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About the Creo PDF Trapper

The Creo PDF Trapper is available in different versions to suit different trapping workflows for commercial and packaging printers:

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Choosing a Trapping Workflow on page 3

Using PitStop in a Trapping Workflow on page 4

Using Copydot Objects in a Trapping Workflow on page 6

Checking Client Machine Requirements on page 7

Installing and Updating the Trapper on page 8

Getting Technical Help on page 9

Choosing a Trapper Version

The Creo PDF Trapper is a vector-based trapper that is available in different versions to suit different workflows.

With this version...	Available as a...	You can...
Trap Viewer version of the Trapper plug-in	Standard feature with Prinergy when the Trapper JTP is licensed	Check selected trap and object properties in already-refined and trapped PDF pages in Adobe Acrobat. You can also delete all traps on the page.
Trap Editor version of the Trapper plug-in	Licensed option used mainly by commercial offset printers	Trap whole pages or selected objects, edit existing traps, and add traps to a refined and/or trapped page in Acrobat. Includes Trap Viewer functions.
Advanced Trap Editor version of the Trapper plug-in	Licensed option with advanced features used mainly by packaging printers	Set trap geometry and create keepaway traps to a refined and/or trapped page in Acrobat. Includes Trap Viewer and Trap Editor functions.
Trapper JTP	Licensed option that includes some advanced features	Trap PDF pages as part of a Prinergy workflow. See Prinergy online help for more information.

Choosing a Trapping Workflow

Prinergy Trapping Workflow

A typical Prinergy trapping workflow consists of:

1. Refining, color matching, color mapping, and trapping a PDF file in a Prinergy workflow system that includes the Creo PDF Trapper JTP.
2. Opening the refined and trapped PDF page in Acrobat then using the Creo PDF Trap Viewer plug-in to check the objects, traps, and borders on the page.

   Or:

   Opening the refined PDF page in Acrobat then using a Creo PDF Trap Editor plug-in to check and change object overprints, and edit and generate traps on the page.

This PDF help document describes how to use the Trap Viewer and Trap Editor versions of the Creo PDF Trapper plug-in.

Using PitStop in a Trapping Workflow

During your trapping workflow, you may want to edit objects in a PDF page using Enfocus PitStop. Here are some recommended ways of dealing with the effects of adding color separations and moving or deleting objects in a trapped PDF page.

Delete Traps Before Editing With PitStop

The recommended practice is to delete all traps with the Trap Editor *before* editing the page with PitStop or any other editing tool.

Close the Trap Editor

Close the Trap Editor before opening and using the PitStop application.

After Adding Color Separations

If you add or change color separations while editing objects with PitStop, you must re-refine the PDF file in Prinergy with color matching and trapping steps included.

After Moving an Object

If you move an object using PitStop in a page that includes traps still, the object's traps may no longer be associated with the object. These "ghost" traps must be cleared from the page.

You can:

- Manually select and delete the object's traps using PitStop.

Or:

- Open the page in the Trap Editor and delete all traps. You can then retrap the page. (Recommended method.)

Or, if only a few objects were changed:

- Open the page in the Trap Editor, select the object, and retrap the selection with the **Common object boundaries** checkbox cleared.

After Deleting an Object

If you delete an object using PitStop in a page that includes traps, the object's traps are automatically deleted the next time you open and select an item or retrap the file with the Trap Editor.



Using Copydot Objects in a Trapping Workflow

The Creo PDF Trapper is a vector-based trapper and does not trap along color intersections within raster data (that is, within images, copydot, CT/LW, and CEPS data). Those images, if they require trapping internally, should be trapped with tools like Photoshop. Copydot and CEPS data are usually already trapped.

The Trapper *can* trap vector and text objects to raster data, and can trap the outline of raster objects to vector objects and other raster objects.

Checking Client Machine Requirements

You can use the Creo PDF Trapper plug-ins on client computers that include the following minimum requirements.

Operating system

Microsoft Windows 2000 Service Pack 1

Or:

Apple Macintosh OS 9.1 or later with 100 MB of memory assigned to Adobe Acrobat. The actual memory requirement depends on the complexity and size of the processed file and other Acrobat plug-ins.

Or:

Apple Macintosh OS X 10.2.3

Note: A Macintosh client must have both a computer name and a user name assigned.

Software

Adobe Acrobat 5.0.5

If you send the refined and trapped files to another site for output, that site must have installed at least Prinergy 2.0.7.21.

Minimum System requirements

256 MB RAM; 300 MHz PII or G3 processor

100 MB free disk space for temporary files; mouse or trackball

TCP/IP network connection to the Prinergy primary server

Installing and Updating the Trapper

Creo PDF Trap Viewer plug-in

The Trap Viewer plug-in is available when the Trapper JTP is licensed. The Viewer plug-in is installed when Adobe Acrobat and Prinergy Workshop are installed on Prinergy servers or on Windows and Macintosh client machines.

Creo PDF Trap Editor and Advanced Trap Editor plug-ins

The Trap Editors are licensed versions of the Creo PDF Trapper plug-in. Obtain a special Prinergy license key to activate either or both versions of the Trap Editor on servers or client machines that have Acrobat and Workshop installed.

The Macintosh system extension Carbon Lib 1.6 or better is automatically installed on Macintosh OS 9.1 clients with a Prinergy update.

Updating the Plug-in

Creo delivers a Creo PDF Trapper plug-in update with a Prinergy 2.1 client (Workshop) software update. Check the Prinergy update's readme file to confirm that a Trapper update is included.

Creo PDF Trapper JTP

This JTP is a licensed feature of a Prinergy job processing system. Obtain a special Prinergy license key to activate and use the Trapper JTP with a Prinergy workflow.

Getting Technical Help

Finding Help Information

From the Acrobat main menu, select **Help>Plug-In Help>Creo PDF Trapper** to open the PDF file containing the Trapper help document.

Viewing the About Dialog Box

From the Acrobat main menu, select **Help>About 3rd Party Plug-Ins>Creo PDF Trapper** to display the Trapper dialog box and check which version of the plug-in is installed in the Acrobat plug-ins folder.

Calling Customer Support

Call the Response Center at 1-877-788-2727 (toll free)

Preparing a File for Trapping

You will get better on-press results when you set up a PDF file correctly for a trapping workflow:

Checking File Names on page 11

Preparing a File in Prinergy on page 12

“Trapped by” the Creo PDF Trapper on page 16

Checking File Names

Since the Prinergy server is a Windows-based server and Prinergy clients may run either Macintosh or Windows operation systems, portable document format (PDF) files need to be movable across platforms.

Ensure that your PDF files are named to conform to both Macintosh and Windows standards.

File Names for Macintosh and Windows

When using the Trapper on a Macintosh or Windows PC, a valid filename:

- is less than 32 characters long
- does not contain the colon character (:)
- does not contain control characters

  (that is, ASCII characters from 1 through 31)
- does not contain a period (.) as the first character
- does not contain any of the characters: < > " | * : / \
- is not a device name (such as: aux, con, lpt, com, prn)

Trap Set File Names

Trap set names for the Trapper plug-ins must conform to the naming standards and be limited to 18 characters in length. See Optimizing Your Workflow with Trap Sets for more information about creating and using trap set files.

Preparing a File in Prinergy

Before checking and changing traps on a PDF page, you must refine, color match, color map, and trap the PDF file in Prinergy.

1. For best results, remove any traps made in a source application.
2. Embed any fonts used in the input file either while creating the PostScript output file in the source application, or in Prinergy during the refine step.
3. Use a composite PostScript (PS) or PDF for the input file, since trapping and color matching make changes that can only be done to a composite file. Separated files (that is, with one color per PDF page) cannot be trapped by the Creo PDF Trapper.
4. Set up the Color Matcher JTP in the refine process plan to convert RGB colors to CMYK colors. Depending on your input file or design requirements, you may want to **Map All Spot Colors to Process**, **Set Colors to Knockout**, and/or **Set Black to Overprint**.

   Do not set colors to knockout when you will need double hits of spot colors.
5. Add ink types to the Per-Job Color Editor or the Global Color Editor.

   Ink type is set to **Normal** by default but can be changed in the Color Editor as follows:

   - **Normal** (for example, all process colors and the default for spot colors): A translucent color that traps to others according to its relative lightness or darkness, or neutral density. You can specify a neutral density in the Color Editor, or the Trapper will derive a value based on the color's CMYK composition. Normal colors that border each other and are located under a translucent color may trap to each other.

- **Transparent** (for example, for a varnish): A transparent color is not trapped. Transparent colored objects cannot be selected or trapped manually by the Trap Editor plug-in. Colors that border each other and are located under the transparent color may trap to each other.
- **Opaque** (for example, for a metallic ink): An opaque color will only be spread or choked in relation to other opaque inks that are later in the print order but other colors may trap to an opaque color and an object covered by the opaque color can be choked. Objects that border each other and are located under the opaque color will not trap.
- **OpaqueIgnored**: This color will not be spread or choked. Objects that border each other and are located under the opaque color will not trap.
- **Dieline** The dieline color is not trapped but is instead treated like a transparent ink. For composite proofs, it is knocked out to ensure dielines are visible for proofing. For separations, it is overprinted.

  The Trapper checks the color database for a spot color's opacity and neutral density values. If a color is not defined in the color database, the Trapper assumes an opacity of Normal and derives its neutral density from the CMYK values in the file.

6. Map spot colors to final output color separations. Check **Apply Color Mapping Changes** in the Start Refine Process dialog box to access color mapping and change spot color properties in the Color Editor.

7. For files with *opaque colors*, set the (Ink) **Printing Order** from the Prinergy Color Mapping dialog box to determine the trap directions for traps between opaque inks. The color listed last defines the shape and all other colors will be pulled under it. For example, Color 1 traps to Color 2, 2 to 3, 3 to 4 and so on.
8. You can also set the **Treat as Black** option for inks in the updated Prinergy 2.1 color database as of release 2.1.0.14.
9. Once the PDF file is successfully set up and refined, you can check, change, and/or add traps in the refined PDF pages using the Creo PDF Trapper plug-in for Acrobat.

Note: If you send the refined and trapped pages to another site for output, that site must have installed at least Prinergy 2.0.7.21.

See Table 1 for the relationship between ink types and trapping rules.

Ink Type	Colors trap to Ink?	Underlying inks trapped?	Black trapping rules applied?	What determines trap direction?
Normal	Yes	Yes	If process black or neutral density > black density limit or Treat as Black is on	Neutral density
Opaque-solid	Yes	No	Always	Print order
Opaque-screened	Yes	No	If ink intensity > black color limit	Neutral density
Opaque Ignored	No	No	N/A	N/A
Transparent (or dieline)	No	Yes	N/A	N/A

Table 1: Ink Types and Trapping Rules

For more about Black Trapping Rules, see Trapping Black Ink.

“Trapped by” the Creo PDF Trapper

Any PDF file refined and trapped using the Creo PDF Trapper JTP will contain an identifying icon in the upper left corner of the page when opened with the Trapper plug-in. This is a standard Acrobat annotation that does not print.

- To see the date the page was trapped, close the Trapper plug-in and double-click the “trapped by” icon.
- To delete the icon, select **Tools>Comments** from the Acrobat main menu and select **Delete All**.

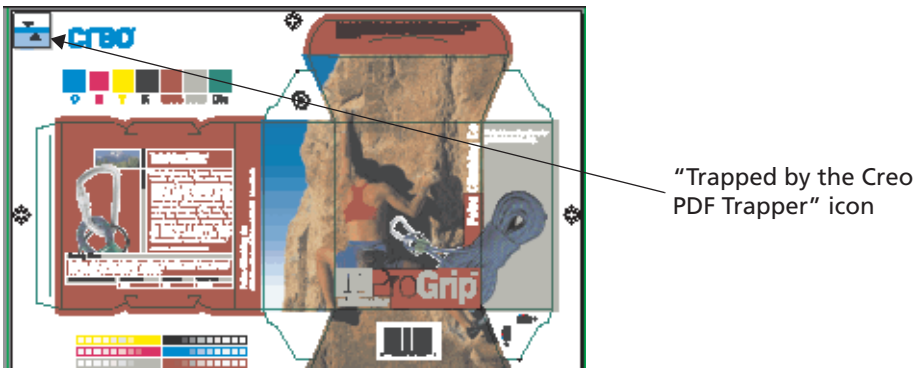


Figure 1: Creo PDF Trapper “trapped by” Icon

Setting up Your Workspace and Preferences

Here are a few basic moves for setting up your trapping workspace:

Opening the Trap Viewer on page 18
Trap Viewer Toolbar on page 20
Opening the Licensed Trap Editor on page 21
About Trapper Licensing on page 23
Trap Editor Action Toolbar on page 24
Closing the Trapper on page 25
Tiling Trapper Windows on page 26
Switching Between the Trap Viewer and Editor on page 27
Changing Magnification (Zooming) on page 28
Setting Fit Width and Fit Page Views on page 30
Viewing Different Parts of a Page (Panning) on page 31

You can also set up some preferences using the Preferences dialog box:

Setting Selection and Highlight Colors on page 32
Entering a Default Trap Set Name on page 34
Setting Viewing and Editing Units on page 35
Entering a License Server Name on page 36
Showing or Hiding Warnings on page 38

Opening the Trap Viewer

The Creo PDF Trap Viewer workspace is a series of windows in which you can view objects and traps in a PDF file.

1. Open a composite PDF file in Adobe Acrobat. The Acrobat window displays the contents of the PDF file.
2. In the Acrobat main menu, select **View>Fit in Window**.
3. On the Acrobat **Editing** toolbar, select the **Trap Viewer** button .

   Or:

   Select **Tools>Creo PDF Trapper** from the Acrobat main menu and select **Creo PDF Trap Viewer**.

   The following windows open:

   - **Trap Viewer window**—shows the rendered contents of the PDF file.
   - **Acrobat window**—shows the Trapper's viewing rectangle superimposed over the contents of the PDF file, outlining the current view that is shown in the Trap Viewer window.
   - **Properties Viewer window**—at first blank, will show object and trap properties once objects and traps are selected.
4. You can drag and resize windows in Acrobat. Make sure you use the standard right-handed button configuration on your mouse when resizing windows. Or, see Tiling Trapper Windows.

