TrapEditor Handbook

78-0095B-A
Sept 2002

creo™

Copyright

Copyright © 2002 Creo Inc. All rights reserved.

No copying, distribution, publication, modification, or incorporation of this document, in whole or part, is permitted without the express written permission of Creo. In the event of any permitted copying, distribution, publication, modification, or incorporation of this document, no changes in or deletion of author attribution, trademark legend, or copyright notice shall be made.

No part of this document may be reproduced, stored in a retrieval system, published, used for commercial exploitation, or transmitted, in any form by any means, electronic, mechanical, photocopying, recording, or otherwise, without the express written permission of Creo Inc.

This document is also distributed in Adobe Systems Incorporated's PDF (Portable Document Format). You may reproduce the document from the PDF file for internal use. Copies produced from the PDF file must be reproduced in whole.

Trademarks

The Creo wordmark, Creo logo, and the names of the Creo products and services referred to in this document are trademarks of Creo Inc.

Adobe, Acrobat, the Acrobat logo and PDF are registered trademarks of Adobe Systems Inc., and are registered in the US Patents and Trademark Office and may be registered in other jurisdictions.

Apple, AppleTalk, AppleShare, EtherTalk, LocalTalk, Macintosh, and Laserwriter are trademarks of Apple Computer Inc.

Microsoft, Microsoft Windows NT, Microsoft Windows 2000, and Windows are trademarks or registered trademarks of Microsoft Corp.

Xerox is a registered trademark of Xerox Corp.

Other brand or product names are the trademarks or registered trademarks of their respective owners.

FCC Compliance

The Creo equipment referred to in this document complies with the requirements in Part 15 of FCC Rules for a Class A computing device. Operation of the Creo equipment in a residential area may cause unacceptable interference to radio and TV reception, requiring the operator to take whatever steps are necessary to correct the interference.

Limitation of Liability

The product, software or services are being provided on an "as is" and "as available" basis. Except as may be stated specifically in your contract, Creo Inc. expressly disclaims all warranties of any kind, whether express or implied, including, but not limited to, any implied warranties of merchantability, fitness for a particular purpose and non-infringement.

You understand and agree that Creo Inc. shall not be liable for any direct, indirect, incidental, special, consequential or exemplary damages, including but not limited to, damages for loss of profits, goodwill, use, data or other intangible losses (even if Creo has been advised of the possibility of such damages), resulting from: (i) the use or the inability to use the product or software; (ii) the cost of procurement of substitute goods and services resulting from any products, goods, data, software, information or services purchased; (iii) unauthorized access to or alteration of your products, software or data; (iv) statements or conduct of any third party; (v) any other matter relating to the product, software, or services.

The text and drawings herein are for illustration and reference only. The specifications on which they are based are subject to change. Creo Inc. may, at any time and without notice, make changes to this document. Creo Inc., for itself and on behalf of its subsidiaries, assumes no liability for technical or editorial errors or omissions made herein, and shall not be liable for incidental, consequential, indirect, or special damages, including, without limitation, loss of use, loss or alteration of data, delays, or lost profits or savings arising from the use of this document.

Patents

This product is covered by one or more of the following U.S. patents:

4456924	5247352	5412737	5600448	5802034	5996499	6136509
4500919	5249067	5420702	5608822	5813346	5998067	6147789
4558302	5283140	5420722	5615282	5818498	6003442	6158345
4743091	5291273	5459505	5625766	5854883	6014471	6159659
4992864	5296935	5473733	5636330	5861904	6016752	6164637
5049901	5313278	5481379	5649220	5861992	6031932	6180325
5079721	5323248	5488906	5650076	5864651	6043865	6181362
5103407	5325217	5497252	5652804	5875288	6060208	6181439
5111308	5331439	5508828	5691823	5894342	6063528	6186068
5113249	5333064	5509561	5691828	5900981	6063546	6189452
5122871	5339176	5517359	5696393	5934196	6072518	6191882
5124547	5343059	5519852	5699174	5942137	6090529	6204874
5132723	5355446	5526143	5699740	5946426	6096461	6208369
5150225	5359451	5532728	5708736	5947028	6098544	6252522
5153769	5359458	5561691	5713287	5958647	6107011	6260482
5155782	5367360	5568595	5739819	5966504	6112663	
5157516	5367388	5576754	5742743	5969872	6115056	
5208818	5384648	5579115	5764381	5973801	6121996	
5208888	5384899	5592309	5771794	5986819	6130702	
5247174	5412491	5594556	5785309	5995475	6134393	

Creo Inc.
3700 Gilmore Way
Burnaby, B.C., Canada
V5G 4M1
Tel: 1-604-451-2700
Fax: 1-604-437-9891

http://www.creo.com

78-0095B-A

Revised September 2002

Introduction

This connectivity document explains how to use advanced working techniques and procedures of Prinergy TrapEditor in the context of the Prinergy Powerpack workflow. It has two main sections:

- Advanced TrapEditing Techniques
- TrapEditor Workarounds

This document assumes you have a working knowledge of prepress operations and are familiar with your Prinergy Powerpack environment and the Macintosh or Windows NT operating system.

Where appropriate, this document refers you to *Prinergy TrapEditor Online Help* for more information.

What is the Prinergy TrapEditor?

The Prinergy TrapEditor is a plug-in to Adobe Acrobat that allows users to trap, edit, and view traps in PDF documents.

Conventions Used

This section describes the fonts and terminology used in this document.

Fonts

Frutiger Bold is used to refer to buttons, options in a dialog box, menus, menu commands, and folders.

Minion Italic is used to refer to other sections or titles in the release notes.

Arial is used for figure and table captions.

`Courier` is used for messages on your screen and for information you must type.

SMALL CAPS are used for keyboard keys, such as ENTER or CTRL+ALT+DEL.

Terminology

Clear Place the mouse pointer over the check box for the specified option, then click the mouse button so that the X or check mark is removed from the check box.

Click Place the mouse pointer over the specified option or button, then press and release the mouse button.

Double-click Place the mouse pointer over the specified option or button, then quickly press and release the mouse button twice.

Drag Hold down the mouse button while moving the mouse, then release the button.

Enter Type the information, then press the ENTER key.

Point Position the mouse pointer over a submenu that doesn't need to be clicked, for example, the **Application Alias** submenu under the **Apple** menu in the Macintosh menu bar.

Press Press the specified key or key combination on your keyboard. For example, press ⌘-S to save a file.

Select Place the mouse pointer over the check box for a specified option, and click the mouse button so that an X or check mark appears in the check box.
Or:
Place the mouse pointer over the specified box or button, then click the mouse button.

Type Type the information. Do not press ENTER or RETURN.

