

# Coding Non-visually in Visual Studio Code: Collaboration Towards Accessible Development Environment for Blind Programmers

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In this paper, we will showcase a few examples of how blind and sighted developers have been working together to make Visual Studio Code more accessible. Through our collaboration, which is evident in the GitHub issues, pull requests, review process, and insider's releases we've created together over the past few months, we hope to help other open source developers use these methods to create more accessible development environments. Accessible version of this article can be found at <https://bit.ly/vscodea11y>

CCS Concepts: • **Human-centered computing** → **Accessibility design and evaluation methods**.

Additional Key Words and Phrases: nonvisual programming, accessibility, integrated development environment, visual studio code

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## 1 INTRODUCTION

An integrated development environment (IDE) is an application that conveniently provides essential functions for the entire programming process, including source editing, compiling and interpreting, and debugging. IDEs have become an essential tool for not only software developers but also STEM engineers and data scientists in many fields to efficiently manage their computing environments [4, 6, 8]. However, blind developers<sup>1</sup> are not able to take advantage of the many features that graphical user interface (GUI)-based IDEs offer [13]. For example, syntax highlighting, code autocompletion and autosuggestion, diagnostics and linting, variable watches and breakpoints are underutilized even among experienced blind programmers, and many blind developers are still working manually with simple text like Notepad, along with runtime and compile terminals [2, 3, 10]. Behind this problem are intertwined issues of accessibility and learnability. Because different IDEs use different architectures and have different levels of accessibility compliance, blind developers face a new learning curve each time they use an IDE. Blind developers also face the additional challenge of learning the non-visual workaround of accessing an IDE with a screen reader [10]. Although

<sup>1</sup>We use the identity-first language (i.e., blind people) instead of the person-first language (i.e., people with visual impairments or vision loss) when addressing this population, guided by the perspective of the National Federation of the Blind.

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there is a community of blind programmers called Program-L [9] that helps each other with their struggles, IDEs remain a daunting barrier for blind people.

These difficulties are a major socio-technical barrier to blind developers reaching their full potential in the computing field and to social and professional participation. From the perspective of the social model [11], which recognizes that an individual's disability may stem from structures and cultures that sociotechnically limit their access rather than from physical, sensory, cognitive, or emotional issues, we can see that IDE accessibility issues are no longer a group-specific problem that blind people must endure, but a collective task for the technology community to reduce barriers together. Specifically, to address these issues, blind and sighted developers need to work together to understand the challenges that blind developers face in using IDEs and then collaboratively find ways to address those challenges. This perspective is consistent with the "interdependent framework" [5, 7] that other accessibility researchers have advocated to move away from the dependency of accessibility on the individual with disabilities and instead view accessibility as a shared responsibility of people with and without disabilities and the environment surrounding them.

This paper is the empirical product of blind and sighted developers who have thought deeply about these issues and actively collaborated. We describe how the first author, who is blind, and the second author, who is sighted, have been working together to make the open source IDE Visual Studio Code (VSCode) non-visually accessible and what specific accessibility features have been implemented as a result of our collaboration.

In the following sections, we start with some background on how our collaboration began, then present our methods and deliverables. Finally, we'll share some insights from our collaboration.

## 2 BACKGROUND

### 2.1 Visual Studio Code and Accessibility

Visual Studio Code is a lightweight, free, and powerful open-source code editor<sup>2</sup> which runs on the desktop and on the web. It is available for Windows, macOS, and Linux. It has built-in support for JavaScript, TypeScript, and Node.js and a rich ecosystem of extensions for other languages and runtimes (such as C++, C#, Java, Python, PHP, Go, .NET). Accessibility is and has been a core priority for VS Code since its inception. Without a screen reader user on the team, VS Code relies heavily upon the tremendous contributions of community members for insight and direction.

Among the many architectural elements of VSCode, the following, in particular, has contributed to its accessibility. First, VSCode is a cross-platform application built with the Chromium-based Electron Framework. In other words, VSCode is an application built using web technologies, which gives it the flexibility to follow web accessibility guidelines [1] and respond to the accessibility of various screen readers and assistive technologies regardless of the operating system. Second, Monaco, the primary editor of VSCode, has its own screen reader compatibility mode, which is designed to be selectively turned on and off depending on the user's intent. Third, Microsoft's xterm.js terminal, used by VSCode, also provides a separate screen reader accessibility switch in accordance with the Web Accessibility Guidelines. Finally, VSCode is an open-source project where anyone can suggest and fix features on GitHub, and a daily insiders version is built

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<sup>2</sup>In this paper, the terms integrated development environment and code editor are used interchangeably.

so that real users can quickly use the alpha version and provide feedback to the developers, which in turn leads to a higher quality, user-centered stable version.

- mention some VSCode-based accessibility projects, such as code walk [12].

