



International
Standard

ISO/IEC 11581-7

**Information technology — User
interface icons —**

Part 7:
Icons for setting interaction modes

*Technologies de l'information — Icônes d'interface utilisateur —
Partie 7: Icônes utilisées pour régler les modes d'interaction*

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Foreword

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 35, *User interfaces*.

A list of all parts in the ISO/IEC 11581 series can be found on the ISO and IEC websites.

Any feedback or questions on this document should be directed to the user's national standards body. A complete listing of these bodies can be found at www.iso.org/members.html and www.iec.ch/national-committees.

Introduction

Many different user needs exist and many interaction modes have to respond to those needs. There is a need to represent these interaction modes with icons. They can be used to indicate to a user which modes are available to access the system and even which kind of adapted parameters a user can find inside the system.

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Information technology — User interface icons —

Part 7: Icons for setting interaction modes

1 Scope

This document provides requirements for the icons that are suitable for setting up interaction modes in all kinds of devices. It gives guidance about their purpose, their function, and how they are designed in order to be usable.

This document specifies two sets of icons:

- a) icons that deal with global constraints that are taken into account by the product or service;
- b) icons that are oriented to more specific functions.

Each icon is illustrated through a glyph, name, description and function.

2 Normative references

There are no normative references in this document.

3 Terms and definitions

For the purposes of this document, the following terms and definitions apply.

ISO and IEC maintain terminology databases for use in standardization at the following addresses:

- ISO Online browsing platform: available at <https://www.iso.org/obp>
- IEC Electropedia: available at <https://www.electropedia.org/>

3.1

accessibility

extent to which products, systems, services, environments and facilities can be used by people from a population with the widest range of characteristics and capabilities to achieve a specified goal in a specified context of use

Note 1 to entry: Context of use includes direct use or use supported by assistive technologies.

[SOURCE: ISO 9241-112:2017, 3.15]

3.2

icon

visual icon

user interface visual symbol representing either an object or a function, or both, of the computer system

Note 1 to entry: Within this part of ISO/IEC 11581, "icon" is also used to refer to the function or object represented by the user interface symbol. An icon, which is generally rendered using an identifiable user interface symbol, is much more than just a user interface symbol, it also includes functionality (either as the object it represents or as the function that it represents).

Note 2 to entry: The concept of a symbol is used in the most generic of senses and can be rendered in various modalities. Some renderings of these user interface symbols include: visual (graphical) icons, auditory icons, and tactile icons.

[SOURCE: ISO/IEC 11581-10:2010, 3.4, modified — Visual icon added as term, "visual" added to definition, Note 2 to entry adjusted.]

3.3

earcon

auditory icon

user interface audio symbol representing either an object or a function of the computer system (feedforward or feedback), or both

EXAMPLE 1 An earcon can be a "click" sound representing a click achievement on a button.

EXAMPLE 2 An earcon can be a "coins" sound representing a payment function.

3.4

graphical symbol

visually perceptible figure with a particular meaning used to transmit information independently of language

[SOURCE: ISO 7001:2023, 3.1]

3.5

tacton

tactile icon

user interface tactile symbol representing either an object or a function of the computer system (feedforward or feedback), or both

Note 1 to entry: A tacton can have several properties as a shape or dynamic properties (vibration).

EXAMPLE 1 A tacton can be a short vibration indicating to user that an item is focused.

EXAMPLE 2 A tacton can be a long vibration indicating to user that an item was activated.

4 Conformance

An icon for setting interaction mode is in conformance with this document if it meets the requirements of [Clause 5](#).

5 Icons to indicate that accessibility is taken into account

5.1 Accessibility icon

Many user needs exist as detailed in ISO/IEC 29138-1, and several interaction capacities can be available. From an accessibility point of view, when a user wants to interact with a device, the user first needs to know if the device takes into account accessibility.

An accessibility icon (design for all / universal design / handicap / assistive technology compliant) shall be provided either on the packaging, the device or inside the settings, or all (see [Table 1](#)).

