

## Resources

See the following resources for additional information on creating accessible Flex applications:

- The Adobe Accessibility Resource Center at <http://www.adobe.com/accessibility/>
- The Adobe Flex Accessibility site at <http://www.adobe.com/accessibility/products/flex/>
- Using Adobe Flex 4 at [http://help.adobe.com/en\\_US/flex/using/index.html](http://help.adobe.com/en_US/flex/using/index.html)
- ActionScript 3.0 Reference for the Adobe Flash Platform Reference at [http://help.adobe.com/en\\_US/FlashPlatform/reference/actionscript/3/flash/accessibility/Accessibility.html](http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/flash/accessibility/Accessibility.html)
- Surfing the Internet with JAWS and MAGic at [http://www.freedomscientific.com/Training/Surfs-Up/\\_Surfs\\_Up\\_Start\\_Here.htm](http://www.freedomscientific.com/Training/Surfs-Up/_Surfs_Up_Start_Here.htm) (This is a tutorial on using the JAWS screen reader to access web-based content from the maker of JAWS, Freedom Scientific.)

See the following class references for details on Flex accessibility:

- `flash.accessibility.Accessibility` at [http://help.adobe.com/en\\_US/FlashPlatform/reference/actionscript/3/flash/accessibility/Accessibility.html](http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/flash/accessibility/Accessibility.html) — The `Accessibility` class manages communication with assistive technologies.
- `flash.accessibility.AccessibilityProperties` at [http://help.adobe.com/en\\_US/FlashPlatform/reference/actionscript/3/flash/accessibility/AccessibilityProperties.html](http://help.adobe.com/en_US/FlashPlatform/reference/actionscript/3/flash/accessibility/AccessibilityProperties.html) — The `AccessibilityProperties` class defines the core accessibility properties exported by user interface elements to enable access by assistive technologies.



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