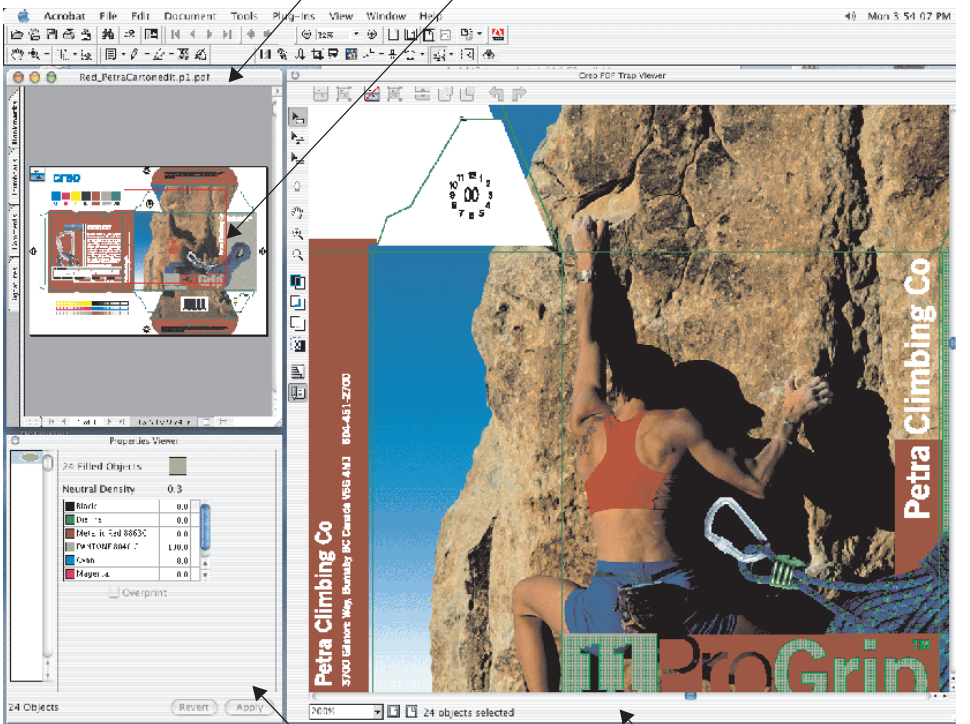


Figure 2: Opened Trap Viewer

Trap Viewer Toolbar

The Trap Viewer toolbar is the vertical toolbar in the Trap Viewer window. The Trap Viewer toolbar is also available with the Trap Editors.



Only one of these buttons can be used at any one time:

Select object—to switch to: CMD (Mac), CTRL (Windows)

Select trap—to switch to: OPTION (Mac), ALT (Windows)

Select border—to switch to: CMD+OPTION (Mac), CTRL+ALT (Windows)

Edit trap path—select a trap and draw a crop or merge polygon (advanced)

Pan—to switch to: SPACE (Mac), SPACE (Windows)

Zoom in—to switch to: SPACE+CMD (Mac), SPACE+CTRL (Windows)

Zoom out—to switch to: SPACE+CMD+OPTION (Mac), SPACE+CTRL+ALT (Windows)

Note: The Macintosh keyboard may identify the CMD key as ⌘

These next buttons are click on/click off buttons and may be used in combination:

Highlight objects set to overprint

Highlight traps (not used with Hide traps)

Hide traps (not used with Highlight traps)

Hide transparent objects

Enable Separations Viewer

Show/Hide Properties Viewer (or Properties Editor)

Opening the Licensed Trap Editor

The Trap Editor workspace is a series of windows in which you can view, select, edit, and generate traps in a PDF file. The Prinergy primary server manages the licenses for the Trap Editor plug-ins. See About Trapper Licensing.

1. Open a composite PDF file in Adobe Acrobat. The Acrobat window displays the contents of the PDF file.
2. In the Acrobat main menu, select **View>Fit in Window**.
3. On the Acrobat **Editing** toolbar, select a **Trap Editor** button, either basic  or advanced .

   Or:

   Select **Tools>Creo PDF Trapper** from the Acrobat main menu and select **Creo PDF Trap Editor** or **Creo Advanced PDF Trap Editor**.
4. Once a Trap Editor license is obtained:
   - **Trap Editor window** opens—shows the rendered contents of the PDF file. Use for selecting and generating of traps.
   - **Acrobat window** is resized—now shows the Trapper's viewing rectangle superimposed over the contents of the PDF file, outlining the current view that is shown in the Trap Editor window.
   - **Properties Editor window** opens—at first blank, will show object and trap properties once objects and traps are selected. Use for checking and editing existing traps.
5. You can drag and resize windows in Acrobat. Make sure you use the standard right-handed button configuration on your mouse when resizing windows. Or, see Tiling Trapper Windows.

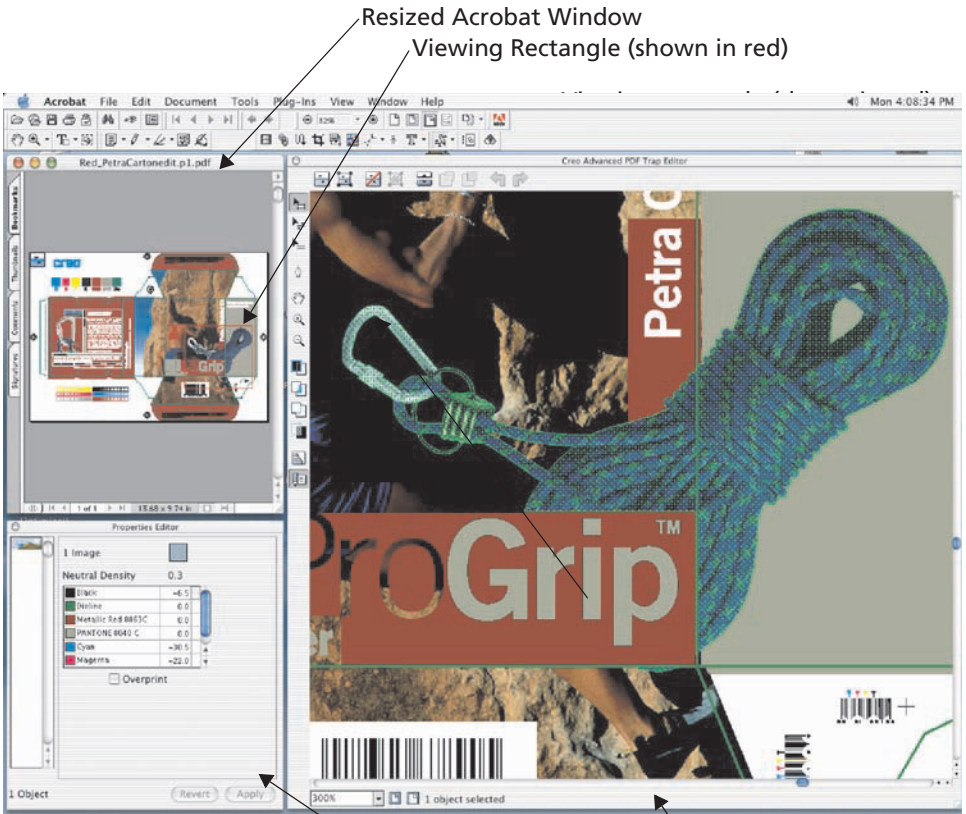


Figure 3: Opened Trap Editor



About Trapper Licensing

The Trapper version made available for your session may depend on the number and kind of Trapper licenses currently in use at your site that are managed by the Prinergy server for network-connected clients.

Case 1: Your site is licensed for operating several instances of the basic Trap Editor. If you try to open the basic Trap Editor from your client and all Trap Editor licenses at your site are being used, the server will send a report that lists the currently licensed users and number of licenses on the server. Once you have this information, you can:

- Try to access the Trap Editor plug-in again

Or:

- Open the Trap Viewer instead

Case 2: Your site is licensed to operate a number of Advanced Trap Editor and a number of basic Trap Editor instances. If you try to open the Advanced Trap Editor from your client and all advanced licenses at your site are being used, the server will send a report that lists the currently licensed users and number of licenses on the server. Once you have this information, you can:

- Try to access the advanced Trap Editor plug-in again

Or:

- Open the basic Trap Editor instead

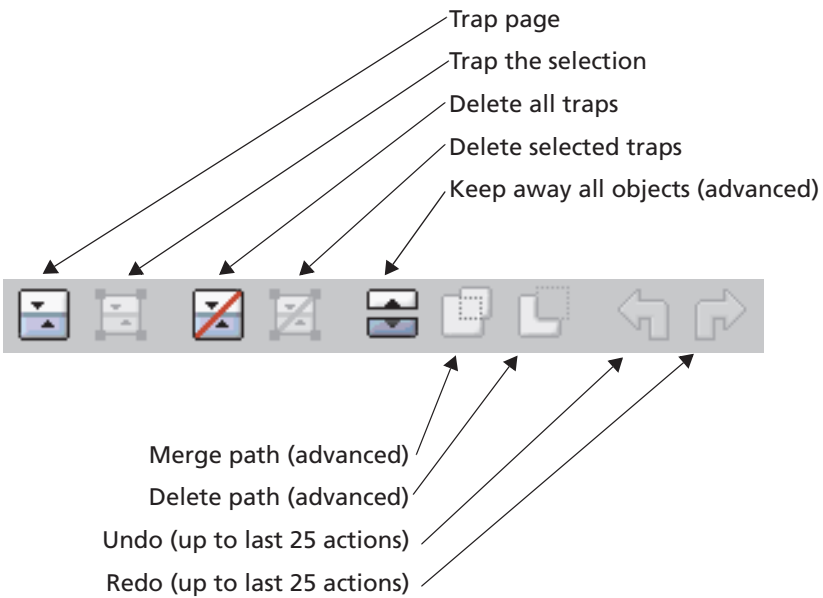
Or:

- Open the Trap Viewer instead

Trap Editor Action Toolbar

The action toolbar is the horizontal toolbar in the Trap Editor window. This toolbar is disabled in the Trap Viewer except for the **Delete all traps** button.

Only one of these buttons can be used at any one time:



Closing the Trapper

- Close the Trapper on a Macintosh OS 9 or OS X by clicking on the close button on the Trap Viewer's (or Trap Editor's) title bar.

Or:

- Close the Trapper in Windows by clicking on the close button  on the Trap Viewer's (or Trap Editor's) title bar.

Tiling Trapper Windows

While in a Trapper session, you can reset the main Trapper windows to their default sizes and positions on your computer screen.

1. Select **Tools>Creo PDF Trapper** from the Acrobat main menu.
2. Select **Tile Windows**.

The Acrobat window and the Properties window are resized and stacked one above the other on the left side of the screen. The Trapper window is moved to the right side of the screen.

See Figure 3 for an illustration of standard window tiling for the Trap Editor.

Switching Between the Trap Viewer and Editor

If your system is fully licensed for trap editing, you can switch back and forth between the Creo PDF Trap Viewer and the Trap Editor. You don't have to close the software or the PDF file being reviewed first. However, if you have items selected, you will lose the selection list, and the Trapper will reanalyze the page.

- Click the **Trap Viewer** button  or a **Trap Editor** button   on the Acrobat **Editing** toolbar.

Or:

- From the Acrobat main menu, select **Tools>Creo PDF Trapper** and select **Creo PDF Trap Viewer**, **Creo PDF Trap Editor**, or **Creo Advanced PDF Trap Editor**.

Changing Magnification (Zooming)

You can change the magnification of the page shown in the Trapper window. This also changes the relationship between the viewing rectangle and the area it covers on the PDF page in the Acrobat window. The zoom tool on the Acrobat toolbar affects only the Acrobat window.

- Click the **Zoom in** button or the **Zoom out** button on the vertical toolbar then click inside the Trapper window.

Or:

- Select a magnification value from the drop-down menu on the Trapper's status bar. You can set the zoom view to between 12% and 6400% magnification.

Or:

- Highlight the selected value in the drop-down menu and enter a number from 12 to 6400.

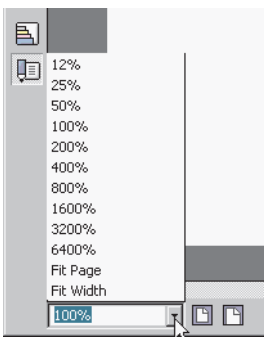


Figure 4: Magnification Menu in Trap Viewer or Trap Editor Window

Keyboard Shortcuts for Zooming

Zoom in: SPACE+CMD (Mac), SPACE+CTRL (Windows)

Zoom out: SPACE+CMD+OPTION (Mac), SPACE+CTRL+ALT (Windows)

Setting Fit Width and Fit Page Views

You can fit the image of a PDF page in the Trapper window according to the page's width or size.

On the Trapper's Status toolbar:

- Click the **Fit Width** button to resize the view of the PDF page according to its width.

Or:

- Click the **Fit Page** button to view the entire PDF page in the Trapper window.

The **Fit Page** and **Fit Width** functions are also available on the Trapper's magnification menu.

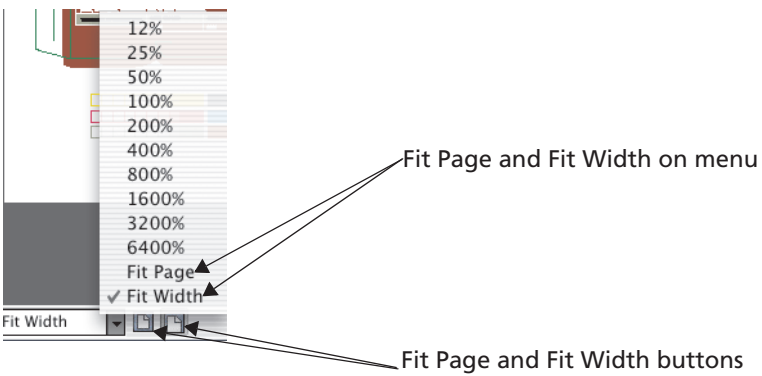


Figure 5: Finding Fit Page and Fit Width in the Trapper Window

Viewing Different Parts of a Page (Panning)

The Trapper's viewing rectangle is superimposed over the contents of the PDF file and outlines the current view that is shown in the Trap Viewer (or Trap Editor) window.

- Use the mouse to grab the viewing rectangle in the Acrobat window and move it to another place on the displayed page. The new view shows in the Trapper window. The viewing rectangle is pointed out in Figure 3.

Or:

- Click the hand tool  in the Trapper toolbar then click in the Trapper window and hold the mouse button down to move the focus of the Trap window to another part of the opened page.

The viewing rectangle in the Acrobat window moves in parallel so you know where the Trapper view is focused in the displayed page.

Tip: If the entire page is visible in the Acrobat window, increase the magnification in the Trapper window. Then you can move the viewer rectangle around in the Acrobat window to check page contents and traps more closely in the Trapper window.

Keyboard Shortcut for Panning

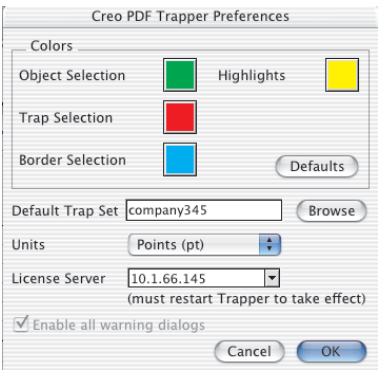
Hold down the SPACE bar, click and drag the (left) mouse button. The hand tool appears and you can use it to move the image. The viewing rectangle in the Acrobat window moves in parallel.

