accessible, they need to be multi-modal. Think of a math course. Imagine trying to understand the concept of a diameter and the relationship to circumference without images. Using rich media technologies such as Flash, a teacher can present this concept interactively that may make the concept more accessible to many students with and without cognitive disabilities. An interactive Flash movie may not be the most accessible format for a child who is blind, but that does not mean that it should not be available to child with other disabilities. It only means that it should not be the only means of accessing this content.

Current Products "Environment How accessible are your product environments currently? Both Dreamweaver and Contribute have been designed to be tools that can be easily used by people who are blind. We are working now with the National Federation of the Blind to develop tutorials for blind developers to learn html and Web design using our tools. Will you be improving the accessibility of your product environments for disabled developers? Whenever and wherever we can. Developer Community How are you improving the awareness of accessibility within your developer community? We work to incorporate accessibility into all of our training and documentation materials, we include sessions on accessibility at our own conferences, and we deliver sessions at a variety of other conferences discussing accessibility. What response have you had so far? Designers are increasingly required to incorporate accessibility into their specs. New Products I believe you have a new product called Breeze coming out soon. Breeze is currently the most accessible product of its kind on the market. We have worked to ensure that the solution is accessible to people with disabilities by adding in support for screen readers via the Flash player, but also via the keyboard, to make it easier to control the movie. Does Macromedia Central affect the accessibility of Flash? No, but the accessibility of Flash affects the accessibility of Central. At the moment, Central is not accessible, but like all our products, it is a priority. Central is not accessible as it uses the standalone Flash player. At the moment, only the ActiveX Flash player is accessible. Will accessibility be integrated into all new products? Every product includes a plan for accessibility. We try to consider what use cases are likely for each product and incorporate support where we can. Obviously, the plan for Fireworks is different from the plan for Dreamweaver. However, there is a plan for every product. Many thanks to Bob for taking the time to complete this interview. He provides a comprehensive website management, consultancy and online marketing service to limited clients. He is an experienced website developer, app developer, server admin, systems engineer and network engineer.

Chapter 4 : Access macromedia-flashsoftcom. Download Macromedia Flash 8

If so, check out the accessibility features built into Adobe Animate CC and Flash Player 11 racedaydvl.com design techniques and developer resources on this page will help you get started creating rich media content with accessibility in mind.

Open source[edit] Adobe has taken steps to reduce or eliminate Flash licensing costs. For instance, the SWF file format documentation is provided free of charge [] after they relaxed the requirement of accepting a non-disclosure agreement to view it in Adobe has also open-sourced many components relating to Flash. At least as Flash is concerned, Adobe is concentrating on games and video. Free and open source alternatives to the Adobe Flash Player such as Shumway and Gnash have been built, but are no longer under active development [] and therefore not a viable alternative. The only fully functional third-party Flash Player is the commercially available Scaleform GfX Player, which is game development middleware designed for integration into non-Flash video games. Usability[edit] In some browsers, prior Flash versions have had to be uninstalled before an updated version could be installed. This is often done in web sites [] and can lead to poor user experience with the site. The February 20, update to This defect is related to hardware acceleration and may be overcome by disabling hardware acceleration via the Adobe settings in Firefox accessed by right clicking within the video or in Internet Explorer within the Tools settings. Flash Player will only allow content originating from exactly the same website domain to access data saved in local storage. With such technologies, the possibility of building a profile based on user statistics is considered by some a potential privacy concern. Users can disable or restrict use of local storage in Flash Player through a "Settings Manager" page. Local storage can be disabled entirely or on a site-by-site basis. Disabling local storage will block any content from saving local user information using Flash Player, but this may disable or reduce the functionality of some websites, such as saved preferences or high scores and saved progress in games. A version test page allows the user to check if the latest version is installed, and uninstallers may be used to ensure that old-version plugins have been uninstalled from all installed browsers. In February , Adobe officially apologized [] for not fixing a known vulnerability for over a year. In June Adobe announced a "critical vulnerability" in recent versions, saying there are reports that this vulnerability is being actively exploited in the wild against both Adobe Flash Player, and Adobe Reader and Acrobat. Android users have been recommended to disable Flash or make it only on demand. The same report also recommended using browser extensions to disable Flash Player usage on untrusted websites. McAfee predicted that Adobe software, especially Reader and Flash, would be primary target for attacks in The vulnerability could be exploited for remote code execution. All premium features are now classified as general availability, and can be freely used by Flash applications. Instead, they selected Adobe Flash Player version history Macromedia Flash Player 2 June 17, Mostly vectors and motion, some bitmaps , limited audio Support of stereo sound, enhanced bitmap integration, buttons, the Library, and the ability to tween color changes Macromedia Flash Player 3 May 31, Added alpha transparency, licensed MP3 compression Brought improvements to animation, playback, and publishing, as well as the introduction of simple script commands for interactivity Macromedia Flash Player 4 June 15, Saw the introduction of streaming MP3s and the Motion Tween. Initially, the Flash Player plug-in was not bundled with popular web browsers and users had to visit Macromedia website to download it; As of , however, the Flash Player was already being distributed with all AOL , Netscape and Internet Explorer browsers. Two years later it shipped with all releases of Windows XP. The install-base of the Flash Player reached 92 percent of all Internet users. Generator was discontinued in , in favor of new technologies such as Flash Remoting , which allows for seamless transmission of data between the server and the client, and ColdFusion Server. In October , usability guru Jakob Nielsen wrote a polemic article regarding usability of Flash content entitled " Flash: Macromedia later hired Nielsen to help them improve Flash usability. Macromedia Flash Player 7 version 7. In , the "Flash Platform" was introduced. This expanded Flash to more than the Flash authoring tool.