## 2.2 Biographies of the Authors

co-design [15]

The first author of this paper is blind with only light perception, currently working as an assistant professor in the School of Information Sciences at the University of Illinois at Urbana-Champaign. At the university, he teaches introductory data science courses using R and Python to undergraduate and graduate students. As a lifelong non-visual programmer, he has experience with a variety of IDEs, including Visual Studio, Eclipse, and Net Bean, including text editors such as Emacs/Emacspeak, VIM, and NotePad++, on Linux, Mac, and Windows operating systems, using a variety of screen readers (e.g., JAWS, NVDA, Narrator, VoiceOver, and Orca) and refreshable braille displays. He is a certified professional in accessibility core competencies (CPACC) from the International Association of Accessibility Professionals and has contributed code to a number of open-source data science projects to improve screen reader accessibility, including RStudio IDE Server and the web-based data science dashboard Shiny, reproducible technical publishing systems (e.g., R Markdown, bookdown, and Quarto), and the data table package gt. He is also a member of Program-L, a community of blind programmers where blind programmers help and support each other. In this community, he has experienced first-hand the challenges that blind programmers face in using IDEs and how they overcome them by interacting with other blind programmers and participating in discussions. To improve these community-wide challenges, he created his first issue on the Microsoft VSCode public GitHub site on May 31, 2020, and has since created a total of 164 contributions (87 issues; 76 post comments and mentions; 1 pull request) to actively suggest usability improvements for blind programmers in VSCode and interact with other open source developers (see Appendix Section A for more details).

The second author is a VS Code software engineer. She has worked on the product since graduating from the University of North Carolina at Chapel Hill in 2020 with highest distinction and highest honors for her research and work with Dr. Gary Bishop on semi-automated gaming for users with a wide range of disabilities. About 10 months ago, Megan requested to take over responsibility for the product’s accessibility. Since then, she has been working closely with JooYoung and the community to understand accessibility issues and collaborate on solutions.

## 2.3 Collaboration Methods

JooYoung and Megan communicated issues via GitHub asynchronously for a few weeks before the two agreed that regular meetings might be a more efficient and productive approach. JooYoung’s ideas and insights paired well with Megan’s willingness to learn and drive to improve the product’s accessibility.

During each meeting, JooYoung shared his screen and asked questions or offered suggestions, while Megan offered insight, asked questions, and took notes about bugs or features to be addressed.

These meetings allowed Megan to learn how JooYoung uses VS Code and helped him understand components of the product that might otherwise have been confusing or not discoverable.

The asynchronous communication on Github and via email continued; Megan would often send a follow up email summarizing the findings of their meetings before sharing it with the whole team and JooYoung would comment on the resultant issues if she missed anything or when testing the fixes.

### 3 CASE STUDIES

While nearly all VS Code accessibility fixes and features within the past year are products of this collaboration, below are several of the highlights.

#### 3.1 Terminal Buffer

As mentioned in Section 2.1, xterm.js, which is used as the terminal UI in VSCode, has a screen-reader accessibility mode that allows blind people to access the output of the terminal. However, there was a gap between simply being able to access information (accessibility) and being able to use it conveniently (usability), and this had led to ongoing complaints about the VSCode terminal among blind programmers, especially in Program-L. Here's how it works. Suppose you type and execute the command `echo hello; echo world;` in the terminal, you will see two lines of output on the terminal screen: `hello` and `world`. The existing accessibility mode of xterm.js outputted this content in screen reader speech using aria-live alert, and provided the ability to review the terminal output history line by line with the `Ctrl+UpArrow` and `Ctrl+DownArrow` keys. If the output is short and simple, this approach is fine. However, if the output is long, with complex error messages or computational results, a quick flash message through text-to-speech is not going to capture that much information in the human working memory. Another problem is that the `Ctrl+Up/DownArrow` navigation keys, which review the terminal history line by line, bundle the entire contents of the currently focused line into a single object and pass it to the screen reader, making it difficult to examine the terminal contents character by character or word by word. The blind user had to change the reading mode with the screen reader's virtual cursor (AKA, browse mode in NVDA; QuickNav mode in VoiceOver) to review the terminal content on a character-by-character and word-by-word basis. After the review, they (and we) had to turn off the screen reader's virtual cursor and revert to forms mode (focus mode in NVDA; QuickNav off in VoiceOver) to resume terminal input, causing considerable inconvenience and hassle.

JooYoung has started a conversation on the official Microsoft VSCode GitHub page to raise awareness of these issues and suggest new solutions (microsoft/vscode#98918: Terminal output div container should be more accessible for screen readers).

Megan worked on terminal shell integration, a feature which enables VS Code to understand what's going on in the terminal. This allows a user to navigate easily between commands, copy command output, and more. JooYoung shared his screen, tested the feature, and pointed out that the actual terminal buffer was still inaccessible for screen reader users - since it could not be navigated using arrow keys. He suggested that the output view provides a more accessible experience, so Megan discussed this with a colleague and determined that the same underlying component should be used for the terminal. This allowed the formerly "black box" of the terminal buffer to be navigable via arrow keys for screen reader users. JooYoung suggested that command navigation provided by shell integration could also be used in this accessible buffer and Megan implemented that as well.

More specifically, he proposed replacing the terminal output with a text editor buffer that allowed for standard arrow-key navigation. This process took over a year and a lot of technical trial and error and collaborative testing. For example, we started with a remarkup to redirect the terminal output web container, which was initially designated as “list”, to the aria “document” or “textbox” landmarks, but were unable to achieve satisfactory results due to varying levels of screen reader and platform support for aria. Next, we remodeled the terminal output into a text area with “contenteditable” and “readonly” attributes, but this was not very compatible with the screen reader’s speech buffer. Finally, we created a separate accessible terminal buffer by passing the terminal output to VSCode’s native Monaco editor, which is guaranteed accessible, leading to a successful feature that ensures satisfactory accessibility and usability on any operating system or screen reader. This terminal buffer feature was officially released in VSCode stable version 1.75 and has been very well received by many users in the Program-L community.

