

Unity Accessibility Setup Guide

Last Update: 05/02/2025

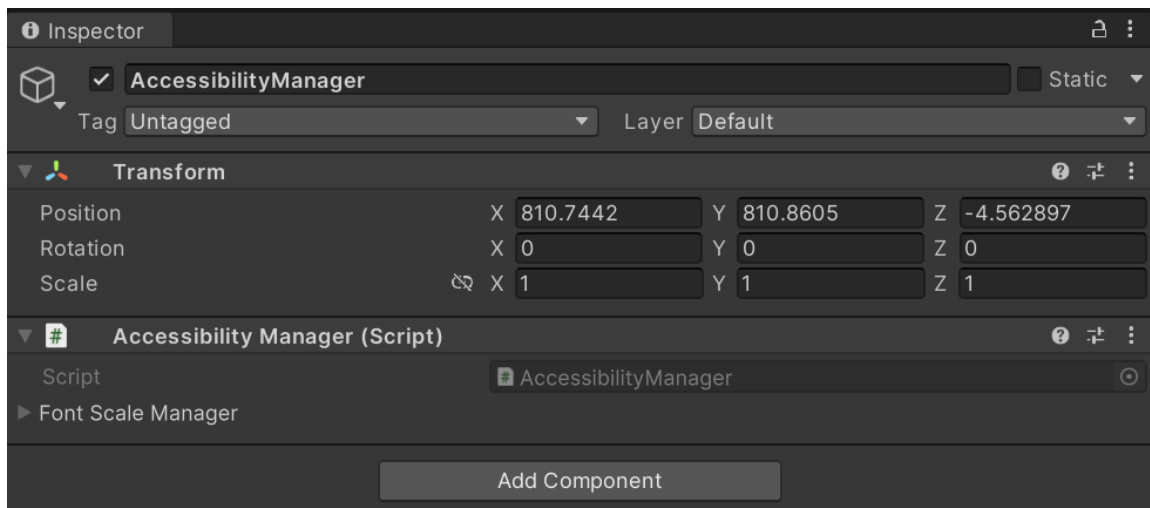
Author: [Contact for external-facing customers]

What is Unity Accessibility

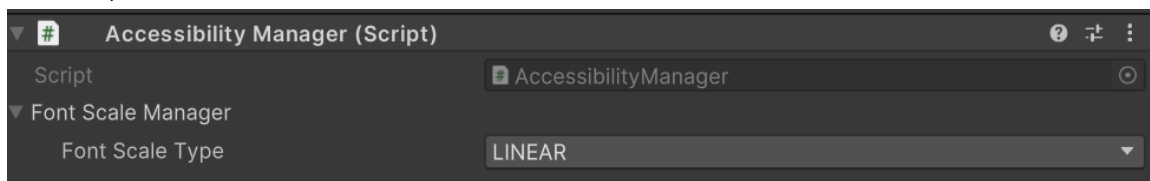
Unity Accessibility provides Accessibility Nodes to the Android Accessibility Services, which are utilized by Quest OS Accessibility features. This package enables UGUI compatibility with Android's accessibility features, such as font scaling, text-to-speech, and screen readers.

Scene Setup (A11Y Graph + Font Scaling)

