EU 2019/882 Conformity Test Report

About This Document

The technical documentation includes the following standards/guidelines:

- EN 301 549 Accessibility requirements for ICT products and services - V3.2.1 (2021-03)
- EN 301 549 Accessibility requirements for ICT products and services – V4.1.1c (2025-04)

This document is broken into two main sections:

1. General description of the product
2. Accessibility Conformance Report

1. General description of the product

Manufacturer:	Honor Device Co., Ltd.
Product Name:	HONOR 600 Lite
Product Description:	Smart Phone
Model No. :	LNA-NX1
Trade Mark:	HONOR
Sufficient samples of the product have been tested and found to be in conformity with	
Test Standard:	EN 301 549 V3.2.1 (2021-03), EN 301 549 V4.1.1c (2025-04) - V.0.0.13 EN 301 549 V4.1.1c (2025-04) - V.0.0.13
Report Date:	2026-01-16

2. **Accessibility Conformance Report**

This report covers the degree of conformance for the following accessibility standard/guidelines:

Standard/Guideline	Included In Report
EN 301 549 Accessibility requirements for ICT products and services - V3.2.1 (2021-03) *AND* EN 301 549 Accessibility requirements for ICT products and services - V4.1.1c (2025-04)	Yes
Web Content Accessibility Guidelines 2.2	No

Terms

The terms used in the Conformance Level information are defined as follows:

- **Supports**: The functionality of the product has at least one method that meets the criterion without known defects or meets with equivalent facilitation.
- **Partially Supports**: Some functionality of the product does not meet the criterion.
- **Does Not Support**: The majority of product functionality does not meet the criterion.
- **Not Applicable**: The criterion is not relevant to the product.

EN 301 549 Report

Test Result:	**Pass**

Chapter 5: Generic Requirements

Notes:

Criteria	Conformance Level	Procedure
5.1 Closed functionality		
5.1.2 General		

5.1.2.1 Closed functionality		
5.1.2.2 Assistive technology and closed functionality	Pass	1.Determine the functionality of the ICT that is closed. 2.Check that the tests C.5.1.3 to C.5.1.6 can be carried out without the attachment or installation of any assistive technology except personal headsets or inductive loops.
5.1.3 Non-visual access		
5.1.3.1 Audio output of visual information	Pass	1.Determine the functionality of the ICT that is closed. 2.Check that they are all operable using audio output access.
5.1.3.2 Auditory output delivery including speech	Pass	1.Check that the auditory output is delivered by a mechanism included in or provided with the ICT. 2.Check that the auditory output is delivered by a personal headset that can be connected through a 3,5 mm audio jack without requiring the use of vision.
5.1.3.4 Speech output user control	Pass	1.Check that the speech output is capable of being interrupted when requested by the user. 2.Check that the speech output is capable of being repeated when requested by the user.
5.1.3.5 Speech output automatic interruption	Pass	1.Determine the closed functions of the ICT. 2.Check that the speech output for each single function is interrupted on a user action. 3.Check that the speech output for each single function is interrupted when new speech output begins.

5.1.3.6 Speech output for non-text content	Pass	1.Check that speech output is provided as an alternative for non-text content. 2.Check that the non-text content is not pure decoration. 3.Check that the non-text content is not used only for visual formatting. 4.Check that the speech output follows the guidance for "text alternative" described in WCAG 2.2 Success Criterion 1.1.1.
5.1.3.7 Speech output for video information	Not applicable	Not applicable
5.1.3.8 Masked entry	Pass	1.Check that the auditory output is not a spoken version of the characters entered. 2.Check that the auditory output is known to be delivered only to a mechanism for private listening.
5.1.3.9 Private access to personal data	Pass	1.Check that the auditory output is only delivered through a mechanism for private listening. 2.Check that the mechanism for private listening can be connected without requiring the use of vision. 3.Check that the auditory output is delivered through all user-selectable mechanisms.
5.1.3.10 Non-interfering audio output	Not applicable	Not applicable
5.1.3.11 Private listening volume	Pass	Check that there is at least one non-visual mode of operation for controlling the volume.
5.1.3.12 Speaker volume	Pass	1.Check that a non-visual incremental volume control is provided. 2.Check that output amplification up to a level of at least 65 dBA (-29 dBPaA) is available.

5.1.3.13 Volume reset	Not applicable	Not applicable
5.1.3.14 Spoken languages	Pass	Check that the speech output is in the same human language of the displayed content provided.
5.1.3.15 Non-visual error identification	Pass	1.Check that speech output identifies the item that is in error. 2.Check that the speech output describes the item that is in error.
5.1.3.16 Receipts, tickets, and transactional outputs	Pass	Check that speech output is provided which includes, all information necessary to complete or verify the transaction.
5.1.4 Functionality closed to text enlargement	Not applicable	Not applicable
5.1.5 Visual output for auditory information	Pass	Check that the visual information is equivalent to the pre-recorded auditory output.
5.1.6 Operation without keyboard interface		
5.1.6.1 Closed functionality	Not applicable	Not applicable
5.1.6.2 Input focus	Not applicable	Not applicable
5.1.7 Access without speech	Pass	Check that the closed functions can be enabled by an alternative input mechanism that does not require speech.
5.1.8 Identify input purpose (closed functionality)	Pass	1.For each input field that collects information about a user check that it serves a purpose identified in the Input Purposes for User Interface Components section of WCAG 2.2. 2.Check that there is auditory output that conforms to clause 5.1.3.2. 3.Check that the auditory output describes