Chapter 5 : WebAIM: Creating Accessible Flash Content

With the release of Flash MX and Flash Player 6, Macromedia demonstrated a clear ongoing commitment to accessibility that has been widely acknowledged and praised by many people working in the area of disability support.

Flash Accessibility Overview Important! Due to lack of Flash support on mobile devices particularly iOS devices , decreased support in many browsers, poor accessibility, and general transition away from Flash as a commonly-used web technology, using Flash is not generally recommended. This article provides an overview of Flash accessibility with the general understanding that Flash content cannot be seen or used by many site visitors, regardless of disability. Adobe Flash used to be one of the most widely available technologies used on the web. For developers, the ability to program one multimedia presentation that could be viewed the same on nearly all computers made the technology very appealing. For individuals with disabilities, Flash always introduced unique accessibility problems, many of which are adequately addressed by HTML5 and other web technologies. Because of the multimedia nature of Flash, it can be used to deliver content through many mediums: Its power and flexibility give it potential to present web content in unique, and potentially accessible, ways. Here are some examples of how Flash could be used to increase accessibility: Flash can provide content in multiple ways, such as text, video, and audio simultaneously. Because Flash is based on vector objects mathematically defined lines and shapes rather than raster pixels of differing colors technology, most Flash content can be easily scaled to any size without distortion. Individuals with low vision may be able to interact with Flash content in ways not possible with HTML content. Flash allows a higher level of keyboard interaction than is allowed in HTML. Many Flash movies can be made more functional, powerful, and easy to use by allowing keyboard access. Flash can engage learners through interactivity, animation, sound, graphics, and many other ways. Individuals with learning or cognitive disabilities can better comprehend and focus on some Flash content. Flash multimedia can be used to supplement static HTML content. Because of the audio capabilities of Flash, it can present content through audio, thus removing the need for a screen reader to extract audio content from the Flash movie.

Flash Accessibility Issues

Despite the ability of Flash to create at least marginally accessible content, there are some major issues you must be aware of regarding Flash and accessibility. These include providing plenty of contrast, consistent navigation, understandable language, etc. Here are some specific strategies to make Flash accessible to different disability types:

- Hearing disabilities Provide synchronized captions for any audio that conveys content
- Photo epilepsy Remove strobing content that flashes between 2 and 55 times per second
- Motor disabilities Ensure the Flash content is keyboard accessible Do not require fine motor skills
- Cognitive disabilities Give users control over time sensitive content Provide easy to use controls and navigation schemes Be consistent Use the clearest, simplest language appropriate to the content
- Low vision Allow the Flash content to scale to a larger size
- Blindness Ensure screen reader accessibility or provide an accessible alternative Ensure keyboard accessibility Do not interfere with screen reader audio or keyboard commands Provide textual equivalents for all non-text elements that convey content or provide a function. Although each of these strategies can increase accessibility, Flash content is rarely designed to include all of these strategies at the same time. As such, nearly all Flash content on the web poses notable accessibility issues for many users with disabilities. When all accessibility techniques are applied to Flash, it can be made accessible on platforms that support Flash and Flash accessibility, perhaps even more so than HTML, because the need for specific assistive technologies with their accompanying limitations is removed. However, such an endeavor is very difficult or even impossible with a majority of Flash content. In short, unless all of the accessibility techniques are applied and end users have specific Flash-supported technologies, Flash is unlikely to be very accessible. Assistive Technology Support for Flash Important The majority of Flash content cannot be made natively accessible to screen readers. By its very nature, Flash content does not lend itself to screen reader accessibility. Flash content is time-based and often changes over time. HTML content is more or less static. When a visual user accesses a Flash movie, he or she visually scans the contents of the movie and focuses directly on the important content or functionality. A screen reader user cannot "scan" through Flash content and can only

access it in a linear manner and in the order the Flash developer has chosen to present it. Because Flash content is usually constantly changing, this limits the ability of the screen reader to read the content in a sufficient or timely manner. In order to be fully accessible to screen reader users on these limited platforms, the content must have been developed for accessibility. In short, you must conduct testing with a variety of end users, platforms, browsers, and assistive technologies to ensure that your Flash content is accessible to the widest array of users. You may need to re-evaluate your use of Flash. Perhaps another technology may work better. Because the vast majority of Flash content cannot be made natively accessible, it will probably be vital for you to provide a non-Flash alternative for those that cannot or choose not to access your Flash multimedia. Please refer to the Adobe Flash Accessibility page for additional details on implementing accessibility, such as defining a navigation and reading order, adding alternative text, ensuring keyboard accessibility, etc. There are three ways in which the Flash content can be made accessible to screen reader users: Make the Flash content natively accessible to the screen reader. Make the Flash content self-voicing, eliminating the need for the screen reader. Provide an accessible alternative to the Flash content. By making your Flash movie self-voicing, you remove the need for the screen reader. In essence, you are taking over the role of the screen reader by conveying audibly any content that is presented visibly within the Flash movie. The screen reader user should be alerted that the program is self-voicing so the screen reader can be paused while the Flash movie presents the audio content. Any important content that is conveyed visibly must also be provided through the audio. You can relate this to listening to a sports event on the radio - although you cannot see the action, the commentators are providing all of the important details through the audio. You may want to provide a self-voicing movie as an alternative to a non-voicing Flash movie, or provide an option to turn self-voicing functionality on or off. Remember, if you are conveying any content audibly, that is not apparent from the visible display, then you must provide captions for the deaf and hard of hearing. The movie must also be made keyboard accessible. It may also be necessary to provide an equivalent alternative to the Flash movie itself. This should only be done when the movie itself can in no other way be made accessible, or if your users are not likely to have access to the Flash player e. It may be hard to justify that an HTML tutorial is equivalent to an interactive multimedia Flash tutorial. The key is to make the alternative content equivalent, not necessarily text-only. Instead of providing a text-only page with long running lengths of text, the equivalent should be a well-formatted and accessible web page with images, icons, paragraphs, and color. Often, the alternative can be within the same page as the Flash movie itself. In some cases, you can give the user the option of turning on and off Flash content. Conclusion One could probably state that Flash accessibility is impossible due to it not being supported on many modern technologies, such as most mobile devices. Due to lack of general support, difficult accessibility implementation, poor assistive technology compatibility, etc. If Flash is to be used, techniques are available for implementing accessibility to the extent possible.

Chapter 6 : Adobe Flash accessibility

Upcoming: Macromedia Flash Accessibility Developers Kit Macromedia is building a kit to guide developers of accessible Macromedia Flash content. The Macromedia Flash Accessibility Kit, containing guidelines, Smart Clips, sample code, and more, will be available by the end of the year for free download.