An iconic representation is an abstract representation of an element, a status or a function. It can be visually, auditorily or tactily displayed to the user. Visual icons shall have matching a tacton and earcon.

Table 1 — Accessibility icon

Generic icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>1.1 Accessibility icon. Product or service that takes into account diversity of users.</p> <p>To indicate the product or service as being optimized for several perceptive, cognitive and manipulation constraints.</p> <p>The user interface includes either many parameters or user interaction modes, or both, that enable many kinds of users to use it.</p> <p>To indicate the control for accessibility settings or more generally interaction settings (perceptive, action-oriented and cognitive settings).</p> <p>NOTE "Accessibility" icon is licensed under CC0 v1.0 Universal.¹⁾</p>		Simple indicator or navigation function giving access to accessibility settings	Avail=AVAILABLE	graphic	short alt. text: Accessibility icon long alt. text: Vitruve man

5.2 Icons for system generic optimizations

5.2.1 Generic icons

Generic icons can help a user to be aware of product or service capacities to match the user’s abilities in terms of perception, understanding, access and manipulation. Such icons describe the global constraints that the product or service takes into account. Those situational constraints are due to user limitation (unable to hear, to see, to manipulate) or due to system or contextual limitation (too noisy environment, no screen available, pointing mouse not available). This is a generic level that only expresses that the product or service is built in order to respond to such constraints.

5.2.2 Common rules for generic icon design

Generic icons shall be in the form of a circle.

Generic icons should have a deep blue background colour without any gradient effect (Figure 1).



Figure 1 — Deep blue generic icon

NOTE 1 Black background and white glyph is acceptable (Figure 2).

1) The CC0 Public Domain Dedication (CC0, or CC Zero) is a public dedication tool, which enables creators to give up their copyright and put their works into the worldwide public domain. CC0 enables reusers to distribute, remix, adapt and build upon the material in any medium or format, with no conditions.



Figure 2 — Black background and white glyph icon

NOTE 2 White background and blue or dark glyph is acceptable ([Figure 3](#)).



Figure 3 — White background and a deep blue or dark glyph icon

Generic icons shall be flat, without any shadow.

Generic icons shall be without depth effect.

Generic icons shall be positive icons without any strikethrough.

5.2.3 Visual or audio perception optimizations

[Table 2](#) provides generic icons for perception optimizations together with respective names and descriptions.

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Table 2 — Generic icons for indicating product or service optimizations to visual or audio perceptive constraints

Generic icons	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>1.2 Product or service optimized for vision constraints</p> <p>To indicate the product or service as being optimized for vision constraints.</p> <p>The user interface includes a secured manipulation, vocalization, Braille display, sequential navigation, magnification and colour optimizations.</p> <p>NOTE "Accessibility icon" is licensed under CC0 v1.0 Universal.</p>		Simple indicator or navigation function leading to specific vision constraint functions.	Avail=AVAILABLE	graphic	optimized for vision constraints
	<p>1.3 Product or service optimized for hearing constraints</p> <p>To indicate the product or service as being optimized for hearing constraints.</p> <p>The user interface includes magnetic loops, captioning, flash, sign language or optimized audio frequency levels.</p> <p>NOTE 1 "Product optimized for hearing constraint" icon is linked to the graphical symbol defined in ISO 7000 / IEC 60417-PI AC 015 that indicates "Loop for hearing impaired" and to ISO 7001-PI AC 007 that indicates "Hard of hearing".</p> <p>NOTE 2 "Product for hearing constraints" icon is licensed under CC0 v1.0 Universal.</p>		Simple indicator or navigation function leading to specific hearing constraint functions	Avail=AVAILABLE	graphic	optimized for hearing constraints

5.2.4 Manipulation or tactile optimization, or both

Table 3 shows a generic icon for either manipulation or tactile optimization, or both, together with the respective name and description.