		the input purpose.
5.2 Activation of accessibility features	Pass	Check that it is possible to activate those accessibility features without relying on a method that does not support that need.
5.3 Biometrics	Pass	1.Check that means can be used for user identification. 2.Check that another means can be used for control of ICT.
5.4 Preservation of accessibility information during conversion	Not applicable	Not applicable
5.5 Control using tactilely discernible operable parts	Pass	1.Check that there is a mode of operation that allows all the functionality of the ICT that requires manual operation and control to be controlled without requiring vision using only tactilely discernible operable parts.
5.6 Locking or toggle controls		
5.6.1 Tactile or auditory status	Pass	1.Check that there is at least one mode of operation where the status of all locking or toggle controls can be determined through touch without operating the control. 2.Check that there is at least one mode of operation where the status of all locking or toggle controls can be determined through sound without operating the control.
5.6.2 Visual status	Pass	Check that there is at least one mode of operation where the status of all locking or toggle controls can be visually determined when the control is presented.

Chapter 6: ICT supporting continuous bidirectional communication

Notes:

Criteria	Conformance Level	Procedure
6.1 Audio bandwidth for voice communication	Pass	Check that the ICT can encode and decode audio with a frequency range with an upper limit of at least 7 000 Hz.
6.2 Real-time text (RTT)		
6.2.1 RTT provision		
6.2.1.1 RTT functionality	Pass	1. A communication session is established between two communication clients. (for emergency communication the PSAP is considered as communication client 2 in this test) 2. Text is entered into communication client 1 in a steady flow without pauses for 10 seconds without send or return. 3. Check that the text received by Communication client 2 is presented without any pause longer than 1 second. 4. Text is entered into the communication client 2 in a steady flow without pauses for 10 seconds without send or return. 5. Check that the text received by communication client 1 is presented without any pause longer than 1 second.
6.2.1.2 Concurrent voice and RTT	Pass	1. Initiation: A communication session is established from communication client 1 to communication client 2 (and a communication client 3 if multiparty voice communication is supported) (for emergency communication the PSAP is considered as communication client 2 in this test). 2. C1 Activates RTT: Communication client 1 turns on RTT if not on by default. 3. 10 seconds typing out: Text is entered on Communication client 1 in a -steady human-like flow continuously for 10

		seconds without any return or send key, while the communicator is also speaking the text aloud. (If multiparty then communication client 3 should speak instead.) 4.Check that while the text is entered on communication client 1 characters appears on communication client 2. 5.Check that the communicator could be clearly heard simultaneous with text appearing. 6. 10 seconds typing back: Text is entered on Communication client 2 in a steady human-like flow continuously for 10 seconds without any return or send key, while the communicator on Communication client 2 is also speaking the text aloud. (If multiparty – Communication client 3 should be talking and typing). 7.Check that while the text is entered on communication client 1 characters appears on communication client 2. 8.Check that the communicator could be clearly heard simultaneous with text appearing.
6.2.1.3 Single user operations	Pass	1.Initiation: A communication session is established from communication client 1 to communication client 2 including a request to get RTT all available media included in the communication(for emergency communication the PSAP is considered as communication client 2 in this test). 2.add a communication client 3 to the communication also with RTT, and also video if video is supported by the ICT, and if multiparty voice communication is supported. 3.Check that all requested media were activated by the same single user

		operation. 4.Check that all media requested and supported by communication client 3 was activated by the same single user operation. 5.Disconnect the communication from communication client device 1. 6.Check that all enabled media were disconnected by the same single user operation. 7.Call back from communication client device 2 to communication client device 1. 8.Check: that the call back is received and can be answered and that the same media as were provided in the initial communication are provided.
6.2.2 Display of RTT		
6.2.2.1 Distinguishable display	Pass	1.Initiation: A communication session is established from communication client device 1 to communication clients 2 (and a communication client 3 if multiparty voice communication is supported)(for emergency communication the PSAP is considered as communication client 2 in this test). 2.C1 Activates RTT: Communication client 1 turns on RTT if not on be default. 3.10 seconds typing out: Text is entered into communication client 1 in a steady human-like flow continuously for 10 seconds without any return or send key. 4.10 seconds typing back: Text is entered into communication client 2 in a steady human-like flow continuously for 10 seconds without any return or send key. 5.(If multiparty – text should also be entered into Communication client 3.) 6.Check that all text streams are separate from each other and the source is

		indicated. 7.All parties generate a send or return and enter text for 5 seconds. 8.Check that all past utterances and current text streams are separate from each other and the source is indicated.
6.2.2.2 Active communicator indication	Pass	1.Initiation: A communication session is established from communication client 1 to communication clients 2 (If multiparty – a communication client 3 should also be included)(for emergency communication the PSAP is considered as communication client 2 in this test). 2.C1 Activates RTT: Communication client 1 turns on RTT if not on be default. 3.C2 Speaks: text and speech are sent from communication client 2 intermittently both separately and simultaneously. 4.C3 Speaks: If multiparty speech is supported then C3 should take turns sending speech as well). 5.Check that any time that C2 or C3 are speaking there is an indication of audio activity on the line.
6.2.2.3 Indication of audio with RTT	Pass	1.Initiation: A communication session is established from communication client 1 to communication client 2 (If multiparty – a communication client 3 should also be included)(for emergency communication the PSAP is considered as communication client 2 in this test). 2.C1 Activates RTT: Communication client 1 turns on RTT if not on by default. 3.C2 Speaks: text and speech are sent from communication client 2 intermittently both separately and simultaneously. 4.C3 Speaks: If multiparty speech is supported then C3 should take turns sending speech as well).