For example, with VoiceOver on, the terminal buffer is entered for a task terminal. A line with an error is focused and read by VoiceOver (?@fig-buffer).

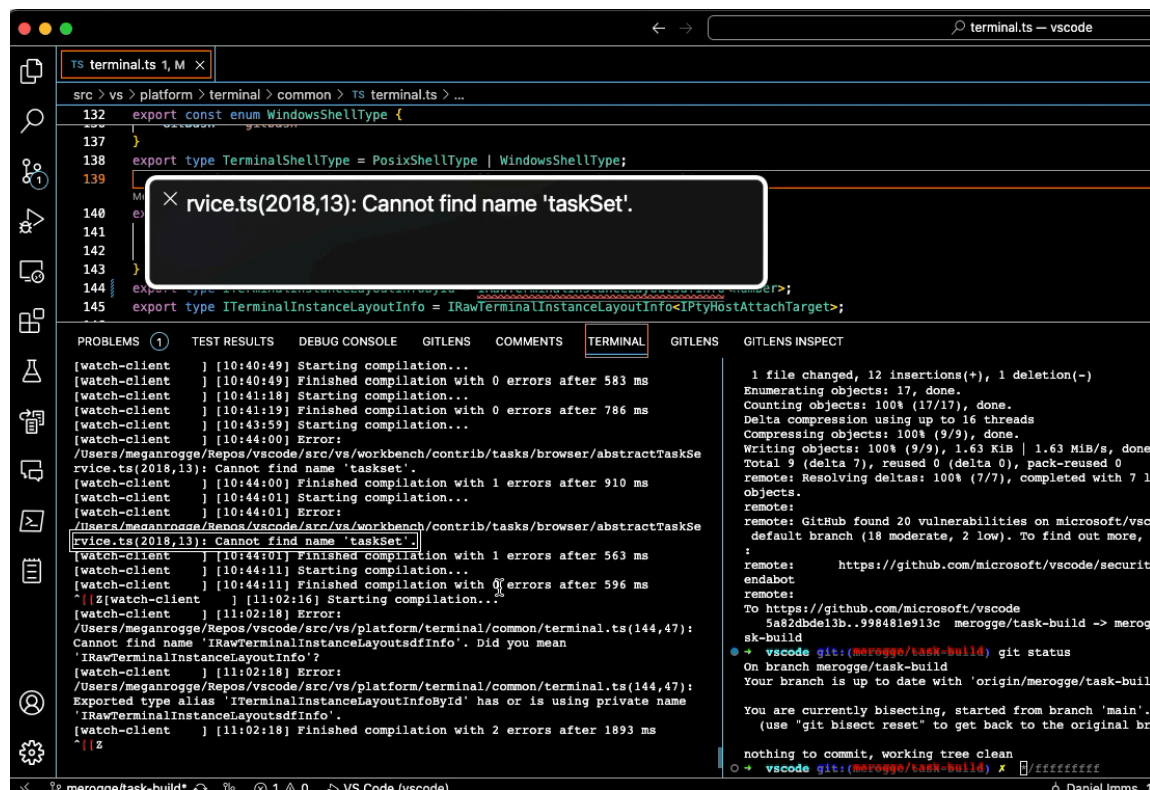


Fig. 1. VoiceOver reads “rvice.ts(2018,13): Cannot find name ‘taskSet’ ”

## 3.2 Git Diff and Audio Cues

Git has been around for decades as a version control tool like SVN, but its popularity has really taken off with the rise of open-source social coding platforms based on Git, such as GitHub and GitLab. Naturally, there have been many personal and social needs for blind people to utilize Git in collaborative environments. git is originally a Unix-based command-line tool, so in terms of accessibility, blind people can use a screen reader to fully utilize Git in a terminal. However, since Git has over 100 core Git commands, and the number of possible combinations could be in the millions, using Git via the command line takes a lot of effort and time to become proficient. In response, various tools have emerged that allow you to use Git as a GUI, and VSCode is a very popular IDE that supports a collaborative environment using Git.

Git provides a track changes feature that allows you to compare changes between files in an asynchronous collaborative environment, called `git diff`. Literally, the `git diff` command compares and shows the differences between a file and a file, or between a commit and a commit, with newly added lines in green and + and removed lines in red and - prefixed.

VSCode had always provided an accessible `git diff` function for screen reader users. With the files or commits users want to compare open, pressing F7 (Go to Next Difference) and Shift+F7 (Go to Previous Difference) would skip to the area where the differences are, prefixing the line with the change with a + or - sign to indicate the nature of the change. Of course, this approach was fine from an accessibility standpoint, but there was room for improvement in terms of usability and convenience for blind users. For example, visual affordances like color coding and +- signs in `git diff` allowed sighted people to skim quickly, but blind people had to listen to additional speech prefixes, pronounced + (plus) and - (dash), serially and wait for information before each change. Furthermore, depending on the punctuation pronunciation settings of the screen reader, the +- sign could be omitted and delivered to the screen reader.

