

Section 508 Compliance

StarNet's X-Win32 software products are X-Window server software programs that remotely display the interface of third party X-Window applications and enable the user to interact with those applications. While StarNet has made every reasonable effort to ensure that X-Win32 user interface elements are 508 compliant, we cannot be responsible for third party applications or the 508 compliance of the X-Window protocol. Please note that the table below applies only to X-Win32 user interface components.

Product Name: X-Win32 Version: 6.0 and Above

Section 508 Requirement	StarNet's X-Win32
(a) When software is designed to run on a system that has a keyboard, product functions shall be executable from a keyboard where the function itself or the result of performing a function can be discerned textually.	X-Win32 provides keyboard equivalents for all actions.
(b) Applications shall not disrupt or disable activated features of other products that are identified as accessibility features, where those features are developed and documented according to industry standards. Applications also shall not disrupt or disable activated features of any operating system that are identified as accessibility features where the application programming interface for those accessibility features had been documented by the manufacturer of the operating system and is available to the product developer.	X-Win32 does not interfere with the accessibility features built into the operating system.
(c) A well-defined on-screen indication of the current focus shall be provided that moves among interactive interface elements as the input focus changes. The focus shall be programmatically exposed so that assistive technology can track focus and focus changes.	X-Win32 provides visual focus indicators through the standard functions built into the operating system. (Except for the host-controlled cursor in any host-controlled client area).

<p>(d) Sufficient information about a user interface element including the identity, operation and state of the element shall be available to assistive technology. When an image represents a program element, the information conveyed by the image must also be available in text.</p>	<p>X-Win32 provides information about the user interface objects.</p>
<p>(e) When bitmap images are used to identify controls, status indicators, or other programmatic elements, the meaning assigned to those images shall be consistent throughout an application's performance.</p>	<p>X-Win32 uses consistent images to identify controls.</p>
<p>(f) Textual information shall be provided through operating system functions or displaying text. The minimum information that shall be made available is text content, text input caret location, and text attributes.</p>	<p>X-Win32 provides text through standard system function calls or through an application programming interface which supports interaction and assistive technology.</p>
<p>(g) Applications shall not override user selected contrast and color selections and other individual display attributes.</p>	<p>The X-Win32 user interface inherit system settings for font, size and color. They support system settings for high contrast for all user interface controls. (Except for the client area which is controlled by a remote host).</p>
<p>(h) When animation is displayed, the information shall be displayable in at least one non-animated presentation mode at the option of the user.</p>	<p>X-Win32 does not use animation in the user interface. (except when the host application requires it).</p>
<p>(i) Color coding shall not be used as the only means of conveying information, indicating an action, prompting a response, or distinguishing a visual element.</p>	<p>X-Win32 does not use color as an enhancement to convey information or indicate an action.</p>
<p>(j) When a product permits a user to adjust color and contrast settings, a variety of color selections capable of producing a range of contrast levels shall be provided.</p>	<p>X-Win32 provides a variety of color selections capable of producing a range of contrast levels.</p>

<p>(k) Software shall not use flashing or blinking text, objects, or other elements having a flash or blink frequency greater than 2 Hz and lower than 55 Hz.</p>	<p>X-Win32 does not use blinking text, objects or other elements. (Except when the host application requires it).</p>
<p>(l) When electronic forms are used, the form shall allow people using assistive technology to access the information, field elements, and functionality required for completion and submission of the form, including all directions and cues.</p>	<p>Not applicable. X-Win32 does not use forms.</p>