		5.Check that any time that C2 or C3 are speaking there is a visual indication of audio activity on the line.
6.2.2.4 Presentation of relative time order of text	Pass	1.Initiation: A communication session is established from communication client device C1 to communication client C2 including RTT (and a communication client C3 if multiparty voice communication is supported)(for emergency communication the PSAP is considered as communication client 2 in this test) 2.Text is entered on the Communication clients simultaneously in natural human communication style with occasional commas, full stops and returns or new line keys for 30 seconds. 3. Check that the sent and received text are displayed collected in readable blocks and positioned separated so that a relative order can be perceived. 4. Each communication client sends text again simultaneously for 10 characters or more and a return or new line key is hit first on C1 and later on C2 and typing continues for a few seconds on the clients. 5. Check that on C1 the order of the entered new lines is visually indicated to be earlier from C1 than from C2 (and C3).
6.2.2.5 Review of RTT communication contents	Pass	1.Initiation: A communication session is established from communication client device C1 to communication client(s) C2 (and a communication client C3 if multiparty voice communication is supported). (for emergency communication the PSAP is considered as communication client 2 in this test) 2.C1 Activates RTT: Communication client

		C1 turns on RTT if not on by default. 3.Text sent from all clients until scroll: Text is entered real-timely on Communication clients C1 and C2 typing real sentences and sometimes pressing Enter or Return until the text on C1 scrolls. (If multiparty – a communication client C3 should included and be typing too). 4.C2 Continue typing while C1 views: Once enough text is sent to cause the display to scroll on C1, C2 (can C3 if one is involved) continues to send text while C1 makes user interface actions needed to view what has been scrolled off screen (usually a page-up request or some other command for scroll back). 5.Check that C1 can view text that has been scrolled off screen and with the approximate time order presented. 6.Check that the presentation view of earlier text is stable even as new text arrives. 7.Restart typing: Type a sentence on C1. 8.Check that the display on C1 changes to show the latest received text as well as the latest text sent, and that real-time presentation of new incoming text is re-gained. 9.End communication session: Terminate the current communication. 10Check that the RTT text communication in the latest session can be reviewed after the communication is terminated.
6.2.3 DTMF touch-tone generation during RTT operations	Pass	1.Initiation: A communication session is established from communication client 1 to communication client 2(for emergency communication the PSAP is considered as communication client 2 in this test) 2.C1 Activates RTT: Communication client 1 turns on RTT if not on by default

		3.C2 next to decoder: Communication client 2's speaker is put next to microphone on device running touchtone decoder app. 4.Tones sent: Touch-Tones are sent from C1 while in RTT mode. 5.Text is entered on Communication client 1 in a steady human-like flow continuously for 10 seconds without any return or send key, while the communicator is also speaking the text aloud. (If multiparty then communication client 3 should speak instead.) 6.Check That the tones are successfully sent and received on Communication client 2 with enough clarity to properly decode them.
6.2.4 RTT responsiveness	Pass	OPTION 1 – Preferred Testing Method 1.Setup: Arrange test equipment to measure the time between when a key is pressed and when the character is transmitted from the device. NOTE: In case of encrypted communication, it may be sufficient to observe when the first packet likely containing the character is sent. 2.Initiate call: A communication session is established from communication client 1 to communication client 2. 2.5 seconds typing: Text is entered on Communication client 1 in a steady humanlike flow for 5 seconds to ensure RTT is working. 4.5 seconds pause: Wait 5 seconds to make it easy to identify the first packet containing the character entered in step 5. 5.Type 1 character: Enter one character on communication client 1. 6. Check Using the test equipment, check that the time between when the character

		was entered on communication client 1 and when the character was transmitted from the communication client 1 device to the network is not more than 500 msec. OPTION 2 – Indirect Test when Method 1 is not easily carried out 1. Initiation: A communication session is established from communication client 1 to communication clients 2 (for emergency communication the PSAP is considered as communication client 2 in this test). 2. 10 seconds typing: Text is entered on Communication client 1 in a steady humanlike flow for 10 seconds without any return or send key. 3. Check if while the text is entered on communication client 1 each character appears on communication client 2 within 1 second of when it was entered on communication client 1. NOTE: One method for doing this would be by recording a side-by-side video of communication clients 1 and 2 adjacent to a clock with 1/10ths second display to analyze the time difference between characters appearing on the communication clients.
6.2.5 Adding and erasing of RTT input	Pass	1.Initiation: A communication session is established from communication client 1 to communication client 2(for emergency communication the PSAP is considered as communication client 2 in this test). 2.C1 Activates RTT: Communication client 1 turns on RTT if not on by default. 3.10 numbers sent – 5 deleted: The characters 0 through 7 are entered on Communication client 2. Then the enter key is typed, then the characters 8 & 9 key are typed, then the delete key is pressed 6 times (the return is counted as one character).