Setting Selection and Highlight Colors

You can choose the colors that objects, traps, borders, and highlights will appear in when you select them in the Trapper window. The Preferences menu is available when the Trapper plug-in is closed as well as opened.

1. In the Acrobat main menu, select **Edit>Preferences>Creo PDF Trapper**. For Macintosh OS X, use the **Acrobat** application menu on the main toolbar: **Acrobat>Preferences>Creo PDF Trapper**.

   The Trapper Preferences dialog box appears.



2. Click the color swatch for one of the following:
   - Object Selection
   - Trap Selection
   - Border Selection



- Highlights

  A color selection chart appears.

3. Select a basic or custom color swatch.
4. Click **OK** to close the color selection chart.
5. Repeat steps 2 to 4 for each highlight preference.

   Or:

   Click on **Defaults** to return the highlight items to their Trapper-defined colors.
6. Click **OK** to close the Trapper Preferences dialog box.

When you select an object, trap, and/or a border in the Trap Viewer or Trap Editor, the selected items will appear in the colors you chose.

When you click the **Highlight objects set to overprint** and **Highlight traps** buttons, the objects and/or traps will appear with the highlight color you chose.

Entering a Default Trap Set Name

See Optimizing Your Workflow with Trap Sets.

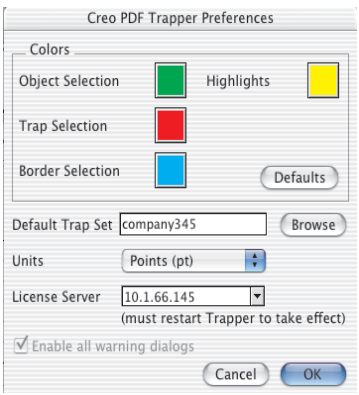
Setting Viewing and Editing Units

You can choose the measuring units to use when viewing, editing, and creating traps.

1. In the Acrobat main menu, select **Edit>Preferences>Creo PDF Trapper**. For Macintosh OS X, use the **Acrobat** application menu on the main toolbar: **Acrobat>Preferences>Creo PDF Trapper**.

   The Trapper Preferences dialog box appears

.



2. Select one of the following from the **Units** drop-down menu:
   - points
   - inches
   - millimeters
3. Click **OK** to close the Trapper Preferences dialog box.

Entering a License Server Name

The *first time* you click a Trap Editor plug-in button, the Trapper checks the primary servers on your network for a server with the trapping license for that plug-in. Once the Trapper finds a primary server with a trapping license available for use, the server name is recorded in the Trapper Preferences dialog box.

You can access this dialog box from Acrobat's **Edit** menu under **Preferences>Creo PDF Trapper>License Server.**

Or:

For Macintosh OS X, use the **Acrobat** application menu on the main toolbar: **Acrobat>Preferences>Creo PDF Trapper**.

If you have more than one primary server running the floating license manager on your network, their names will be listed in the **License Server** drop-down box.

You can also type a server name or an IP address in the **License Server** box. Restart the Trap Editor plug-in for the new name to become the default license server.

See Figure 6.

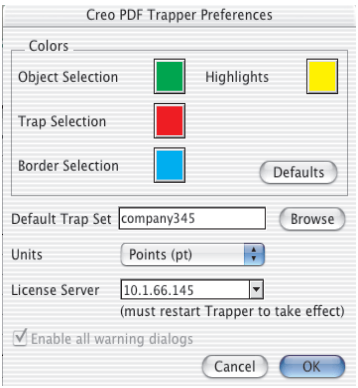


Figure 6: License Server in the Preferences Dialog Box

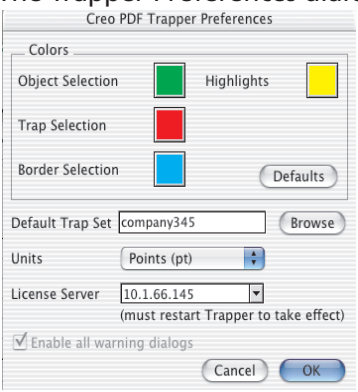
Showing or Hiding Warnings

Typically, you will receive warning messages about any limitations or illegal actions during a trapping session. You can suppress these messages in the dialog that comes up so that no messages will show again during that session.

If warnings have been suppressed and you want to review them, you can re-enable them by checking the **Enable all warning dialogs** checkbox. If no warnings have been suppressed, the check box is not available.

1. From the Acrobat main menu, select **Edit>Preferences>Creo PDF Trapper**. For Macintosh OS X, use the **Acrobat** application menu on the main toolbar: **Acrobat>Preferences>Creo PDF Trapper**.

   The Trapper Preferences dialog box appears.



2. Select the **Enable all warning dialogs** check box to view suppressed warnings that occurred during your trapping session.
3. Click **OK** to close the Trapper Preferences dialog box.

Selecting Objects, Traps, and Borders

All of the Trapper selection methods can be used together to build a selection list in either the Properties Viewer or Properties Editor:

Selectable Object Types, Traps, Borders on page 40

Selecting with a Mouse Click on page 41

Selecting by Marquee on page 43

Selecting by Attribute and Context on page 45

Removing a Selection from the List on page 48

Finding Selected Items Easily on page 49

For each selection method, clicking in the Trapper window selects the closest item. You can add objects, traps, and borders to the same selection list.

Check the properties of a selected item in the Properties dialog box.

Selectable Object Types, Traps, Borders

When an object, a trap, or a border is selected, it's icon appears in the Properties window.

Object Types and Icons

The following object types are recognized by the Creo PDF Trapper:

- Filled object 
- Stroked object 
- Text object 
- Image 
- Masked image 
- Complex bitmap 
- Gradient (and axial and radial blends) 

Transparent objects and copydot images are recognized but cannot be selected or trapped.

Trap Icon

A trap icon in the Properties window appears as 

Border Icon

A border icon in the Properties window appears as 

See Inspecting Trapped Pages for more information about selected objects. traps, and borders.

Selecting with a Mouse Click

The list of selected items appears in the Properties window.

1. Start a Trap Viewer or Trap Editor session.
2. Depending on the item you want to add to a selection list, click one of the following in the Trapper's vertical toolbar:
   - **Select Object** button 
   - **Select Trap** button 
   - **Select Border** button 
3. To select the first item, click an object, trap, or border in the Trapper window.

   A selected item will be highlighted with the color you specified in Setting Selection and Highlight Colors. In addition, an object is outlined and overlaid with a pattern of bright dots.
4. To add to the selection group, hold down the SHIFT key and click another item.
5. To remove a selected item from a selection list, hold down the SHIFT key and click the item.
6. Repeat steps 2, 4, and 5 until you are satisfied with your selection list.

Keyboard Shortcuts for Selecting with a Mouse Click

These shortcuts temporarily overide the current mode.

You can also use these shortcuts with the SHIFT key to toggle between adding and removing items.



To switch to object selection mode and select an object:

Macintosh: ⌘ (Command) + click

Windows: CTRL (Control) + click

To switch to trap selection mode and select a trap:

Macintosh: OPTION + click

Windows: ALT + click

To switch to border selection mode and select a border:

Macintosh: ⌘ (Command) + OPTION + click

WIndows: CTRL + ALT + click

To add or remove a selection from a selection list:

Windows and Macintosh: SHIFT + click

Selecting by Marquee

Marquee selection allows you to more easily select several items at a time. The list of selected items appears in the Properties window.

1. Start a Trap Viewer or Trap Editor session.
2. Depending on the item you want to add to a selection list, click one of the following in the Trapper's vertical toolbar:
   - **Select Object** button 
   - **Select Trap** button 
   - **Select Border** button 
3. To select several items at a time, hold down the mouse button and drag a selection rectangle (a marquee) completely around the items you want.

   An object fully inside the marque will be selected. All traps or border inside or intersecting with the marquee will be selected.

   A selected item shows highlighted with the color you specified in Setting Selection and Highlight Colors. An object is also outlined and overlaid with a pattern of bright dots.
4. To add selections to the list, click SHIFT and draw a marquee around the items to be added.
5. To remove selected objects from a selection list at any time, click SHIFT and draw a marquee completely around the objects you want to drop from the list. Any selected objects inside the marquee will be dropped from the list.
6. Repeat steps 2, 4, and 5 until you are satisfied with your selection list.



Tip: You can select *all* object, traps, and/or borders by drawing a marquee around the entire page.

Keyboard Shortcuts for Selecting by Marquee

TThese shortcuts temporarily overide the current mode.

You can also use these shortcuts with the SHIFT key to toggle between adding and removing items.

To switch to object selection mode and select object(s):

Macintosh: ⌘ (Command) + marquee

Windows: CTRL (control) + marquee

To switch to trap selection mode and select trap(s):

Macintosh: OPTION + marquee

Windows: ALT + marquee

To switch to border selection mode and select border(s):

Macintosh: ⌘ (Command) + OPTION + marquee

Windows: CTRL + ALT + marquee

To add or remove a selection from a selection list:

Windows and Macintosh: SHIFT + click



Selecting by Attribute and Context

You can select objects, traps, and borders according to their attributes and their context within the page. The list of selected items appears in the Properties window.

A *contextual menu* provides the following choices:

- You can select any traps and borders associated with an object. That is, a "contextual" method of selection. You can group borders and traps with similar color combinations and retrap.
- You can select the closest object, several objects, or all objects with similar properties. That is, a "select by attribute" method of selection. You can select objects of the same type and/or color and with the same overprint status.

1. Start a Trap Viewer or Trap Editor session.

   On a Macintosh client, hold down CONTROL then position your mouse and click over an item in the Trapper window.

   Or:

   On a Windows client, position your mouse and right-click over an item in the Trapper window.

   The contextual menu opens and *shows menu choices that vary according to the type of item selected, its attributes, and its context*.

2. Click one of the following menu items:
   - Select object
   - Select object's traps



- Select object's traps and borders
- Select objects of the same type and overprint status
- Select objects of the same color and overprint status
- Select objects of the same type, color, and overprint status

Or, depending on where you click in the page (on or outside an object, the object type, if there are overlapping objects, if there are traps, etc.):

- Select color pair's trap/border
- Select all color pair's traps/borders
- Select traps for selected objects
- Select borders for selected objects
- Deselect all

A selected item shows highlighted with the color you specified in Setting Selection and Highlight Colors.

Selecting **Deselect all** clears the entire selection list.

3. To add more items, use CONTROL + SHIFT + click (Mac) or SHIFT + right click (Windows) to bring up the contextual menu. Select a menu item.

   This adds to the already-accumulated selection list in the Properties dialog box.

4. To remove a selected item from the selection list using the contextual menu, bring up the contextual menu and click on a menu item to clear that selection.

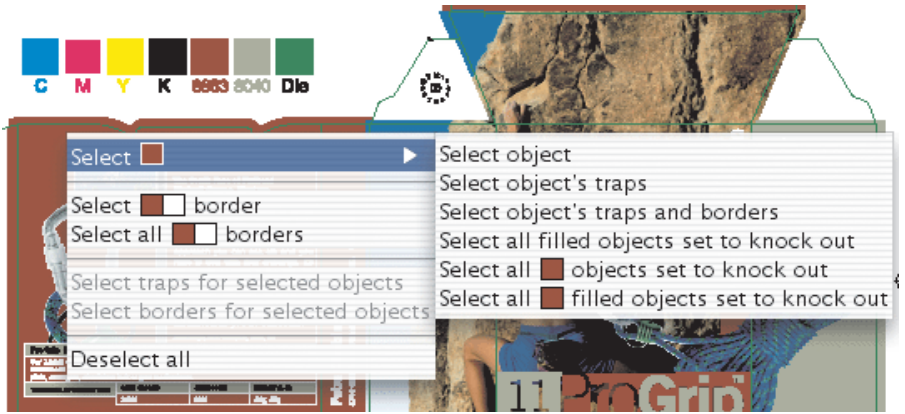


Figure 7: Selecting Items by Context or Attribute



Removing a Selection from the List

The items you select are listed in the Properties Viewer or Properties Editor. To remove them from the list:

- Hold down the SHIFT key and click the selected item, or
- Hold down the SHIFT key and marquee the selected item, or
- Hold down the SHIFT key and select the item again using the contextual selection menu.



Finding Selected Items Easily

The Trapper's flashing highlight makes selected items easier to see in the Trapper window.

- On a Macintosh client, click and hold on the items' icon in the Properties window.

Or:

- On a Windows client, click and hold the left mouse button on the items' icon in the Properties window.

  The selected item or items flash with the highlight color you specified in Setting Selection and Highlight Colors.

Tip: Using this flasing highlight feature is helpful for highlighting a group of items with the same characteristics to check that the items have been trapped or edited correctly.

Inspecting Trapped Pages

You can check the characteristics of your selected objects, traps, and borders using the Properties Viewer that is available with the Trap Viewer plug-in.

The Properties Viewer functions are added to with the Properties Editor that is available with the Trap Editor licensed plug-ins. See Editing Properties and Generating Traps.

Opening the Properties Viewer on page 51

Checking an Object's Properties on page 52

Checking a Trap's Properties on page 54

Checking a Border's Properties on page 56

Checking Color Separations on page 57

Highlighting Objects Set to Overprint on page 59

Highlighting All Traps on page 60

Hiding All Traps on page 61

Hiding Transparent Objects on page 62

See also Selecting Objects, Traps, and Borders and Finding Selected Items Easily.

Opening the Properties Viewer

All information about the objects, traps, and borders you have selected are listed in a Properties window; the Properties Viewer in a Trap Viewer session, the Properties Editor in a Trap Editor session.

- From within a Trap Viewer session, click to toggle the **Properties Viewer** button  in the Trap Viewer's vertical toolbar.

Or:

- From within a Trapper session, select **Tools>Creo PDF Trapper** from the Acrobat main menu and check **Properties Viewer** to open the window or clear **Properties Viewer** to close the Properties window.
  For Macintosh OS X, use the **Acrobat** application menu on the main toolbar.

Use the Properties Viewer to check:

- Object type, number of objects, neutral density, color formula, and overprint status.
- Number of traps, adjacent objects, neutral density, color formula, size, and, possibly, line join style.
- Number of borders, and adjacent object's neutral density and color formula.

Use the Properties Editor to change eligible object, trap, and border properties. See Editing Properties and Generating Traps.



Checking an Object's Properties

Check what you see in the Trapper window against the object properties in the Properties window. Change the magnification or the focus in the Trapper window to improve your view.

For a *selected object*, the Properties window shows:

- Object type icon in left pane of the dialog box
- Object type name (such as image, masked image, filled object, gradient, text object, stroked object)
- Object type count (that is, objects are grouped and counted according to similar characteristics, if they exist.)
- Neutral density
- Color swatches and separations (colors shown are median colors) with CMYK percentages and spot colors.
  - A ~nn.n value, where nn.n is a value between 0 and 100%, that appears in a color separations cell for an object means that this is an tint value for an image or gradient.
  - A #nn.n value, where nn.n is a value between 0 and 100%, that appears in a color separations cell for an object means that this is a mask and tint value for a complex bitmap.
  - An nn.n value that appears in a color separations cell for an object is a 0 to 100% tint of the separation color.
- Overprint status (on/off)

To change an object's status to overprint or to knockout, see Setting an Object to Overprint or Knock Out.