Table 3 — Generic icon for indicating product or service optimization to manipulation constraints

Generic icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>1.4 Product or service optimized for either manipulation or tactile constraints, or both</p> <p>To indicate the product or service as being optimized for constraints manipulation.</p> <p>The user interface has specific settings that deal with limited manipulations, or other kinds of “manipulation” as gaze command, gesture command or vocal command, or tactile perception constraints.</p> <p>NOTE "Manipulation" icon is licensed under CC0 v1.0 Universal.</p>		Simple indicator or navigation function leading to either specific manipulation or tactile constraint, or both functions.	Avail=AVAILABLE	graphic	optimized for manipulation constraints or tactile perception constraints

5.2.5 Understanding optimizations

Table 4 shows a generic icon for understanding optimization together with the respective name and description.

Table 4 — Generic icon for indicating product or service optimization to understanding constraints

Generic icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>1.5 Product or service optimized for cognition constraints</p> <p>To indicate the product or service as being optimized for cognitive constraints (lack of short-term memory, low IQ, psycho disease).</p> <p>The user interface is simple in use and understandable. It has either optimized wording or many tips and helps, or both.</p> <p>NOTE : "Cognition" icon is licensed under CC0 v1.0 Universal.</p>		Simple indicator or navigation function leading to specific cognition constraint functions.	Avail=AVAILABLE	graphic	optimized for cognition and mental constraints

5.2.6 Speech optimization

Table 5 is a generic icon for speech optimization together with respective name and description.

Table 5 — Generic icon for indicating product or service optimization to speech constraints

Generic icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>1.6 Product or service optimized for speech constraints</p> <p>To indicate the product or service as being optimized for speech impairment.</p> <p>The user interface has specific settings that enable speaking, or correcting the user voice, or typing on a keyboard instead of speaking.</p> <p>NOTE "Speech" icon is licensed under CC0 v1.0 Universal.</p>		Simple indicator or navigation function leading to specific speech constraint functions.	Avail=AVAILABLE	graphic	optimized for speech constraints

5.3 Icons for system preset usage modes and settings

5.3.1 Specific icons

Specific icons can help a user to interact in a way that best suits the specific needs of the user. It enables the user to be aware of interface capacity to be adapted to the user's own specific interaction abilities. It can be centred on specific parameters such as vocalization, tips, language level or on preset parameters called usage modes. Specific icons describe the specific constraints that are taken into account inside the product or service and which kinds of solutions solve those constraints at the interface level. They are very specific in a sense that they are enlightening how the interface is built to facilitate interaction.

Interface can solve audio constraints through tactile and visual enhancements such as captioning or blinking or vibrations. Interface can solve visual constraints through tactile and audio enhancements such as braille display or interface vocalization.

5.3.2 Common rules for specific icon design

They should be dark on white background, or white on dark background and should provide a high contrast. They should be flat, without 3D effect.

5.3.3 Specific icons for usage modes

[Table 6](#) describes accessibility settings and usage interaction modes icons together with respective names and descriptions.

NOTE A usage interaction mode is a set of predefined settings that are optimized either for some perceptive, cognitive or motor constraints, or both.