They remain here for reference purposes and may contain information that is out of date. This article has been published on SitePoint. Background How did you first personally become involved in Accessibility? When I was a doctoral student at the University of Wisconsin, I was in charge of web design instruction for faculty and staff. In late , the university adopted a policy on web accessibility. At that point, I not only had to learn about accessibility myself, I had to teach it to the faculty at the UW. The more I got involved in the issue, the more I found it lined up with my interests as a teacher and as a researcher. Accessibility combines technology with issues of inclusion in ways that I found quite compelling. I soon changed my research field to align with the work I was doing in accessibility. At the same time, I took a grounded approach to accessibility. Rather than teaching the technical aspects of the standards, I re-wrote the training materials we were using for Macromedia. Most of the faculty and staff I was working with were publishing or maintaining sites, but did not even know HTML. The technical requirements of the W3C guidelines were often very hard for faculty to understand. So I integrated the concept into the non-technical training we had been delivering before. How long have you been involved with Accessibility at Macromedia? A representative from Macromedia came to visit the UW and heard about our work in accessibility. I was hired a few weeks after that. One of the amazing things I learned about Macromedia when I first joined was how pervasive thinking was about accessibility. The Dreamweaver team had been thinking about accessibility since Dreamweaver 3. The product manager at the time, a woman named Susan Morrow, wrote a manifesto of sorts that outlined the importance of accessibility from a social and economic perspective. Just after that, there was a group who was briefly left idle after an acquisition. To fill in the free time before development began on a new product there, the product manager set them to build a plug-in for Dreamweaver similar to the accessibility validation tool known as Bobby. It was the first plug-in of its kind and since then, every major validation company has authored a version of its own for authoring tools. Then I met a number of folks who were working to advance the issue on their own, without any fanfare or discussion. From that point on, he decided that HomeSite should be an accessible product. It was not until Section , the US Federal Requirement for government web sites, that Macromedia decided to hire someone to coordinate the issue. I was brought on board just before Section was coming into effect. First and foremost, accessibility is the right thing to do. This is a company of individuals who are socially aware and active. Accessibility generates a unique kind of enthusiasm for technology and its potential to make our society a more open and equitable place. At the same time, we could not justify our work in accessibility without a strong business model. With the growing number of accessibility policies in the U. As people come to understand the importance of accessibility, we want them to think of Macromedia tools first. Well, there is a difference between the accessibility and the disability communities. They overlap, but they are not synonymous. The accessibility community is a group of folks involved in accessibility standards, developing assistive technologies and ensuring that other technologies interoperate with assistive technologies and standards. These groups frequently have a deep involvement in the accessibility community, but they are not the same thing. There is no question that Macromedia would not be as successful as we have been in the area of accessibility without strong ties in the accessibility and disability communities. We invest a lot of our time in listening to our partners, and in helping to build examples of accessible content. What groups do you have an active dialogue with within the Accessibility Community? Macromedia has a strong relationship with the accessibility community through standards work in the W3C and with local government and education. It is important for us to stay involved in these efforts to build support for the standards directly into our tools but also to ask questions within the working groups that help them understand how standards are built into products. I serve on the authoring tools accessibility guidelines working group within the W3C. I am also in regular contact with my colleagues charged with enforcing standards in government departments in the

US, the UK, Canada and Australia. To address concerns of individuals with disabilities that are not organized into a large umbrella organization, I spend a lot of time with researchers back at the University of Wisconsin where I got my start.

Current Products - Output How are you approaching improving the Accessibility of the output of your products? There are three measures that shape the output of our tools. First, we measure the output of our tools against web and accessibility standards. Second, we check our tools for interoperability with assistive technologies such as screen readers. Third and most importantly, we seek out input from customers with disabilities to collect feedback on our tools. Which products are you focusing on primarily and how are you approaching this? We try to incorporate accessibility into every product. However, we are known for our work with Dreamweaver, Flash and Contribute. What progress have you made so far? In several instances, the industry has run into some very serious challenges. We are dedicated to continually making our tools better, more accessible and more usable for people with disabilities. Accessibility needs to be understood broadly. For someone who is blind, the most accessible form of content is plain text, perhaps marked up with xhtml and css. However, for someone with a cognitive disability, the least accessible form of content is plain text. In order for many forms of content to be truly accessible, they need to be multi-modal. Think of a math course. Imagine trying to understand the concept of a diameter and the relationship to circumference without images. Using rich media technologies such as Flash, a teacher can present this concept interactively that may make the concept more accessible to many students with and without cognitive disabilities. An interactive flash movie may not be the most accessible format for a child who is blind, but that does not mean that it should not be available to child with other disabilities. It only means that it should not be the only means of accessing this content.

