

# VPAT Accessibility Conformance Report

(Based on ITI VPAT®)

Name of Product	Complete Anatomy iPad 12.2.0
Date Last Updated	May 23, 2026
Completed by	Elsevier Digital Accessibility Team
Applicable Standards/Guidelines	This document rates Complete Anatomy iPad 12.2.0 according to the <a href="#">W3C WCAG 2.2 A and AA</a> requirements.
Contact for More Information	Elsevier Digital Accessibility Team <a href="mailto:accessibility@elsevier.com">accessibility@elsevier.com</a>
Testing Tools and Methods	<ul style="list-style-type: none"><li>• Manual accessibility testing using:<ul style="list-style-type: none"><li>○ VoiceOver</li><li>○ Voice Control</li><li>○ Full Keyboard Access</li></ul></li><li>• Contrast testing using Contrast Tester for WCAG app</li></ul>
Document Sections	This review document includes all WCAG 2.2 A and AA checkpoints, organized into 7 logical sections: <ul style="list-style-type: none"><li>• Visuals</li><li>• Keyboard</li><li>• Headings and Structure</li><li>• Labeling</li><li>• Multimedia</li><li>• Usability</li><li>• Mobile User Experience</li></ul>
Pages Covered	<ul style="list-style-type: none"><li>• Store</li><li>• Sign In</li><li>• Homepage</li><li>• Atlas</li><li>• Content</li><li>• Videos</li><li>• Radiology</li><li>• Courses</li><li>• Sharing</li><li>• Models</li><li>• Settings</li><li>• Search</li></ul>

Terms	<ul style="list-style-type: none"><li>• <b>Supports:</b> The functionality of the product has at least one method that meets the criteria without known defects or meets with equivalent facilitation.</li><li>• <b>Partially supports:</b> Some functionality of the product does not meet the criteria.</li><li>• <b>Does not support:</b> Majority of functionality of the product does not meet the criteria.</li><li>• <b>Supports (N/A):</b> According to W3C on conformance, "If there is no content to which a success criterion applies, the success criterion is satisfied."</li></ul>
Notes/Terminology	<ul style="list-style-type: none"><li>• "AT" stands for Assistive Technology such as screen readers, voice input, etc.</li></ul>

## Conformance Summary

WCAG 2.2 Success Criterion	Level	Evaluation
1.1.1: Non-text Content	A	Partially supports
1.2.1: Audio-only and Video-only (Prerecorded)	A	Supports (N/A)
1.2.2: Captions (Prerecorded)	A	Supports
1.2.3: Audio Description or Full Text Alternative	A	Does not support
1.2.4: Captions (Live)	AA	Supports (N/A)
1.2.5: Audio Description	AA	Does not support
1.3.1: Info and Relationships	A	Partially supports
1.3.2: Meaningful Sequence	A	Partially supports
1.3.3: Sensory Characteristics	A	Supports
1.3.4: Orientation (2.1)	AA	Supports
1.3.5: Identify Input Purpose (2.1)	AA	Supports
1.4.1: Use of Color	A	Partially supports
1.4.2: Audio Control	A	Supports (N/A)
1.4.3: Contrast (Minimum)	AA	Partially supports
1.4.4: Resize text	AA	Does not support
1.4.5: Images of Text	AA	Supports
1.4.10: Reflow (2.1)	AA	Does not support
1.4.11: Non-Text Contrast (2.1)	AA	Supports
1.4.12: Text Spacing (2.1)	AA	Supports (N/A)
1.4.13: Content on Hover or Focus (2.1)	AA	Supports (N/A)
2.1.1: Keyboard	A	Does not support
2.1.2: No Keyboard Trap	A	Does not support
2.1.4: Character Key Shortcuts (2.1)	A	Supports (N/A)
2.2.1: Timing Adjustable	A	Supports (N/A)
2.2.2: Pause, Stop, Hide	A	Supports (N/A)
2.3.1: Three Flashes or Below Threshold	A	Supports
2.4.1: Bypass Blocks	A	Partially supports
2.4.2: Page Titled	A	Supports
2.4.3: Focus Order	A	Partially supports