Table 6 — Specific icons for indicating accessibility settings

Specific icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>2.1 Language selection To indicate access to language selection NOTE "Language selection" is graphical symbol IEC 60417-6415.</p>		Give access to language settings	Avail= AVAILABLE	graphic	<p>short alt.text: language selection long alt.text: a planet with some meridians</p>
	<p>2.2 Motor+ To indicate the preset accessibility usage mode optimized for manual scrolling with several switches. This usage mode is preset to be used with a multiple switch. NOTE "Motor+" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Motor+ usage mode (optimized for multiple switch devices). Give access to Motor+ settings.</p>	Avail= AVAILABLE	graphic	<p>short alt.text: manual scroll switch mode long alt.text: hand back-side taping</p>
	<p>2.3 Motor++ To indicate the preset accessibility usage mode optimized for automatic scrolling with single switch device. This usage mode is preset to be used with a single switch device. NOTE "Motor++" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Motor++ usage mode (optimized for single switch devices). Give access to Motor++ settings</p>	Avail= AVAILABLE	graphic	<p>short alt.text: automatic-scroll switch mode long alt.text: hand back-side taping with a dotted arrow</p>
	<p>2.4 Microgesture To indicate the preset accessibility usage mode optimized for microgestures. This usage mode is preset to be used either with delocalized pointing, tiny gestures, or mouse-over interface, or both. NOTE "Microgesture" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Microgesture usage mode (optimized for tiny gestures). Give access to Microgesture settings.</p>	Avail= AVAILABLE	graphic	<p>short alt.text: microgesture mode long alt.text: a pointing hand and 4 distant arrows</p>

Table 6 (continued)

Specific icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>2.5 Pointing+</p> <p>To indicate the preset accessibility usage mode optimized for low pointing users.</p> <p>NOTE A user can have difficulties to point at an interface element due to tremors, joint stiffness or due to external factors as unstable environment.</p> <p>This usage mode is preset to be used with imprecise pointing.</p> <p>NOTE "Pointing+" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Pointing+ usage mode (optimized for low pointing).</p> <p>Give access to Pointing+ settings.</p>	Avail= AVAILABLE	graphic	<p>short alt.text: optimized pointing mode</p> <p>long alt.text: a hand pointing to a vague area</p>
	<p>2.6 Sign language</p> <p>To indicate the function of sign language being available.</p> <p>The user interface includes sign language and optimized wording.</p> <p>NOTE "Sign language" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Sign language usage mode (optimized for sign language users)</p> <p>Give access to sign language settings.</p>	Avail= AVAILABLE	graphic	<p>short alt.text: sign language mode</p> <p>long alt.text: two open hands oriented to the right</p>
	<p>2.7 Vision+</p> <p>To indicate the preset accessibility visually optimized mode.</p> <p>The user interface includes good contrast, and legible font.</p> <p>NOTE 1 "Vision+" icon is linked to the graphical symbol defined in ISO 7000-PI AC 008 that indicates vision impaired.</p> <p>NOTE 2 "Vision+" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Vision+ usage mode (with optimized fonts and contrasts)</p> <p>Give access to Vision+ settings</p>	Avail= AVAILABLE	graphic	<p>short alt.text: vision+ mode</p> <p>long alt.text: a partially obscured eye</p>

Table 6 (continued)

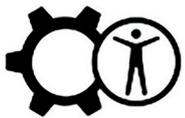
Specific icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>2.8 Vision++</p> <p>To indicate the preset accessibility visually highly optimized mode.</p> <p>The user interface includes very large zoom, very high contrast, and vocalization on demand.</p> <p>NOTE 1 "Vision++" icon is linked to the graphical symbol defined in ISO 7000 – AC 008 that indicates vision impaired.</p> <p>NOTE 2 "Vision++" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Vision++ usage mode (with specific zoom and colours).</p> <p>Give access to Vision++ settings.</p>	Avail= AVAILABLE	graphic	<p>short alt.text: vision++ mode</p> <p>long alt.text: a half obscured eye</p>
	<p>2.9 Vocal+</p> <p>To indicate the preset accessibility vocalized optimized mode.</p> <p>The user interface includes systematic vocalization, tactile enhancements and commands without pointing.</p> <p>NOTE "Vocal+" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Vocal+ usage mode (with vocal synthesis and without commands involving pointing interaction).</p> <p>Give access to Vocal+ settings.</p>	Avail= AVAILABLE	graphic	<p>short alt.text: vocal+ mode</p> <p>long alt.text: a dark speech bubble</p>
	<p>2.10 Deafblindness</p> <p>To indicate the product or service of being optimized for combined hearing and visual constraints (hearing disabilities and visual constraints together).</p> <p>The user interface includes magnetic loops, captioning, sign language, optimized audio frequency levels, and magnification or braille display.</p> <p>NOTE "Deafblindness" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Deafblindness usage mode (with optimized combined hearing and visual optimizations).</p> <p>Give access to Deafblindness settings.</p>	Avail= AVAILABLE	graphic	<p>short alt.text: deafblindness mode</p> <p>long alt.text: a dark eye and an ear</p>
	<p>2.11 Basic</p> <p>To identify the control for selecting a basic set of functions to increase the accessibility level.</p> <p>This usage mode is preset to simplified interface.</p> <p>NOTE "Basic accessibility settings" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the simplified usage mode (with simplification, training and tips).</p> <p>Give access to Simplified mode settings.</p>	Avail= AVAILABLE	graphic	<p>short alt.text: simplified mode</p> <p>long alt.text: a gear and the accessibility icon</p>

