Java Platform, Standard Edition Java Accessibility Guide





Java Platform, Standard Edition Java Accessibility Guide, Release 23

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Preface

This document describes Java Access Bridge, Java Accessibility API (JAAPI), and Java Accessibility Utilities, which enable you to create accessible applications.

Audience

This document is intended for developers who want to create Java applications that are accessible to persons with disabilities. Accessible Java applications are compatible with assistive technologies, such as screen readers, screen magnifiers, speech recognition systems, and refreshable braille displays.

Documentation Accessibility

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Oracle is fully committed to diversity and inclusion. Oracle respects and values having a diverse workforce that increases thought leadership and innovation. As part of our initiative to build a more inclusive culture that positively impacts our employees, customers, and partners, we are working to remove insensitive terms from our products and documentation. We are also mindful of the necessity to maintain compatibility with our customers' existing technologies and the need to ensure continuity of service as Oracle's offerings and industry standards evolve. Because of these technical constraints, our effort to remove insensitive terms is ongoing and will take time and external cooperation.

Related Resources

- javax.accessibility package
- How to Support Assistive Technologies in The Java Tutorials (Java SE 8 and earlier)
- com.sun.java.accessibility.util package

Conventions

The following text conventions are used in this document:

Convention	Meaning
boldface	Boldface type indicates graphical user interface elements associated with an action, or terms defined in text or the glossary.
italic	Italic type indicates book titles, emphasis, or placeholder variables for which you supply particular values.
monospace	Monospace type indicates commands within a paragraph, URLs, code in examples, text that appears on the screen, or text that you enter.



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Java Accessibility Overview

Java SE provides Java Access Bridge, Java Accessibility API (JAAPI), and Java Accessibility Utilities to enable you to create accessible applications.

Topics

- Java Access Bridge
- Java Accessibility API
- Java Accessibility Utilities
- · Pluggable Look and Feel

Java Access Bridge

Java Access Bridge enables certain Java applications to be visible to assistive technologies on Microsoft Windows. See Enabling and Testing Java Access Bridge.

Java Accessibility API

The Java Accessibility API (JAAPI), contained in the <code>javax.accessibility</code> package, is one of the core parts of the Java Foundation Classes (JFC). The JFCs are a comprehensive set of graphical user interface components and foundation services designed to simplify deployment of Internet, intranet and desktop applications. JAAPI enables you to create Java applications that are accessible to persons with disabilities. Accessible Java applications are compatible with assistive technologies, such as screen readers, screen magnifiers, speech recognition systems, and refreshable braille displays. The JAAPI makes GUI component information available to assistive technologies, giving users alternative presentation and control of Java applications.

Support for JAAPI is built into Swing components; see How to Support Assistive Technologies in The Java Tutorials (Java SE 8 and earlier).

Java Accessibility Utilities

Java Accessibility Utilities, which is contained in the package com.sun.java.accessibility.util, is a set of utility classes that help assistive technologies provide access to GUI toolkits that implement the Java Accessibility API. Java Accessibility Utilities monitor events related to UI components. They also help assistive technologies get additional information about a GUI, such as the current position of the mouse, or the window that currently has focus. See Java Accessibility Utilities Overview.

Pluggable Look and Feel

The Java Foundation Classes implement a Pluggable Look and Feel architecture. This architecture allows non-visual manifestations of a user interface to replace or enhance the visual presentation of an application. The expression of the user interface is separated from the underlying structure and data of each individual component. This is accomplished by separating the user interface of the component from its model. The model of a component is the structure which encapsulates the state and information that is presented to the user by the user interface. For more information on this architecture, see About the JFC and Swing in The Java Tutorials (Java SE 8 and earlier).



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Java Access Bridge Overview

Java Access Bridge is a technology that enables Java applications that implement the Java Accessibility API to be visible to assistive technologies on Microsoft Windows systems.

Java Access Bridge is a technology that exposes the Java Accessibility API in a Microsoft Windows dynamic-link library (DLL), enabling Java applications that implement the Java Accessibility API to be visible to assistive technologies on Microsoft Windows systems.

In order for existing assistive technologies available on Microsoft Windows systems to provide access to Java applications, they need some way to communicate with Java Accessibility API. Java Access Bridge supports this communication.

An assistive technology application running on Microsoft Windows (for example a screen reader) communicates with Java Access Bridge DLLs, which in turn communicates with the Java Virtual Machine through Java Access Bridge Java libraries. These Java libraries communicate with Java Accessibility API. Java Accessibility API collects information about what is happening in the Java application, which it forwards to the screen reader through Java Access Bridge.



Enabling and Testing Java Access Bridge

By default, Java Access Bridge is not enabled. Enable it either through the command line or the Windows Control Panel. Test it by running a Java application that uses the Accessibility API.

Topics

- Enabling Java Access Bridge Through the Command Line
- Disabling Java Access Bridge
- Testing Java Access Bridge
- Java Access Bridge Tools
- Minimum Version Requirements of Assistive Technologies

Enabling Java Access Bridge Through the Command Line

Enable Java Access Bridge with the jabswitch command.

Run the following command (where %JAVA HOME% is the directory of your JDK):

%JAVA HOME%\bin\jabswitch -enable

Disabling Java Access Bridge

Disable Java Access Bridge with the jabswitch command.