WCAG 2.2 Success Criterion	Level	Evaluation
2.4.4: Link Purpose (In Context)	A	Supports
2.4.5: Multiple Ways	AA	Supports
2.4.6: Headings and Labels	AA	Partially supports
2.4.7: Focus Visible	AA	Does not support
2.4.11: Focus Not Obscured (Minimum) (2.2)	AA	Supports
2.5.1: Pointer Gestures (2.1)	A	Supports
2.5.2: Pointer Cancellation (2.1)	A	Supports
2.5.3: Label in Name (2.1)	A	Partially supports
2.5.4: Motion Actuation (2.1)	A	Supports
2.5.7: Dragging Movements (2.2)	AA	Does not support
2.5.8: Target Size (Minimum) (2.2)	AA	Supports
3.1.1: Language of Page	A	Supports
3.1.2: Language of Parts	AA	Supports
3.2.1: On Focus	A	Supports
3.2.2: On Input	A	Supports
3.2.3: Consistent Navigation	AA	Supports
3.2.4: Consistent Identification	AA	Supports
3.2.6: Consistent Help (2.2)	A	Supports
3.3.1: Error Identification	A	Supports
3.3.2: Labels or Instructions	A	Partially supports
3.3.3: Error Suggestion	AA	Supports
3.3.4: Error Prevention (Legal, Financial, Data)	AA	Supports
3.3.7: Redundant Entry (2.2)	A	Supports
3.3.8: Accessible Authentication (Minimum) (2.2)	AA	Supports
4.1.1: Parsing	A	Supports (N/A)
4.1.2: Name, Role, Value	A	Partially supports
4.1.3: Status Messages (2.1)	AA	Partially supports

## WCAG 2.2 A and AA Success Criteria

### Visuals

WCAG 2.2 Checkpoint	Conformance Level	Remarks
<p><a href="#">1.1.1: Non-Text Content</a> (A) Provide text alternatives for non-text content (e.g. images)</p>	Partially supports	<p>Many images and icons have appropriate text equivalents.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>The 3D Anatomy Models do not have text alternatives for VoiceOver users.</li> <li>Selecting portions of the 3D model to read information about that piece is not accessible to VoiceOver users.</li> <li>Informative icon images used to indicate that a button opens a link in the external browser do not have alt text for those icons.</li> <li>Informative icons showing number of images attached to a Radiology image, e.g., 6 or 9, are not included in the name of the buttons on the Radiology Library page.</li> <li>There are many play icon images that do not have meaningful alt text on the Videos Library page.</li> </ul>
<p><a href="#">1.3.3: Sensory Characteristics</a> (A) Do not rely on sensory characteristics of components such as shape, size, visual location, orientation, or sound</p>	Supports	<p>There are no instructions or areas of content which rely solely on sensory characteristics.</p>
<p><a href="#">1.4.1: Use of Color</a> (A) Color is not used as the only visual means of conveying info</p>	Supports	<p>Color is not used as the only visual means of conveying info.</p>
<p><a href="#">1.4.3: Color Contrast (Minimum)</a> (AA) Text has enough contrast with the background (4.5:1 for small text and 3:1 for large text)</p>	Partially supports	<p>Text has sufficient contrast with its corresponding background in most areas.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>Selected numbered pins on the Radiology pages use a white on teal color that does not have at least a 4.5:1 contrast ratio.</li> <li>White text on teal button background used for the "Got it" confirmation message buttons does not have at a least a 4.5:1 contrast ratio.</li> <li>Placeholder text used inside search inputs does not have at least 4.5:1 contrast ratio.</li> <li>White text on teal background that says "NEW MODEL" under the Detailed Models tab does not have at least 4.5:1 contrast ratio.</li> </ul>

<p><a href="#">1.4.4: Resize Text</a> (AA) Text can be enlarged up to 200% without loss of functionality.</p>	Does not support	App does not support Dynamic Type text resize adjusting to the user's iOS text size settings.
<p><a href="#">1.4.5: Images of Text</a> (AA) Text is used rather than images of text, except where the presentation of text is essential, such as logos</p>	Supports	No images of text are used other than for logos or essential presentation.
<p><a href="#">1.4.10: Reflow</a> (AA) Content can be presented without loss of information or functionality, and without requiring scrolling in two dimensions for:</p> <ul style="list-style-type: none"> <li>• Vertical scrolling content at a width equivalent to 320 CSS pixels;</li> <li>• Horizontal scrolling content at a height equivalent to 256 CSS pixels.</li> </ul>	Does not support	The application is designed for iPad screen sizes and does not support reflowing to 320px screen width.
<p><a href="#">1.4.11: Non-Text Contrast</a> (AA) User interface components and graphical objects have a contrast ratio of at least 3:1 against adjacent color(s).</p>	Supports	<p>All non-text UI components and graphical objects have at least a 3:1 contrast ratio against surrounding colors.</p> <p>Supporting Remarks: Icon buttons such as the X close buttons and search magnifying glass icon buttons have sufficient contrast ratios greater than 3:1.</p>