Table 6 (continued)

Specific icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>2.12 Advanced To indicate the preset accessibility expert mode. This usage mode is preset to interface dedicated to expert user. NOTE "Advanced accessibility settings" icon is licensed under CC0 v1.0 Universal.</p>		Start the expert user mode (with full functions, advanced tips, and shortcuts). Give access to expert user mode settings.	Avail= AVAILABLE	graphic	short alt.text: expert user mode long alt.text: many gears and the accessibility icon
	<p>2.13 Point and click To indicate the preset accessibility point and click mode. This usage mode is preset to point and click interface. NOTE "Point and click" icon is licensed under CC0 v1.0 Universal.</p>		Start the Point and click usage mode. Give access to point and click settings.	Avail= AVAILABLE	graphic	short alt.text: point and click mode long alt.text: a pointing finger
	<p>2.14 Graphic To indicate the preset accessibility Graphic usage mode. This usage mode is preset to graphic icons, graphic helps, and text vocalization. NOTE "Graphic" icon is licensed under CC0 v1.0 Universal.</p>		Start the Graphic usage mode. Give access to graphic mode settings.	Avail= AVAILABLE	graphic	short alt.text: graphic mode long alt.text: a drawn character
	<p>2.15 Easy reading To indicate the preset accessibility Easy reading usage mode. This usage mode is preset to optimized legible font, vocalization, spell checker, reading line and margin. NOTE "Easy reading" icon is licensed under CC0 v1.0 Universal.</p>		Start the Easy reading usage mode. Give access to Easy reading mode settings.	Avail= AVAILABLE	graphic	short alt.text: easy reading mode long alt.text: d, b and p letters laying on a baseline

Table 6 (continued)

Specific icon	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>2.16 Wheelchair</p> <p>To indicate the preset accessibility Wheelchair usage mode.</p> <p>The wheelchair usage mode offers several manipulation capacities.</p> <p>This usage mode is preset to wheelchair interface connection and offers access from a seated position.</p> <p>NOTE 1 "Wheelchair" icon is linked to the graphical symbol ISO 7000-0100 that indicates "provision for the disabled", and to the graphical symbol ISO 7001-PS AC 001 that indicates "full accessibility or toilets".</p> <p>NOTE 2 "Wheelchair" icon is licensed under CC0 v1.0 Universal.</p>		<p>Start the Wheelchair usage mode.</p> <p>Give access to Wheelchair mode settings.</p>	Avail=AVAILABLE	graphic	<p>short alt.text: wheelchair mode</p> <p>long alt.text: a dynamic character on a wheelchair</p>

5.3.4 Specific icons for system output settings (display, vibration and vocalization)

Icons for system settings describe each function that can be of some help to solve some visual, tactile or audio interface constraints.

[Table 7](#) is a list of specific icons for visual, tactile and hearing settings together with respective names and descriptions.