		4.Check that the 10 characters appear on communication client 1 (8 in one message and 2 in a second message and then all disappear except for 01234. 5.10 numbers back – 5 deleted: The characters 0 through 7 are entered on Communication client 2. Then the enter key is typed, then the characters 8 & 9 key are typed, then the delete key is pressed 6 times (the return is counted as one character). 6.(if multiparty – Communication client 3 does the same simultaneously) 7.Check that the 10 characters appear on communication client 1 (8 in one message and 2 in a second message and then all disappear except for 01234. 8.Delete all sent - Press the delete key on Communication client 1 a sufficient number of times to delete not only the 5 numerals in the last sequence, but also all of the characters entered in the original 10 seconds of typing. 9.Check that all characters entered from communication client 1 are deleted including both the latter numerals and all of the text from the original 10 seconds of typing. The screen on communication client 2 should be clear of all text entered on communication client 1. 10.All Received deleted - Press the delete key on Communication client 2 a sufficient number of times to delete all of the text entered on communication client 2 up to this point. 11.Check that all of the text from communication client 2 is now missing from communication client 1.
6.2.6 Processing rate of RTT	Not applicable	Not applicable

6.2.7 Character representation	Pass	1.Initiation: A communication session is established from communication client 1 to communication client 2(for emergency communication the PSAP is considered as communication client 2 in this test). 2.Character test: a block of test text is sent that includes 50 different characters from the Latin-1 part of the ISO/IEC 10646 that represent the variety of characters in the set including those with diacritical marks: A similar sample representing the writing direction(s) and the characters for the languages of the regions in which the ICT is intended to be used and 15 emojis characters supported by the underlying platform of the receiving Communication client(s) and 5 instances of a character that is not a recognized character such as HEX:2140. NOTE: if receiving communication client does not support emojis, then any emojis can be sent and the “replacement character” should show in their place on the receiving communication client 3.Check: that the received and displayed text matches the sent text except that the last 5 characters should be 5 instances of the ISO10646 “replacement character” (Code HEX: FFFD. 4.Disconnect 5.Initiation: A communication session is established from communication client 2 to communication client 1 6. Character test: a block of test text is sent that includes 50 different characters from the Latin-1 part of the ISO/IEC 10646 that represent the variety of characters in the set including those with diacritical marks: A similar sample representing the writing direction(s) and the characters for the

		languages of the regions in which the ICT is intended to be used and 15 emojis characters supported by the underlying platform of the receiving Communication client(s) and 5 instances of a character that is not a recognized character such as HEX:2140. NOTE: if receiving communication client does not support emojis, then any emojis can be sent and the “replacement character” should show in their place on the receiving communication client. 7.Check that the received and displayed text matches the sent text except that the last 5 characters should be 5 instances of the ISO10646 “replacement character” (Code HEX: FFFD.
6.2.8 RTT input methods	Pass	1.Initiation: A communication session is established from communication client 1 to communication client 2(for emergency communication the PSAP is considered as communication client 2 in this test). 2.Try all input options: Each option for generating text available on the device is tried (e.g. physical or on-screen keyboard, speech, alternate keyboards, keyboards attached via connector, WIFI, Bluetooth, etc.) 3.Check that each mode of character input results in text being entered into the RTT function and sent to the other terminal device.
6.2.9 RTT activation	Pass	1.Initiation: A communication session is established from communication client 1 to communication client 2 (and a communication client 3 if multiparty voice communication is supported) (for emergency communication the PSAP is considered as communication client 2 in this test). 2.Speech from Communication client 2:

		Speech is sent from Communication client 2 (and 3 if multiparty supported). 3.C1 Activates RTT: Communication client 1 turns on RTT if not on by default. 4.10 seconds typing out: Text is entered on Communication client 1 in a steady human-like flow continuously for 10 seconds without any return or send key, while the communicator is also speaking the text aloud. (If multiparty then communication client 3 should speak instead.) 5.Check if while the text is entered on communication client 1 each character appears on communication client 2 within 1 second of when it was entered on communication client 1. 6.New Outgoing Communication: Communication is terminated and Communication client 1 initiates a communication session with Communication client 2 again. (for emergency communication the PSAP is considered as communication client 2 in this test) 7.C1 talks: Speech is sent from T1. 8.C2 Activates RTT: Communication client 2 turns on RTT. 9.10 seconds typing in: Text is entered on Communication client 2 in a normal fashion. 10.Check that text is appearing on Communication client 1. 11.New incoming Communication:Communication is terminated and Communication client 2 initiates a communication session with Communication client 1. 12.C2 talks: Speech is sent from T2. 13.C1 Activates RTT: Communication

		client 1 turns on RTT. 14.10 seconds typing in: Text is entered on Communication client 2 in a normal fashion. 15.Check that text is appearing on Communication client 1. 16.New incoming Communication: Communication is terminated and Communication client 2 initiates a communications session with Communication client 1. 17.C1 talks: Speech is sent from T1. 18.C2 Activates RTT: Communication client 2 turns on RTT. 19.10 seconds typing in: Text is entered on Communication client 2 in a normal fashion. 20.Check that text is appearing on Communication client 1.
6.2.10 RTT interoperability	Pass	1.Check that the set of specifications documented for the ICT under test to be used for RTT interoperability in the scenario used for testing matches the set of specifications to be used for RTT interoperability documented for the other ICT used in the scenario for testing. 2.Check that the set of specifications documented for the ICT under test to be used for RTT interoperability is ITU-T Recommendation T.140 [i.38] for functions including coding and presentation and RFC 4103 [i.13] updated by RFC 9071 [i.54] for other aspects of RTT communication.
6.3 Caller ID	Pass	1.Check that the information delivered by each function is available in text form. 2.Check that the information delivered by each function is programmatically determinable.