<p><a href="#">1.4.12: Text Spacing</a> (AA)  In content implemented using markup languages that support the following text style properties, no loss of content or functionality occurs by setting all the following and by changing no other style property:</p> <ul style="list-style-type: none"> <li>• Line height (line spacing) to at least 1.5 times the font size;</li> <li>• Spacing following paragraphs to at least 2 times the font size;</li> <li>• Letter spacing (tracking) to at least 0.12 times the font size;</li> <li>• Word spacing to at least 0.16 times the font size.</li> </ul>	Supports (N/A)	Native iOS apps do not have the ability to adjust the text spacing of content on pages.
<p><a href="#">1.4.13: Content on Hover or Focus</a> (AA)  Where receiving and then removing pointer hover or keyboard focus triggers additional content to become visible and then hidden, the following are true:</p> <ul style="list-style-type: none"> <li>• Dismissible</li> <li>• Hoverable</li> <li>• Persistent</li> </ul>	Supports (N/A)	No applicable instances of content that may appear on hover or focus.
<p><a href="#">2.3.1: Three Flashes or Below Threshold</a> (A)  No more than three flashes in a 1-second period, or the flashes are below the defined thresholds</p>	Supports	No flashing content exists.

## Keyboard

WCAG 2.2 Checkpoint	Conformance Level	Remarks
<p><a href="#">1.3.2: Meaningful Sequence</a> (A) The correct reading sequence can be programmatically determined</p>	Partially supports	<p>The correct reading sequence is typically logical and programmatically determinable, with the DOM order according with the visual order in most areas.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>• VoiceOver focus can incorrectly move to invisible elements when playing videos.</li> </ul>
<p><a href="#">2.1.1: Keyboard</a> (A) All functionality is available from a keyboard, except for tasks such as drawing</p>	Does not support	<ul style="list-style-type: none"> <li>• Selecting portions of the 3D model to read information about that piece is not accessible to keyboard users.</li> <li>• 3D interactive models are not operable to zoom, move, and rotate using VoiceOver or Full Keyboard Access.</li> <li>• The Search dialog cannot be closed using the keyboard or VoiceOver because there is no Close button.</li> <li>• The ? Help button Learn &amp; Support dialog cannot be closed with the keyboard or VoiceOver because there is no Close button.</li> <li>• Adjusting layer controls of 3D Models is not accessible to keyboard or VoiceOver users.</li> <li>• Settings page tab controls are not keyboard operable.</li> <li>• App is not operable with Full Keyboard Access on iOS. Most controls have no visible keyboard focus outline.</li> </ul>
<p><a href="#">2.1.2: No Keyboard Trap</a> (A) The user can use the keyboard to move through page elements and is not trapped on a particular element</p>	Does not support	<p>The application does not support keyboard operation with Full Keyboard Access which causes keyboard traps as the keyboard user cannot move focus through pages in the app.</p>
<p><a href="#">2.1.4: Character Key Shortcuts</a> (A) If a keyboard shortcut is implemented in content using only letter (including upper- and lower-case letters), punctuation, number, or symbol characters, then at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• Turn off</li> <li>• Remap</li> <li>• Active only on focus</li> </ul>	Supports (N/A)	<p>The site does not use any character key shortcuts.</p>

<p><a href="#">2.4.3: Focus Order</a> (A) Users can tab through the elements of a page in a logical order</p>	Partially supports	<p>Tab order is largely logical across the site and preserves the meaning and operability of content in most instances.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>• Dialogs do not manage focus when opened and closed. Modal dialogs do not trap focus in the modal.</li> <li>• Focus is not managed when opening the Models page, focus is not sent to the beginning of the content.</li> <li>• Dialogs like the Courses Library Filter do not manage focus when opened and closed.</li> </ul>
<p><a href="#">2.4.7: Focus Visible</a> (AA) The page element with the current keyboard focus has a visible focus indicator</p>	Does not support	Keyboard focus is not visible when using Full Keyboard Access and a Bluetooth keyboard.
<p><a href="#">2.4.11: Focus Not Obscured (Minimum)</a> (AA) When a user interface component receives keyboard focus, the component is not entirely hidden due to author-created content.</p>	Supports	No UI components are hidden when receiving keyboard focus.
<p><a href="#">3.2.1: On Focus</a> (A) When a UI component receives focus, this does not trigger unexpected actions.</p>	Supports	Focusable elements do not cause unexpected actions/changes of context when receiving focus.