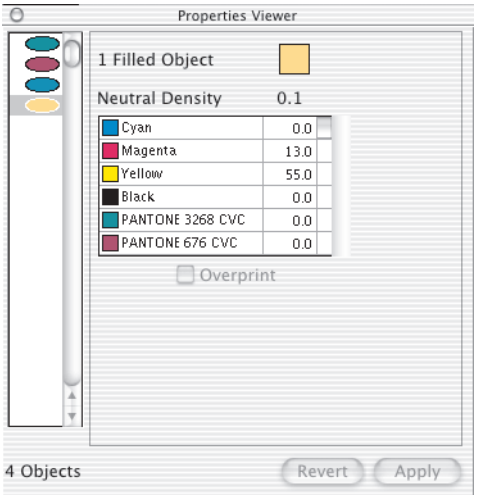


Figure 8: Object Properties



Checking a Trap's Properties

Check what you see in the Trapper window against the trap properties in the Properties window. Change the magnification or the focus in the Trapper window to improve your view.

For a *selected trap*, the Properties window shows:

- Selected trap icon in left pane
- Number of traps selected
- Swatches for trap and adjacent colors
- Trap direction
- Neutral density
- Color separations for trap and adjacent objects (with CMYK percentages and spot colors). For more details, see Editing Trap Color.
- Trap size (width and height)

Additional properties listed with the Advanced Trap Editor only:

- Line join style
- Miter limit
- 3-color joins (mitered corners, clipped chokes)

Note: If a selected grouping such as a color pair contains more than one trap, any differing, or mixed, trap values will be indicated in the Properties window with an * (asterisk), the line join style pull down menu may show as blank, and

the toggle button may show a modified check mark. If a grouping contains a least one untrapped border, only the colorant is shown and other values are disabled.

To change trap direction, color, or size, see Editing Properties and Generating Traps.

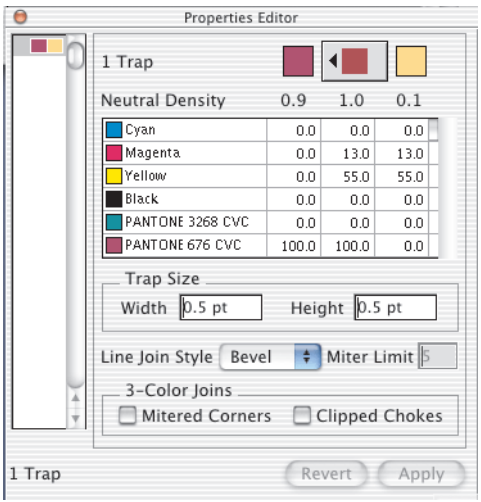


Figure 9: Trap Properties

Checking a Border's Properties

Check what you see in the Trapper window against the border properties in the Properties window. See also Trapping a Border Using the Properties Editor

For a *selected border*, the Properties window shows:

- Selected border icon in left pane
- Number of borders selected
- Object and border swatches
- Trap direction (the potential for a trap appears as)
- Neutral density
- Color separations for adjacent object (CMYK percentages, spot colors)

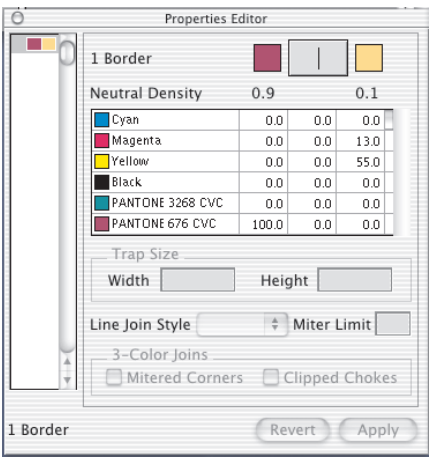


Figure 10: Border Properties

Checking Color Separations

The Separations window displays swatches of any CMYK and spot colors present in the opened PDF file. You can also manipulate these colors to better view the color boundaries between separations in your page, if needed. You can check color separations in the Trap Viewer and Trap Editor versions of the Creo PDF Trapper.

With the Separations Viewer opened, any overprints in the PDF file are rendered in the Trapper view which is helpful when checking the look and properties of objects and their traps.

Tip: With the Separations Viewer off, the Trapper view redraws faster when you are panning, zooming, or applying property changes.

1. Click the Separations Viewer button  in the Trapper's vertical toolbar.

   Or:

   From the Acrobat main menu, select **Tools>Creo PDF Trapper** and clear **Separations Viewer** to close the Separations window or check **Separations Viewer** to open the window.

   The Separations window opens and shows the colors present in the file (CMYK and spot colors), their slider bars, and color names.

2. You can view "swatches only" by dragging the lower right corner in to make the dialog box smaller.

3. In the Separations window, use the sliders for each swatch to view the colors in the Trapper view as lighter or darker. For example, lighten the color on a darker colored trap to see other colors that may be underneath the trap or to see if the object is set to knock out.

4. In the Separations window, click to close a swatch's eye icon to remove that color from the Trapper view of the page. Click again to restore the color.

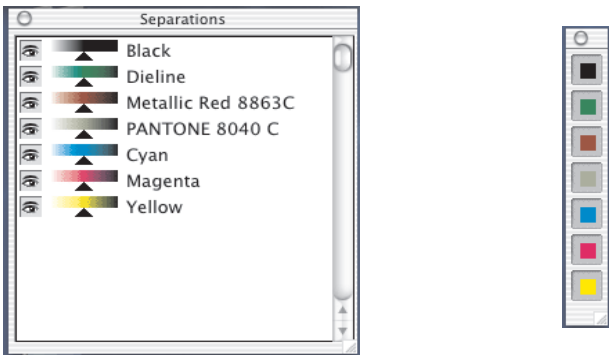


Figure 11: Separations Viewer Window and Swatches Only View

Note: Lightening, darkening, and turning off a color using the Separations Viewer only affects the color in the Separations View, it does not change the color that is output.

Highlighting Objects Set to Overprint

The highlight for objects currently set to overprint increases the visibility of overprints in the PDF so that you can check and/or change the overprint status for objects more easily.

1. In a Trapper session, click the **Highlight objects set to overprint** button  on the Trapper's vertical toolbar.

   All overprinted objects will appear in the highlight color you selected when setting up your Trapper workspace.

2. When ready, click the **Highlight objects set to overprint** button again to turn off the highlight.

Highlighting All Traps

The highlight for all traps increases the visibility of traps in the PDF so that you can check and/or edit the traps more easily. Cannot be used with **Hide traps**.

1. In a Trapper session, click the **Highlight traps** button  on the Trapper's vertical toolbar.

   All traps will appear in the highlight color you selected when setting up your Trapper workspace.

2. When ready, click the **Highlight traps** button again to turn off the highlight.

Hiding All Traps

You can hide all traps to see how the PDF page would look if untrapped. This feature is especially useful if a current trap obscures an object on the page. Cannot be used with **Highlight traps**.

1. In a Trapper session, click the **Hide traps** button  on the Trapper's vertical toolbar.

   No traps will be visible in the Trapper window.

2. When ready, click the **Hide traps** button again to see all traps.

Hiding Transparent Objects

When you set an ink to transparent while setting up the PDF file, the objects in that ink are visible but not selectable in the Trapper view.

See Ink Types and Trapping Rules for allowable ink types.

1. In a Trapper session, click the **Hide transparent objects** button  on the Trapper's vertical toolbar.

   Objects that are in transparent ink no longer appear in the Trapper window.

2. When ready, click the **Hide transparent objects** button again to see the objects that are in transparent ink.

Editing Properties and Generating Traps

You can use the Properties Editor to change the overprint status of an object, edit traps, and trap borders:

Opening the Properties Editor on page 64
Setting an Object to Overprint or Knock Out on page 65
Editing Trap Direction on page 67
Editing Trap Color on page 68
Changing Trap Size on page 71
Changing Trap Geometry on page 72
Trapping a Border Using the Properties Editor on page 73

You can use the Trap Editor's trapping dialogs to change or regenerate traps:

Opening and Choosing a Trapping Dialog Box on page 75
Trapping a Page on page 78
Trapping Selected Objects or Borders on page 79
Trapping Different Areas of a Page on page 81
Editing a Trap Path on page 82
Deleting a Selected Trap on page 83
Deleting All Traps on page 84

You can undo and redo actions during a Trap Editor session:

Undoing and Redoing Actions on page 85

Opening the Properties Editor

The Properties Editor shows the same object, trap, and border information as the Properties Viewer. The difference is that you can also use the Properties Editor to change a selection's attributes, depending on whether you selected an object, a trap, or a border.

- From within a Trap Editor session, click to toggle the **Properties Editor** button  on the Trap Editor's vertical toolbar.

Or:

- From within a Trap Editor session, select **Tools>Creo PDF Trapper** from the Acrobat main menu and check **Properties Editor** to open the window or clear **Properties Editor** to close the Properties window.

Use the Properties Editor to:

- Set an object to overprint or knock out
- Change trap direction and trap separation colors
- Change trap size (width, height)
- Change line join style, miter limit, and 3-color joins (Advanced Trapping)
- Trap a border

Note: When you edit a grouping containing more than one item, such as a grouping of traps, you can change the trap property for all the traps in the grouping, and any different, or mixed, values as indicated by an * (asterisk) for that property becomes a constant value. If you leave the mixed value unedited, each trap retains it's original properties.

To erase any editing changes you just entered in the Properties Editor and before clicking on **Apply**, click the **Revert** button.



Setting an Object to Overprint or Knock Out

You can change an object's overprint state in the Properties Editor window.

Changing an object's overprint status is the only change you can make to an object.

1. From within a Trap Editor session, select an object.
2. Select the object's icon in the left pane of the **Properties Editor** dialog box.
3. Select the **Overprint** check box to set an object to overprint, in effect, "floating" the object over any other objects, traps, and borders in the page and making any traps for this object unnecessary.

   Or:

   Clear the check box to remove an overprint and set the object to "knock out", or remove, any other objects, traps, and borders under it in the page. You may then have to trap the object.
4. Click **Apply**.

The object is set to overprint or to knock out. If the object had been trapped previously, setting it to overprint will delete all of its traps.

See Figure 12.

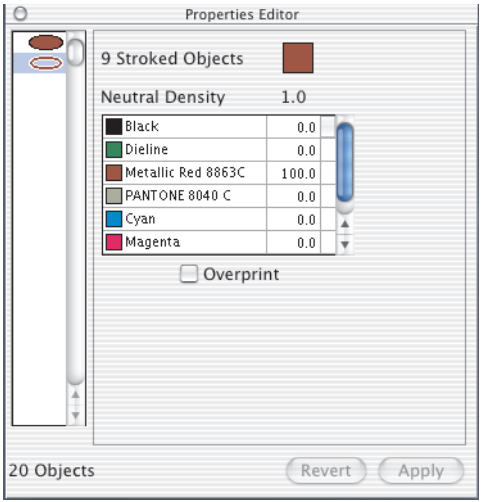


Figure 12: Selected Objects for Changing Object Status

Editing Trap Direction

You can adjust trap direction using the Properties Editor.

1. From within a Trap Editor session, select a trap.
2. In the **Properties Editor** dialog box, select the trap's icon in the left pane.
3. Click the trap swatch button  to cycle through possible trap direction arrows: left, right, or centerline. These indicate the direction in which the trap will expand or contract in relation to the adjacent colors.

   Select a trap direction.
4. Click **Apply**.

Editing Trap Color

The colors of adjacent objects are added together to make their mutual trap color and may result in a color that is too dark and visible. You can set colorants so that any resulting trap colors are lighter.

You can adjust trap color using the Properties Editor or a trapping dialog box. This procedure uses the Properties Editor. See also Scaling a Trap Color using a trapping dialog.

Note: With the Separations Viewer opened, any overprints in the PDF file are rendered in the Trapper view which is helpful when checking the look and properties of objects and their traps.

1. From within a Trap Editor session, select a trap.
2. In the **Properties Editor** dialog box, select the trap's icon in the left pane.

   The trap swatch shows the trap color . The trap's color separations appear in cells in the trap color column and may contain the following:

   - A ~nn.n value, where nn.n is a value between 0 and 100%, that appears in a color separations cell for a trap means that this is an average tint value derived from *an adjacent image or gradient* within the trap area.
   - A #nn.n value, where nn.n is a value between 0 and 100%, that appears in a color separations cell for a trap means that this is a mask and average tint value contributed by a complex bitmap. When more than one object is painting a separation, such as a normal object plus one or more complex masks, #nn.n is the maximal tint value derived from those objects.

- An nn.n value that appears in a color separations cell for a trap is a 0 to 100% tint of the separation color.

3. To change the trap's color separations for a trap, you can color with any ink available in the page.

   Double-click in a color separation cell and:

   - Enter a new tint value nn.n, where nn.n is a value between 0 and 100%, for that separation.
   - Enter ~ (tilde) to request that the trap data be derived *from an adjacent image or gradient* for that separation. An average tint value will be automatically calculated and displayed once you click **Apply**.
   - Enter # (hash) to request a mask and tint derived *from a complex bitmap* for a separation. The average tint value will be automatically calculated and displayed once you click **Apply**.
   - Enter #nn.n, where nn.n is a value between 0 and 100%, to request a mask derived *from a complex bitmap* for a separation, in the tint you specify.

   The Neutral Density for the trap changes as you edit the trap separations.

4. Click **Apply**.

See Figure 13.

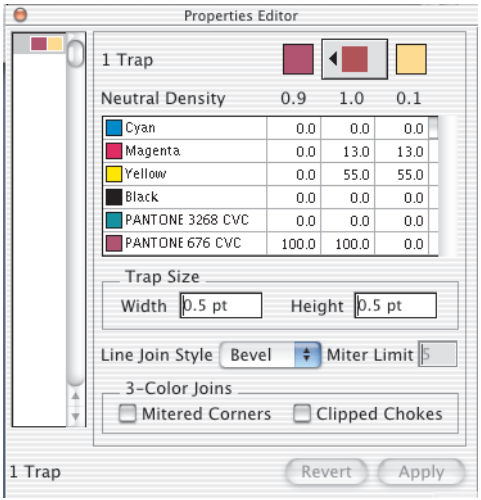


Figure 13: Selected Trap for Editing Trap Properties

Changing Trap Size

You can adjust trap size to compensate for a misregistration that may occur on press using the Properties Editor or a trapping dialog box. This procedure uses the Properties Editor. See also Setting Trap Size using a trapping dialog.