1. Add the accessibility manager object to your scene



2. Configure the font scale manager (currently only linear is supported by the OS, so use LINEAR)

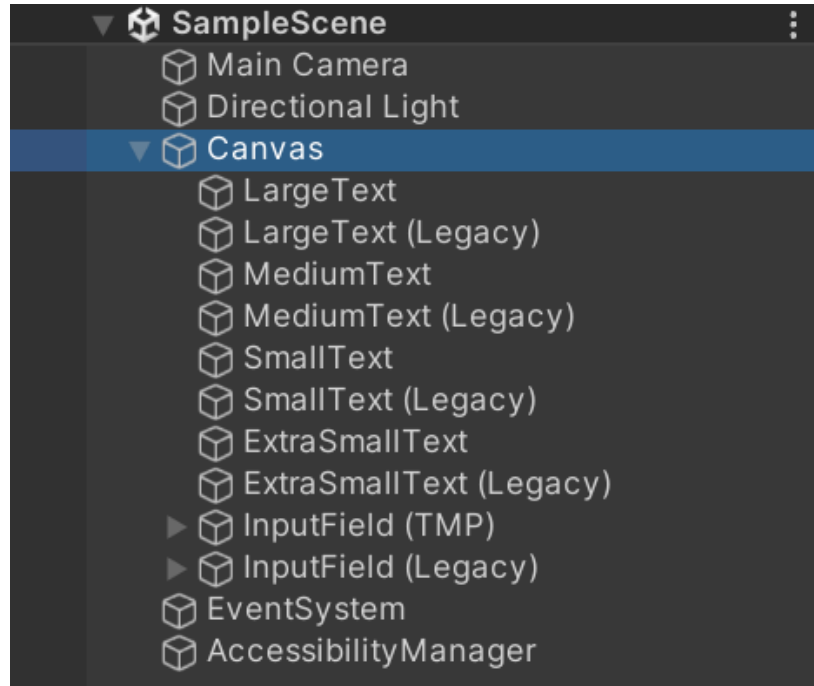


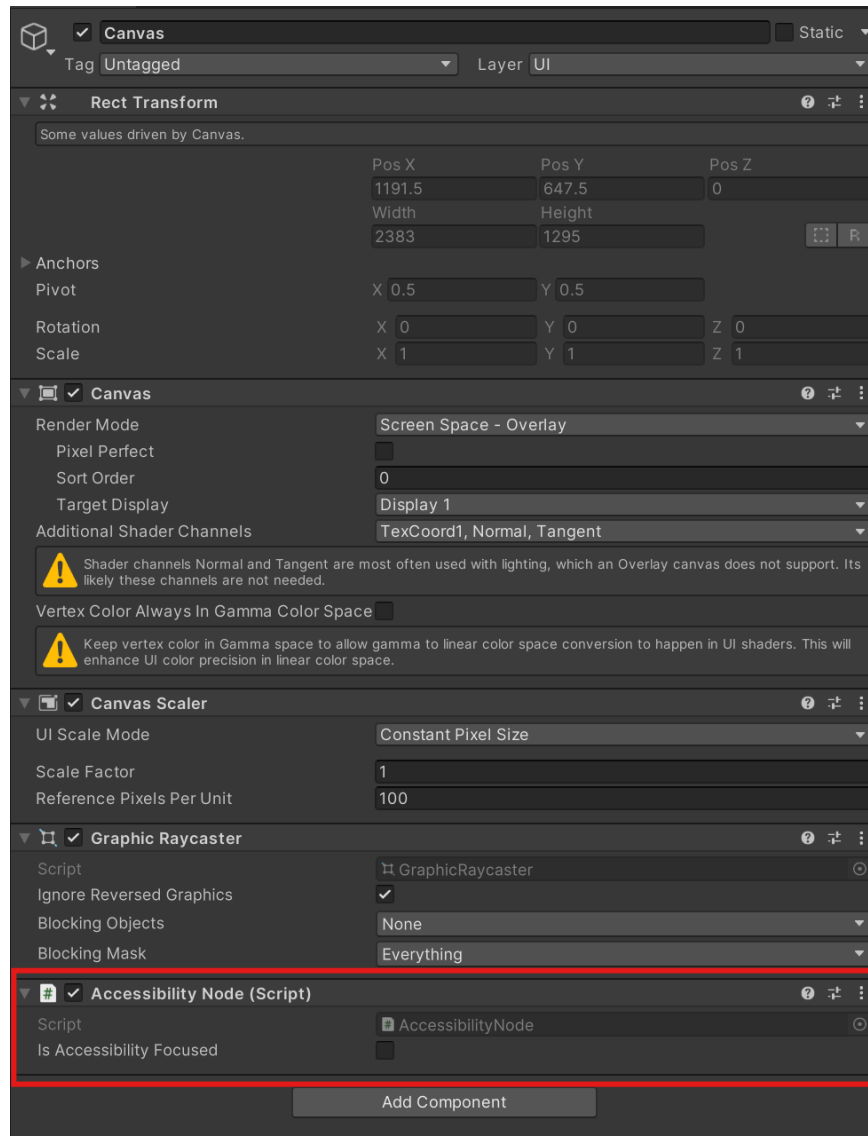
3. *note* To test font scaling use the ADB command as the OS is moving to support font scaling via the system font scale as opposed to the current preferences implementation.