Advanced TrapEditing Techniques

This section contains some advanced techniques for using the Prinergy TrapEditor. It includes:

- *Deleting Selected Traps*
- *Modifying Selected Traps*
- *Adding Selected Traps*
- *Trapping a Pair of objects*
- *Applying Multiple Trap Sets to a File*
- *What is the difference between Trap Page and Trap all Selected Objects?*
- *Creating keepaways of support screens when using "bump" plates*
- *Creating "Cutbacks"*
- *Using Keepaway Mode*
- *What do the different ink types mean?*
- *What does the Printing order have to do with Trapping?*

Deleting Selected Traps

Occasionally, you will want to delete only a selected series of traps in a file.

To Delete selected traps in a trapped file:

1. Select the object(s) whose traps you wish to delete.

   To delete multiple objects, click and drag around the desired objects or hold down the SHIFT key and click the desired objects.

   To delete similar objects based on their attributes, in the Trap Selection area, select one of the three options:

   - **Select All Objects**

     Figure 1: Select All Objects Button

   - **Select All Objects With Same Color and Overprint**

     Figure 2: Select All Objects With Same Color and Overprint Button

   - **Select All Objects With Same Type**

     Figure 3: Select All Objects With Same Type Button

2. Indicate which traps should be deleted.

   To delete all the traps associated with the selected objects, in the Trap Selection area, select **All Traps**.

   To delete a trap pair or neighbors, hold down the ALT/CMD key, select the neighbor and, in the Trap Selection area, select **Same Pairs**

   To delete a single trap, hold down the ALT/CMD key, click the neighbor and, in the Trap Selection area, select **Single**.



Figure 4: Trap Selection Area

Note: Selecting **Selected** in the Highlight area will indicate which traps will be deleted. The information window shows the number of objects and traps selected.

3. Click the **Delete all Selected Traps** button.



Figure 5: Delete all Selected Traps Button

This will only delete selected traps. The information window shows how many traps were deleted

Modifying Selected Traps

Occasionally, you will want to modify only a selected series of traps in a file.

To modify selected traps in a trapped file:

1. Select the object(s) whose traps you wish to modify.

   To modify multiple objects, click and drag around the desired objects or hold down the SHIFT key and click the desired objects.

   To modify similar objects based on their attributes, in the Trap Selection area, select one of the three options:

   - **Select All Objects**

     Figure 6: Select All Objects Button

   - **Select All Objects With Same Color and Overprint**

     Figure 7: Select All Objects With Same Color and Overprint Button

   - **Select All Objects With Same Type**

     Figure 8: Select All Objects With Same Type Button

2. Indicate which traps should be modified. Only single traps and same pairs can be modified.

   To modify a trap pair or neighbors, hold down the ALT/CMD key, select the neighbor and, in the Trap Selection area, select **Same Pairs.**

   To modify a single trap, hold down the ALT/CMD key, click the neighbor and, in the Trap Selection area, select **Single**.



Figure 9: Trap Selection Area

Note: Selecting **Selected** in the Highlight area will indicate which traps will be deleted. The information window shows the number of objects and traps selected.

3. Click the **Edit Trap Description** button.



Figure 10: Edit Trap Description Button

   In the Description area, you can now change the width, height, direction, geometry, and color makeup of the traps.

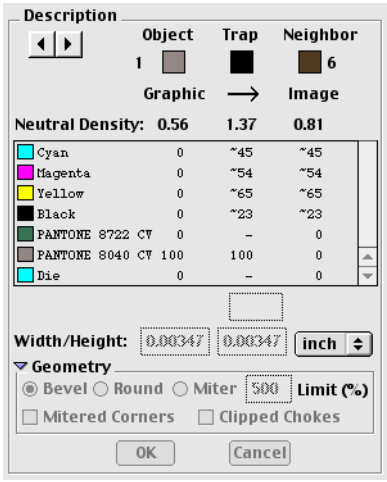


Figure 11: Trap Description Area

4. Click **OK**.

The traps are modified.

Adding Selected Traps

Occasionally, you will want to add only a selected series of traps in a file.

To add traps to a trapped file:

1. Select the object(s) to which you wish to add traps.

   To add traps to multiple objects click, and drag around the desired objects or hold down the SHIFT key and click the desired objects.

   To modify similar objects based on their attributes, in the Trap Selection area, select one of the three options:

   - **Select All Objects**

     Figure 12: Select All Objects Button

   - **Select All Objects With Same Color and Overprint**

     Figure 13: Select All Objects With Same Color and Overprint Button

   - **Select All Objects With Same Type**

     Figure 14: Select All Objects With Same Type Button

2. From the Trap Sets area, select a trap set to apply.

   Figure 15: Trap Set Name Area

3. Click the **Trap all selected objects** button.

   Figure 16: Trap all selected objects button

   The traps are added to the trapped file. The information window shows how many traps were added.

Note: Selecting **(Re)Trap Page** will remove existing traps and trap the entire file.

Trapping a Pair of objects

1. Click on an object to select it.
2. Alt-Click on a bordering object to select the Neighbor.
3. Choose a trap set to be applied.
4. Click **Edit Trap Description** button.

   Figure 17: Edit Trap Description Button

5. Verify that the Trap direction, size and geometry are correct.

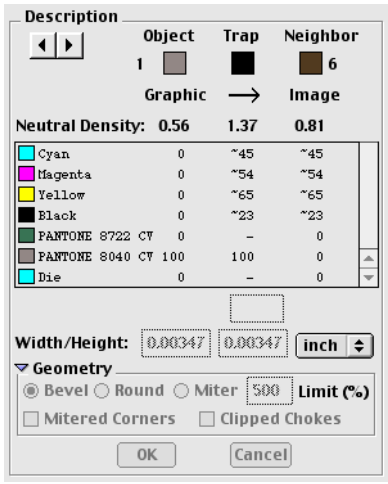


Figure 18: Trap Description Area

6. Click **OK** - The info window should show **1 Trap created/changed.**

Applying Multiple Trap Sets to a File

You may want to apply different trap sets to different areas in a file in order to create "trap zones."

To apply multiple trap sets to a file:

1. Create the trap sets you want to apply.

   For more information on creating trap sets, see the *Prinergy TrapEditor Online Help*.

2. Select the object(s) to which you wish to add traps.

   To add traps to multiple objects, click and drag around the desired objects or hold down the SHIFT key and click the desired objects.

   To add traps to similar objects based on their attributes, in the Trap Selection area, select **Same color and overprint**, **Same type**, or **Select All**.

3. In the Trap Sets area, select a trap set.

4. Click the **Trap all selected objects** button.



Figure 19: Trap all selected Objects Button

5. Repeat steps 2-4, selecting a different trap set.

Multiple trap sets are applied to the file.

What is the difference between Trap Page and Trap all Selected Objects?