6.4 Alternatives to voice-based services	Pass	1.Check that the ICT offers users a means to access the information without the use of hearing or speech. 2.Check that a user can carry out the tasks provided by the system without the use of hearing or speech.
6.5 Video communication		
6.5.2 Resolution	Pass	Check that the video communication resolution is QVGA resolution or better.
6.5.3 Frame rate	Pass	Check that the video communication frame rate is equal to or higher than 20 frames per second.
6.5.4 Synchronization between audio and video	Pass	Check that audio is presented within 100 ms before video and 100 ms after video.
6.5.5 Visual indicator of audio with video	Pass	1.ICT under test is connected to another ICT providing continuous bidirectional voice communication that is compatible with the voice communication on the ICT under test. 2.A person speaks into the other ICT. 3.Check by observation whether there is a real-time visual indicator of audio activity.
6.5.6 Speaker identification with video (sign language) communication	Pass	1.The ICT under test is connected to a compatible ICT that supports video and a person communicates in sign language. 2.Check by observation whether the ICT under test provides a means for speaker identification for the sign language users once the start of signing has been indicated.
6.6 Alternatives to video-based services (recommendation)		

6.7 Total conversation provision		

Chapter 7: ICT with Video Capabilities

Notes:

Criteria	Conformance Level	Procedure
7.1 Caption processing technology		
7.1.1 Captioning playback	Pass	Check that there is a mode of operation that allows the available subtitles to be displayed. Or check that there is a mechanism that provides an ability to choose to display the subtitles.
7.1.2 Captioning synchronization	Pass	Check that the mechanism to display the subtitles preserves the synchronization between the audio and corresponding subtitles within a tenth of a second of the time stamp of the subtitle, or the availability of the subtitle to the player if a live subtitle.
7.1.3 Preservation of captioning	Pass	Check that the ICT preserves subtitle data such that it can be displayed in a manner consistent with clauses 7.1.1 and 7.1.2.
7.1.4 Captions characteristics	Pass	Check that the ICT provides a way for the user to adapt the displayed characteristics of subtitles to their individual requirements.
7.1.5 Spoken interlingual subtitles	Pass	Check that there is a mode of operation to provide a spoken output of the available interlingual subtitles.
7.2 Audio description technology		

7.2.1 Audio description playback	Pass	1.Check that there is an explicit and separate mechanism for audio description. 2.Check that there is a mechanism to select and play the audio description to the default audio channel. 3. Check that the ICT enables the user to select and play several audio tracks.
7.2.2 Audio description synchronization	Pass	Check that the synchronization between the audio/visual content and the corresponding audio description is preserved.
7.2.3 Preservation of audio description	Pass	Check that the ICT preserves audio description data such that it can be played in a manner consistent with clauses 7.2.1 and 7.2.2.
7.3 User controls for captions and audio description	Pass	Check that there is at least one shortcut method to activate and deactivate the presentation of those subtitles and audio description that meets the requirements of the present document.

Chapter 8: Hardware

Notes:

Criteria	Conformance Level	Remarks and Explanations
8.1 General		
8.1.1 Generic requirements (informative)		
8.1.2 Standard connections	Pass	Check that one type of connection conforms to an industry standard non-proprietary format. Check that one type of connection conforms to an industry standard non-proprietary format through the use of

		commercially available adapters.
8.1.3 Colour	Pass	Check that an alternative form of visual coding is provided.
8.3 Stationary ICT		
8.3.1 Forward or side reach	Not applicable	Not applicable
8.3.2 Forward reach		
8.3.2.1 Unobstructed forward reach for operable parts	Not applicable	Not applicable
8.3.2.2 Forward reach display location	Not applicable	Not applicable
8.3.2.3 Obstructed forward reach		
8.3.2.3.1 Clear space underneath an obstruction	Not applicable	Not applicable
8.3.2.3.2 Obstructed forward reach range	Not applicable	Not applicable
8.3.3 Side reach		
8.3.3.1 Unobstructed high and low side reach	Not applicable	Not applicable
8.3.3.2 Obstructed side reach range	Not applicable	Not applicable
8.4 Operable parts		
8.4.1 Numeric keys	Not applicable	Not applicable
8.4.2.2 Force of operation of operable	Not applicable	Not applicable

parts		

Chapter 9: Web

Notes:

Criteria	Conformance Level	Procedure
9.1 Perceivable		
9.1.1 Text alternatives		
9.1.1.1 Non-text content	Not applicable	Not applicable
9.1.2 Time-based media		
9.1.2.1 Audio-only and video-only (pre-recorded)	Not applicable	Not applicable
9.1.2.2 Captions (pre-recorded)	Not applicable	Not applicable
9.1.2.3 Audio description or media alternative (pre-recorded)	Not applicable	Not applicable
9.1.2.4 Captions (live)	Not applicable	
9.1.2.5 Audio description (pre-recorded)	Not applicable	Not applicable
9.1.3 Adaptable		
9.1.3.1 Info and relationships	Not applicable	Not applicable
9.1.3.2 Meaningful sequence	Not applicable	Not applicable
9.1.3.3 Sensory	Not applicable	Not applicable