Current Products - Environment How accessible are your product environments currently? Both Dreamweaver and Contribute have been designed to be tools that can be easily used by people who are blind. We are working now with the National Federation of the Blind to develop tutorials for blind developers to learn html and web design using our tools. Will you be improving the Accessibility of your product environments for disabled developers? Whenever and wherever we can.

Developer Community How are you improving the awareness of Accessibility within your developer community? We work to incorporate accessibility into all of our training and documentation materials, we include sessions on accessibility at our own conferences and we deliver sessions at a variety of other conference discussing accessibility. What response have you had so far? Designers are increasingly required to incorporate accessibility into the specs. We are able to introduce the topic in a manner that is familiar to designers and is consistent with their existing workflow. Breeze is currently the most accessible product of its kind on the market. We have worked to ensure that the solution is accessible to people with disabilities by adding in support for screen readers via the Flash player but also via the keyboard to make it easier to control the movie. Does Macromedia Central affect the Accessibility of Flash? No, but the accessibility of Flash affects the accessibility of Central. At the moment, Central is not accessible, but like all of our products it is a priority. Central is not accessible as it uses the standalone Flash player. At the moment, only the ActiveX Flash player is accessible. Will Accessibility be integrated into all new products? Every product includes a plan for accessibility. We try to consider what use cases are likely for each product and incorporate support where we can. Obviously, the plan for Fireworks is different from the plan for Dreamweaver. However, there is a plan for every product. Many thanks to Bob for taking the time to complete this interview, which was in my inbox the day after I sent the questions, very impressive.

Chapter 7 : Adobe Accessibility

Access from Macromedia Flash to web services using the Flash Gateway is disabled by default in ColdFusion MX Updater 3 and higher. To enable access, use the steps provided in this TechNote. Solution.

In the updated rule, the board addresses improved access for numerous disabilities and takes a significant step towards greater accessibility. Adobe commends the U. Access Board for not going their own way and developing new standards. For many years, Adobe participated in the development of accessibility guidelines, including the WCAG 2. We believe that harmonizing standards across the globe is the key to expanding accessible content for everyone. Given the fast pace of technology, accessibility regulations need to be consistent. While the refresh only pertains to federal agencies, its impact will be felt in state and local governments as well because adopting the WCAG 2. The new rule also applies WCAG 2. Adobe has taken many steps to make our products accessible for all users, including adding robust capabilities to many Document Cloud products. Agencies now have a year to reach compliance. Agencies have traditionally struggled with Section compliance in the past by not providing adequate staff resources and not providing adequate training. As agencies start to review the rules and determine what steps they need to take, Adobe wants to partner with them to find solutions. Adobe can help agencies adopt software solutions that will meet accessibility standards and produce accessible content. Compliance information is provided for most Adobe products that detail how products comply with existing regulation. The Federal Acquisition Regulatory Council FAR Council and federal agencies will incorporate the updated standards into their acquisition regulations and procurement policies. Once this occurs agencies will be able to work with vendors to determine what the best software solutions are for their needs. Adobe has made it a mission to develop digital tools that are accessible for all users. We work to develop new accessibility features in our products and programs while encouraging developers to produce rich, engaging content that is also accessible. As a global leader in the software industry, we believe that different abilities should never limit opportunities. We will continue to develop software solutions that can be used by as many people as possible, while working with governments around the world to ensure that people of all abilities are able to access and obtain the government services they need.

Chapter 8 : where are Macromedia Flash Player files stored on my pc? - Forums - CNET

Adobe is changing the world through digital experiences. We help our customers create, deliver and optimize content and applications.

Chapter 9 : MIS Web Design: Interview with Bob Regan on Accessibility at Macromedia

Download the free Flash Player now! Note: The Settings Manager that you see above is not an image; it is the actual Settings Manager. Click the tabs to see different panels, and click the options in the panels to change your Adobe Flash Player settings.