## Headings and Structure

WCAG 2.2 Checkpoint	Conformance Level	Remarks
<p><a href="#">1.3.1: Information and Relationships</a> (A) Info, structure, and relationships can be programmatically determined</p>	Partially supports	<p>Most content is distinguishable via semantic structure and relationships. A logical heading order reflecting page organization and content is programmatically determinable on most pages. List markup is used appropriately in many instances. Most input elements have programmatically determinable labels. HTML sectioning elements/landmark roles demarcate content regions.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>• Radio button groups don't have a group label spoken to VoiceOver users.</li> <li>• The Sign Out dialog does not have a heading role spoken to VoiceOver for the dialog title text.</li> </ul>

<p><a href="#">2.4.1: Bypass Blocks</a> (A) Users can bypass repeated blocks of content.</p>	Partially supports	<p>On most pages, a logical heading order allow AT users to conveniently jump to different areas of content.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>There are no Accessibility Containers or ARIA Landmarks for the Header, Navigation, Main Content, and Footer areas of the app</li> </ul>
<p><a href="#">2.4.6: Headings and Labels</a> (AA) Headings and labels are clear and consistent.</p>	Partially supports	<p>Headings and labels used are typically clear and descriptive. For example, most pages feature visually distinct and programmatically determinable main and secondary headings to help distinguish content.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>The Content Library page includes repeating Open resource creation details, Add to favorites, and Menu icon buttons that do not have meaningful accessible names describing which specific content the screen reader user would be adding to favorites or opening the menu.</li> </ul>
<p><a href="#">3.1.1: Language of Page</a> (A) The language of the page is specified</p>	Supports	<p>The default page language is typically and appropriately defined as lang="en".</p>
<p><a href="#">3.1.2: Language of Parts</a> (AA) Specify the language of text passages that are in a different language than the default language of the page.</p>	Supports	<p>There are no sections of text that do not match the default language of the page.</p>
<p><a href="#">4.1.1: Parsing</a> (A) Use valid, error-free HTML</p>	Supports (N/A)	<p>For WCAG 2.0 and 2.1, the September 2023 errata update indicates this criterion is always supported. See the <a href="#">WCAG 2.0 Editorial Errata</a> and the <a href="#">WCAG 2.1 Editorial Errata</a>.</p>

## Labeling

WCAG 2.2 Checkpoint	Conformance Level	Remarks
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<p><a href="#">1.3.5: Identify Input Purpose</a> (AA)</p> <p>The purpose of each input field collecting information about the user can be programmatically determined when:</p> <ul style="list-style-type: none"> <li>• The input field serves a purpose identified in the Input Purposes for User Interface Components section; and</li> <li>• The content is implemented using technologies with support for identifying the expected meaning for form input data.</li> </ul>	Supports	The sign in page correctly supports autofill for the login and password.
<p><a href="#">2.4.2: Page Titled</a> (A)</p> <p>The page has a title describing its topic or purpose</p>	Supports	A descriptive page title that identifies content/purpose is present for each page.
<p><a href="#">2.4.4: Link Purpose (In Context)</a> (A)</p> <p>The purpose of each link can be determined from the link text or surrounding context.</p>	Supports	<p>An identifiable purpose may be deduced for all links from the link text or surrounding context.</p> <p><b>Supporting Remarks:</b> Links such as the Privacy Policy and Terms of Use have a purpose that can be determined from their link text.</p>
<p><a href="#">2.5.3: Label in Name</a> (A)</p> <p>For user interface components with labels that include text or images of text, the name contains the text that is presented visually.</p>	Partially supports	<p>Most user interface components that have visible text contain that text consistently within the accessible name.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>• VoiceOver speaks "Show password" for the Hide password button.</li> </ul>
<p><a href="#">3.2.4: Consistent Identification</a> (AA)</p> <p>UI components used across the web site are identified consistently on every page.</p>	Supports	UI components are identified consistently where they perform the same function across pages.