characteristics		
9.1.3.4 Orientation	Not applicable	Not applicable
9.1.3.5 Identify input purpose	Not applicable	Not applicable
9.1.4 Distinguishable		
9.1.4.1 Use of colour	Not applicable	Not applicable
9.1.4.2 Audio control	Not applicable	Not applicable
9.1.4.3 Contrast (minimum)	Not applicable	Not applicable
9.1.4.4 Resize text	Not applicable	Not applicable
9.1.4.5 Images of text	Not applicable	Not applicable
9.1.4.10 Reflow	Not applicable	Not applicable
9.1.4.11 Non-text contrast	Not applicable	Not applicable
9.1.4.12 Text spacing	Not applicable	Not applicable
9.1.4.13 Content on hover or focus	Not applicable	Not applicable
9.2 Operable		
9.2.1 Keyboard accessible		
9.2.1.1 Keyboard	Not applicable	Not applicable
9.2.1.2 No keyboard trap	Not applicable	Not applicable
9.2.1.4 Character key shortcuts	Not applicable	Not applicable

9.2.2 Enough time		
9.2.2.1 Timing adjustable	Not applicable	Not applicable
9.2.2.2 Pause, stop, hide	Not applicable	Not applicable
9.2.3 Seizures and physical reactions		
9.2.3.1 Three flashes or below threshold	Not applicable	Not applicable
9.2.4 Navigable		
9.2.4.1 Bypass blocks	Not applicable	Not applicable
9.2.4.2 Page titled	Not applicable	Not applicable
9.2.4.3 Focus order	Not applicable	Not applicable
9.2.4.4 Link purpose (in context)	Not applicable	Not applicable
9.2.4.5 Multiple ways	Not applicable	Not applicable
9.2.4.6 Headings and labels	Not applicable	Not applicable
9.2.4.7 Focus visible	Not applicable	Not applicable
9.2.4.11 Focus not obscured (minimum)	Not applicable	Not applicable
9.2.5 Input modalities		
9.2.5.1 Pointer gestures	Not applicable	Not applicable
9.2.5.2 Pointer cancellation	Not applicable	Not applicable
9.2.5.3 Label in name	Not applicable	Not applicable

9.2.5.4 Motion actuation	Not applicable	Not applicable
9.2.5.7 Dragging movements	Not applicable	Not applicable
9.2.5.8 Target size (minimum)	Not applicable	Not applicable
9.3 Understandable		
9.3.1 Readable		
9.3.1.1 Language of page	Not applicable	Not applicable
9.3.1.2 Language of parts	Not applicable	Not applicable
9.3.2 Predictable		
9.3.2.1 On focus	Not applicable	Not applicable
9.3.2.2 On input	Not applicable	Not applicable
9.3.2.3 Consistent navigation	Not applicable	Not applicable
9.3.2.4 Consistent identification	Not applicable	Not applicable
9.3.2.6 Consistent help	Not applicable	Not applicable
9.3.3 Input assistance		
9.3.3.1 Error identification	Not applicable	Not applicable
9.3.3.2 Labels or instructions	Not applicable	Not applicable
9.3.3.3 Error suggestion	Not applicable	Not applicable

9.3.3.4 Error prevention (legal, financial, data)	Not applicable	Not applicable
9.3.3.7 Redundant entry	Not applicable	Not applicable
9.3.3.8 Accessible authentication (minimum)	Not applicable	Not applicable
9.4 Robust		
9.4.1 Compatible		
9.4.1.2 Name, role, value	Not applicable	Not applicable
9.4.1.3 Status messages	Not applicable	Not applicable

Chapter 11: Software

Notes:

Criteria	Conformance Level	Procedure
11.1 Perceivable		
11.1.1 Text alternatives		
11.1.1.1 Non-text content	Pass	Check that the functionality that is not closed does not fail WCAG 2.2 Success Criterion 1.1.1 Non-text Content.
11.1.2 Time-based media		
11.1.2.1 Audio-only and video-only (pre-recorded)	Pass	Check that functionality that is not closed does not fail WCAG 2.2 Success Criterion 1.2.1 Audioonly and Video-only (Prerecorded).
11.1.2.2 Captions (pre-recorded)	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.2.2

		Captions (Prerecorded).
11.1.2.3 Audio description or media alternative (pre-recorded)	Pass	Check that functionality that is not closed does not fail WCAG 2.2 Success Criterion 1.2.3 Audio Description or Media Alternative (Prerecorded).
11.1.2.4 Captions (live)	Not applicable	Not applicable
11.1.2.5 Audio description (pre-recorded)	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.2.5 Audio Description (Prerecorded).
11.1.3 Adaptable		
11.1.3.1 Info and relationships	Pass	Check that the functionality that is not closed does not fail WCAG 2.2 Success Criterion 1.3.1 Info and Relationships.
11.1.3.2 Meaningful sequence	Pass	Check that functionality that is not closed does not fail WCAG 2.2 Success Criterion 1.3.2 Meaningful Sequence.
11.1.3.3 Sensory characteristics	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.3.3 Sensory Characteristics.
11.1.3.4 Orientation	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.3.4 Orientation.
11.1.3.5 Identify input purpose	Pass	Check that the functionality that is not closed does not fail WCAG 2.2 Success Criterion 1.3.5 Identify Input Purpose.
11.1.4 Distinguishable		
11.1.4.1 Use of colour	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.4.1 Use of Colour.
11.1.4.2 Audio control	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.4.2 Audio Control.