Table 1: Trap Page and Trap Selected Objects

Trap Page	Trap all Selected Objects
Traps all objects	ONLY traps selected Objects
Replaces ALL traps present in the page	Does NOT replace traps
Cannot be used to apply traps to an already trapped page	IS used to add traps to an already trapped page
Does not depend on what is selected	Depends on what is selected

Creating keepaways of support screens when using "bump" plates

Bump plates are typically used to increase the density of rich colors without piling on more ink. This is accomplished in much the same way as Rich Blacks are; an object will be created that is defined as 100% of a spot color with a screen tint of a second spot color underneath. The second spot plate would actually carry the same ink on press.

When trapping this way, you need to keep the support screen away from any white spaces or knockout type.

Since this situation calls for a rich black trap, give the main spot color (not the support screen) black ink properties by setting its Neutral Density to a value higher than the Black Limit.

To give Black Ink properties to the main spot color:

1. In the Trap Sets area, click the **Settings** button.

   The Trap Settings dialog box displays.

2. In the Color Settings area, select the main spot color.

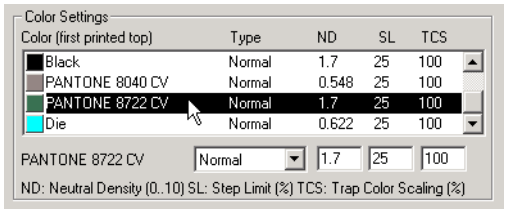


Figure 20: Color Settings Area

3. In the ND box, enter a value higher than the value in the Black Density Limit box; for example, if the Black Density Limit is 1.6, enter 1.7 in the ND box.

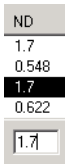


Figure 21: Setting Neutral Density

4. In the Trap Set Name area, click the **Save As** button.

   The Save As dialog box displays.

5. Click **Save**.

   The TrapEdit dialog box displays, asking if you want to replace the existing file.

6. Click **Yes**.

7. Click **OK**.

The main spot color now has black ink properties.

Creating "Cutbacks"

In cases where an object consists of two or more (usually process) colors, it is sometimes useful to keep the lighter colors back from the object's edges or around knockout type. This prevents fine details or small type from filling in during mis-registration.

The TrapEditor has two ways to create cutbacks.

To create a cutback for a colored object on a white background:

1. Select the object that needs a cutback.

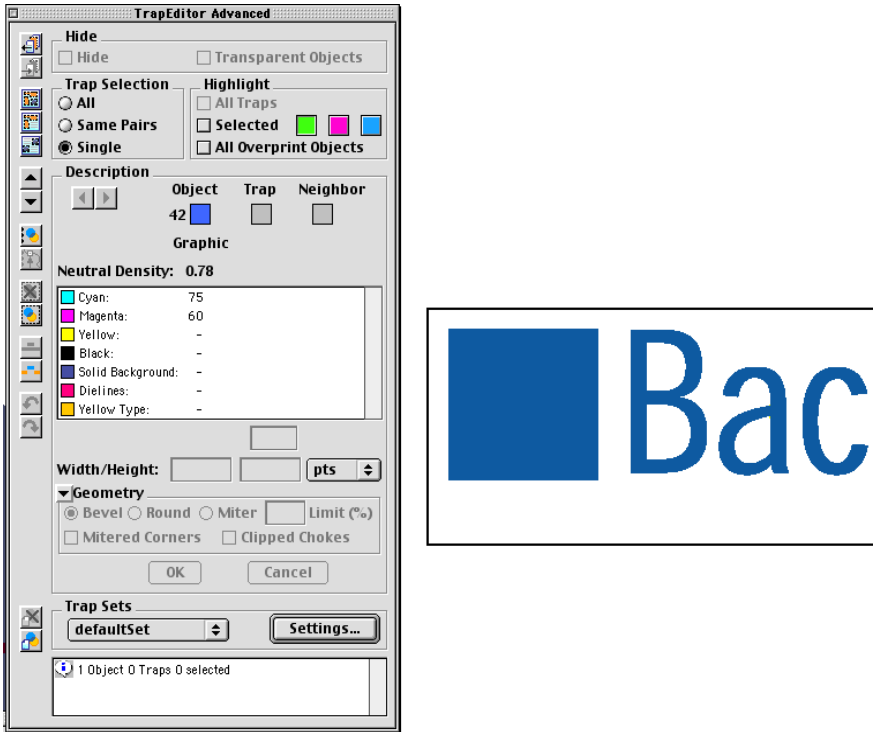


Figure 22: Selecting an object for cutback

2. Click the **Edit Trap Description** button.
3. In the Description area, click the Trap direction arrow to reverse the direction so it points toward the colored object.
4. In the Description area, verify the trap width is correct.

5. In the Description area, select the separation colors you want to cut back and enter (0) for the trap. Usually the color with the lower value is cutback—in Figure 23, the Magenta is cut back.