To address this, JooYoung suggested adding non-visual, non-speech, and audible affordances to `git diff` in addition to +- signatures, so that blind people can hear and understand them easily [microsoft/vscode#147226](#): [Accessibility] Consider adding audio cues for diffs (added / deleted code).

Audio cues are non-speech sound effects, an accessibility feature that VSCode and Microsoft's other IDE, Visual Studio, have just begun to support, and TV Raman demonstrated their usefulness in non-visual programming many years ago when he developed Emacspeak, referring to them as earcons as an alternative to icons [14]. For example, audio cues allow the editor to quickly recognize if the current line of code contains an error or a warning, instead of just saying "error" or "warning" verbally, the editor will read out the unique sound associated with the error or warning. These sounds can also be delivered in parallel with text-to-speech information from a screen reader, allowing blind programmers to quickly perceive the context of the code, similar to the benefits of quickly scanning code with different color coding for those who receive visual feedback on code with their eyes.

JooYoung had several Zoom meetings with Megan and Microsoft's sound designer, and through an iterative process, finalized the three audio cues used in the `git diff` context. These were the diff line Inserted sound, which is heard when something new is added (+), the diff line Deleted sound, which is heard when something existing is removed (-), and the diff line Modified sound, which is heard when something existing is modified (+-, -+).

Our success came with some trial and error. For example, an early problem was that the Diff Line Inserted and Diff Line Deleted sounds had a similar range and texture, making it difficult to distinguish between them. JooYoung realized that this was a common complaint in Program-L beyond her personal experience, so she worked with the sound designer to test and finalize a sample file that was as self-explanatory as possible and didn't interfere with the sound of screen reader speech. Of course, we had to leave the potential issue of the static audio cues we chose not being able to adequately accommodate users with hearing impairments in certain ranges as a future work in progress, but this feature greatly improved the usability of our non-visual programming.

### 3.3 Verbosity Settings, Help Menus

JooYoung created issues pointing out places where minor tweaks to the order or content of an aria label could yield massive productivity improvements for screen reader users. Megan fixed some such instances and pointed team members toward others, providing guidance about best practices going forward.

Megan started self hosting with a screen reader shortly after this in order to proactively identify other problems. She felt overwhelmed by the noise and noticed some content was repeated ad nauseum, so created an issue and sought the feedback of JooYoung, who suggested that screen reader verbosity settings remedy this and a similar approach could be applied to VS Code's aria content.

Additionally, JooYoung shared that while it was helpful to meet and learn about the new features via our meetings, most screen reader users did not have this luxury. Megan and her colleague, Daniel, brainstormed about a discoverable way for screen reader users to find out about terminal features. Upon terminal focus, an aria label conveyed how to access the terminal's accessibility help menu. To reduce noise, this hint could be disabled with a verbosity setting. Since then, help menus and verbosity settings have been added for the Copilot inline and panel chat, notebook, and other features.

For example, the terminal accessibility help menu contains helpful information for screen reader users such as commands to run (`?@fig-help`). A screen reader user can use arrow keys to read the content line by line, character by character.

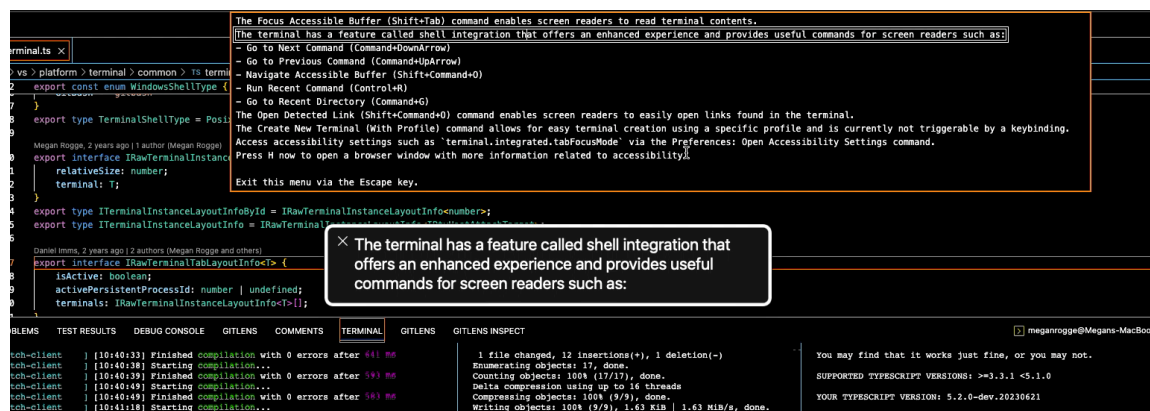


Fig. 2. A line in the help menu is focused and VoiceOver reads “The terminal has a feature called shell integration that offers an enhanced experience and provides useful commands for screen readers such as:”



### 3.4 Copilot and Inline Suggestions

LLM, AI, Copilot, good potentials for people with disabilities, but not accessible. JooYoung requested an early access

- Recognizing the power of AI, JooYoung was excited to try out Copilot. He was disappointed to find that the inline suggestions were not accessible. He created an issue and Megan fixed it.