Tip: Ask your press operator for a recommended trap size for the job.

1. From within a Trap Editor session, select a trap.
2. In the **Properties Editor** dialog box, select the trap icon in the left pane.
3. For **Trap Size**, enter trap **Width** and **Height**. The trap width range is 0.03 to 15 pt (or 0.001 to 0.208 in or 0.011 to 5.291 mm).

   The height is automatically filled in with the same value when you enter the trap width. You can fill in the height with a different value than the width if you are printing with a flexo medium and need pre-distorted pages and traps.
4. Click **Apply**.



Changing Trap Geometry

You can use the advanced features of the Properties Editor or the trapping dialog boxes, available with the Advanced Trap Editor, to change trap shape (geometry) where two and three-colored traps meet.

See Using Advanced Trapping for Packaging.

Trapping a Border Using the Properties Editor

This is a general procedure for trapping an object's border. For the special case of manually spreading or choking the border of a complex bitmap, see Spreading or Choking a Complex Bitmap.

1. From within a Trap Editor session, select a border.
2. Click the border's icon in the left pane of the **Properties Editor** window.
3. Click the border's trap swatch button  to cycle through possible trap direction arrows: left, right, or centerline. These indicate on which side of the border the trap will be placed. Select a trap direction.

   The trap swatch shows the trap color.
4. The trap's color separations appear in cells in the trap color column in the color separations table and may contain elements and be changed as described in Editing Trap Color.
5. For **Trap Size**, enter trap **Width** and **Height**.
6. With the Advanced Trap Editor, you can specify:
   - **Line join style**: **Bevel**, **Miter**, or **Round**
   - **Miter limit**
   - **3-color joins**: **Mitered Corners** and/or **Clipped Chokes**

   See Using Advanced Trapping for Packaging to find out how to set these parameters.
7. Click **Apply**.

The border is trapped.

See Figure 14.

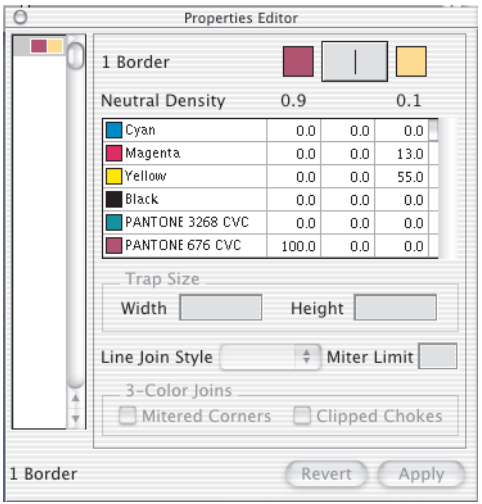


Figure 14: Selected Border for Trapping

Opening and Choosing a Trapping Dialog Box

You can change and generate traps using the Simplified or Detailed trapping dialog boxes available with the Trap Editor plug-ins.

1. From within a Trap Editor session, click the **Trap Page** button 

   Or:

   Select items in the PDF file and click the **Trap the Selection** button .

   A trapping dialog box opens.

2. Select either the **Simplified** or the **Detailed** view of the trapping dialog box, as needed.

   Each trapping dialog box includes three main sections:

   - Trap Set
   - Trapping Parameters
   - Trapping Options

   ### Trap Set

   For more information about trap sets, see Optimizing Your Workflow with Trap Sets.

   ### Trapping Parameters

   In addition to the trapping procedures in this section, see Changing the Number of Traps Generated and Setting up Your Own Trapping Parameters.

Trapping Options

The Trapping Options are different for trapping a selection or trapping a page. See the how the trapping options are used in editing and trapping topics and in Setting up Your Own Trapping Parameters.

3. With a *Simplified trapping dialog box*, you can use the following trapping parameters:
   - Trap size. See Setting up Your Own Trapping Parameters.
   - Trapping threshold. See Changing the Number of Traps Generated.

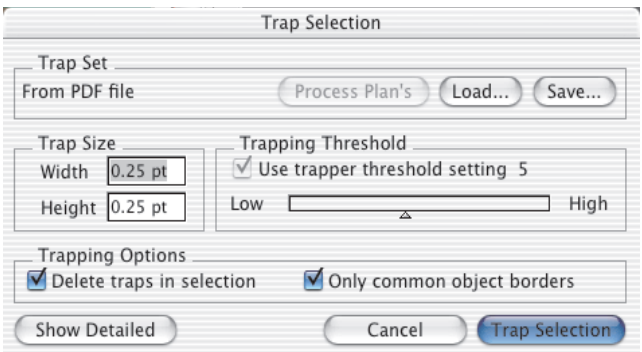


Figure 15: Simplified Trapping Dialog Box

4. With a *Detailed trapping dialog box*, you can use the following parameters.
   - General: trap size, trap decision, trap placement
   - Geometry: line join style, miter limit, three-color joins

- Black: black scaling, overprinting, trapping for inks of certain intensities
- Small text: small colored text scaling, small black text overprinting
- Images: image-object, image-image, trap direction, resolution, bitmap processing
- Inks: colorant type, neutral density, step limit, color scaling, treat as black, minimum relative step limit, colorant order,
- Thin lines: split-line traps for strokes, overprint black strokes.

See Changing the Number of Traps Generated and Setting up Your Own Trapping Parameters for more details about using these parameters.

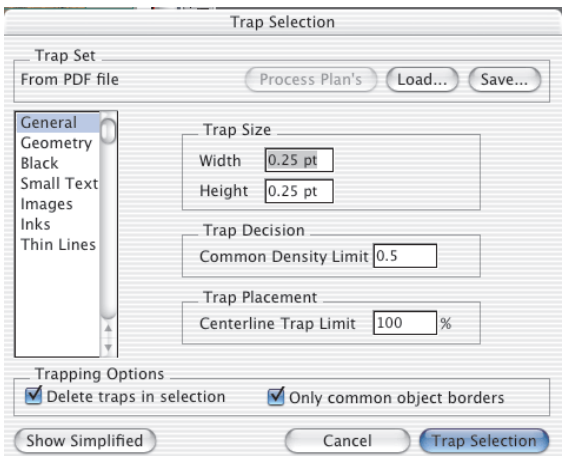


Figure 16: Detailed Trapping Dialog Box

Trapping a Page

You can trap a page using the same trapping parameters for all traps. See Trapping Different Areas of a Page for more about trapping a page using different parameters.

Note: If you open a file containing advanced traps, you can still retrap the page using basic Trap Editor features. The advanced traps will remain unless you specifically delete or retrap them.

1. From within a Trap Editor session, click the **Trap Page** button .
2. Select either the **Simplified** or the **Detailed** view of the Trap Selection dialog box.
3. Specify trap attributes according to your press operator's recommendations about trap size and (ink) print order. See Setting up Your Own Trapping Parameters.

   Or:

   Click the **Load** button to load a previously-saved Trap Set. See Optimizing Your Workflow with Trap Sets.
4. If the page has been previously trapped, select **Delete existing traps**.
5. Click **Trap Page**.

All traps are regenerated.

Keyboard Shortcut for Trapping a Page

OPTION and **Trap Page** for Mac bypasses the Trapping Parameters dialog box (or ALT + **Trap Page** for Windows)

Trapping Selected Objects or Borders

1. From within a Trap Editor session, select the objects or borders you want to trap.
2. Click the **Trap the Selection** button  in the Trap Editor horizontal toolbar.
3. Select either the **Simplified** or the **Detailed** setting for the Trap Selection dialog box.
4. Specify trap attributes according to your press operator's recommendations about trap size and (ink) print order. See Setting up Your Own Trapping Parameters.

   Or:

   Click the **Load** button to load a previously-saved Trap Set. See Optimizing Your Workflow with Trap Sets.

   Tip: Hold down OPTION and **Trap the Selection** (or ALT and click the **Trap the Selection** button for Windows) to bypass choosing a trap set and reuse the last-used settings instead.
5. Select one of the following trapping options:
   - *To add traps*, clear the **Delete traps in selection** trapping option. This leaves any previous traps in place so that any new traps are added instead of replacing existing traps.
   - *To replace all traps*, check the **Delete traps in selection** trapping option. This removes all previous traps on the selected objects before adding new traps



- To *trap only the selected items* and not adjacent objects or adjacent objects and borders, check the **Common object borders** trapping option. This results in trapping only the common border between the selected items.

6. Click the dialog's **Trap Selection** button.

The selected object or border is trapped, or, it's trap is regenerated.

Note: When regenerating a selected trap or generating a trap for a border, the **Only common object borders** trapping option does not apply.



Trapping Different Areas of a Page

You can trap some parts of a page differently from the rest of the page by using **Trap Page** and **Trap the Selection** together. You typically trap the entire page first and then select areas or items in other parts of the page to trap with other trapping parameters. The file then contains page traps and specially-selected traps that were generated with different sets of parameters.

Editing a Trap Path

You can use the advanced Trap Path Editing tool, available with the Advanced Trap Editor, to change the shape of a trap manually.

See Using Advanced Trapping for Packaging.

Deleting a Selected Trap

1. From within a Trap Editor session, select a trap (or more than one trap).
2. Click the **Delete Selected Traps** button  in the Trap Editor toolbar.

The selected trap is deleted.

Deleting All Traps

- From within a Trap Editor session, click the **Delete All Traps** button  in the Trap Editor toolbar.

All traps on the page are deleted.

Undoing and Redoing Actions

Use the **Undo** and **Redo** buttons in the Trap Editor action toolbar to step back through your session work or to restore a step or sequence of steps. This applies to work done with both the Properties Editor and the Trap Editor Action toolbar (horizontal toolbar).

- From within a Trap Editor session, click the Undo button  or the Redo button  up to 25 times.

Each step is labeled with the action you took during that step to help you go backward or forward to the point you choose.

Tip: If opened, the Separations Viewer closes when you use **Undo** and **Redo**. This is to improve screen redrawing when multiple steps are being processed. If you need it, just turn the Separations Viewer back on when you finish undoing or redoing steps in your session.

Trapping a Complex Bitmap

Automatic Trapping of a Complex Bitmap on page 87
Manual Trapping of a Complex Bitmap on page 88
Manual trapping of a complex bitmap includes:
Setting a Complex Bitmap to Overprint on page 89
Trapping a Complex Bitmap to an Object on Top on page 90
Spreading or Choking a Complex Bitmap on page 92

Automatic Trapping of a Complex Bitmap

Converting the complicated outline of a raster bitmap to an equivalent vector outline for trapping can be very time consuming and can result in dense traps which distort the bitmap's original appearance. To avoid these problems, you can set the Creo Trapper to automatically skip complex bitmaps that are likely to cause vector trapping and rendering problems.

Processing Option	Action
Trap All	Trap all bitmaps and masked images as vector objects.
Ignore Complex	Trap only those bitmaps that don't define a complicated shape of painted and unpainted regions, that is, bitmaps that take more than 30 seconds to process and/or that are high resolution. Tag any untrapped bitmaps and masked images as complex bitmaps.
Ignore All	Tag all bitmaps and masked images as complex bitmaps.

You will get a warning message if a complex bitmap is identified and skipped during trapping with either the Creo PDF Trapper plug-in or Creo PDF Trapper JTP.

If needed, see Trapping Images for more information about using the Trap Editor plug-in to run these bitmap processing options.

Manual Trapping of a Complex Bitmap

A newly-identified complex bitmap will have different selection and trapping behaviors than other vector objects. The Trapper does not distinguish between painted and unpainted regions within a selected raster bitmap, so the selected border for a complex bitmap is the exposed boundary of the rectangular raster bitmap, similar to an unmasked image.

Without a vector outline of the painted area, the Trapper can seldom generate traps automatically between complex bitmaps and other objects on the page. However, with the Trapper plug-in, you can manually trap complex bitmaps with raster traps as follows:

1. Instead of trapping a dark bitmap, you can set the bitmap to overprint any objects painted below it. See Setting a Complex Bitmap to Overprint.
2. You can trap between a complex bitmap and objects painted above it by selecting borders and specifying desired trap attributes using the Property Editor. See Trapping a Complex Bitmap to an Object on Top.
3. You can trap between a complex bitmap and objects painted below it by manually choking or spreading the trap of the painted mask region. Choke and spread traps can only be generated for complex bitmaps. See Spreading or Choking a Complex Bitmap.

Setting a Complex Bitmap to Overprint

Overprinting a Complex Bitmap Using the Properties Editor

1. Choose the **Ignore Complex** or **Ignore All** option when processing the PDF file to make any complex bitmaps available for manual trapping.
2. In a Trap Editor session, click **Select object** and click on a complex bitmap.

   Or:

   CONTROL click over a complex bitmap to open the context selection menu and click **Select object**. (Use right-click for Windows.)

   When a complex bitmap is selected, the complex bitmap icon  appears in the left pane of the Properties Editor and the bitmap is highlighted over its area.
3. Select the **Overprint** check box.
4. Click **Apply**.

The complex bitmap will overprint when output.

If the complex bitmap had been trapped previously, setting it to overprint will delete all of its traps.

Overprinting a Complex Bitmap Using a Trapping Parameter

See Overprinting all Black-Filled Objects for how to use the **Overprint all black bitmaps** trapping parameter.

Trapping a Complex Bitmap to an Object on Top

In this case, a knockout object is placed over the complex bitmap.

1. Choose the **Ignore Complex** or **Ignore All** option when processing the PDF file to make any complex bitmaps available for manual trapping.
2. In a Trap Editor session, click **Select border** and click on the border you want to trap.

   Or:

   CONTROL click over a complex bitmap to open the contextual selection menu and click on **Select object's traps and borders**. (Use right-click for Windows.)

   With the contextual menu, all of the traps and borders for the complex bitmap and its adjacent objects appear in the Properties Editor.
3. In the left pane of the Properties Editor, select the border between the complex bitmap and the object placed on it.
4. Click the trap swatch button  to cycle through possible trap direction arrows: left, right, or centerline. These indicate the direction in which the trap will spread or choke in relation to the adjacent colors.

   Select a trap direction.

   The trap swatch shows the trap color. The complex bitmap and the object on top can both contribute to the trap's color.
5. The trap's color separations appear in cells in the trap color column in the color separations table and may contain elements and be changed as described in Editing Trap Color.

6. Click **Apply**.

The border between the complex bitmap and the object placed over it is trapped. Within the trap area, the trap color may be masked by a portion of the complex bitmap underneath the neighboring object. The result is an area along the object border that shows the bitmap through the neighbor object. The resulting trap is often less visible than the vector trap created along the complicated border of the painted pixels.