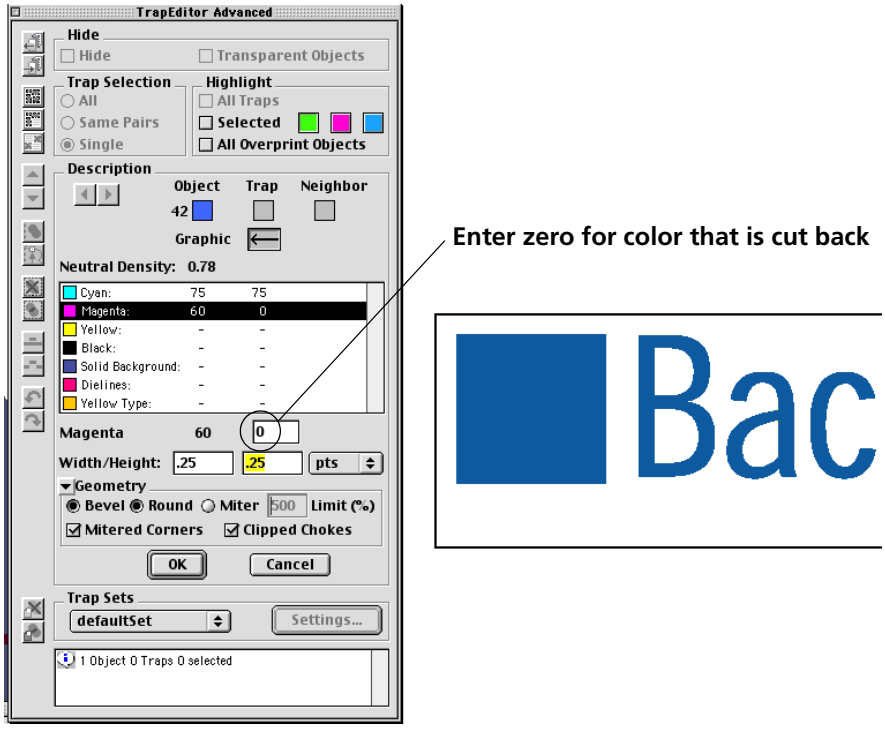


Figure 23: Cutting Back a Separation

6. Click **OK**.
An outline of the object is created with only the separations without (-) in the trap column.

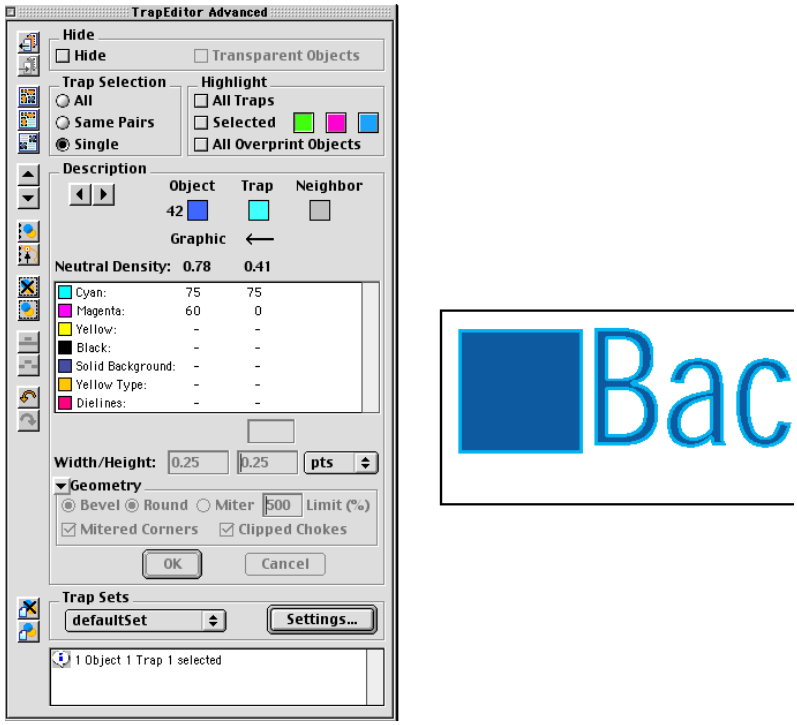


Figure 24: Cutback results

To create a cutback for knockout areas:

1. Select the background to determine its color description, and note the tint value of the darker separation.

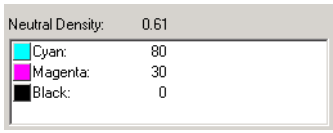


Figure 25: Tint Values of Separations

2. Launch the TrapEditor and select the knockout object.



Figure 26: Selected Knockout Object

3. Click the **Edit Trap Description** button.



Figure 27: Edit Trap Description Button

In the Description area, the direction arrow should point to the **Neighbor** (i.e. away from the "white" object).

4. Enter the tint value for the darker separation in the trap column and 0 for the colors you wish to cut back.

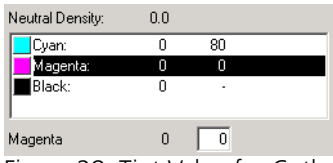


Figure 28: Tint Value for Cutback Color

5. Click **OK**.

An outline of the object is created that knocks out any separations that have a "0" in the trap column.



Figure 29: Cutback Created.

Using Keepaway Mode

In printing processes such as silk screening and dry offset, it is sometimes necessary to ensure that colors never touch. This prevents unwanted interactions between inks and prevents them from becoming contaminated. To provide for these cases, the Prinergy TrapEditor can create small gaps or "keepaways" between all touching colors. This can be specified by enabling Keepaway Mode in a Trap Set in the TrapEditor or in the Trap section of a refine process plan.

When this mode is enabled, everywhere that colors overlap will have traps created with 0% ink for all separations. This effectively knocks out any ink in the trap area. It also reverses the trap direction so that the darker color always retains its shape. Since it is assumed that each of the objects will be made up of a single separation, many of the trap parameters such as Common Density Limit do not have any effect on keepaway traps.

To trap a file using Keepaway Mode:

1. Ensure that your artwork has no objects consisting of more than one separation; that is, no object should overprint another object.
2. In the Trap Sets area, select **Settings**.

   The Trap Settings dialog box displays.
3. In the Trap area, select the **Keepaway Mode** check box.

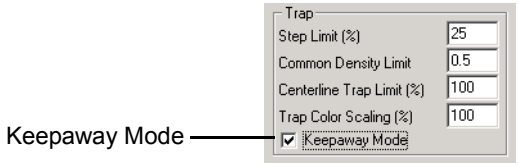


Figure 30: Trap Area - Keepaway Mode Check Box

4. In the Trap Set Name area, click the **Save As** button.

   The Save As dialog box displays.
5. Click **Save**.

   The TrapEdit dialog box displays, asking if you want to replace the existing file.
6. Click **Yes**.
7. Click **OK**.
8. Trap the file using the newly created trap set.

Keepaway traps are created.

What do the different ink types mean?

Spot colors can have different properties that affect trapping. Those properties are explained below.

Normal

This is the default setting for all new colors. These inks are translucent, so colors beneath are partially visible. When trapping decisions are made, the relative lightness or darkness of a Normal ink is determined by its neutral density. If no neutral density is entered, the TrapEditor will calculate it based on its CMYK recipe.

All process colors are considered normal by default.

Opaque

Opaque describes some metallic or other inks that completely cover any inks that might be below them. Therefore, traps only occur between the opaque ink and its neighbors. No colors underneath the opaque inks are trapped, making for fewer unnecessary traps.

Opaque inks are also considered the same as Black, and the Black Width trap width settings are used. This means that you could have larger traps if desired when trapping to opaque inks since the traps would not be visible underneath.

Opaque inks are always considered darker than non-opaque inks, so the Neutral Density of opaque inks is not taken into account when trapping.

When a file has multiple opaque inks, the color printing order determines trap directions. The color printed last defines the shape and attracts all other colors.

Opaque Ignore

An ink with the attribute of Opaque Ignore is a metallic or other opaque ink where you do not wish other inks to trap to it. It could be that the metallic ink does not interact well with other inks and you do not wish them to overlap.

It might also be used to describe a color that will be a foil stamp. The foil stamp would obscure other colors beneath it and make it unnecessary for those colors to trap.

No colors trap to inks marked as “Opaque Ignore,” and underlying colors will not get trapped to each other.

Transparent

Transparent inks are Varnishes or Dielines or any color that you want the trapper to completely ignore.

No colors trap to inks marked as “Transparent,” but underlying colors WILL get trapped to each other.

Transparent inks can be hidden by Trap Editor.

Table 2: Ink Types

Ink Type	Colors trap to Ink?	Are Underlying inks trapped?	Rich Black trap rules applied?	What determines trap direction?
Normal	Yes	Yes	Only if Process Black or ND>Black Density Limit	Neutral Density
Opaque	Yes	No	Always	Print Order
Opaque Ignore	No	No	N/A	N/A
Transparent	No	Yes	N/A	N/A

What does the Printing order have to do with Trapping?