11.1.4.3 Contrast (minimum)	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.4.3 Contrast (Minimum).
11.1.4.4 Resize text	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.4.4 Resize text.
11.1.4.5 Images of text	Pass	Check that the functionality that is not closed does not fail WCAG 2.2 Success Criterion 1.4.5 Images of Text.
11.1.4.10 Reflow	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.4.10 Reflow.
11.1.4.11 Non-text contrast	Pass	Check that the software does not fail the Success Criterion WCAG 2.2 Success Criterion 1.4.11 Non-text Contrast.
11.1.4.12 Text spacing	Not applicable	Not applicable
11.1.4.13 Content on hover or focus	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 1.4.13 Content on hover or focus.
11.2 Operable		
11.2.1 Keyboard accessible		
11.2.1.1 Keyboard	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.1.1 Keyboard
11.2.1.2 No keyboard trap	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.1.2 No Keyboard Trap.
11.2.1.4 Character key shortcuts	Not applicable	Not applicable
11.2.2 Enough time		

11.2.2.1 Timing adjustable	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.2.1 Timing Adjustable.
11.2.2.2 Pause, stop, hide	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.2.2 Pause, Stop, Hide.
11.2.3 Seizures and physical reactions		
11.2.3.1 Three flashes or below threshold	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.3.1 Three Flashes or Below Threshold.
11.2.4 Navigable		
11.2.4.3 Focus order	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.4.3 Focus Order.
11.2.4.4 Link purpose (in context)	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.4.4 Link Purpose (In Context).
11.2.4.6 Headings and labels	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.4.6 Headings and Labels.
11.2.4.7 Focus visible	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.4.7 Focus Visible.
11.2.4.11 Focus not obscured (minimum)	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.4.11 Focus not obscured (minimum).
11.2.5.1 Pointer gestures	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.5.1 Pointer Gestures.
11.2.5.2 Pointer cancellation	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.5.2

		Pointer Cancellation.
11.2.5.3 Label in name	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.5.3 Label in Name.
11.2.5.4 Motion actuation	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.5.4 Motion Actuation.
11.2.5.7 Dragging movements	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.5.7 Dragging movements.
11.2.5.8 Target size (minimum)	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 2.5.8 Target size (minimum).
11.3 Understandable		
11.3.1 Readable		
11.3.1.1 Language of page	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.1.1 Language of software.
11.3.2 Predictable		
11.3.2.1 On focus	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.2.1 On Focus.
11.3.2.2 On input	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.2.2 On Input.
11.3.2.4 Consistent identification	Pass	1.Check that components that have the same functionality within the non-web software are identified consistently. 2. Where inconsistent identification of components is detected, check that this is because the inconsistency is essential to the function of the software.

11.3.3 Input assistance		
11.3.3.1 Error identification	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.3.1 Error Identification.
11.3.3.2 Labels or instructions	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.3.2 Labels or Instructions.
11.3.3.3 Error suggestion	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.3.3 Error Suggestion.
11.3.3.4 Error prevention (legal, financial, data)	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.3.4 Error Prevention (Legal, Financial, Data).
11.3.3.7 Redundant entry	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.3.7 Redundant Entry.
11.3.3.8 Accessible authentication (minimum)	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 3.3.8 Accessible Authentication (Minimum).
11.4 Robust		
11.4.1 Compatible		
11.4.1.2 Name, role, value	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 4.1.2 Name, Role, Value.
11.4.1.3 Status messages	Pass	Check that the software does not fail WCAG 2.2 Success Criterion 4.1.3 Status messages.
11.5 Interoperability with assistive technology		
11.5.1 Closed	Pass	Check that the closed functionality

functionality		conforms to clause 5.1.
11.5.2 Accessibility services		
11.5.2.1 Platform interoperability with assistive technologies	Pass	1.Check that the platform provides a set of documented platform accessibility. 2. For each user interface concept corresponding to the clauses 11.5.2.5 to 11.5.2.17 supported within the platform software. 2.1 Check that the platform software documentation includes information about platform services that enable assistive technology to interoperate with software running on the platform.
11.5.2.3 Use of accessibility services	Pass	1.Check that the software uses the applicable documented platform accessibility services. 2.Check that the software can meet the applicable requirements 11.5.2.5 to 11.5.2.17 whilst using the documented platform accessibility services. 3.Check that the software can meet requirements 11.5.2.5 to 11.5.2.17 whilst using the documented platform accessibility services and other documented services.
11.5.2.4 Assistive technology	Pass	Check that the assistive technology uses the documented platform accessibility services.
11.5.2.5 Object information	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Check that the user interface element's role is programmatically determinable. 2. Check that the user interface element's state(s) is programmatically determinable. 3. Check that the user interface element's boundary is programmatically. 4. Check that the user interface element's name is programmatically determinable.