Unset

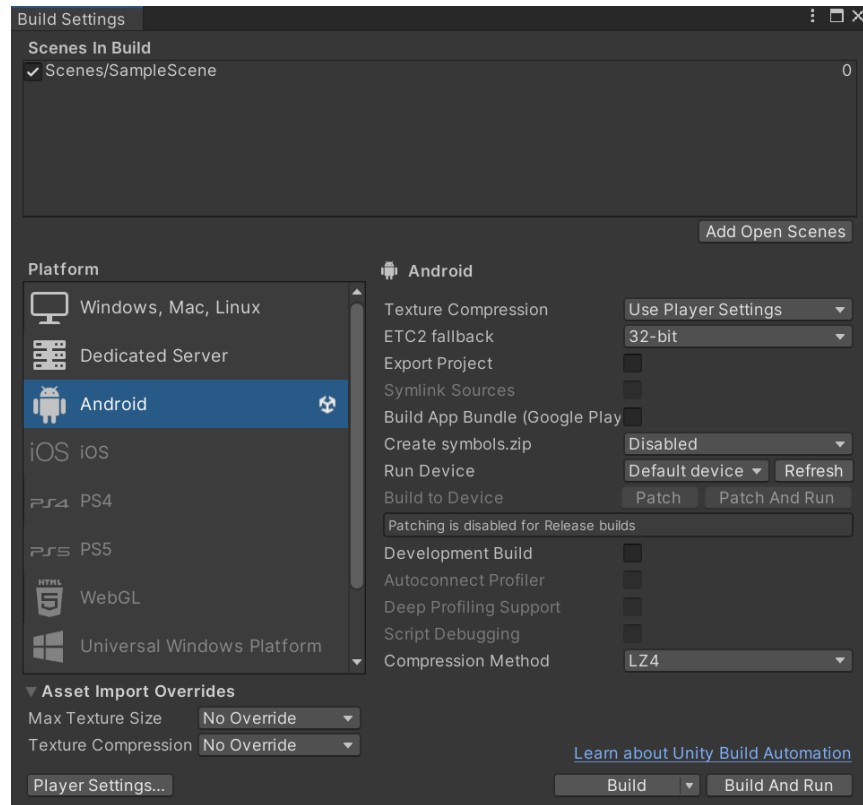
```
adb shell settings put system font_scale <1.0_to_2.0>
```

4. On all of your canvas objects (this will work on all coordinate types, Overlay, Camera, and World Space), add an accessibility node component. This should **ONLY** be done on the root canvas element(s), all other nodes will be individually tracked via transform changes:

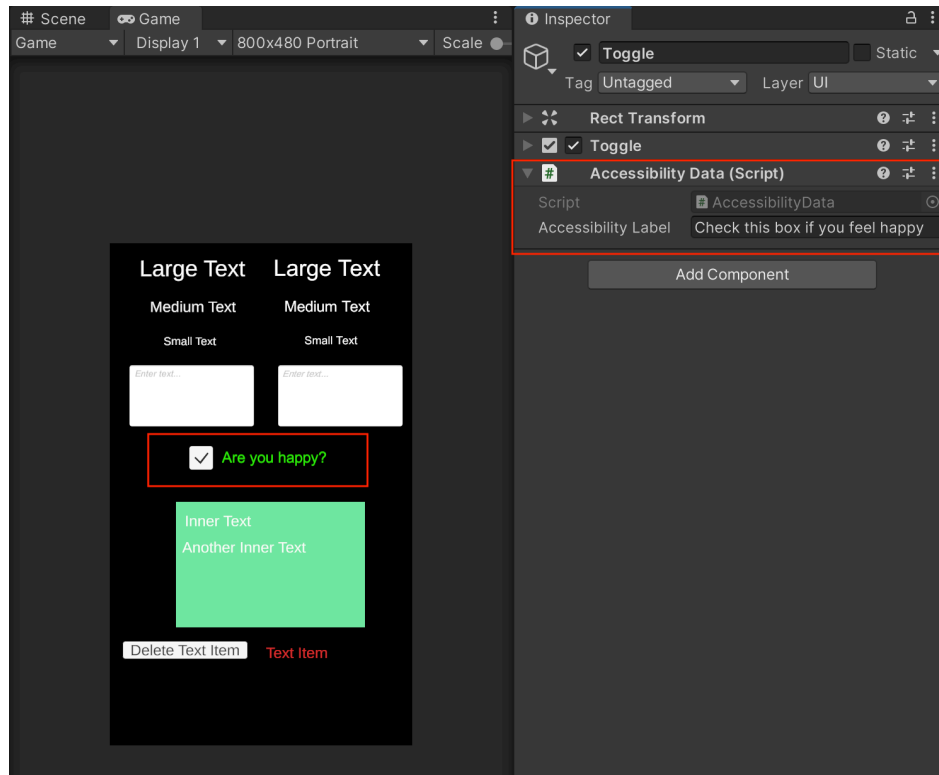




5. That's it! All other operations will automatically be handled by the system. Build your APK for android/quest and test!



6. [Optional] If you want to support accessibility labels to enhance user experience (like `accessibilityLabel` in React/React Native), you could add `AccessibilityData` into your node (the one you want to have accessibility label read out, for better description). Then you could set `AccessibilityLabel` for that node in the inspector.



Contact

For feedback, feature requests, and bug reports, please reach out to [Contact for external-facing customers].