When Opaque inks are used, the normal rule of trapping the light color into the darker one does not always give the correct result. A Metallic gold color may look lighter on the monitor than a Reflex Blue but, if the gold was opaque enough, the correct trap would be to spread the blue under the gold. In cases where Opaque inks are used, the last color down carries the shape and all other colors should be pulled under it.

In cases where there is more than one Opaque ink, the Normal inks will trap to each other based on their Neutral Density and will spread under all Opaque inks. Where the Opaque inks intersect, the first down ink will spread under the latter printed inks.

TrapEditor Workarounds

This section describes workarounds for the following limitations of the Prinergy TrapEditor:

- *No Support for Split Line / Adjusted Width Trapping*
- *Traps Will Jump Over Small Keylines*
- *Large and Complex Bitmap Images Will Not be Trapped*
- *Pixel Artifacts Appear at Trap Edges After Rendering*
- *TrapEditor and PitStop Interaction*
- *Trapping Images*

No Support for Split Line / Adjusted Width Trapping

Packaging designs incorporate “stacked” graphic elements that create “keylines” around copy, logos and illustrations.

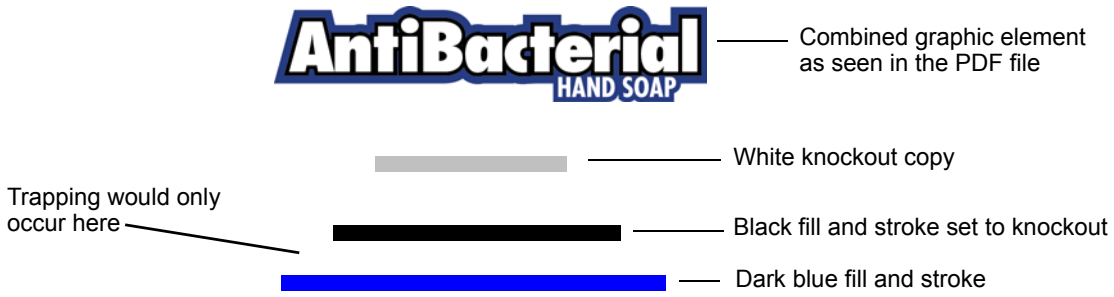


Figure 31: Stacked Graphic Element

The current TrapEditor supports “automatic” split line trapping on stroked objects, but not on objects made up of “stacked” graphics. In many cases, the structure of the artwork results in incorrect traps.

In Figure 32, the Orange copy sitting on top of the Dark Blue object has a small stroke of Dark Blue around the Orange shape. When using the auto trap function, the trap will stop at the outside edge of the Dark Blue stroke and not trap the full amount as expected.

When applying an automatic trap, the trap of orange to dark blue stops at the outside edge of the stroke

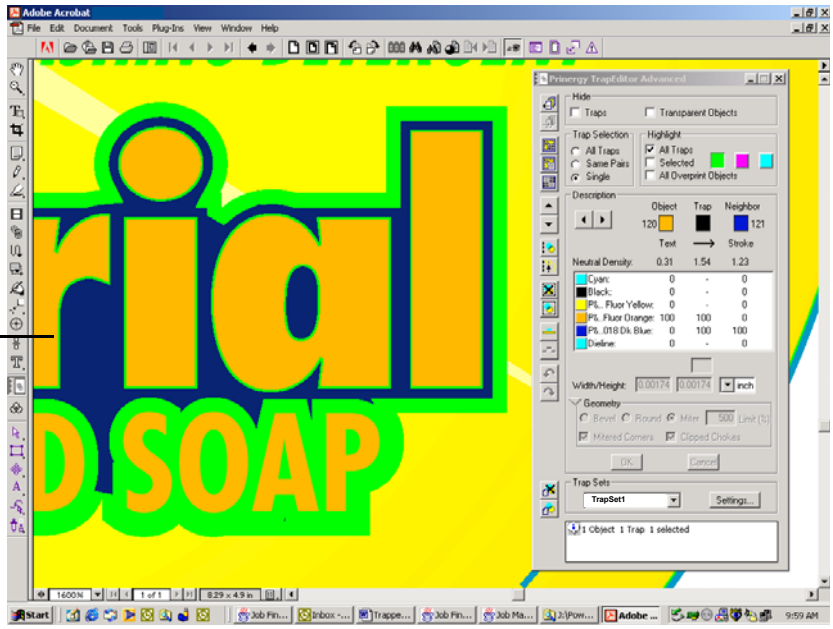


Figure 32: Incorrect Traps

To accommodate trapping these types of areas, there are different manual trap and path editing approaches. One involves adding an additional trap, the other involves using overprint status and creating a single object spread or choke.

To add an additional trap:

1. Select the Orange shape.

Add an additional trap adjacent to the one at the edge of the stroke

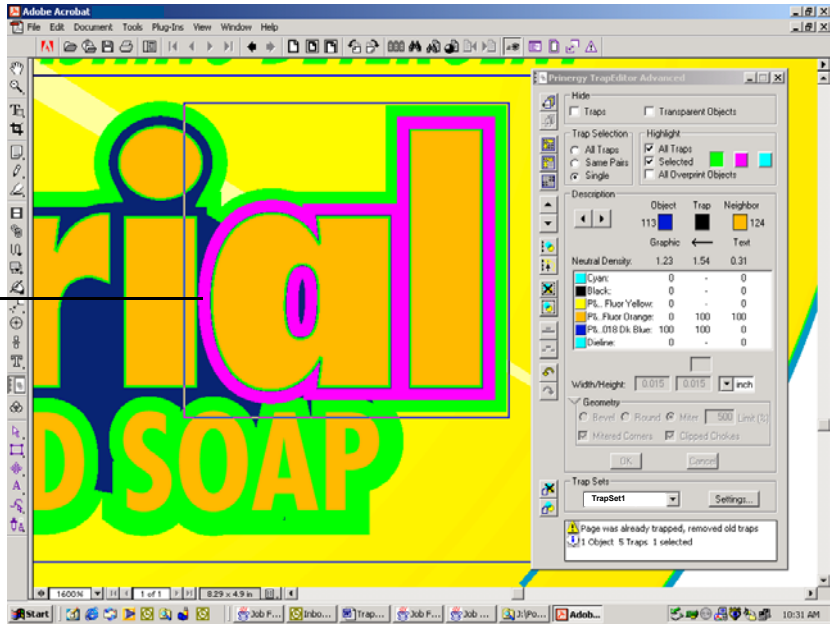


Figure 33: Selecting the Orange Shape

2. Hold down the ALT key and click the Dark Blue graphic (NOT the Dark Blue stroke).
3. Click the **Edit Trap Description** button.
4. In the Description area, set the trap direction, geometry and thickness.
5. Click **OK**.