Run the following command:

 $\JAVA_HOME\$ bin jabswitch -disable



You cannot disable Java Access Bridge through the Windows Ease of Access Center

Testing Java Access Bridge

Test Java Access Bridge by first installing a supported assistive technology then running a Java application that uses the Accessibility API.

1. Ensure that Java Access Bridge is enabled.

- Install an assistive technology product that supports Java Access Bridge such as one of the following products:
 - JAWS
 - ZoomText
 - Dolphin ScreenReader
- 3. Run a Java application that uses the <code>javax.accessibility</code> package and ensure that your assistive technology product works properly with it.

Java Access Bridge Tools

Use the jaccessinspector and jaccesswalker tools, which are part of the JDK, to test Java Access Bridge.

The jaccessinspector tool uses the Java Accessibility Utilities API to examine accessible information about the objects in the Java Virtual Machine. The jaccesswalker tool walks through the component trees in a particular Java Virtual Machine and presents the accessibility hierarchy in a tree view. Find these tools in the JDK's bin directory.

Minimum Version Requirements of Assistive Technologies

This topic lists the minimum version requirements of some assistive technologies.

JAWS: Version 13 and later

SuperNova: Version 13 and later

ZoomText: Version 10.1.5 and later



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Java Access Bridge Architecture

Java Access Bridge consists of a package of classes and DLLs, which enable communication among assistive technologies and Java applications.

The following figure shows how Java Access Bridge and Java Accessibility Utilities components interact with each other:

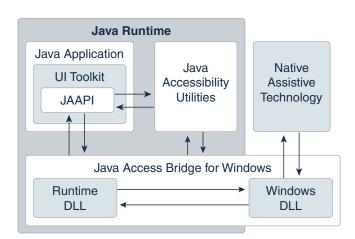


Figure 4-1 Java Access Bridge Architecture Diagram

Java Access Bridge provides a subset of the Java Accessibility API through the Windows\System32\windowsaccessbridge-64.dll Windows DLL. Assistive technologies on Microsoft Windows load and link to this DLL. Java Access Bridge also provides javaaccessbridge.dll, which the Java runtime loads. This DLL communicates with the application through the Java Accessibility API and through it, the user interface toolkit and components. The DLL also communicates with the application through Java Accessibility Utilities, a collection of classes that coalesce events and provide application lifecycle functionality to assistive technologies (and to Java Access Bridge, which acts as an assistive technology); see Java Accessibility Utilities Overview. The Java component of Java Access Bridge, manages communication between the DLL loaded into the Java runtime and the other Java code in the Java runtime. The Java component of Java Access Bridge is loaded into the Java SE runtime through what is specified in the assistive_technologies property (see Accessibility Properties) and in turn loads the Java-side DLL through Java Native Interfaces (JNI). The communication that Java Access Bridge enables between assistive technologies and Java applications through Java Accessibility Utilities is called interprocess communication.

Java Access Bridge API

The Java Access Bridge API enables you to develop assistive technology applications for the Microsoft Windows operating system that work with Java applications. It contains native methods that enable you to view and manipulate information about GUI elements in a Java application, which is forwarded to your assistive technology application through Java Access Bridge.

Topics

- Java Access Bridge API Files
- Java Access Bridge API Calls
- Java Access Bridge API Data Structures
- Java Access Bridge API Callbacks
- Troubleshooting Java Access Bridge

Java Access Bridge API Files

The Java Access Bridge API can be found in four files: AccessBridgeCalls.h and AccessBridgeCalls.c (API calls), AccessBridgePackages.h (data structures), and AccessBridgeCallbacks.h (callbacks).

Location of Java Access Bridge API Files

Find the following Java Access Bridge API include (header) files in %JAVA_HOME% \include\win32\bridge:

- AccessBridgeCallbacks.h
- AccessBridgeCalls.h
- AccessBridgePackages.h

Find the file AccessBridgeCalls.c, which defines some key interfaces, in the JDK source code repository.

Java Access Bridge API Calls

The file AccessBridgeCalls.h contains the Java Access Bridge API calls. To use them, compile the file AccessBridgeCalls.c. The Java Access Bridge API calls act as the interface between your application and WindowsAccessBridge.dll.

Initialization/Shutdown Functions

These two functions start and shut down Java Access Bridge.

BOOL initializeAccessBridge();

Starts Java Access Bridge. You can't use any part of the Java Access Bridge API until you call this function.

BOOL shutdownAccessBridge();

Shuts down Java Access Bridge. It's important to call this function when your application is finished using Java Access Bridge (before your application exists) so that Java Access Bridge can properly perform memory cleanup.

Note: Calling the function shutdownAccessBridge is not a substitute for releasing any data structures that are maintained by the JVM; do this by calling the function ReleaseJavaObject.

Gateway Functions

You typically call these functions before calling any other Java Access Bridge API function:

BOOL IsJavaWindow(HWND window);

Checks to see if the given window implements the Java Accessibility API.

 BOOL GetAccessibleContextFromHWND(HWND target, long *vmID, AccessibleContext *ac);

Gets the AccessibleContext and vmID values for the given window. Many Java Access Bridge functions require the AccessibleContext and vmID values.