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Table 7 — Specific icons for indicating visual, tactile or audio settings

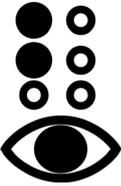
Specific icons	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>3.1 Zoom</p> <p>To indicate the function of magnification.</p> <p>NOTE 1 "Zoom" icon is based on the graphical symbol defined in IEC 60417-5792 that indicates region of interest enlargement.</p> <p>NOTE 2 "Zoom" icon is licensed under CC0 v1.0 Universal.</p>		Give access to magnification function	Avail= AVAILABLE	graphic	<p>short alt.text: zoom settings</p> <p>long alt.text: a magnifying glass</p>
	<p>3.2 Legible</p> <p>To indicate the function of high contrast, large characters, optimized font.</p> <p>NOTE "Legible" icon is licensed under CC0 v1.0 Universal.</p>		Give access to function enabling better legibility	Avail= AVAILABLE	graphic	<p>short alt.text: legibility settings</p> <p>long alt.text: a contrasted A character</p>
	<p>3.3 Colours</p> <p>To indicate the function for colour optimizations.</p> <p>NOTE "Colours" icon is licensed under CC0 v1.0 Universal.</p>		Give access to function that enable to set colours	Avail= AVAILABLE	graphic	<p>short alt.text: colours setting</p> <p>long alt.text: several lines of different colours</p>
	<p>3.4 Braille display</p> <p>To indicate the function of Braille display.</p> <p>A Braille display can be connected to the interface, or is already available, in order to give access to the content and commands.</p> <p>NOTE "Braille display" icon is licensed under CC0 v1.0 Universal.</p>		Give access to Braille functions	Avail= AVAILABLE	graphic	<p>short alt.text: braille display</p> <p>long alt.text: an eye and 6 dots</p>
	<p>3.5 Real Time Text (RTT)</p> <p>To indicate the function of real time text availability and compatibility.</p> <p>The user interface includes real time text compatibility.</p>		Indicator of real time text availability or gives access to real time text function	Avail= AVAILABLE	graphic	<p>short alt.text: real time text</p> <p>long alt.text: a capital T and some horizontal speed lines</p>
	<p>3.6 Vocal output</p> <p>To indicate the function for vocalized interface.</p> <p>NOTE "Vocal output" icon is licensed under CC0 v1.0 Universal.</p>		Give access to vocal output function	Avail= AVAILABLE	graphic	<p>short alt.text: vocalization</p> <p>long alt.text: a speech bubble</p>

Table 7 (continued)

Specific icons	Label / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>3.7 Verbosity To indicate the function to set vocalization speed and vocalization amount. NOTE "Verbosity" icon is licensed under CC0 v1.0 Universal.</p>		Give access to verbosity settings	Avail= AVAILABLE	graphic	short alt.text: verbosity setting long alt.text: an open mouth

5.3.5 Specific icons for system input settings

Table 8 is a list of specific icons for manipulation and interaction settings together with respective names and descriptions.

Table 8 — Specific icons for indicating input settings

Second level icon	Name / description	Internal identifier	Icon function	Icon state	Icon modality	Alternative text
	<p>4.1 Switch command To indicate the function of compatibility with a switch. The user interface can be set to automatic scrolling and can be activated through the validation switch or it includes a switch. NOTE "Switch command" icon is licensed under CC0 v1.0 Universal.</p>		Give access to switch functions	Avail= AVAILABLE	graphic	short alt.text: switch compliant long alt.text: a hand over a switch button
	<p>4.2 Gesture command To indicate the function for gestural command interface. NOTE "Gesture command" icon is licensed under CC0 v1.0 Universal.</p>		Give access to gesture functions	Avail= AVAILABLE	graphic	short alt.text: gesture command interface long alt.text: a pointing hand doing a gesture
	<p>4.3 Ocular command To indicate the function of being compatible with ocular command. The user interface can be used with an ocular command system or include such a system. NOTE "Ocular command" icon is licensed under CC0 v1.0 Universal.</p>		Give access to ocular command functions	Avail= AVAILABLE	graphic	short alt.text: ocular command long alt.text: an eye and 3 arrows