		5.Check that the user interface element's description is programmatically determinable.
11.5.2.6 Row, column, and headers	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Select a data table in which the tests are to be performed. 2. Check that each cell's row is programmatically determinable by the tool. 3. Check that each cell's column is programmatically determinable by the tool. 4. Check that each cell's row header, if the row header exists, is programmatically determinable by the tool. 5. Check that each cell's column header, if the column header exists, is programmatically determinable by the tool.
11.5.2.7 Values	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Select a user interface element that can have a value. 2. Check that the current value is programmatically determinable by the tool. 3. If the user interface element conveys information about a range of values, check that the minimum value is programmatically determinable by the tool. 4. If the user interface element conveys information about a range of values, check that the maximum value is programmatically determinable by the tool.
11.5.2.8 Label relationships	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Obtain the information of each user interface element. 2. Check that the user interface element's information includes the relationship with the user interface element that is its label, if the current user interface element has a label, and that this relationship is programmatically determinable by the tool. 3. Check that the user interface element's information includes the relationship with the user

		interface element that it is labelling, if the current user interface element is a label, and that this relationship is programmatically determinable by the tool.
11.5.2.9 Parent-child relationships	Pass	Using an appropriate accessibility inspection tool for platforms: 1. For user interface elements that have a parent, check that the user interface element's information includes the relationship with the user interface element that is its parent. 2.Check that the user interface elements that are parents of the user interface element selected in check 1, include the relationship with the user interface elements that are its children in their information, and that this relationship is programmatically determinable by the tool. 3. For user interface elements that are a parent of other user interface elements, check that the user interface element's information includes the relationship with the user interface elements that are its children, and that this relationship is programmatically determinable by the tool. 4. Check that the user interface elements that are a child of the user interface element selected in check 3, include the relationship with the user interface elements that are its parents in their information, and that this relationship is programmatically determinable by the tool.
11.5.2.10 Text	Pass	Using an appropriate accessibility inspection tool for platforms: 1. For instances of text rendered to the screen, check that the text's information includes its text content, and that this information is programmatically determinable by the tool. 2. For instances of text rendered to the screen, check that the text's information includes its attributes, and

		that this information is programmatically determinable by the tool. 3. For instances of text rendered to the screen, check that the text's information includes its boundary, and that this information is programmatically determinable by the tool.
11.5.2.11 List of available actions	Pass	Using an appropriate accessibility inspection tool for platforms: 1. For all user interface elements that have executable actions. 1.1 Check that the list of actions of the user interface element is programmatically determinable by the tool.
11.5.2.12 Execution of available actions	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Check that the user interface element's information includes the list of actions that can be executed by assistive technologies according to 11.5.2.11. 2. Check that all the actions in the list can successfully be executed by the tool.
11.5.2.13 Tracking of focus and selection attributes	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Check that the user interface element's information includes mechanisms to track focus, text insertion point and selection attributes. 2.Check that this information is programmatically determinable by the tool. 3. Activate those tracking mechanisms using the tool. 4. As a user, use the text editing functionality in the evaluated software product. 5. Check that the tracking of focus, text insertion point and selection attributes work
11.5.2.14 Modification of focus and selection attributes	Pass	Using an appropriate accessibility inspection tool for platforms: 1. For user interface elements that can receive focus and where the focus can be modified by a user without the use of assistive

		technology, check that the focus can be programmatically modified by the tool. 2. For user interface elements that enable text editing by a user without the use of assistive technology, check that the position of the text insertion point can be programmatically modified by the tool. 3. For user interface elements that enable text editing, check that the selection attributes can be programmatically modified by the tool where they can be modified by user without the use of assistive technology.
11.5.2.15 Change notification	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Activate notifications of changes in the user interface elements. 2. Check that notifications about changes in object information (role, state, boundary, name and description) are sent to the tool, if this information changes in the software user interface. 3. Check that notifications about changes in row, column and headers of data tables are sent to the tool, if this information changes in the software. 4. Check that notifications about changes in values (current value, minimum value and maximum value) are sent to the tool, if this information changes in the software. 5. Check that notifications about changes in label relationships are sent to the tool, if this information changes in the software. 6. Check that notifications about changes in parent-child relationships are sent to the tool, if this information changes in the software. 7. Check notifications about changes in text (text contents, text attributes and the boundary of text rendered to the screen) are sent to the tool, if this information changes in the software. 8. Check that notifications about changes in the list of available actions are sent to the tool, if this information changes

		in the software. 9. Check that notifications about changes in focus, text insertion point and selection attributes are sent to the tool, if this information changes in the software.
11.5.2.16 Modifications of states and properties	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Check that the state of user interface elements, whose state can be modified by a user without the use of assistive technology, can be programmatically modified using the tool. 2. Check the properties of user interface elements, whose properties can be modified by a user without the use of assistive technologies, can be programmatically modified using the tool.
11.5.2.17 Modifications of values and text	Pass	Using an appropriate accessibility inspection tool for platforms: 1. Check that the values of user interface elements, whose values can be modified by a user without the use of assistive technology, can be modified by the tool using the input methods of the platform. 2. Check that the text of user interface elements, whose text can be modified by a user without the use of assistive technology, can be modified by the tool using the input methods of the platform.
11.6 Documented accessibility features		
11.6.1 User control of accessibility features	Pass	Check that sufficient modes of operation exist where user control over platform features, that are defined in the platform documentation as accessibility features intended for users, is possible.
11.6.2 No disruption of accessibility features	Pass	1.Check if software that provides a user interface disrupts normal operation of platform accessibility features. 2. Check if the disruption was specifically

		requested or confirmed by the user.
11.7 User preferences	Pass	Check that the software provides a mode of operation that follows the platform settings.

Chapter 12: Documentation and Support Services

Notes:

Criteria	Conformance Level	Procedure
12.1 Product documentation		
12.1.1 Accessibility and compatibility features	Not applicable	Not applicable
12.1.2 Accessible documentation	Not applicable	Not applicable
12.2 Support Services		
12.2.2 Information on accessibility and compatibility features	Not applicable	Not applicable
12.2.3 Effective communication	Not applicable	Not applicable
12.2.4 Accessible documentation	Not applicable	Not applicable