

axe DevTools Mobile Release Notes

Jul 25, 2022

Component Versions

- axeDevToolsUIKit v3.1.0
- axeDevToolsXCUI v2.1.0
- axe-devtools-android v2.1.1

New Features

axe DevTools Mobile for iOS

We are launching 2 new rules for iOS: Screen Title and Screen Orientation. These rules are both fully supported in axeDevToolsUIKit, and Screen Title is available in axeDevToolsXCUI as a beta. For more information, please see the [rules and remediation documentation](#).

Updates

Rule Guidelines and Impacts

We've reviewed the impact levels and WCAG success criterion for each rule for both iOS frameworks and the Android library. You may see slight changes in reporting results through the number of critical, serious, etc issues that have been identified. Impact levels for each rule are now documented for [iOS](#) and Android's [XML](#) or [Compose](#) rules.

axe DevTools Mobile for Android

Due to false positives in Android's Inactive Accessible View rule, results will be automatically marked as "IGNORED". They can still be viewed using the Issue Status dropdown in the dashboard. We are actively working to reduce false positives generated by this rule and will reinstate it in a future release.

Bug Fixes

axe DevTools Mobile for iOS

- The Conflicting Traits and Touch Target Size rules will no longer fail for keyboard keys. Accessibility traits which are conflicting are now more clearly displayed.
- Improve Touch Target Size rule for TextViews.
- The Focusable Text rule now considers text within a focusable view a pass.
- Improve debugging logs prior to authentication.

axeDevToolsUIKit

- Color Contrast improvements resulting in better coverage for text views and text fields as well as better pass/fail detection in results previously captured as incomplete.

axeDevToolsXCUI

- SwiftUI Toolbars are now marked as inapplicable for the Colliding Views rule.
- Fix false positives in A11y Element Focus Box rule for ProgressViews in SwiftUI and for PageControls.
- Reduce false negatives occurring for several rules for UITextField's

axe DevTools Mobile for Android

- Add ability to delete scans from AxeDevToolsCompose.
- Fix an issue with connecting to the library from Java. [CSD-21376]
- Address false positives in the Active View Name rule. [CSD-21376]

Known Issues

- axe DevTools Mobile only runs on native iOS and Android views, hybrid platforms such as Cordova, Xamarin and Flutter are not supported.
- Rules will not run in web views or rendered PDFs. For testing against HTML content, please utilize axe DevTools HTML.

axe DevTools Mobile Desktop App

- Unable to connect to the database on Java 14+, please continue to use an earlier version of Java.

axe DevTools Mobile for iOS

axeDevToolsUIKit.xcframework

- Banner style views report InScrollView issues, use the ignore rule feature to bypass this rule for known banner views that you know should not be within a scrollable view.
- Views built with SwiftUI cannot be tested using this framework, use the axeDevToolsXCUI framework in UITesting for SwiftUI views
- Custom rule support is available only in Swift, the custom rule API is not open to Objective-C.

axeDevToolsXCUI.xcframework (SwiftUI framework)

- SwiftUI Picker scans may get stuck on simulators or a device running iOS versions lower than 15.0.
- A11yElementFocusBox may show false positives with views partially off-screen, this will be addressed in a later version
- The "Visible to User" filter may not work on views behind custom-built modals, help make this filter more robust by providing an example snippet of how the modal is implemented helpdesk@deque.com
- Landscape orientation is not formally supported at this time, this will be addressed in a later version
- Banner style views report InScrollView issues, use the ignore rule feature to bypass this rule for known banner views that you know should not be within a scrollable view

axe DevTools Mobile for Android

- A build with r8 enabled may attempt to minify the axeDevTools library resulting in an error similar to:

```
Caused by: java.lang.NullPointerException: throw with null exception
at g.b.b.a$a.a(Unknown Source:1)
at g.b.b.a$a.a(Unknown Source:0)
at g.b.b.a.a(AccessToken.java:190)
```

To resolve this error add the following line to your proguard file to keep axeDevTools classes: `keep class com.deque.** { *; }`

- If you encounter an error along the lines of `Expected exactly '1' node but found '2' nodes that satisfy: (isRoot)`, please contact us at [\[helpdesk@deque.com\]](mailto:helpdesk@deque.com)(<mailto:helpdesk@deque.com>) for assistance. Under

certain conditions, there may be two Compose root nodes existing at the same time.