The additional trap is added.

To correct the traps with a Single Object Spread:

1. Select the Dark Blue object(s) and select the **Edit Trap Description** button.

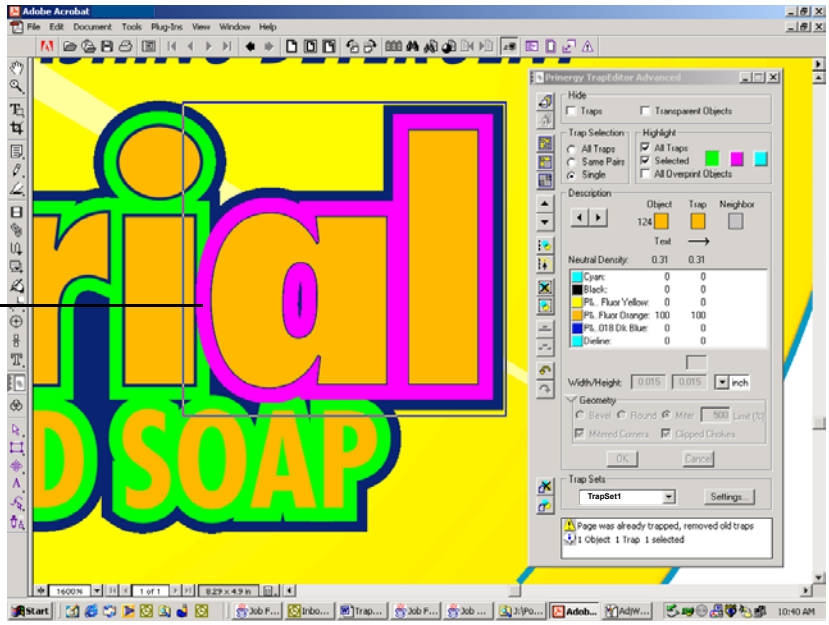


Figure 34: Incorporate Overprint Settings

2. Change the status of the selections to overprint, by selecting the separation and entering (-).
3. Click **OK**.
4. Select the Orange object(s).
5. Select the **Edit Trap Description** button.
6. In the Description area, set the trap direction, geometry and thickness. Color your trap areas 100% Orange, 100% Dark Blue and all other colors to zero.

Note: You will be spreading the object without a "neighbor" object selected.

7. Click **OK**.

The traps are corrected.

In some cases, the shapes of the top and bottom objects are not the same, and using the top object to create a split line trap is not possible. In these cases, manual path editing may be necessary or acceptance of the results arranged.

Traps Will Jump Over Small Keylines

The TrapEditor does not recognize the overprint or knockout status of objects above the pairs in focus to trap. There are instances where traps may jump over white knockout lines. The trapper assumes that the user will not have any lines in the file that are smaller than the trap amount.

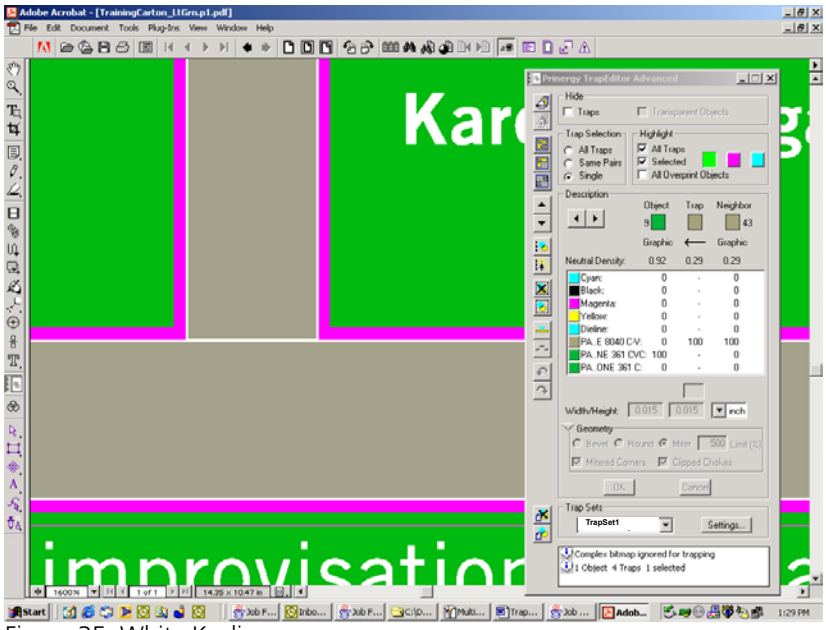


Figure 35: White Keylines

The trapper assumes that the white lines used to separate colored graphics will be no smaller than the trap used to correct for misregistration on press. For example, if you need to trap color to color ".006," then lines that keep colors from touching should be no smaller than ".006."

Automatically Correcting Small Keylines

Use the "Thicken Thin Lines" setting in the 1st Refine process plan to increase the weight of the lines to be the same or larger than the trap amounts. If the trap amounts are larger than the amount lines can be thickened, use manual corrections.

Manually Correcting Small Keylines

To manually correct small keylines:

1. Select the keyline.

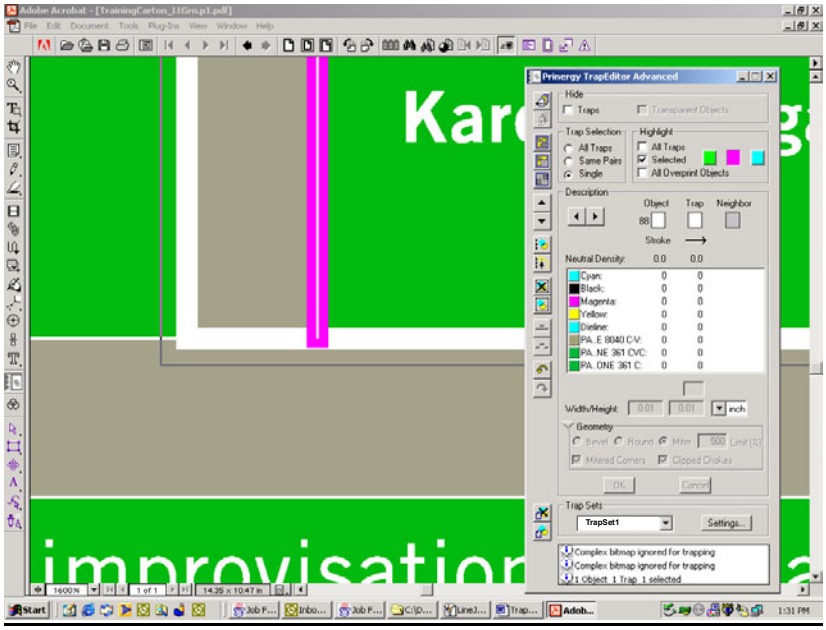


Figure 36: Selected Keyline

2. Click the **Edit Trap Description** button.
3. In the Description area, set the trap direction to be away and color the trap 0 in every separation.
4. Set the trap size high enough to increase the weight of the line.
5. Click **OK**.