### 3.5 Accessibility Testing Initiative

The VS Code team tests new features at the end of every month before each release. Megan noticed that while the team tested each platform - MacOS, Linux, and Windows, they were not testing the screen reader experience. A new protocol has been established to ensure better coverage going forward; the iteration following a feature's release, the team will test the feature using screen readers. Retroactive testing of features is currently underway to make up for this historical oversight. JooYoung's creation of issues about old and new features alike inspired and justified this initiative.

## 4 DISCUSSION AND CONCLUSION

- Reflection on what we have learned from this collaboration.

Screen reader users have unique insight into accessibility issues and provide creative solutions to technical problems. Collaborating with screen reader users improves understanding of accessibility issues (for the sighted developer) and features (for the screen reader user), increases the drive to address issues, and dramatically improves the accessibility of a product. Increased accessibility results in a better product for all. For example, while the terminal accessible buffer was designed for screen reader users, others have suggested they benefit from the feature.

- What we recommend for other open-source communities for better accessibility.

It is important to share findings so that other developers can learn and apply the knowledge to their applications. Megan and JooYoung participated in an accessibility presentation via livestream which reached 159,769 people within just the first two weeks. Additionally, JooYoung will be leading the team in a deep dive about his experience using VS Code. Megan believes getting a glimpse of JooYoung's experience will help the team understand the importance of and challenges related to accessibility.

Considering accessibility early on in a feature's implementation is critical so that screen reader users can experience the latest technology without delay. Working closely with JooYoung, Megan has witnessed that screen reader users can be totally blocked if this is not considered or addressed properly. As such, accessibility fixes should be prioritized over most others.

## 5 ACKNOWLEDGMENTS

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creation and feature testing, and Amnon Freidlin for his collaboration with users to select and improve upon audio cues.

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## A APPENDIX: VSCODE ACCESSIBILITY DISCUSSIONS ON GITHUB

The following are JooYoung’s GitHub contributions, including issues, pull requests, comments, and mentions, related to accessibility up to the time of this paper’s submission.

```
$ gh search issues --repo microsoft/vscode --include-prs --involves jooyoungseo -L 200
```

521	issue	microsoft/vscode	186857	open	[Accessibility] Checkboxes are unlabeled in `Export Profile...` bug
522	issue	microsoft/vscode	186754	open	data science audio and text graph for visually impaired person feat
523	issue	microsoft/vscode	186679	open	Alert that the help hint has been disabled bug, accessibility 2023-
524	issue	microsoft/vscode	186678	open	Change accessible buffer command navigation keybinding for screen re
525	issue	microsoft/vscode	186676	open	add accessible view provider for inline chat response feature-req
526	issue	microsoft/vscode	186675	open	when next/previous ghost text suggestion is shown, we don't alert s
527	issue	microsoft/vscode	186673	closed	have accessible view for ghost text completions feature-request, acc
528	issue	microsoft/vscode	186659	closed	Sticky scroll for screen reader users feature-request, accessibil
529	issue	microsoft/vscode	186514	closed	Closing accessibility hint doesn't stop VoiceOver from reading it
530	issue	microsoft/vscode	185705	closed	Consider providing screen reader with the chat response for inline c
531	issue	microsoft/vscode	185691	closed	Consider which audio cues for chat experience should be enabled by c
532	issue	microsoft/vscode	185565	open	Accessibility: Cannot turn off audio cues on a language level feat
533	issue	microsoft/vscode	185371	open	Review usage of `aria-live: assertive`, `alert` throughout the code
534	issue	microsoft/vscode	185155	open	Alert screen reader users that something has occurred when `clear`
535	pr	microsoft/vscode	185153	merged	prevent screen reader from reading a user's chat request on enter
536	issue	microsoft/vscode	184357	open	[Accessibility]: Make syntax highlight accessible to screen reader u
537	issue	microsoft/vscode	184176	closed	Add notebook accessibility help menu feature-request, verified, a
538	issue	microsoft/vscode	184173	closed	Accessibility: Take out extra messages from Notebook verbosity FALS
539	issue	microsoft/vscode	183567	open	Explore improvements to notifications when using a screen reader
540	issue	microsoft/vscode	183363	closed	Make accessibility help generic feature-request, accessibility, on-t
541	issue	microsoft/vscode	183030	closed	Reading suggestions or autocompleate of extensions bug, verified, a
542	issue	microsoft/vscode	182682	open	Merge editor accessibility accessibility, merge-editor 2023-06-21T
543	pr	microsoft/vscode	182666	merged	outweigh normal editor accessibility help menu 2023-06-30T23:23:35Z
544	issue	microsoft/vscode	181732	closed	Accessibility: Make drag-and-drop accessible via keyboard bug, acc
545	issue	microsoft/vscode	181139	open	Accessibility: Make Tab key focus restricted to the currently open v
546	issue	microsoft/vscode	181060	closed	BAccessibility: Pressing Shift+Tab key in Ctrl+F moves to terminal a
547	issue	microsoft/vscode	180970	closed	provide alt text for image outputs feature-request, accessibility,
548	pr	microsoft/vscode	180776	merged	fix windows quick fixes 2023-06-09T23:22:27Z
549	issue	microsoft/vscode	180729	closed	Investigate merge editor accessibility bug, accessibility 2023-05-
550	issue	microsoft/vscode	180725	open	interacting with components should be consistent accessibility, e
551	issue	microsoft/vscode	180653	closed	[Accessibility]: Present content first in References Treeview help
552	issue	microsoft/vscode	180221	open	Accessibility: Ctrl+Down/UpArrows does not work in Tree find contro
553	issue	microsoft/vscode	180216	closed	[Accessibility]: Typing characters does not move focus in File Expl
554	issue	microsoft/vscode	180176	open	[Accessibility]: Consider replacing audioCues.lineHasInlineSuggesti
555	issue	microsoft/vscode	180083	open	Accessibility: Make Debug Console follow terminal tabFocusMode acc
556	issue	microsoft/vscode	180049	open	[Accessibility]: Support filtering symbol types in Document Sylbol V
557	issue	microsoft/vscode	179981	open	Focus does not stay in the editor area after sending selection to te
558	issue	microsoft/vscode	179979	closed	Accessibility: Ctrl+Up/DownArrows does not work in terminal created
559	issue	microsoft/vscode	179970	closed	Accessibility: Make Ctrl+RightArrow expand all in tree views acc