Event Handling Functions

These take a function pointer to the function that will handle the event type. When you no longer are interested in receiving those types of events, call the function again, passing in the <code>NULL</code> value. Find prototypes for the function pointers you need to pass into these functions in the file <code>AccessBridgeCallbacks.h.</code> Java Access Bridge API Callbacks describes these prototypes.

General Functions

void ReleaseJavaObject(long vmID, Java Object object);

Release the memory used by the Java object object, where object is an object returned to you by Java Access Bridge. Java Access Bridge automatically maintains a reference to all Java objects that it returns to you in the JVM so they are not garbage collected. To prevent memory leaks, call ReleaseJavaObject on all Java objects returned to you by Java Access Bridge once you are finished with them.

BOOL GetVersionInfo(long vmID, AccessBridgeVersionInfo *info);

Gets the version information of the instance of Java Access Bridge instance your application is using. You can use this information to determine the available functionality of your version of Java Access Bridge.



Note:

To determine the version of the JVM, you need to pass in a valid vmID; otherwise all that is returned is the version of the WindowsAccessBridge.DLL file to which your application is connected.

Accessible Context Functions

These functions provide the core of the Java Accessibility API that is exposed by Java Access Bridge.

The functions GetAccessibleContextAt and GetAccessibleContextWithFocus retrieve an AccessibleContext object, which is a magic cookie (a Java Object reference) to an Accessible object and a JVM cookie. You use these two cookies to reference objects through Java Access Bridge. Most Java Access Bridge API functions require that you pass in these two parameters.

Note:

AccessibleContext objects are 64-bit references under 64-bit interprocess communication (which uses the windowsaccessbridge-64.dll file). However, prior to JDK 9, AccessibleContext objects are 32-bit references under 32-bit interprocess communication (which uses the windowsaccessbridge.dll file without -32 or -64 in the file name). Consequently, if you are converting your assistive technology applications to run on 64-bit Windows systems, then you need to recompile your assistive technology applications.

The function <code>GetAccessibleContextInfo</code> returns detailed information about an <code>AccessibleContext</code> object belonging to the JVM. In order to improve performance, the various distinct methods in the Java Accessibility API are collected together into a few routines in the <code>Java Access Bridge API</code> and returned in <code>struct values</code>. The file <code>AccessBridgePackages.h</code> defines these <code>struct values</code> and <code>Java Access Bridge API Callbacks</code> describes them.

The functions GetAccessibleChildFromContext and GetAccessibleParentFromContext enable you to walk the GUI component hierarchy, retrieving the nth child, or the parent, of a particular GUI object.

BOOL GetAccessibleContextAt(long vmID, AccessibleContext acParent, jint x, jint y, AccessibleContext *ac)

Retrieves an AccessibleContext object of the window or object that is under the mouse pointer.

 BOOL GetAccessibleContextWithFocus(HWND window, long *vmID, AccessibleContext *ac);

Retrieves an AccessibleContext object of the window or object that has the focus.

 BOOL GetAccessibleContextInfo(long vmID, AccessibleContext ac, AccessibleContextInfo *info);



Retrieves an AccessibleContextInfo object of the AccessibleContext object ac.

 AccessibleContext GetAccessibleChildFromContext(long vmID, AccessibleContext ac, jint index);

Returns an AccessibleContext object that represents the nth child of the object ac, where n is specified by the value index.

 AccessibleContext GetAccessibleParentFromContext(long vmID, AccessibleContext ac);

Returns an AccessibleContext object that represents the parent of object ac.

HWND getHWNDFromAccessibleContext(long vmID, AccessibleContext ac);

Returns the HWND from the AccessibleContextof a top-level window.

Accessible Text Functions

These functions get AccessibleText information provided by the Java Accessibility API, broken down into seven chunks for efficiency. An AccessibleContext has AccessibleText information contained within it if you set the flag accessibleText in the AccessibleContextInfo data structure to TRUE. The file AccessBridgePackages.h defines the struct values used in these functions Java Access Bridge API Callbacks describes them.

- BOOL GetAccessibleTextInfo(long vmID, AccessibleText at, AccessibleTextInfo
 *textInfo, jint x, jint y);
- BOOL GetAccessibleTextItems(long vmID, AccessibleText at, AccessibleTextItemsInfo *textItems, jint index);
- BOOL GetAccessibleTextSelectionInfo(long vmID, AccessibleText at, AccessibleTextSelectionInfo *textSelection);
- char *GetAccessibleTextAttributes(long vmID, AccessibleText at, jint index, AccessibleTextAttributesInfo *attributes);
- BOOL GetAccessibleTextRect(long vmID, AccessibleText at, AccessibleTextRectInfo *rectInfo, jint index);
- BOOL GetAccessibleTextRange(long vmID, AccessibleText at, jint start, jint end, wchar t *text, short len);
- BOOL GetAccessibleTextLineBounds(long vmID, AccessibleText at, jint index, jint *startIndex, jint *endIndex);



Additional Text Functions

 BOOL selectTextRange(const long vmID, const AccessibleContext accessibleContext, const int startIndex, const int endIndex);

Selects text between two indices. Selection includes the text at the start index and the text at the end index. Returns whether successful.