To delete traps:

1. Select the incorrect traps.
2. Click the **Delete All Selected Traps** button.

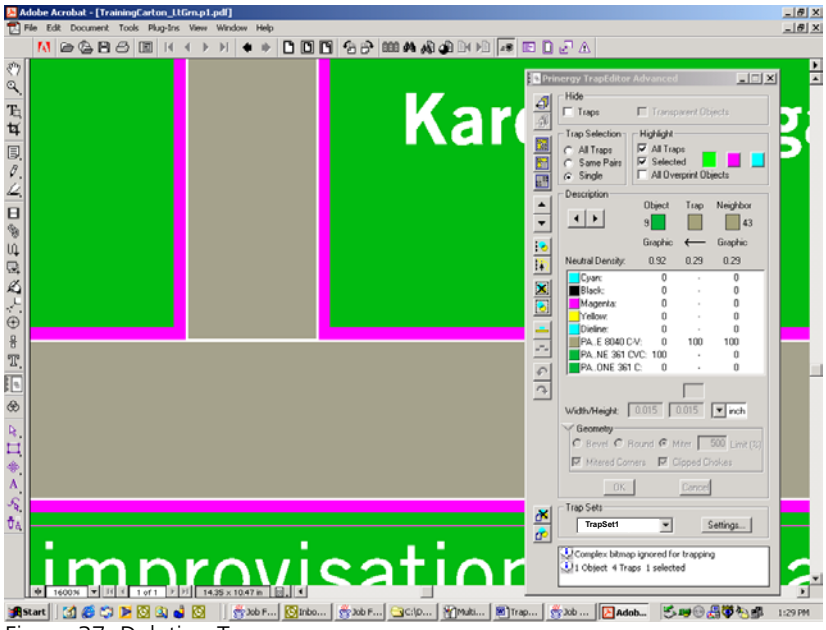


Figure 37: Deleting Traps

Large and Complex Bitmap Images Will Not be Trapped

The trapper must vectorize bitmap images before trapping. On very complex bitmap images, the TrapEditor cannot create paths for all of the pixels that may be within the image. Therefore the trapper will return a message saying: `complex bitmap images ignored for trapping`.

The trapper can create traps for complex bitmap images that are adjacent to vector line objects, and single object spreads or chokes can be applied to bitmap images.

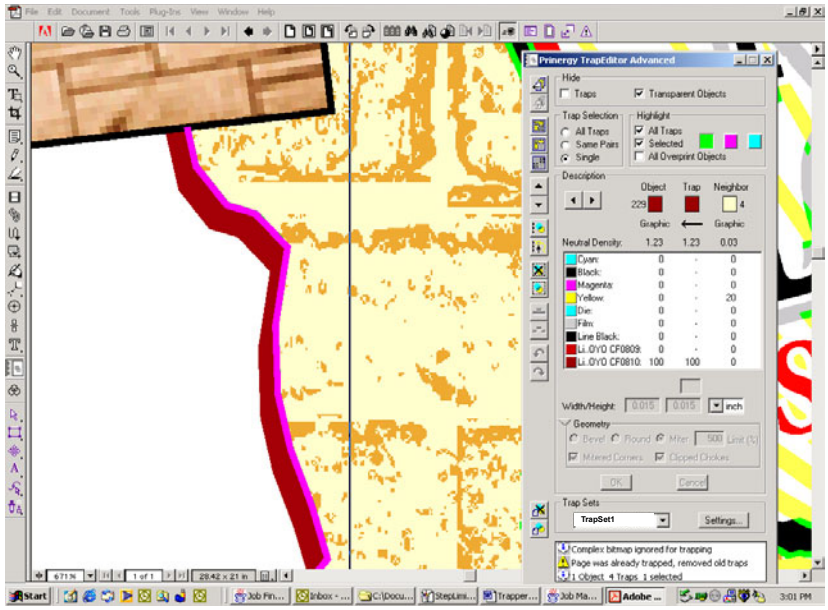


Figure 38: Traps on Complex Bitmap

The trapper will create an overprinting trap of the line (vector) element to the bitmap. Any additional bleed in the bitmap image will show through in this trap area. The user must use manual techniques to accommodate any split line treatments for these areas.

The following table indicates how simple bitmap images are handled by the Prinergy TrapEditor.

Table 3: Simple Bitmap Image Handling

	Simple Colored Bitmap (CMYK, Spot)	**Simple Black Bitmap**
Set to Overprint	Ignored for vectorization Ignored for trapping	Ignored for vectorization Ignored for trapping
Set to Knockout	Are vectorized Are trapped	Can be vectorized Can be trapped

The following table indicates how complex bitmap images are handled by the Prinergy TrapEditor.

Table 4: Complex Image Bitmap Handling

	Complex Colored Bitmap (CMYK, Spot)	Complex Black Bitmap
Set to Overprint	Ignored for vectorization Ignored for trapping In certain situations, traps to an overprinting bitmap object can be created by trapping the object below the bitmap to the object above the bitmap. This allows any additional bitmap image to bleed through in the trap area.	Ignored for vectorization Ignored for trapping In certain situations, traps to an overprinting bitmap object can be created by trapping the object below the bitmap to the object above the bitmap. This allows any additional bitmap image to bleed through in the trap area.
Set to Knockout	Ignored for vectorization Ignored for trapping In certain situations, traps to bitmap objects set to knockout can be created by making a single object choke, allowing the underlying bitmap object to bleed through the trap area.	Ignored for vectorization Ignored for trapping Converted to overprint In certain situations, traps to bitmap objects set to knockout can be created by making a single object choke, allowing the underlying bitmap object to bleed through the trap area.

To Create a manual spread or choke trap on a complex bitmap:

1. Select the bitmap image to be trapped.
2. Click the **Edit Trap Description** button.
3. In the **Description** area, choose a direction for the trap.
4. Enter the desired trap width.
5. Click **OK**.

A spread or choke trap is created.

Note: The trap width will be rounded up to the next pixel size based on the resolution of the bitmap.

Pixel Artifacts Appear at Trap Edges After Rendering

When viewed in the Copydot Toolkit Viewer after rendering, small single pixel knockouts can be seen at the edge of trap objects.