573	issue	microsoft/vscode	179969	closed	Make filtering more flexible in Problem View	info-needed,
574	issue	microsoft/vscode	179967	open	Accessibility: Generalize Ctrl+DownArrow and Ctrl+UpArrow to	
575	issue	microsoft/vscode	179964	open	Accessibility: Improve Problem View search input	accessibi
576	issue	microsoft/vscode	179718	closed	search result aria label should prioritize content over locat	
577	issue	microsoft/vscode	179717	closed	Problems aria label should prioritize content over location	
578	issue	microsoft/vscode	179716	open	Allow configuring what is included in the accessible buffer	
579	issue	microsoft/vscode	179283	closed	[Accessibility]: Make "Go to line" announce focused line aft	
580	issue	microsoft/vscode	179272	closed	[Accessibility]: Add shortcut keys to jump between executed	
581	issue	microsoft/vscode	179123	closed	[Accessibility]: `Search: Find in Files, Control+Shift+F` co	
582	issue	microsoft/vscode	178935	closed	[Accessibility] Audio cues stopped working in Chrome	acce
583	issue	microsoft/vscode	178915	closed	[Accessibility] Make sticky scroll view line indentation acco	
584	issue	microsoft/vscode	177755	closed	[Accessibility]: Switching editor (Ctrl+Tab) does not work f	
585	issue	microsoft/vscode	177697	closed	`Terminal: navigate accessible buffer` does not work sometim	
586	issue	microsoft/vscode	177696	closed	Inline suggestion is read twice by the screen reader	bug,
587	issue	microsoft/vscode	177694	closed	add command to repeat most recent notification	accessibilit
588	issue	microsoft/vscode	177029	closed	[Accessibility]: `Set Selection Anchor` and `Select from Anc	
589	issue	microsoft/vscode	176779	open	Make error in line audio cue configurable	feature-request,
590	issue	microsoft/vscode	176521	open	[Accessibility] Support task completion/failure audio cues i	
591	issue	microsoft/vscode	176293	closed	Prefer SVG renderers for image output to improve screen read	
592	issue	microsoft/vscode	176292	open	improve screen reader context and navigation of Cell outputs	
593	issue	microsoft/vscode	176290	open	consider default keybindings for go to next / previous cell	
594	issue	microsoft/vscode	176286	closed	`allowNavigateToSurroundingCells` should be false when scree	
595	issue	microsoft/vscode	176242	open	Notify screen reader users that a VS Code update is availabl	
596	issue	microsoft/vscode	175986	open	Allow VS Code extensions to trigger audio cues	feature-requ
597	pr	microsoft/vscode	175823	merged	provide screen reader with inline suggestions	2023-04-21T2
598	issue	microsoft/vscode	175743	open	Output of Jupyter notebook cells is not intuitively accessib	
599	issue	microsoft/vscode	175432	closed	[Accessibility] Pressing Ctrl+M key (toggle tabFocusMode) sh	
600	issue	microsoft/vscode	175348	open	Refine error on line audio cue	feature-request, accessibili
601	issue	microsoft/vscode	175341	closed	[Accessibility] Some thoughts on error in line audio cue	
602	issue	microsoft/vscode	175282	open	[Accessibility] Do not use title attribute when labeling but	
603	issue	microsoft/vscode	175177	closed	[Accessibility] Remove repeated word from the terminal help	
604	issue	microsoft/vscode	175175	closed	[Accessibility] "Go to Recent Directory (Control+G)" instruc	
605	issue	microsoft/vscode	175162	closed	assign different default keybinding for focusing the accessi	
606	issue	microsoft/vscode	175140	closed	Add a command that accepts a notification's default action	
607	issue	microsoft/vscode	175111	closed	[Accessibility] Redundant read-only terminal buffer needs to	
608	issue	microsoft/vscode	175105	closed	[Accessibility] Reconsider the UI design for {"editor.screen	
609	issue	microsoft/vscode	175014	closed	Replace diff line modified/deleted/ inserted audio cues with	
610	issue	microsoft/vscode	175013	closed	On focus of the accessible buffer, if the last command failed	
611	issue	microsoft/vscode	175012	closed	Use more succinct audio cue when terminal command fails feat	