BOOL getTextAttributesInRange(const long vmID, const AccessibleContext accessibleContext, const int startIndex, const int endIndex,
 AccessibleTextAttributesInfo *attributes, short *len);

Get text attributes between two indices. The attribute list includes the text at the start index and the text at the end index. Returns whether successful.

 BOOL setCaretPosition(const long vmID, const AccessibleContext accessibleContext, const int position);

Set the caret to a text position. Returns whether successful.

 BOOL getCaretLocation(long vmID, AccessibleContext ac, AccessibleTextRectInfo *rectInfo, jint index);

Gets the text caret location.

 BOOL setTextContents (const long vmID, const AccessibleContext accessibleContext, const wchar_t *text);

Sets editable text contents. The AccessibleContext must implement

AccessibleEditableText and be editable. The maximum text length that can be set is

MAX STRING SIZE - 1. Returns whether successful.

Accessible Table Functions

 BOOL getAccessibleTableInfo(long vmID, AccessibleContext acParent, AccessibleTableInfo);

Returns information about the table, for example, caption, summary, row and column count, and the Accessible Table.

BOOL getAccessibleTableCellInfo(long vmID, AccessibleTable
 accessibleTable, jint row, jint column, AccessibleTableCellInfo *tableCellInfo);

Returns information about the specified table cell. The row and column specifiers are zero-based.

BOOL getAccessibleTableRowHeader(long vmID, AccessibleContext acParent, AccessibleTableInfo *tableInfo);

Returns the table row headers of the specified table as a table.



 BOOL getAccessibleTableColumnHeader(long vmID, AccessibleContext acParent, AccessibleTableInfo *tableInfo);

Returns the table column headers of the specified table as a table.

 AccessibleContext getAccessibleTableRowDescription(long vmID, AccessibleContext acParent, jint row);

Returns the description of the specified row in the specified table. The row specifier is zero-based.

 AccessibleContext getAccessibleTableColumnDescription(long vmID, AccessibleContext acParent, jint column);

Returns the description of the specified column in the specified table. The column specifier is zero-based.

jint getAccessibleTableRowSelectionCount(long vmID, AccessibleTable table);

Returns how many rows in the table are selected.

 BOOL isAccessibleTableRowSelected(long vmID, AccessibleTable table, jint row);

Returns true if the specified zero based row is selected.

 BOOL getAccessibleTableRowSelections(long vmID, AccessibleTable table, jint count, jint *selections);

Returns an array of zero based indices of the selected rows.

• jint getAccessibleTableColumnSelectionCount(long vmID, AccessibleTable table);

Returns how many columns in the table are selected.

 BOOL isAccessibleTableColumnSelected(long vmID, AccessibleTable table, jint column);

Returns true if the specified zero based column is selected.

 BOOL getAccessibleTableColumnSelections(long vmID, AccessibleTable table, jint count, jint *selections);

Returns an array of zero based indices of the selected columns.

jint getAccessibleTableRow(long vmID, AccessibleTable table, jint index);

Returns the row number of the cell at the specified cell index. The values are zero based.

jint getAccessibleTableColumn(long vmID, AccessibleTable table, jint index);

Returns the column number of the cell at the specified cell index. The values are zero based.

 jint getAccessibleTableIndex(long vmID, AccessibleTable table, jint row, jint column);

Returns the index in the table of the specified row and column offset. The values are zero based.

Accessible Relation Set Function

 BOOL getAccessibleRelationSet(long vmID, AccessibleContext accessibleContext, AccessibleRelationSetInfo *relationSetInfo);

Returns information about an object's related objects.

Accessible Hypertext Functions

 BOOL getAccessibleHypertext(long vmID, AccessibleContext accessibleContext, AccessibleHypertextInfo *hypertextInfo);

Returns hypertext information associated with a component.

 BOOL activateAccessibleHyperlink(long vmID, AccessibleContext accessibleContext, AccessibleHyperlink accessibleHyperlink);

Requests that a hyperlink be activated.

 jint getAccessibleHyperlinkCount(const long vmID, const AccessibleHypertext hypertext);

Returns the number of hyperlinks in a component. Maps to AccessibleHypertext.getLinkCount. Returns -1 on error.

BOOL getAccessibleHypertextExt(const long vmID, const AccessibleContext accessibleContext, const jint nStartIndex, AccessibleHypertextInfo
 *hypertextInfo);

Iterates through the hyperlinks in a component. Returns hypertext information for a component starting at hyperlink index nStartIndex. No more than MAX_HYPERLINKS AccessibleHypertextInfo objects will be returned for each call to this method. Returns FALSE on error.

 jint getAccessibleHypertextLinkIndex(const long vmID, const AccessibleHypertext hypertext, const jint nIndex);

Returns the index into an array of hyperlinks that is associated with a character index in document. Maps to AccessibleHypertext.getLinkIndex. Returns -1 on error.

 BOOL getAccessibleHyperlink(const long vmID, const AccessibleHypertext hypertext, const jint nIndex, AccessibleHypertextInfo *hyperlinkInfo);

Returns the nth hyperlink in a document. Maps to <code>AccessibleHypertext.getLink</code>. Returns <code>FALSE</code> on error.

Accessible Key Binding Function

 BOOL getAccessibleKeyBindings (long vmID, AccessibleContext accessibleContext, AccessibleKeyBindings *keyBindings);

Returns a list of key bindings associated with a component.

