

the percentage complete (for example, "Content loading: 30% complete") via supplementary text on the screen or the `accessibilityName` property:

```
loadProgressBar.accessibilityName =  
"Content loading: " + String(Math.floor(loadProgressBar.value)) + " % complete";
```

Controlling dynamic and automatically updating content

Developers must provide user controls for any content that automatically updates for a period longer than five seconds. Further, the user controls must be keyboard accessible; see "Keyboard accessibility" on page 15 for more information.

Decorative and non-essential dynamic content

Decorative and non-essential dynamic content must be accompanied by a control to stop or hide it; for example:

```
btnStop.accessibilityName = "Stop automatic decorative content changes";  
btnStop.addEventListener(MouseEvent.CLICK, stopContentUpdates);  
function stopContentUpdates(): void  
{  
    // stop content updates not shown  
    // update skin of stop button  
    btnStop.accessibilityName = "Display automatic decorative content changes";  
}
```

Automatically advancing sequential content

For news feeds, instructions, and other content that automatically sequences from one item to another, developers should provide controls to pause and step through the content. These controls typically include buttons for Pause/Play, Next, and Previous operations. When the Pause button is activated, it should change to a Play button; for example:

```
// set the accessible names of the story number, icon buttons for pause, next, and previous  
// News story panel not shown  
txtStoryNumber.text = "Story 2 of 5";  
btnPlayPause.accessibilityName = "Pause";  
btnNext.accessibilityName = "Next Story";  
btnPrevious.accessibilityName = "Previous Story";  
btnPlayPause.addEventListener(MouseEvent.CLICK, playPause);  
function playPause(e:MouseEvent): void  
{  
    // set accessible name based on the hypothetical Boolean playing  
    if (playing) // stop playing and change the pause button to play  
        btnPlayPause.accessibilityName = "Play";  
    else // play and change the play button to pause  
        btnPlayPause.accessibilityName = "Pause";  
  
    // change skin of button not shown  
    // advanced news story not shown  
}
```

When the Next and Previous buttons are activated, focus can be set to the most appropriate place, such as the news story text itself. If the suspended content is sequential and includes information that should not be skipped, then it should resume at the point at which it was paused by the user. For example, if a user pauses a series of printer connection instructions at step three, then the content should resume at that same step.

Dynamic real-time content

Real-time content that updates automatically, such as stock tickers, scoreboards, and clocks, creates a unique set of challenges for users with disabilities. Frequent updates can disrupt screen readers and distract users with cognitive disabilities. In Flex applications, some automatically updating content is ignored completely by