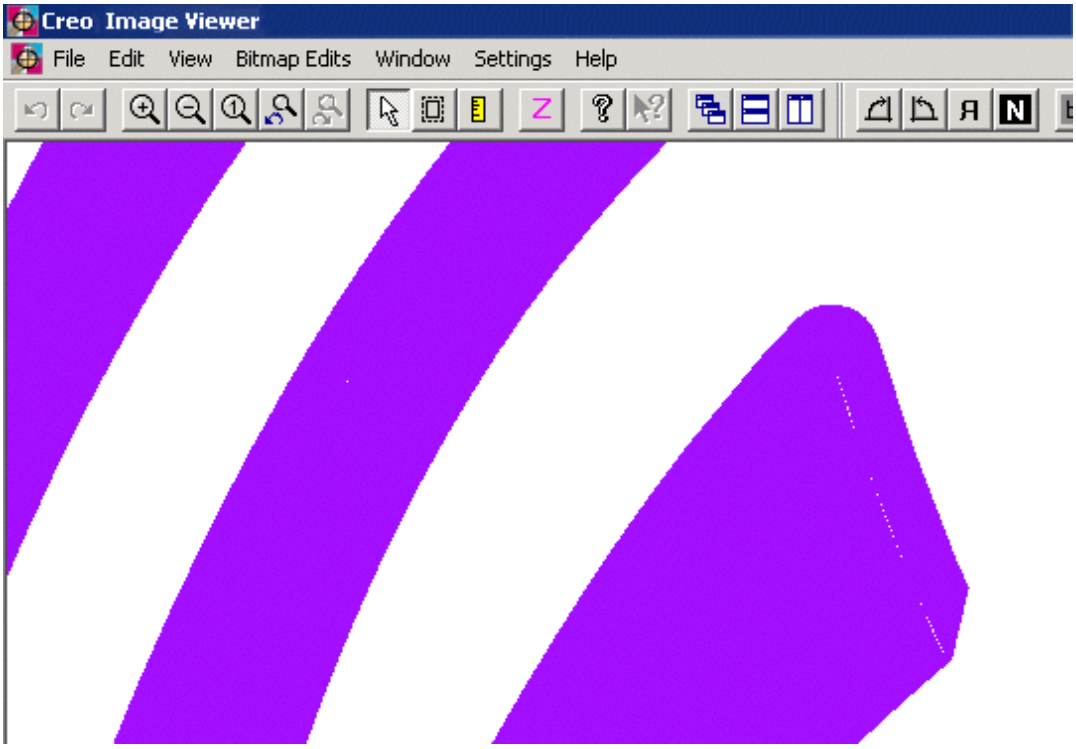


Figure 39: Pixel Artifacts

It is possible to have some isolated pixel differences, which are especially visible when highlighted in Acrobat. This happens because the same contour is described with different bezier curves that in theory are identical, but may only be rendered 99.99% identical.

This cannot be changed and is not a problem when printing the data, since no press can hold ink for a single device pixel at 2400 dpi.

TrapEditor and PitStop Interaction

Care should be taken when using Enfocus PitStop to edit a trapped file. Changing the file after it has been trapped can cause traps to be deleted and could cause Adobe Acrobat to unexpectedly quit. It is good practice to delete an object's traps before attempting to edit it.

Known Issues:

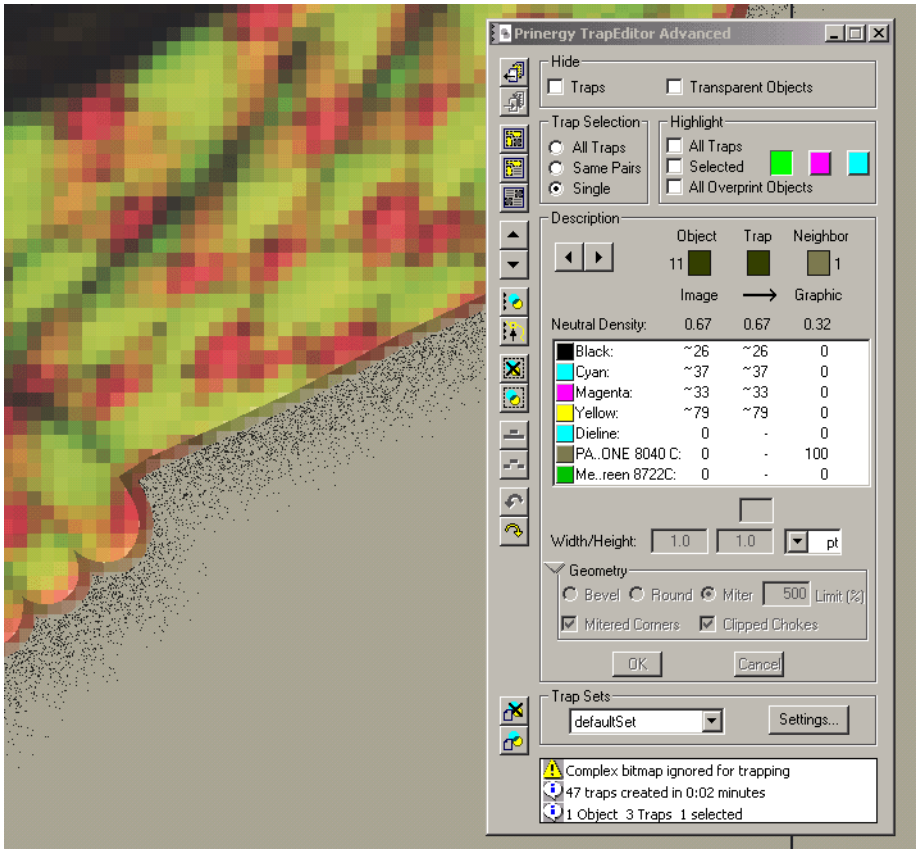
1. Moving/Deleting/changing trapped objects will usually cause the traps to be no longer valid. For Example, if a letter is moved, its trap remains in its original position - the trap will not move with the letter.

Solution - Re-launch the TrapEditor and re trap the moved object. You will get a warning that objects have changed, and the old trap will be deleted automatically.

Trapping Images

When an image spreads to another image or to a colored background, it is possible that the spreading image will not have enough color in one or more of its separations to create a good looking trap. This will result in what appears to be a "halo" around the image.

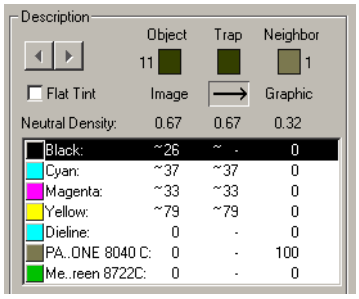
In this example, the topmost image is spreading to the silver background but its black channel is knocking out the drop shadow in the trap area. Normally, this would be OK, but the image has very little black in it, so you can see a gap between the image and the drop shadow.



To fix this problem:

1. Select the image that is causing the problem.
2. Click on the **Edit Trap Description** button.

3. Highlight the Black component of the trap and enter (-).



4. Click **OK**.

5. Now the Black drop shadow will show through in the trap area.