Accessible Icon Function

 BOOL getAccessibleIcons(long vmID, AccessibleContext accessibleContext, AccessibleIcons *icons);

Returns a list of icons associate with a component.

Accessible Action Functions

 BOOL getAccessibleActions (long vmID, AccessibleContext accessibleContext, AccessibleActions *actions);

Returns a list of actions that a component can perform.

 BOOL doAccessibleActions(long vmID, AccessibleContext accessibleContext, AccessibleActionsToDo *actionsToDo, jint *failure);

Request that a list of AccessibleActions be performed by a component. Returns TRUE if all actions are performed. Returns FALSE when the first requested action fails in which case "failure" contains the index of the action that failed.

Utility Functions

BOOL IsSameObject(long vmID, JOBJECT64 obj1, JOBJECT64 obj2);

Returns whether two object references refer to the same object.

 AccessibleContext getParentWithRole (const long vmID, const AccessibleContext accessibleContext, const wchar t *role);

Returns the AccessibleContext with the specified role that is the ancestor of a given object. The role is one of the role strings defined in Java Access Bridge API Data Structures. If there is no ancestor object that has the specified role, returns (AccessibleContext) 0.

 AccessibleContext getParentWithRoleElseRoot (const long vmID, const AccessibleContext accessibleContext, const wchar_t *role);



Returns the AccessibleContext with the specified role that is the ancestor of a given object. The role is one of the role strings defined in Java Access Bridge API Data Structures. If an object with the specified role does not exist, returns the top level object for the Java window. Returns (AccessibleContext) 0 on error.

 AccessibleContext getTopLevelObject (const long vmID, const AccessibleContext accessibleContext);

Returns the AccessibleContext for the top level object in a Java window. This is same AccessibleContext that is obtained from GetAccessibleContextFromHWND for that window. Returns (AccessibleContext) 0 on error.

 int getObjectDepth (const long vmID, const AccessibleContext accessibleContext);

Returns how deep in the object hierarchy a given object is. The top most object in the object hierarchy has an object depth of 0. Returns -1 on error.

 AccessibleContext getActiveDescendent (const long vmID, const AccessibleContext accessibleContext);

Returns the AccessibleContext of the current ActiveDescendent of an object. This method assumes the ActiveDescendent is the component that is currently selected in a container object. Returns (AccessibleContext) 0 on error or if there is no selection.

 BOOL requestFocus(const long vmID, const AccessibleContext accessibleContext);

Request focus for a component. Returns whether successful.

 int getVisibleChildrenCount(const long vmID, const AccessibleContext accessibleContext);

Returns the number of visible children of a component. Returns -1 on error.

 BOOL getVisibleChildren(const long vmID, const AccessibleContext accessibleContext, const int startIndex, VisibleChildrenInfo *visibleChildrenInfo);

Gets the visible children of an AccessibleContext. Returns whether successful.

int getEventsWaiting();

Gets the number of events waiting to fire.

Accessible Value Functions

These functions get AccessibleValue information provided by the Java Accessibility API. An AccessibleContext object has AccessibleValue information contained within it if the flag accessibleValue in the AccessibleContextInfo data structure is set to TRUE. The values returned are strings (char *value) because there is no way to tell in advance if the value is



an integer, a floating point value, or some other object that subclasses the Java language construct <code>java.lang.Number</code>.

- BOOL GetCurrentAccessibleValueFromContext(long vmID, AccessibleValue av, wchar t *value, short len);
- BOOL GetMaximumAccessibleValueFromContext(long vmID, AccessibleValue av, wchar *value, short len);
- BOOL GetMinimumAccessibleValueFromContext(long vmID, AccessibleValue av, wchar *value, short len);

Accessible Selection Functions

These functions get and manipulate AccessibleSelection information provided by the Java Accessibility API. An AccessibleContext has AccessibleSelection information contained within it if the flag accessibleSelection in the AccessibleContextInfo data structure is set to TRUE. The AccessibleSelection support is the first place where the user interface can be manipulated, as opposed to being queries, through adding and removing items from a selection. Some of the functions use an index that is in child coordinates, while other use selection coordinates. For example, add to remove from a selection by passing child indices (for example, add the fourth child to the selection). On the other hand, enumerating the selected children is done in selection coordinates (for example, get the AccessibleContext of the first object selected).

- void AddAccessibleSelectionFromContext(long vmID, AccessibleSelection as, int i);
- void ClearAccessibleSelectionFromContext(long vmID, AccessibleSelection as);
- jobject GetAccessibleSelectionFromContext(long vmID, AccessibleSelection as, int i);
- int GetAccessibleSelectionCountFromContext(long vmID, AccessibleSelection as);
- BOOL IsAccessibleChildSelectedFromContext(long vmID, AccessibleSelection as, int i);
- void RemoveAccessibleSelectionFromContext(long vmID, AccessibleSelection as, int i);
- void SelectAllAccessibleSelectionFromContext(long vmID, AccessibleSelection as);



Java Access Bridge API Data Structures

The Java Access Bridge API data structures are contained in the file AccessBridgePackages.h.