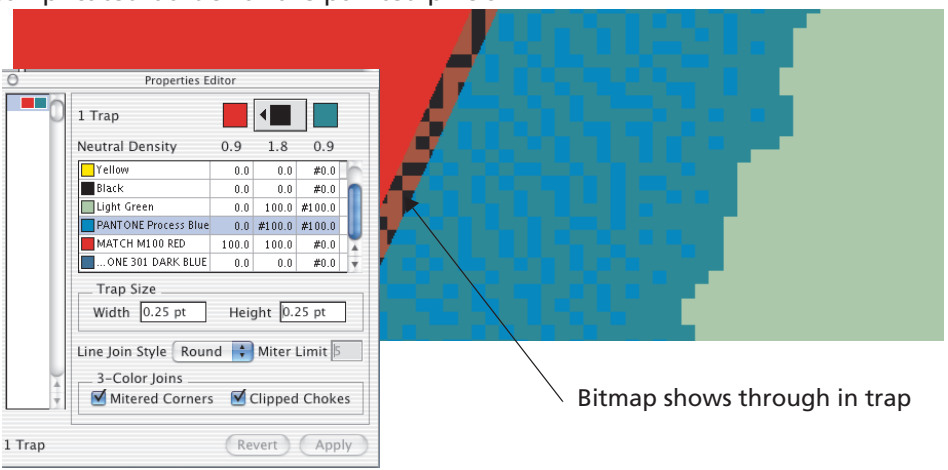


Figure 17: Trapping Complex Bitmap and Object on Top

A #nn.n value in a trap separation means that the color is being masked by the bitmap.

Spreading or Choking a Complex Bitmap

Using the Properties Editor, you can “spread”, or overlap, the border of a complex bitmap to an underlying object or substrate. You can also “choke”, or shrink, the border of a complex bitmap for a color separation. A choke or spread trap permits objects painted below the bitmap to show through along the outline of the painted region.

Where objects are layered in the page, manually spreading or choking a complex bitmap can only affect the appearance of exposed objects under the complex bitmap and will not affect the appearance or border of any objects drawn on top of the complex bitmap.

Note: With the Separations Viewer opened, any overprints in the PDF file are rendered in the Trapper view which is helpful when checking the look and properties of objects and their traps.

1. Choose the **Ignore Complex** or **Ignore All** option when processing the PDF file to make any complex bitmaps available for manual trapping.
2. CONTROL click over a complex bitmap for the contextual selection menu.

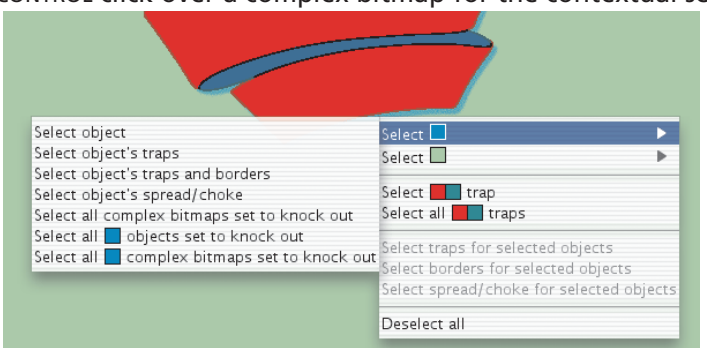


Figure 18: Contextual Selection Menu for Complex Bitmaps

3. Click on **Select object's spread/choke**. (Use right-click for Windows.) If you have more than one complex bitmap already selected, you can click on **Select spread/choke for selected objects**.

   The complex bitmap appears in a rectangular outline, or border.

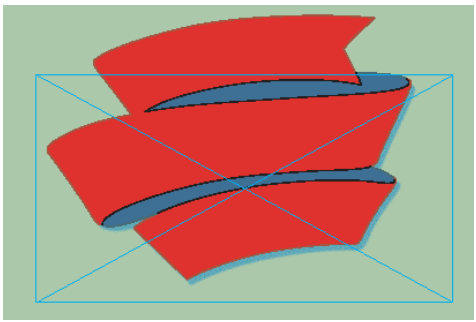


Figure 19: Complex Bitmap Outline Selected

4. Click the trap swatch button  to choose the right or left trap direction arrows. These indicate the direction in which the trap will spread or choke. Centerline trapping is not supported when trapping the outline, or border, of a complex bitmap.

   The trap swatch shows the trap color.

5. The trap's color separations appear in cells in the trap color column in the color separations table and may contain the following:

   - A - (hyphen) that appears in a color separations cell for a trap means that this ink is not contributing to the trap or that the trap overprints on this ink. The hyphen will appear only when manually *spreading or choking a complex bitmap*.



- A #nn.n value, where nn.n is a value between 0 and 100%, that appears in a color separations cell for a trap means that this is a mask and average tint value contributed by *a complex bitmap*. When more than one object is painting a separation, such as a normal object plus one or more complex masks, #nn.n is the maximal tint value derived from those objects.
- An nn.n value that appears in a color separations cell for a trap is a 0 to 100% tint of the separation color.

6. To change the trap's color separations for a trap, double-click in a color separation cell and:
   - Enter a new tint value nn.n, where nn.n is a value between 0 and 100%, for that color separation.
   - Enter - (hyphen) to prevent that color separation from contributing to the trap or to let the trap overprint on this ink. You can only use the hyphen when manually *spreading or choking a complex bitmap*.
   - Enter # (hash) to request a mask and tint derived *from a complex bitmap* for that separation. An average tint value will be automatically calculated and displayed once you click **Apply**.
   - Enter #nn.n, where nn.n is a value between 0 and 100%, to request a mask derived *from a complex bitmap* for that separation, in the tint you specify.

   The Neutral Density for the trap changes as you edit its trap separations.

7. Set a **Trap Size**.

   When spreading or choking a complex bitmap, the final trap width depends on the complex bitmap's pixel resolution. The trap width you specify will be automatically mapped to the integer value of the image

resolution and displayed once you click **Apply**. The final trap width will be a minimum of one pixel.

8. Click **Apply**.

   The entire complex bitmap is spread or choked.

A choke or spread trap includes a dilated or contracted version of the original raster mask. Only one raster choke or spread trap can be generated around the entire outline of the painted mask and the trap's width is restricted by the resolution of the original bitmap. You can edit the properties of a spread or choke trap but you cannot edit its trap path if one exists.

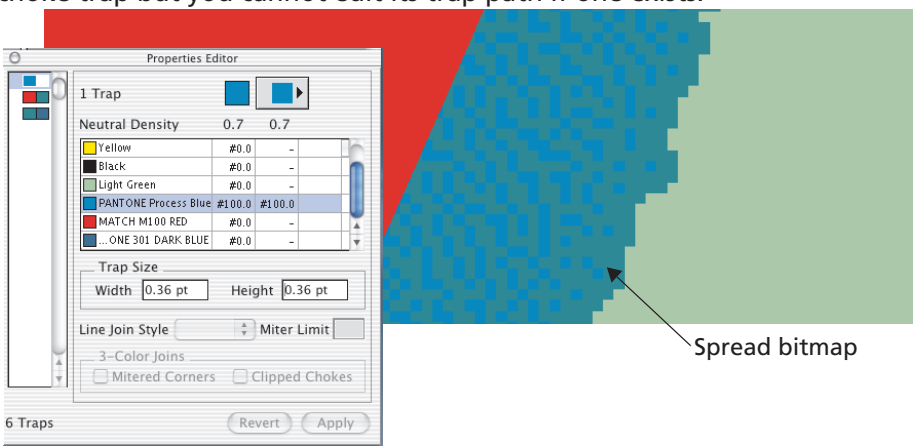


Figure 20: Complex Bitmap with Spread Trap

The bitmap's trap is a blue that overprints the underlying green to produce a dark blue-green trap.

Changing the Number of Traps Generated

Building on the procedures in Editing Properties and Generating Traps, you can reset a number of trapping decision parameters when using the Trap Editor to generate traps in a PDF file. See:

What's Involved in a Trapping Decision? on page 97

The Trapper makes it easy to adjust the number of traps that may occur on a page with the Trapping Threshold slide bar:

Setting a Trapping Threshold on page 98

You can also set each trap decision parameter separately:

Setting a Common Density Limit on page 99

About Trap Direction on page 101

Setting Relative Step Limit on page 102

Setting Minimum Absolute Step Limit on page 104



What's Involved in a Trapping Decision?

The Trapper software assesses many values and aspects of the PDF file before applying traps. Included in these values are those for trap decision parameters that are automatically set according to Trapper defaults.

You can choose to reset some of the trap decision parameters using the trapping dialog boxes. The trap decision parameters include:

- Common density limit
- Relative step limit
- Minimum absolute step limit

Also included as an important element of trap decisions but not under direct user control when generating traps is:

- Trap direction

However, you can still edit trap direction in the Properties Editor and override trap direction for images.



Setting a Trapping Threshold

You can use the Trapping Threshold slide bar to adjust the number of traps that may occur on a page. The slide bar changes the **common density limit** and **step limit** parameters.

However, you can still manually set the values for step limit and common density limit. In this case, the Trapping Threshold check box will be unavailable.

1. From within a Trap Editor session, select the **Simplified** view of the **Trap Page** or **Trap Selection** dialog box.
2. Check the box for **Use trapper threshold setting 5** for the median value.

   Or:

   Click the triangular arrow and slide along the threshold scale to select a point near **Low** or **High**. The corresponding numerical range is 1 to 10.

Trapping Threshold	Result
5 (default)	If the Trapping Threshold is 5, the Common Density Limit is set to 0.5 and the Relative Step Limit to 25%.
Lower value	The Common Density Limit is lower and the Relative Step Limit is higher. More traps generated than with the default setting.
Higher value	The Common Density Limit is higher and the Relative Step Limit is lower. Fewer traps generated than with the default setting.



Setting a Common Density Limit

You can set a common density limit to affect whether a trap will be generated between adjacent objects that have color in common.

Common density is a measure of the colors (inks) in common between two objects, in terms of neutral density (a measure of color darkness). Neutral density is a calculation of the strength of a color, or ink, on paper.

Generally, adjacent objects are assessed to see if they have enough common colors so that any potential flashes will not be noticeable. No traps will be generated if the common density is above the Common Density Limit. You can raise and lower the common density limit to trap more or fewer of these common colors.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **General** tab.

3. Set **Common Density Limit** to a value between 0.001 and 10.

Common Density Limit	Result
0.5 (default)	No trapping if the common neutral density of adjacent objects is greater than 0.5. Effectively reduces traps between rich colors, that is, when there are fewer differences in color between objects, or more colorants in common.
Lower value	Fewer traps generated. More traps can occur between lighter colors than rich colors. That is, more traps occur between those colors with fewer colorants in common.
Higher value	More traps generated. More traps can occur between rich colors, that is, those colors with more colorants in common.
10 (maximum)	High number of traps generated because the limit has no effect.

About Trap Direction

Trap direction is considered part of a trap decision calculation but is itself automatically calculated by the Trapper software according to the neutral density for adjacent colorants, or inks. Generally, lighter colors trap into darker colors.

However, you can use the Properties Editor to change the direction of a generated trap or traps. See Editing Trap Direction.

In addition, you can set a value for traps for images that will override the automatically-calculated trap direction. See Trapping Images.



Setting Relative Step Limit

You can set a relative step limit to affect whether a trap will be generated between adjacent colors (objects) depending on the relative difference in their amounts of colorants (inks). If the relative difference in amounts of colorants between two objects is less than the step limit, then no traps are generated.

You can set the step limit for each colorant or for all colorants.

To set the relative step limit for individual colorants:

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Inks** tab.
3. In the colorants table, double-click the step limit cell for a chosen colorant.
4. Enter the desired step limit.

To set the relative step limit for all colorants:

1. Select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Inks** tab.
3. Double-click the **Step Limit (%)** button in the header row of the colorants table.

   The Step Limit dialog box opens.

4. Enter the step limit value to use for all inks. The range is 1% to 100%.

Relative Step Limit (%)	Result
25% (default)	No trapping between adjacent objects if the relative difference in their amount of colorants is less than or equal to 25%. Traps are generated if the relative difference is over 25%.
Lower value	More traps generated.
Higher value	Fewer traps generated.

5. Click **OK** to close the Step Limit dialog box.

The Step Limit column shows the step limit value just entered.



Setting Minimum Absolute Step Limit

You can set a minimum absolute step limit as a threshold below which no traps will be generated between adjacent colors (objects) if the absolute difference in the amount of colorants between two objects is less than the absolute step limit. This limit is intended to prevent traps between very light colors or colors with very small color steps as found in blends.

For a trap to occur, the difference between amounts of colorants (separations) must be greater than this **minimum absolute step limit** and the value set for the **relative step limit**. See also Setting Relative Step Limit.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Inks** tab.

3. Enter the absolute step limit value. The range is 1% to 100%.

Absolute Step Limit	Result
5% (default)	If two adjacent colors (objects) differ by less than or equal to 5%, then do not trap.
Lower threshold	More traps generated. Traps are generated between adjacent colors with small differences in amount of colorant, depending on the values set for other trap decision parameters.
Higher threshold	Fewer traps generated. Traps are generated between adjacent colors only if there are large differences in amount of colorant, depending on the values set for other trap decision parameters.
100% (maximum)	No generated traps.

Setting up Your Own Trapping Parameters

Building on the procedures in Editing Properties and Generating Traps, you can set a number of trapping parameters separately when using the Trap Editor to generate traps in a PDF file:

Setting Trap Size on page 107

Setting Centerline Trap Limit on page 108

Setting Trap Geometry on page 109

Trapping Black Ink on page 110

Trapping Small Text on page 113

Trapping Images on page 114

Setting Ink Type on page 116

Altering Neutral Density on page 118

Scaling a Trap Color on page 119

Setting an Ink to Treat as Black on page 121

Setting Colorant Order on page 122

Setting Traps for Thin Lines on page 123

You can set trapping options for different trapping results:

Delete Existing Traps Option on page 125

Only Common Object Borders Option on page 126



Setting Trap Size

You can adjust trap size to compensate for the misregistration that may occur on press.

Tip: Ask your press operator for a recommended trap size for the job.

1. From within a Trap Editor session, select either the **Simplified** or the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. If *Simplified*, set trap size in the **Width** and **Height** boxes.

   Or:

   If *Detailed*, click the **General** tab then set trap size in the **Width** and **Height** boxes.

   The range is between 0.03 and 15 points (or 0.001 to 0.208 in or 0.011 to 5.291 mm).

   The height is automatically filled in with the same value when you enter the trap width. You can fill in the height with a different value than the width if you are printing with a flexo medium and need pre-distorted pages and traps.



Setting Centerline Trap Limit

Instead of the usual trapping of a light color into a dark color, you can use a centerline trap. A centerline trap is a trap that is placed in the middle of two objects that have similar values for neutral density.

You can use the centerline trap limit to control whether centerline traps are created between objects with similar values for neutral density.

Note: You cannot add a centerline trap between black or opaque inks.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **General** tab.
3. Enter a value for **Centerline Trap Limit**. The range is from 0 to 100%.