<p><a href="#">3.3.1: Error Identification</a> (A) Input errors are clearly marked and described to the user.</p>	Supports	<p>Errors are identified and presented well visually. For many inputs, errors are typically validated before form submission. Error messages that offer specific feedback are presented adjacently and visually distinguished via different text color.</p> <p><b>Supporting Remarks:</b> There is an orange error message shown for the Redeem Code input that says "This code is invalid. Please try again or contact customer support for help."</p>
<p><a href="#">3.3.2: Labels or Instructions</a> (A) Items requiring user input are clearly labeled or have clear instructions.</p>	Partially supports	<p>Labels or instructions are provided for most form elements, most of which are programmatically associated with their inputs.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>• Login form field label text is no longer visible once a value has been entered into the input.</li> </ul>
<p><a href="#">3.3.3: Error Suggestion</a> (AA) When the user makes an input error, give suggestions for valid input.</p>	Supports	<p>Error suggestions are provided to correct invalid inputs.</p>
<p><a href="#">4.1.2: Name, Role, Value</a> (A) For all UI components, the name, value, and role can be programmatically determined.</p>	Partially supports	<p>Some UI components communicate their state programmatically, and many have accessible names that are appropriately defined. Several ARIA attributes and roles are not present where appropriate.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>• Right arrow icon buttons in the Models have no accessible names and speak to VoiceOver as "react-arrow-right, Tab".</li> <li>• Selected state of selected thumbnail images and selected radiology systems is not indicated to VoiceOver users on the Radiology pages.</li> <li>• Expanded and collapsed states of the Systems pop over menu and Toggle description menu are not conveyed to VoiceOver users.</li> <li>• Buttons with a pressed/selected state such as the 3D Model layers buttons do not indicate their state to VoiceOver users.</li> <li>• Close buttons on the videos pages have no accessible names.</li> <li>• Video player controls buttons have no accessible names or pressed states.</li> <li>• Expanding buttons like "Tools" and "Search" on the Models page have no expanded state or pressed state spoken to VoiceOver.</li> </ul>

<p><a href="#">4.1.3: Status Messages</a> (AA) In content implemented using markup languages, status messages can be programmatically determined through role or properties such that they can be presented to the user by assistive technologies without receiving focus.</p>	Partially supports	<p>Status messages, while uncommonly encountered, are typically not announced by assistive technology.</p> <p><b>Exceptions:</b></p> <ul style="list-style-type: none"> <li>The Connecting to App Store status message shown when activating the Restore button under My Account settings page is not spoken to screen reader users when it displays.</li> </ul>
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## Multimedia

WCAG 2.2 Checkpoint	Conformance Level	Remarks
<p><a href="#">1.2.1: Audio-only or Video-only (Prerecorded)</a> (A) Provide alternatives for pre-recorded audio-only or video-only content.</p>	Supports (N/A)	There is no audio-only or video-only content.
<p><a href="#">1.2.2: Captions (Prerecorded)</a> (A) Provide captions for pre-recorded audio</p>	Supports	Captions are provided for audiovisual content.
<p><a href="#">1.2.3: Audio Description or Media Alternative (Prerecorded)</a> (A) Provide alternatives for pre-recorded synchronized audio/video</p>	Does not support	Neither audio descriptions nor suitable textual alternative are provided as alternatives for video in audiovisual content.
<p><a href="#">1.2.4: Captions (Live)</a> (AA) Provide captions for live audio in synchronized audio/video.</p>	Supports (N/A)	There is no live audio in synchronized audio/video content.

<a href="#">1.2.5: Audio Description (Prerecorded)</a> (AA) Provide an audio description of pre-recorded video.	Does not support	No audio descriptions are provided for video in audiovisual content.
<a href="#">1.4.2: Audio Control</a> (A) Audio can be paused and stopped, or the audio volume can be changed.	Supports	Audio can be paused and stopped, or the audio volume can be changed.
<a href="#">2.2.2: Pause, Stop, Hide</a> (A) Users can stop, pause, or hide moving, blinking, scrolling, or auto-updating information.	Supports (N/A)	There is no moving, scrolling, or auto-updating information for which the criterion is applicable.