625	issue	microsoft/vscode	175011	closed	position the cursor at the end of the accessible buffer by default
626	issue	microsoft/vscode	174857	closed	[Accessibility] Line-by-line audio cues are not played when column p
627	issue	microsoft/vscode	174800	closed	[Accessibility] Shift+Tab is always forced to go to aliy terminalbu
628	issue	microsoft/vscode	174798	closed	[Accessibility] Remove redundant 4-5 blank lines from the terminal a
629	issue	microsoft/vscode	174797	closed	[Accessibility] python repl content is not parsable in the aliy term
630	issue	microsoft/vscode	174793	closed	[Accessibility] Consider adding a setting to preserve focus in aliy
631	issue	microsoft/vscode	174793	closed	[Accessibility] Consider adding a setting to preserve focus in aliy
632	pr	microsoft/vscode	174606	merged	add setting for aria-live assertive alert for ghost text 2023-04-
633	issue	microsoft/vscode	174368	closed	Play audio cue when a command exits with non-zero code feature-req
634	issue	microsoft/vscode	174367	closed	Mention `Terminal: Create Terminal with Profile` in terminal aliy he
635	issue	microsoft/vscode	174365	closed	Suggest screen reader users migrate from `cmd prompt` -> `pwsh` fea
636	issue	microsoft/vscode	174365	closed	Suggest screen reader users migrate from `cmd prompt` -> `pwsh` fea
637	issue	microsoft/vscode	174362	open	Next suggestion isn't read bug, accessibility 2023-03-13T09:34:44Z
638	issue	microsoft/vscode	174360	open	When in `tabFocusMode`, assign a different keybinding for inline sug
639	issue	microsoft/vscode	174359	open	Add more audio cues feature-request, accessibility 2023-03-02T16:40:00Z
640	issue	microsoft/vscode	174359	open	Add more audio cues feature-request, accessibility 2023-03-02T16:40:00Z
641	issue	microsoft/vscode	174079	closed	Add symbol provider for terminal accessible buffer feature-request
642	issue	microsoft/vscode	173622	closed	No indication of ghost text and actions via screen reader accessib
643	issue	microsoft/vscode	173532	closed	I can no longer access terminal accessibility buffer with orca bug
644	issue	microsoft/vscode	173532	closed	I can no longer access terminal accessibility buffer with orca bug
645	issue	microsoft/vscode	173452	closed	[Accessibility] Add page up/down support for accessible buffer fea
646	issue	microsoft/vscode	173451	closed	[Accessibility] Make `editor.action.toggleTabFocusMode` configurabl
647	issue	microsoft/vscode	172606	closed	[Accessibility] Go to next/previous change commands don't provide de
648	issue	microsoft/vscode	172606	closed	[Accessibility] Go to next/previous change commands don't provide de
649	issue	microsoft/vscode	172582	closed	[Accessibility] Terminal aliy buffer is not automatically updated
650	issue	microsoft/vscode	172525	closed	[Accessibility] Error audio cues are not played on a character leve
651	issue	microsoft/vscode	172523	closed	[Accessibility]: Audio Cues are notplayed a against swift arrow nav
652	issue	microsoft/vscode	172523	closed	[Accessibility]: Audio Cues are notplayed a against swift arrow nav
653	issue	microsoft/vscode	172465	closed	Reduce noise for screen reader users feature-request, verified, a
654	issue	microsoft/vscode	172458	closed	in diff view, line selection shouldn't happen on cursor move bug
655	issue	microsoft/vscode	172399	closed	tab has to be pressed twice to go back to the terminal buffer from a
656	issue	microsoft/vscode	172399	closed	tab has to be pressed twice to go back to the terminal buffer from a
657	pr	microsoft/vscode	172276	merged	xterm@5.2.0-beta.21 2023-03-11T23:23:27Z
658	issue	microsoft/vscode	172204	closed	Screen reader accessibility mode reads terminal contents character
659	issue	microsoft/vscode	172149	open	[Accessibility] Command history is not readable in terminal input f
660	issue	microsoft/vscode	172024	closed	[Accessibility] Ctrl+M (editor.action.toggleTabFocusMode) does not v
661	issue	microsoft/vscode	172007	closed	Terminal accessibility buffer does not read output upon enter bug
662	issue	microsoft/vscode	172007	closed	Terminal accessibility buffer does not read output upon enter bug
663	issue	microsoft/vscode	172006	closed	Make terminal accessibility buffer read only upstream, accessibi
664	issue	microsoft/vscode	171918	closed	[Accessibility] Support Home and End keys in Open Detected Link vie
665	issue	microsoft/vscode	171916	closed	[Accessibility] Ctrl+Shift+O does not close Open Detected Link vie
666	issue	microsoft/vscode	171916	closed	[Accessibility] Ctrl+Shift+O does not close Open Detected Link vie
667	issue	microsoft/vscode	171914	closed	[Accessibility] Make terminal aliy buffer even more accessible acc
668	issue	microsoft/vscode	171755	open	Code lens is not accessible via screen reader accessibility, under
669	issue	microsoft/vscode	171544	closed	sometimes audio cues don't play when going to next/previous differ
670	issue	microsoft/vscode	171429	closed	[Accessibility] Diff editor cursor position is not preserved after e
671	issue	microsoft/vscode	171429	closed	[Accessibility] Diff editor cursor position is not preserved after e
672	issue	microsoft/vscode	171426	open	[Accessibility] Diff editor cursor position is not preserved after e
673	issue	microsoft/vscode	171256	closed	[Accessibility] Trigger diff audio cues against standard arrow key