Centerline Limit	Result
100% (default)	No centerline traps unless adjacent objects have exactly the same value for neutral density.
Higher values	Adds a centerline trap between colors with similar values for neutral density.
Lower values	Adds a centerline trap between colors with different values for neutral density.
0%	Almost all traps will be centerline traps.

Setting Trap Geometry

Using the advanced features of the Properties Editor or the trapping dialog boxes, available with the Advanced Trap Editor, you can adjust trap shape (geometry) where two and three-colored traps meet.

See Using Advanced Trapping for Packaging.

Trapping Black Ink

You can set the following parameters for defining how black inks will trap:

- Black Scaling
- Trap using black trapping rules for ink intensities above an n% limit
- Overprint all black filled objects

Setting Black Width Scaling

Black width scaling determines the size of the traps to black objects. Any traps involving black objects will be scaled by the value you set.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Black** tab.
3. Set **Black Width Scaling**. The range is between 1% and 1000%.

Black Width Scaling	Result
100% (default)	Pulls back an object's color separations, except for the black, the same distance as the trap width used on the rest of the page. Traps to black objects are the same size as other traps
Lower values	Produces narrower traps. For example, a 50% scale means that traps to black objects will be 50% smaller than the usual trap width.
Higher values	Produces wider traps. For example, a 200% scale means that traps to black objects will be twice the size of the usual trap width.

Setting Black Color Limit to Invoke or Ignore Trapping Rules

Black trapping rules include:

- Traps to objects defined as black are affected by Black Width Scaling.
- Colors placed underneath overprinting black solid objects form rich blacks. In areas where a rich black borders an unpainted object such as the substrate, the color under the black will be kept back from the border.
- The rules above do not apply unless the black objects's tint is greater than or equal to the Black Color Limit.

To determine which objects will have black trapping rules applied:

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Black** tab.
3. Enter a value for **Trap using black trapping rules for ink intensities above n%.** The range is between 1% and 100%.

Black Color Limit	Result
95% (default)	Black trapping rules apply if the black tint value is 95% or greater.
Higher values (100%)	Only 100% black objects are processed with black trapping rules.
Lower values	Black trapping rules apply if the black object's tint value is greater than the entered value.

Note: An object can be set to **Treat as Black**. See Setting an Ink to Treat as Black.

Overprinting all Black-Filled Objects

The color of black ink is usually dark enough to hide underlying colors. In such cases, you can overprint black ink to reduce the number of traps that have to be generated.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Black** tab.
3. Check the **Overprint all black filled objects** and/or **Overprint all black bitmaps**.check boxes to set black-filled objects and/or black bitmaps to overprint.

   Or:

   Clear the **Overprint all black filled objects** and/or **Overprint all black bitmaps** check boxes to return black-filled objects and/or black bitmaps to the status set in the creating application.



Trapping Small Text

You can adjust the size of traps for small colored text or set black text to overprint to ensure the text remains legible.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Small Text** tab.
3. To set a different trap width than the default for small colored text, set the **Small Colored Text** option:
   - **Scale trap width by n% for colored text up to n (pt)**

     The range for scaling trap width is 0 to 1000% of the session's trap width. The default is 75%.

     The range for colored text point size is 0 to 100 points (pt). The default is 6 pt.
   - **Trap large colored text like any other object.** That is, colored text larger than specified will be trapped using the regular trap width for the page.
4. To set different trapping rules than the default for small black text to prevent over-inking on small text, set the **Small Black Text** option:
   - **Overprint black text up to** n **(size)**

     The range for overprinting black text up to n (size) is 0 to 1000 pt. The default is 12 pt.
   - Any black text sized over n pt will trap as a text object and black trapping rules will apply.

Trapping Images

When trapping images, the software calculates the neutral density of the image by determining the average of a sample of image points along the trapped border. Neutral density is one of the parameters that affects a trap decision. See Changing the Number of Traps Generated for more about trap decisions.

Note: Image border colour is measured along the border, while image color (as an object), is an average of the whole image.

You can change how images will trap by enabling or disabling specific parameters.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Images** tab.
3. Check **Trap between images and objects** to allow traps between images and other objects; clear the box to prevent trapping between images and other objects.
4. Check **Trap between images and images** to allow traps between images and other images; clear the box to prevent trapping between images and other images.
5. When trapping images, you can specify an image **Trap Direction** by selecting one of the following from the drop-down list:
   - **Automatic**: Choose the trap direction based on neutral density (default).
   - **Center**: Creates centerline traps between images and objects.

- **Into image**: Traps object into image (choke the image).
- **Into object**: Traps image into object (spread the image).

Choosing one of the last three settings will override any automatic assignment of trap direction by the software using the neutral density (relative brightness) of adjacent objects.

6. To help reduce file size, you can specify that any image data in the trap area be resampled to a lower resolution. The range is 10 to 1000 dpi.

   When output, the non-trapped area of the image will be high resolution and the area inside the trap will be low resolution.

7. To trap a page containing colorized bitmaps, the Trapper has to trace the outline of all non-white pixels to create vectors to use as traps.

   You can specify how you want a bitmap to be processed by selecting one of the following from the drop-down list:

   - **Trap All**: Traps all colorized bitmaps with vector traps no matter how complex the bitmaps are. This can take some time, even hours, to complete.
   - **Ignore Complex** (default): Converts and traps colorized bitmaps except for too-complex bitmaps. Any bitmap that is estimated to take more than 30 seconds to trap or that has a high resolution is considered a complex bitmap and is not trapped.
   - **Ignore All**: All bitmaps are considered complex bitmaps and are not trapped.

   Note: Copydot images are ignored for trapping.



Setting Ink Type

Ink type for the colorants in the PDF file is key information for trapping decisions, as is the ink printing order.

You can specify the following ink types in the Trapper plug-in: Normal, Transparent, Opaque, and OpaqueIgnored. A special ink type available in the Prinergy global or per job color database is *dieline*. Dieline colors are considered the same as transparent colors and are not trapped.

For more information about ink types, see Preparing a File for Trapping.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Inks** tab.
3. Select each colorant in turn and click in its **Type** column cell to open a drop-down list.

   Select an option from the ink type list for each colorant:

   - A Normal ink is treated as translucent. Traps between normal inks are calculated based on the neutral density of the adjacent colors.
   - A Transparent color is not trapped but a non-transparent object under a transparent color is trapped.
   - An Opaque color is not spread. Other colors can trap to an opaque color. An object covered by an opaque color can be choked back when bordering an unpainted object such as the substrate. Trap direction is determined by print order.

- An OpaqueIgnored color is not trapped. Other colors will trap to the edges of an OpaqueIgnored color. An object covered by an OpaqueIgnored ink will not trap.



Altering Neutral Density

The Trapper will derive a value for the neutral density of a color based on the color's CMYK composition or the CMYK equivalent of a spot color. You can also specify neutral densities in the Prinergy color database and trapping process plan settings. When comparing the neutral density of adjacent colors, the Trapper will determine trap direction.

You can specify or change a color's neutral density to affect the trap decision and trap direction. This is typically done only for spot colors; however, the CMYK equivalent is usually adequate to derive a useful neutral density.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Inks** tab.
3. Select each colorant in turn and double-click in its **Neutral Density** column cell to clear the current value. Enter the desired value in the cell. The range is between 0 and 10.

   Typical values for the SWOP ink set are:

   - Cyan: 0.610
   - Magenta: 0.760
   - Yellow: 0.160
   - Black: 1.700



Scaling a Trap Color

The colors of adjacent objects are added together to make their mutual trap color. This can result in a trap color that is too dark and visible. You can reset colorants so that trap colors will be lighter. Pastel colors benefit the most from from trap color scaling since their traps are often noticeably darker than the contributing objects if scaling is not used.

Of the actual colorants used for a specific trap color, those from the lighter adjacent color are scaled, that is, the color separations for adjacent dark and light objects are subtracted, the difference is reduced by the color scaling percentage, and the result added to the separation with the lesser value.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Inks** tab.
3. Do one of the following:
   - *To enter a scaling value to use for all inks,* double-click the **Color Scaling (%)** button in the header row of the colorants table. The Color Scaling dialog box opens.

     Enter the scaling value to use for all inks. The range is 0 to 100%.

     Click **OK**.

     Or:
   - *To enter a different value for one or more colorants* (usually only spot colors), select *each* colorant and double-click in its **Color Scaling** cell to

clear the current value.

Enter the desired value in the cell. The color range is between 0 and 100%.

Click **OK**.

Or:

- Enter a scaling value for all inks and change one or two of the colorants to different values.

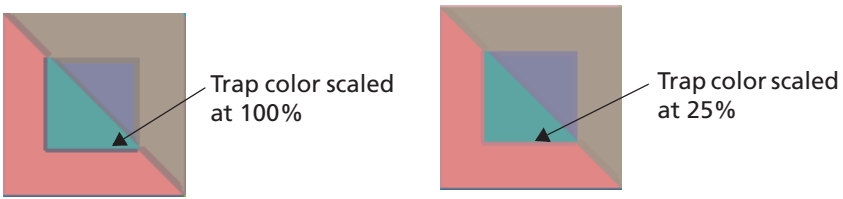


Figure 21: Trap Color Scaling

Setting an Ink to Treat as Black

You can specify that a colorant (usually only a spot color) be trapped like a black color. Keep in mind the following rules about ink types:

- Normal inks can be trapped as black if set to Treat as Black.
- Other colors trap to opaque inks as opaque inks are always treated as black.
- A screened ink is only treated as black if set to Treat as Black and its tint is greater than the Black Color Limit. See Trapping Black Ink for more information about the Black Color Limit and black trapping rules.
- Transparent or OpaqueIgnored inks are never treated as black.

1. Select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Inks** tab.
3. Select a colorant and check the **Treat as Black** check box to have colors underneath kept back from the borders. Clear the check box to remove the Treat as Black status for a colorant.

Tip: Use Treat as Black to trap double hits of spot colors using two spot colors, one for the first hit, the other for the second. Set the overprinting second hit to Treat as Black so that a choke trap will be applied to the first hit, usually a tint, to keep it away from the borders.

In the same way, set a rich black object to Treat as Black so that a choke trap will be applied to its booster colors.



Setting Colorant Order

Colorant print order affects trap decisions for opaque colors especially: trap direction for opaque inks is determined only by print order and not by neutral density. You can set and/or change the order of the list of colorants.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Inks** tab.
3. Select a colorant listed in the table. Click the up or down **Colorant Order** arrows to move the colorant up or down in the list.
4. Repeat step 3 for each colorant as desired.

Tip: For files with **many opaque colors**, set the Printing Order from the Prinergy Color Mapping dialog box to determine trap directions. The color printed last defines the shape and all other colors will be pulled under it. For example, Color 1 traps to Color 2, 2 to 3, 3 to 4 and so on.



Setting Traps for Thin Lines

You can change the trapping rules for trapping between a stroked line and another object. There are two ways to do this:

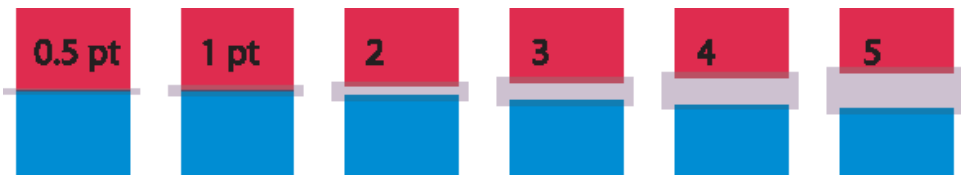
- Reduce the size of the inside trap between a stroke and another object.
- Set a black stroke to overprint.

1. From within a Trap Editor session, select the **Detailed** view of the **Trap Page** or **Trap Selection** dialog box.
2. Click the **Thin Lines** tab.
3. To ensure that objects trapping into a stroke do not either overshoot the stroke or show with a misregister, trim the trap by setting **Strokes with width up to** n **times the global trap width will get an inside trap with half the stroke width.** The range for n is between 2 and 100.

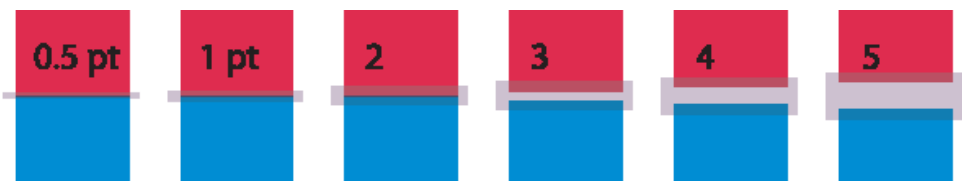
   In effect, this option ensures that the traps do not extend past the centerline. See Figure 22 for an illustration.
4. **Black strokes with width up to** n **(size) will be set to overprint.** The range for n is 1 to 100 points.

Thin Lines parameter used:
Strokes with width up to 2 times the global trap width will get an inside trap with half the stroke width.

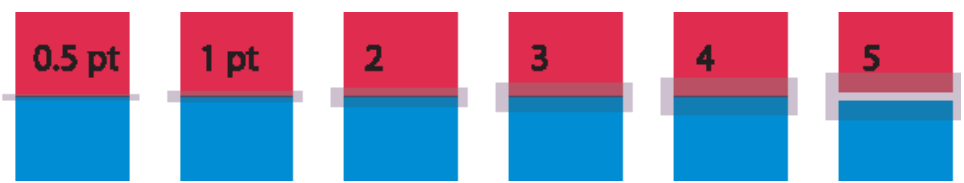
Trap Size: 0.5 pt:



Trap Size: 1 pt:



Trap Size: 2 pt:



(Stroke color is dialed back to make traps more visible.)

Figure 22: Trapping Thin Lines with Different Trap Sizes

Delete Existing Traps Option

The **Delete existing traps** check box option is available on the Trap Page dialog boxes, and its counterpart, **Delete traps in selection**, is available on the Trap Selection dialog boxes.

Delete Existing Traps	Delete Traps in Selection	Result
Checked	Checked, object selected	Removes all previous traps so that any newly-generated traps can replace them.
Cleared	Cleared, object selected	Leaves any previous traps in place so that any new traps are added instead of replacing existing traps.

Note: When you change an ink type and try to retrap without selecting **Delete existing traps** or **Delete traps in selection,** you will get a message warning you that you have changed an ink type and that existing traps may no longer be valid. You can delete all existing traps or continue without deleting existing traps.

For more information about how to use this option, see Editing Properties and Generating Traps.

Only Common Object Borders Option

The **Only common object borders** check box option is available on the Trap Selection dialog box only.

Only Common Object Borders	Result
Checked, objects selected	Traps only those boundaries shared by the selected objects.
Cleared, object(s) selected	Traps all of the selected object's borders

Note: The **Only common object borders** trapping option does not apply in the following cases:

- When trapping one selected object
- When regenerating a selected trap or traps
- When generating a new trap for selected borders

For more information about how to use this option, see Editing Properties and Generating Traps.