## Usability

WCAG 2.2 Checkpoint	Conformance Level	Remarks
<a href="#">2.2.1: Timing Adjustable</a> (A) Users are warned of time limits shorter than 20 hours and time limits can be turned off or extended	Supports (N/A)	There are no time limits or session timeouts in the app.
<a href="#">2.4.5: Multiple Ways</a> (AA) More than one way is available to navigate to other web pages.	Supports	All pages (except steps/results of a process) may typically be located and accessed in multiple ways. For example, main navigation is consistently available across pages. Search functionality allows users to find specific pages.
<a href="#">3.2.2: On Input</a> (A) Changing the setting of a checkbox, radio button, or other UI component does not trigger unexpected changes in context.	Supports	User input, such as changing the values of form elements, does not initiate unexpected actions or changes in context.
<a href="#">3.2.3: Consistent Navigation</a> (AA) Navigation menus are in the same location	Supports	Navigation menus are consistent across pages. For example, global navigation links in the header are consistent across pages, occurring in the same order; secondary navigation is consistently positioned across appropriate sets of pages.

and order on every web page.		
<p><a href="#">3.2.6: Consistent Help</a> (A)  Help mechanisms such as contact details or self-help options are in the same relative order across multiple web pages, unless the user changes them.</p>	Supports	Help mechanisms are in the same relative order across multiple pages.
<p><a href="#">3.3.7: Redundant Entry</a> (A)  Previously entered information is either auto-populated or selectable for the user in the same process, except when re-entry is essential, needed for security, or the information is outdated.</p>	Supports (N/A)	The user is not required to re-enter previously entered information.
<p><a href="#">3.3.8: Accessible Authentication (Minimum)</a> (AA)  A cognitive function test (such as remembering a password or solving a puzzle) is not required for any step in an authentication process unless that step provides at least one of the following:</p> <ul style="list-style-type: none"> <li>• Alternative</li> <li>• Mechanism</li> <li>• Object Recognition</li> <li>• Personal Content</li> </ul>	Supports	<p>A cognitive function test (such as remembering a password or solving a puzzle) is not required for any step in an authentication process.</p> <p>Login and password inputs support password save and autofill.</p>

<p><a href="#">3.3.4: Error Prevention (Legal, Financial, Data)</a> (AA) For web pages with legal or financial commitments, input can be reviewed and corrected before final submission, and submissions can be reverted.</p>	Supports	There are no submissions which require legal or financial commitments.
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## Mobile User Experience

WCAG 2.2 Checkpoint	Conformance Level	Remarks
<p><a href="#">1.3.4: Orientation</a> (AA) Content does not restrict its view and operation to a single display orientation, such as portrait or landscape, unless a specific display orientation is essential.</p>	Supports	<p>App supports landscape and portrait orientations.</p> <p>Pages do not restrict view and operation of content to a single orientation.</p>
<p><a href="#">2.5.1: Pointer Gestures</a> (A) All functionality that uses multipoint or path-based gestures for operation can be operated with a single pointer without a path-based gesture, unless a multipoint or path-based gesture is essential.</p>	Supports	Pages do not utilize or require multipoint or path-based gestures for any functionality.
<p><a href="#">2.5.2: Pointer Cancellation</a> (A) For functionality that can be operated using a single pointer, at least one of the following is true:</p> <ul style="list-style-type: none"> <li>• No Down-Event</li> <li>• Abort or Undo</li> <li>• Up Reversal</li> <li>• Essential</li> </ul>	Supports	All interactive content functions through the Up-Event, allowing users to potentially move their pointer off the component to cancel.

<p><a href="#">2.5.4: Motion Actuation</a> (A) Functionality that can be operated by device motion or user motion can also be operated by user interface components and responding to the motion can be disabled to prevent accidental actuation, except when:</p> <ul style="list-style-type: none"> <li>• Supported Interface</li> <li>• Essential</li> </ul>	Supports	There is no content that utilizes device or user motion.
<p><a href="#">2.5.7: Dragging Movements</a> (AA) All functionality that uses a dragging movement for operation can be achieved by a single pointer without dragging, unless dragging is essential or the functionality is determined by the user agent and not modified by the author.</p>	Does not support	Dragging a 3D model to rotate and move the model does not have a single tap alternative to the dragging gesture.
<p><a href="#">2.5.8: Target Size (Minimum)</a> (AA) The size of the target for pointer inputs is at least 24 by 24 CSS pixels, with certain exceptions involving:</p> <ul style="list-style-type: none"> <li>• Spacing</li> <li>• Equivalent</li> <li>• Inline</li> <li>• User agent control</li> <li>• Essential</li> </ul>	Supports	All pointer targets are at least 24 by 24 in size or spacing.