Important Data Structures

There are data structures in this file that you do not need (and can ignore); they are used as part of the inter-process communication mechanism of the two Java Access Bridge DLLs. The data structures of importance are as follows:

```
#define MAX STRING SIZE
                                                                                             1024
#define SHORT STRING SIZE
typedef struct AccessibleContextInfoTag {
      wchar name[MAX STRING SIZE]; // the AccessibleName of the object
      wchar description[MAX STRING SIZE]; // the AccessibleDescription of the
      wchar role[SHORT STRING SIZE];  // localized AccesibleRole string
      wchar states[SHORT STRING SIZE]; // localized AccesibleStateSet string
                                                                                                                                  // (comma separated)
      jint indexInParent
                                                                                                                             // index of object in parent
      jint childrenCount
                                                                                                                             // # of children, if any
      jint x;
                                                                                                                               // screen x-axis co-ordinate in pixels
                                                                                                                                 // screen y-axis co-ordinate in pixels
      jint y;
                                                                                                                              // pixel width of object
      jint width;
      jint height;
                                                                                                                             // pixel height of object
      BOOL accessibleComponent; \hspace{1cm} \hspace{1cm}\hspace{1cm} \hspace{1cm} \hspace{1cm} \hspace{1cm} \hspace{1cm} \hspace{1cm}\hspace{1cm}\hspace{1cm
                                                                                                          // Java Accessibility interfaces
// FALSE if this object doesn't
      BOOL accessibleAction;
      BOOL accessibleSelection;
      BOOL accessibleText;
                                                                                                                            // implement the additional interface
      BOOL accessibleInterfaces; // new bitfield containing additional
                                                                                                                              // interface flags
} AccessibleContextInfo;
typedef struct AccessibleTextInfoTag {
      jint charCount; // # of characters in this text object
      jint caretIndex;
                                                                           // index of caret
      jint indexAtPoint; // index at the passsed in point
} AccessibleTextInfo;
typedef struct AccessibleTextItemsInfoTag {
      wchar t letter;
      wchar t word[SHORT STRING SIZE];
      wchar t sentence[MAX STRING SIZE];
} AccessibleTextItemsInfo;
typedef struct AccessibleTextSelectionInfoTag {
      jint selectionStartIndex;
      jint selectionEndIndex;
      wchar t selectedText[MAX STRING SIZE];
} AccessibleTextSelectionInfo;
```

typedef struct AccessibleTextRectInfoTag {

```
// bounding rectangle of char at index, x-axis co-ordinate
  jint x;
  jint y;
                  // y-axis co-ordinate
                 // bounding rectangle width
 jint width;
  jint height;  // bounding rectangle height
} AccessibleTextRectInfo;
typedef struct AccessibleTextAttributesInfoTag {
 BOOL bold;
 BOOL italic;
 BOOL underline;
 BOOL strikethrough;
 BOOL superscript;
 BOOL subscript;
  wchar t backgroundColor[SHORT STRING SIZE];
  wchar_t foregroundColor[SHORT_STRING_SIZE];
  wchar t fontFamily[SHORT STRING SIZE];
  jint fontSize;
 jint alignment;
  jint bidiLevel;
  jfloat firstLineIndent;
  jfloat leftIndent;
 jfloat rightIndent;
 jfloat lineSpacing;
 jfloat spaceAbove;
 jfloat spaceBelow;
 wchar t fullAttributesString[MAX STRING SIZE];
} AccessibleTextAttributesInfo;
typedef struct AccessibleTableInfoTag {
 JOBJECT64 caption; // AccesibleContext
  JOBJECT64 summary; // AccessibleContext
 jint rowCount;
 jint columnCount;
 JOBJECT64 accessibleContext;
  JOBJECT64 accessibleTable;
} AccessibleTableInfo;
typedef struct AccessibleTableCellInfoTag {
 JOBJECT64 accessibleContext;
 jint
           index;
 jint
            row;
  jint
            column;
 jint
           rowExtent;
            columnExtent;
 jint
  jboolean isSelected;
} AccessibleTableCellInfo;
typedef struct AccessibleRelationSetInfoTag {
 jint relationCount;
 AccessibleRelationInfo relations[MAX RELATIONS];
} AccessibleRelationSetInfo;
typedef struct AccessibleRelationInfoTag {
 wchar t key[SHORT STRING SIZE];
  jint targetCount;
 JOBJECT64 targets[MAX RELATION TARGETS]; // AccessibleContexts
```

```
} AccessibleRelationInfo;
typedef struct AccessibleHypertextInfoTag {
 jint linkCount;
                                                  // number of hyperlinks
 AccessibleHyperlinkInfo links[MAX HYPERLINKS]; // the hyperlinks
  JOBJECT64 accessibleHypertext;
                                                // AccessibleHypertext
object
} AccessibleHypertextInfo;
typedef struct AccessibleHyperlinkInfoTag {
 wchar t text[SHORT STRING SIZE]; // the hyperlink text
  jint startIndex;
                                  // index in the hypertext document where
the link begins
 jint endIndex;
                                  // index in the hypertext document where
the link ends
 JOBJECT64 accessibleHyperlink; // AccessibleHyperlink object
} AccessibleHyperlinkInfo;
typedef struct AccessibleKeyBindingsTag {
  int keyBindingsCount; // number of key bindings
 AccessibleKeyBindingInfo keyBindingInfo[MAX KEY BINDINGS];
} AccessibleKeyBindings;
typedef struct AccessibleKeyBindingInfoTag {
 jchar character; // the key character
  jint modifiers; // the key modifiers
} AccessibleKeyBindingInfo;
typedef struct AccessibleIconsTag {
  jint iconsCount;
                                              // number of icons
 AccessibleIconInfo iconInfo[MAX ICON INFO]; // the icons
} AccessibleIcons;
typedef struct AccessibleIconInfoTag {
  wchar t description[SHORT STRING SIZE]; // icon description
                                        // icon height
 jint height;
  jint width;
                                          // icon width
} AccessibleIconInfo;
typedef struct AccessibleActionsTag {
  jint actionsCount;
                                                    // number of actions
 AccessibleActionInfo actionInfo[MAX ACTION INFO]; // the action information
} AccessibleActions;
typedef struct AccessibleActionInfoTag {
 wchar t name[SHORT STRING SIZE]; // action name
} AccessibleActionInfo;
typedef struct AccessibleActionsToDoTag {
                                                   // number of actions to do
 jint actionsCount;
 AccessibleActionInfo actions[MAX ACTIONS TO DO]; // the accessible actions
} AccessibleActionsToDo;
typedef struct VisibleChildenInfoTag {
```