677 issue microsoft/vscode 171253 open [Accessibility] Allow users to customize the audio cue play  
 678 issue microsoft/vscode 171200 closed support screen reader reading the line and audio cues when g  
 679 issue microsoft/vscode 171199 open Accessibility getting started experience feature-request,  
 681 pr microsoft/vscode 170985 merged support screen reader reading the line when go to next/previous  
 682 issue microsoft/vscode 170971 closed [Accessibility]: Allow users to replace default sound file  
 683 issue microsoft/vscode 169853 closed Explore plain content editable element for terminal buffer i  
 684 issue microsoft/vscode 168746 open [Accessibility] Word wrap does not work in diff view (F7 and  
 685 pr microsoft/vscode 167349 closed fix #167348: add aria-live 2023-02-16T17:31:02Z  
 686 issue microsoft/vscode 167348 closed [Accessibility] div.monaco-tokenized-source requires aria-li  
 688 issue microsoft/vscode 168814 open Need a clearer landmark and label for notebook output area  
 689 issue microsoft/vscode 166518 closed Add audio cues for Go to Next/ Previous Change commands feat  
 690 issue microsoft/vscode 166472 open [Accessibility] Add an option to allow Alt+F5 to jump to the  
 691 issue microsoft/vscode 165863 closed Hitting spacebar does not replay currently focused audio cue  
 692 issue microsoft/vscode 165357 closed [Accessibility] Audio Cues still doesn't work in github.dev  
 693 issue microsoft/vscode 165161 open [Accessibility] Open Folder dialog controls do not have acces  
 694 issue microsoft/vscode 164988 closed [Accessibility]: Screen readers do not read currently focuse  
 695 issue microsoft/vscode 163506 open [Accessibility] Provide icon info to screen readers feature-  
 696 issue microsoft/vscode 160301 open [Accessibility] Some long file content line is not correctly  
 697 issue microsoft/vscode 159029 open Merge editor accessibility improvements accessibility, merge  
 698 issue microsoft/vscode 155919 closed [Accessibility] Support `Live Share` audio cues in `Help: Li  
 699 issue microsoft/vscode 155655 closed [Accessibility] For easier code navigation, add jump to next  
 700 issue microsoft/vscode 154027 closed [Accessibility]: Terminal output is not read in real time on  
 701 issue microsoft/vscode 147607 closed [Accessibility] Unlabelled `codicon` buttons info-needed,  
 702 issue microsoft/vscode 147386 closed [Accessibility] Add audio cues for indentation levels feat  
 703 issue microsoft/vscode 147230 open Play audio-cues for auto-suggestions feature-request, acc  
 704 issue microsoft/vscode 147226 closed [Accessibility] Consider adding audio cues for diffs (added  
 705 issue microsoft/vscode 147190 closed [Accessibility] Audio Cues doesn't work in web editor bug,  
 706 issue microsoft/vscode 143185 closed Problems to access the preview of a markdown file using orca  
 707 issue microsoft/vscode 142983 closed [Terminal accessibility] JAWS does not speak anything agains  
 708 issue microsoft/vscode 141529 closed Webviews displaying results of an API call with Restclient e  
 709 issue microsoft/vscode 135920 closed [Accessibility] "xterm-accessibility" class div does not hav  
 710 issue microsoft/vscode 135035 closed [Accessibility] GitHub Web Editor: Cannot configure accessib  
 711 issue microsoft/vscode 133876 closed [Accessibility] Assign a keyboard shortcut key to Focus Term  
 712 issue microsoft/vscode 133805 closed `Shift+Alt+R` for `Reveal in File Explorer` doesn't work whe  
 713 issue microsoft/vscode 133773 closed [Accessibility] "document" role is needed for "monaco-hover"  
 714 issue microsoft/vscode 132275 closed [Accessibility] Add "document" role to webview widget veri  
 715 issue microsoft/vscode 131295 open [Accessibility] Character is not read properly in terminal i  
 716 issue microsoft/vscode 131090 closed [Accessibility] NVDA and JAWS do not read focused auto-sugge  
 717 issue microsoft/vscode 130565 closed Notify Screenreader Users When Inline Suggestions Or Decorat

729	issue	microsoft/vscode	121735	closed	Terminal input does not work with NVDA bug, important, accessibility
730	issue	microsoft/vscode	113482	closed	Tab code-completion does not work in terminal input against screen r
731	issue	microsoft/vscode	111255	open	VS Code native notebook accessibility improvement debt, accessibility
732	issue	microsoft/vscode	105425	closed	Garbage characters are inserted if you come back from terminal outpu
733	issue	microsoft/vscode	103095	closed	Auto-complete popup puts redundant "item" prefix per suggested code
734	issue	microsoft/vscode	98918	closed	Terminal output div container should be more accessible for screen r
735	issue	microsoft/vscode	95570	closed	Support terminal link keyboard navigation feature-request, accessi
736	issue	microsoft/vscode	90408	open	Feature request: Accessibility support for Jupyter notebooks in VSCo
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