



Figure 1

The Project Properties dialog box in Flash Builder 4 with the Generate Accessible SWF File setting selected.

Enable accessibility using the command-line compiler

When compiling a file using the `mxmlc` command-line compiler, it is possible to explicitly override the setting in the `framework-config.xml` file. To enable accessibility via the command-line compiler, use the `compiler.accessible` command line flag (or just `-accessible`), as shown in the following example:

```
c:>c:\flex_4_sdk\bin\mxmlc.exe -compiler.accessible myApp.mxml
```

Embedding accessible Flex applications

When a Flex application is to be deployed on the web, developers need to properly embed the Flex content into an HTML page to ensure that it interacts in an accessible fashion with the host web page.

Note: The default HTML file created by Flash Builder 4 embeds Flex applications properly in the generated HTML. Developers who use the standard embedding code do not need to modify application elements to ensure that they are accessible.

Developers who do not use the standard embedding code must set the Window Mode (`wmode`) parameter of the `OBJECT` element that is used to embed the SWF content in the HTML page to `window`. (This can also be accomplished by ensuring the `wmode` parameter is not set; in this case Flash Player will use `window` as the default value.) To set this value using a `PARAM` element as a child of the embedding `OBJECT` element, use the following syntax:

```
<PARAM NAME="wmode" VALUE="window">
```

Transparent applications that allow the web page to show through SWF content, and opaque applications that obscure but allow the SWF content to be on top of the page, are not accessible by assistive technologies because there is no defined child window created by Flash Player inside of the browser. If the application being developed does not allow for the window mode to be set to `window`—because items must be displayed in front of or behind the SWF content—developers may provide an alternative page that inserts that content using the `wmode='window'` parameter.