Java Access Bridge API Callbacks

The Java Access Bridge API callbacks are contained in the file AccessBridgeCallbacks.h. Your event handling functions must match these prototypes.

You must call the function ReleaseJavaObject on every JOBJECT64 returned through these event handlers once you are finished with them to prevent memory leaks in the JVM.

If you are using legacy APIs, then define ACCESSBRIDGE ARCH LEGACY.

JOBJECT64 is defined as jlong on 64-bit systems and jobject on legacy versions of Java Access Bridge. For definitions, see the section ACCESSBRIDGE_ARCH_LEGACY in the AccessBridgePackages.h header file.

- typedef void (*AccessBridge_FocusGainedFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef void (*AccessBridge_FocusLostFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef void (*AccessBridge_CaretUpdateFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef void (*AccessBridge_MouseClickedFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef void (*AccessBridge_MouseEnteredFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef void (*AccessBridge_MouseExitedFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef void (*AccessBridge_MousePressedFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef
 void (*AccessBridge_MouseReleasedFP) (long vmID, JOBJECT64 event,
 JOBJECT64 source);
- typedef void (*AccessBridge_MenuCanceledFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef
 void (*AccessBridge_MenuDeselectedFP) (long vmID, JOBJECT64 event,
 JOBJECT64 source);

- typedef void (*AccessBridge_MenuSelectedFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef
 void (*AccessBridge_PopupMenuCanceledFP) (long vmID JOBJECT64 event,
 JOBJECT64 source);
- typedef void (*AccessBridge_PopupMenuWillBecomeInvisibleFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef
 void (*AccessBridge_PopupMenuWillBecomeVisibleFP) (long vmID, JOBJECT64
 event, JOBJECT64 source);
- typedef void (*AccessBridge_PropertyNameChangeFP)
 (long vmID, JOBJECT64 event, JOBJECT64 source, wchar_t *oldName, wchar_t *newName);
- typedef void (*AccessBridge_PropertyDescriptionChangeFP)
 (long vmID, JOBJECT64 event, JOBJECT64 source, wchar_t *oldDescription, wchar t *newDescription);
- typedef void (*AccessBridge_PropertyStateChangeFP)
 (long vmID, JOBJECT64 event, JOBJECT64 source, wchar_t *oldState, wchar_t *newState);
- typedef void (*AccessBridge_PropertyValueChangeFP)
 (long vmID, JOBJECT64 event, JOBJECT64 source, wchar_t *oldValue, wchar t *newValue);
- typedef void (*AccessBridge_PropertySelectionChangeFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef
 void (*AccessBridge_PropertyTextChangeFP) (long vmID, JOBJECT64 event,
 JOBJECT64 source);
- typedef void (*AccessBridge_PropertyCaretChangeFP)
 (long vmID, JOBJECT64 event, JOBJECT64 source, int oldPosition, int newPosition);
- typedef void (*AccessBridge_PropertyVisibleDataChangeFP) (long vmID, JOBJECT64 event, JOBJECT64 source);
- typedef
 void (*AccessBridge_PropertyChildChangeFP) (long vmID, JOBJECT64 event,
 JOBJECT64 source, JOBJECT64 oldChild, JOBJECT64 newChild);

 typedef void (*AccessBridge_PropertyActiveDescendentChangeFP) (long vmID, JOBJECT64 event, JOBJECT64 source, JOBJECT64 oldActiveDescendent, JOBJECT64 newActiveDescendent);

Troubleshooting Java Access Bridge

This topic describes known problems and usage tips for those developing Assistive Technology applications for Java Access Bridge.

Known Problems

Re-Registering Menu Events Generates Duplicate Copies: If you register a menu event, unregister it, and then register it again, then Java Access Bridge generates duplicate copies of the menu event.

MenuDeselected Events Generated When Menu is Closed: You are not receiving MenuCanceled (or PopupMenuCanceled) events. To determine that a menu has been closed, look for MenuDeselected events.

Usage Tips

Determining Changes in Menu Item Selection: Use State PropertyChange events to determine changes in menu item selection (for example, when the user uses the arrow buttons or keys to go up or down within a menu).

Tracking Values of GUI Elements: Use the Accessible Value support and Value PropertyChange events to track the values of GUI elements like sliders and scroll bars.

Determining Selected Items: Use the AccessibleSelection support to determine which items are selected in containers that contain items such as lists and tables. This is more efficient than enumerating all of the children and examining their StateSet attribute to see if the Selected value is among them.

Java Access Bridge Testing Tools: The Java Access Bridge testing tools jaccessinspector and jaccesswalker are located in the Java bin directory.



Accessibility Properties

The javax.accessibility package provides the following properties: assistive technologies and screen magnifier present.

Topics

- Loading Assistive Technologies
- Indicating the Presence of a Screen Magnifier
- Setting Properties

Loading Assistive Technologies

The assistive_technologies property specifies the assistive technologies to load into the JVM. It takes a comma-delimited list of service provider names. See the javax.accessibility package, the javax.accessibility.AccessibilityProvider abstract class, and the java.awt.Toolkit.getDefaultToolkit method.

Indicating the Presence of a Screen Magnifier

When the screen_magnifier_present property is set to true, it lets the Java platform libraries know that a screen magnifier is present on the system. Application developers can check this property, and if a screen magnifier is present, developers should make sure their applications are compatible with screen magnification. For example, on Microsoft Windows operating systems, the reference implementation of the Java 2D API checks this property and if true, turns off Microsoft DirectDraw to avoid problems with the screen magnifier. (Some screen magnifiers may not be able to magnify DirectDraw graphics.)

Setting Properties

Set a property at run time with the following command:

```
java -Djavax.accessibility.assistive technologies=ServiceProviderName
```

ServiceProvicerName is the name of a service provider that adds an assistive technology feature; see the javax.accessibility.AccessibilityProvider.getName method.

You can also specify properties in a file named .accessibility.properties in the user's home directory or a file named accessibility.properties in the \$JAVA_HOME/conf directory. In the former case, the properties are used for the current user, and in the latter case, the properties are used for all users of that Java installation. The properties set for the current user take precedence over the properties set for the Java installation.

Set a property in the accessibility.properties file by adding line or lines as follows:

```
assistive_technologies=ServiceProviderName
screen magnifier present=true
```



You can specify more than one service provider in the <code>assistive_technologies</code> property with a comma-delimited list.



7

Java Accessibility Utilities Overview

To provide access to a Java application, an assistive technology requires more than the Java Accessibility API; it also requires support for locating user interface (UI) objects that implement the Java Accessibility API, loading assistive technology support into the JVM, and tracking events. The Java Accessibility Utilities provide this assistance.

The Java Accessibility Utilities, which is contained in the package <code>com.sun.java.accessibility.util</code>, provide the necessary support for assistive technologies to locate and query UI objects inside a Java application running in a JVM. It also provides support for installing event listeners into these objects. These event listeners enable UI objects to learn about specific events occurring in other UI objects using the peer-to-peer approach defined by the delegation event model. This package is made up of the following major pieces:

- Key Information about Java Applications
- Automatic Loading of Assistive Technologies
- Event Support

Key Information about Java Applications

The com.sun.java.accessibility.util package contains methods for retrieving key information about Java applications running in a JVM. This support provides a list of the top-level windows of all of the Java applications; an event listener architecture to be informed when top-level windows appear (and disappear); and means for locating the window that has the input focus, locating the mouse position, and inserting events into the system event queue.

Automatic Loading of Assistive Technologies

For an assistive technology to work with a Java application, load it into the same JVM as the Java application to which it is providing access. This is done through the use of the assistive_technologies property; see Loading Assistive Technologies. This support is in the class EventQueueMonitor.

Event Support

The Java Accessibility Utilities include three classes for monitoring events in the Java Virtual Machine. The first class, <code>AWTEventMonitor</code>, provides a way to monitor all AWT events in all AWT components running in the JVM. This class essentially provides system-wide monitoring of AWT events, registering an individual listener for each AWT event type on each AWT component that supports that type of listener. Thus, an assistive technology can register a "Focused listener" with <code>AWTEventMonitor</code>, which will in turn register a "Focused listener" with each and every AWT component in each and every Java application in the JVM. Those individual listeners will funnel the events that they hear about to the assistive technology that registered the listener with <code>AWTEventMonitor</code> in the first place. Thus, whenever a component gains or loses focus (for example, the user presses the Tab key), the assistive technology will be notified.

The second class, SwingEventMonitor, extends AWTEventMonitor to provide additional support for monitoring the Swing events supported by the Swing components. Since

SwingEventMonitor extends AWTEventMonitor, there is no need to use both classes if you are using SwingEventMonitor in your assistive technology.

The third class, AccessibilityEventMonitor, provides support for property change events on Accessible objects. When an assistive technology requests notification of Accessible property change events using AccessibilityEventMonitor, the AccessibilityEventMonitor will automatically register Accessible property change listeners on all the components. In addition, it will detect when components are added and removed from the component hierarchy and add and remove the property change listeners accordingly. When an Accessible property change occurs in any of the components, the AccessibilityEventMonitor will notify the assistive technology.