Optimizing Your Workflow with Trap Sets

A trap set is a collection of trapping parameters such as trap size, trap geometry, black ink rules, and colorant print order. You can save preferred trapping parameters in trap sets that you can use and reuse to generate traps for a selection or for an entire PDF page.

You can create, change, and apply trap sets in a number of ways:

Creating a Trap Set from a Prinergy File on page 128

Creating a Trap Set from a Trapper-Edited File on page 130

Loading a Saved Trap Set on page 132

Changing a Trap Set on page 134

Reloading the Process Plan's Trap Set on page 135

Entering and Using a Default Trap Set on page 136



Creating a Trap Set from a Prinergy File

A common workflow includes sending a PDF file for refining and trapping in Prinergy then checking or adjusting its traps. You can capture the trapping settings made for the Trapping JTP and make them available in the Trapper plug-in.

1. Open a file that was refined and trapped in Prinergy.
2. From within a Trap Editor session, click **Trap page** or select items and click **Trap the selection**. A trapping dialog box opens.

   For a newly-processed file, the Trap Set status in the trapping dialog box shows **From process plan**, that is, the Trapper reads a set of trapping parameters from the trapped PDF file and these are the parameters you see in the trapping dialog box.
3. Click **Save**. The Save Trap Set dialog box opens.

   Or:

   Make a number of changes to the trapping parameters in the trapping dialog box. The Trap Set status now shows as **Modified/unsaved**.

   Click **Save**. The Save Trap Set dialog box opens.
4. Supply a file name no longer than 18 characters for the trap set file. See Trap Set File Names.
5. Save the trap set file in the Trapper plug-in's **TrapParams** folder by default or in a folder you can browse to on your network.
6. Click **Save** to close the Save Trap Set dialog box.

7. (Optional) Check the trapping options and apply the new trap set to the PDF.

The next time you open this file and click **Trap page** or **Trap the selection,** the Trap Set status shows **From PDF file** because the file has been trapped by the Trapper plug-in. The trapping parameters from the last changes applied will appear in the trapping dialog box.

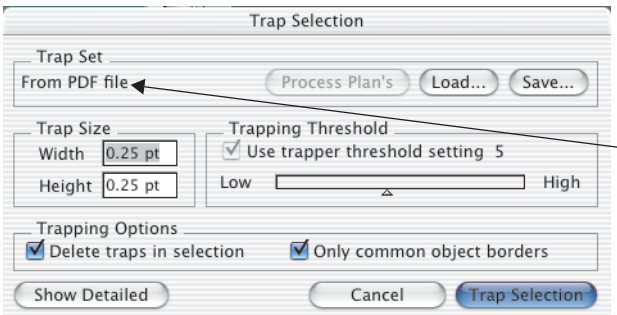


Figure 23: Trap Set Status in Trapping Dialog



Creating a Trap Set from a Trapper-Edited File

You can create a trap set based on the settings in a Trapper plug-in-edited PDF file you currently have open. This way, you capture a current trapping solution for future use.

1. Open a file that was refined and trapped in Prinergy then edited with the Creo PDF Trapper.
2. From within a Trap Editor session, click **Trap page** or select items and click **Trap the selection**. A trapping dialog box opens.

   The Trap Set status in the trapping dialog box is **From PDF file**, that is, the Trapper reads a set of trapping parameters from the trapped and plug-in-edited PDF file and these are the parameters you see in the Trap Page or Trap Selection dialog box.
3. Click **Save**. The Save Trap Set dialog box opens.

   Or:

   Make a number of changes to the trapping parameters in the trapping dialog box. The Trap Set status shows as **Modified/unsaved**.

   Click **Save**. The Save Trap Set dialog box opens. See Figure 24.

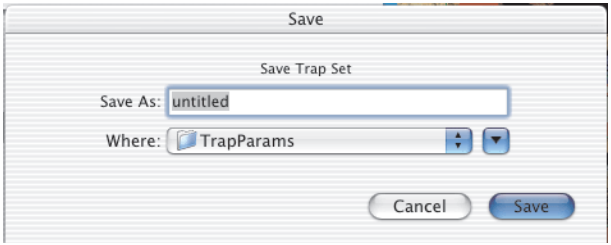


Figure 24: Saving a Trap Set

4. Supply a file name no longer than 18 characters for the trap set file. See Trap Set File Names.
5. Save the trap set file in the Trapper plug-in's **TrapParams** folder by default or in a folder you can browse to on your network.
6. Click **Save** to close the Save Trap Set dialog box.
7. (Optional) Check the trapping options and apply the new trap set to the PDF.

The next time you open this file and click **Trap page** or **Trap the selection**, the Trap Set status will still show **From PDF file** and the trapping parameters from the last changes applied will appear in the trapping dialog box.

Loading a Saved Trap Set

You can use a saved trap set to change or regenerate traps in your PDF file.

1. Open a file that was refined and trapped in Prinergy or a file that was refined and trapped in Prinergy then edited with the Creo PDF Trapper.
2. From within a Trap Editor session, click **Trap page** or select items and click **Trap the selection**. A trapping dialog box opens.

   If a new file from Prinergy, the Trap Set status shows **From process plan**; if a plug-in edited file, the Trap Set status shows **From PDF file**.
3. Click **Load**.

   The Load Trap Set dialog box appears.
4. Select an existing trap set in the default **TrapParams** folder or in your own last-accessed folder.

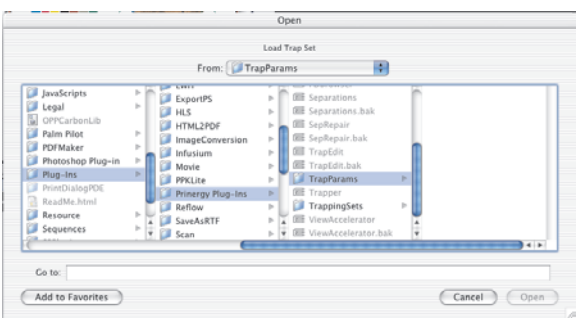


Figure 25: Loading a Saved Trap Set from the Default Folder

5. Click **Open** to return to the trapping dialog box. The Trap Set status shows as **Trap Set** '*filename*'.
6. Check the trapping options and apply the new trap set to the PDF.

The next time you open this file and click **Trap page** or **Trap the selection**, the Trap Set status will show **From PDF file** and the trapping parameters from the last changes applied will appear in the trapping dialog box.

Tip: You can apply different trap sets to different selected objects, traps, and borders in your PDF page.



Changing a Trap Set

You cannot edit a trap set file directly, but you can change its trapping parameters and save the changes into an existing a trap set file.

1. Open a file that was refined and trapped in Prinergy or a file that was refined and trapped in Prinergy then edited with the Creo PDF Trapper.
2. From within a Trap Editor session, click **Trap page** or select items and click **Trap the selection**. A trapping dialog box opens.

   If a new file from Prinergy, the Trap Set status shows **From process plan**, if a plug-in edited file, the Trap Set status is **From PDF file**.
3. Click **Load**. The Load Trap Set dialog box appears.
4. Select an existing trap set in the **TrapParams** folder or in your own last-accessed folder.
5. Click **Open** to return to the trapping dialog box. The Trap Set status shows as **Trap Set** '*filename*'.
6. Make changes to trapping parameters in the trapping dialog box. The Trap Set status shows as **Modified/unsaved**.
7. Click **Save**.
8. Select the same trap set name and folder to save into.
9. Click **Save** to close the Save Trap Set dialog box.
10. (Optional) Check the trapping options and apply the new trap set.

The next time you open this file and click **Trap page** or **Trap the selection**, the Trap Set status will show **From PDF file** and the trapping parameters from the last changes applied will appear in the trapping dialog box.



Reloading the Process Plan's Trap Set

You can use the original trapping parameters used by the Prinergy process plan to reset trapping parameters in a PDF file.

1. Open a file that was refined and trapped in Prinergy or a file that was refined and trapped in Prinergy then edited with the Creo PDF Trapper.
2. From within a Trap Editor session, click **Trap page** or select items and click **Trap the selection**.

   A trapping dialog box opens.

   If a new file from Prinergy, the Trap Set status shows **From process plan**, if a plug-in edited file, the Trap Set status is **From PDF file**.
3. Make a number of changes to the trapping parameters in the trapping dialog box.
4. Click **Trap page** or **Trap selection**.
5. *At this point, you change your mind about the changes you made.* Click **Trap page** or select items and click **Trap the selection**. A trapping dialog box opens.

   The Trap Set status shows **From PDF file.**
6. Click the **Process Plan's** button.The Trap Page or Trap Selection dialog box shows the trapping parameter values from the process plan.
7. Check the trapping options and apply the new trap set to the PDF.

The next time you click **Trap page** or **Trap the selection**, the Trap Set status will show **From PDF file** and the trapping parameters from the last changes applied will appear in the trapping dialog box.

Entering and Using a Default Trap Set

You can create a default trap set and make it available to the Trapper plug-in. When you open *an untrapped PDF file* and then open a trapping dialog box, the plug-in will automatically load the trapping parameters from the default trap set into the trapping dialog box.

1. Create and save preferred trap settings in a trap set. See Creating a Trap Set from a Prinergy File or Creating a Trap Set from a Trapper-Edited File.
2. In the Acrobat main menu, select **Edit>Preferences>Creo PDF Trapper**. For Macintosh OS X, use the **Acrobat** application menu on the main toolbar: **Acrobat>Preferences>Creo PDF Trapper**.

   The Trapper Preferences dialog box appears.

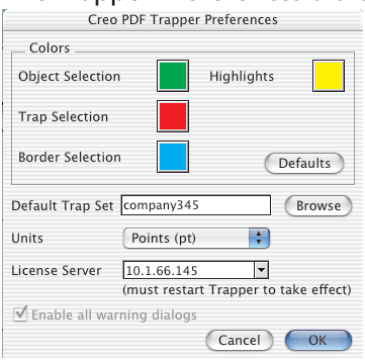


   Figure 26: Specifying a Default Trap Set

3. In the Default Trap Set box, type the full path name for the saved trap set or use the **Browse** button to access and select the saved trap set.



4. Click **OK** to close the Trapper Preferences dialog box.
5. Open a file that was refined and color matched but not trapped in Prinergy.
6. From within a Trap Editor session, click **Trap page** or select items and click **Trap the selection**. A trapping dialog box opens. The Trap Set status shows **Default**.
7. Check the trapping options and apply the new trap set to the PDF.

   The trapping parameters are applied to the page or selection.

The Trap Set status shows **From PDF file.**

Using Advanced Trapping for Packaging

The licensed Advanced Trap Editor provides additional trapping for packaging printers:

Setting Trap Geometry on page 139

Editing Trap Geometry on page 142

Setting a Keepaway Trap on page 143

Editing a Trap Path on page 145

Setting Trap Geometry

You can use the **Geometry** parameter in a detailed trapping dialog box to change trap shape (geometry) if licensed for the Advanced Trap Editor.

1. From within an Advanced Trap Editor session, select the **Detailed** view of a **Trap Page** or **Trap Selection** dialog box.
2. Click the **Geometry** tab.
3. Set the shape of the corner between two trap segments by clicking in the drop-down box for **Line Join Style** and choosing from **Bevel** (default), **Miter**, or **Round**.



(Traps are highlighted in red to increase visibility.)

Figure 27: Bevel and Round Line Joins

4. If needed, set the **Miter Limit**. The range is 1 to 100.

   The Miter Limit shortens the mitered trap to a bevel according to the angle of the join. For example, the more acute the angle of the join, the more beveled the mitered trap.

Miter Limit	Result
5 (default)	Miter traps for acute angles are beveled if the mitered point of the trap is greater than 5 times the trap width.
Lower values	Miter traps for less acute angles are beveled or shortened.
Higher values	Miter traps for very acute angles only are beveled.



(Traps are highlighted in red to increase visibility.)

Figure 28: Mitered Line Joins with Different Miter Limits

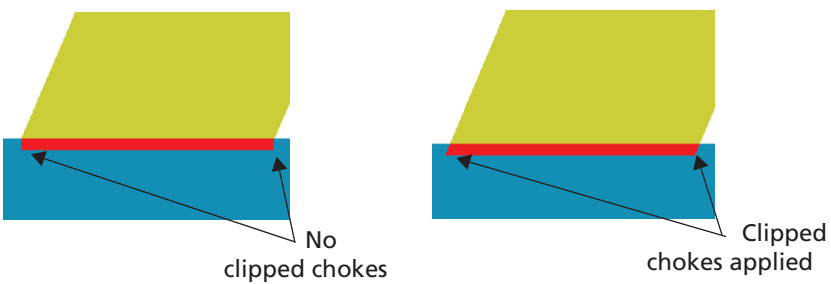
5. Check **Mitered Corners** to miter the corners of a trap located where at least three colors meet. This reduces ink buildup at the intersection.



(Magenta separation is dialed back to make the traps more visible.)

Figure 29: Mitered Corners

6. Check **Clipped Chokes** to angle the ends of a choked trap located where at least three colors meet. The line of the trap continues the line of the object. In case of a misregistration, the angled contour is less noticeable.



(Traps are highlighted in red to increase visibility.)

Figure 30: Clipped Chokes

Editing Trap Geometry

You can adjust trap shape (geometry) where two and three-colored traps meet using the Properties Editor in the Advanced Trap Editor.

See also Setting Trap Geometry when using a trapping dialog box.

1. From within an Advanced Trap Editor session, select the trap to reshape.
2. In the Properties Editor dialog box, select the trap's icon in the left pane.
3. For **Line Join Style**, select **Bevel** (default), **Miter**, or **Round**.
4. Select **Miter Limit**. The Miter Limit shortens the mitered trap to a bevel according to the angle of the join. For example, the more acute the angle of the join, the more beveled the mitered trap. The range is 1 to 100. See the miter limit table in Setting Trap Geometry for more information.
5. Check **Mitered Corners** to miter the corners of a trap located where at least three colors meet. This reduces ink buildup at the intersection of the three colors.
6. Check **Clipped Chokes** to angle the ends of a choked trap located where at least three colors meet. In case of a misregistration, the angled contour is less noticeable.
7. Click **Apply.**

Setting a Keepaway Trap

You can use the **Keep away all objects** button in the Advanced Trap Editor to apply a keepaway trap (also called a reverse trap) to all of the objects on a page.

1. From within an Advanced Trap Editor session, click the **Keep away all objects** button  in the Trap Editor toolbar.

   The Keepaway dialog box opens.

2. Specify trap **Width** and **Height** parameters.
3. If needed, specify **Line Join Style** and **Miter Limit**.
4. Click **Keep away all objects**.

All traps in the page are deleted and a knockout trap is added between adjacent objects painted by different inks, that is, each object is painted by at least one ink that does not paint the other.

Figure 31 demonstrates the rule: the background is a mixture of cyan, magenta and yellow, and the characters are pure cyan, magenta, yellow and black. So there are keepaway traps between the characters, and between the black and the background, but not between the cyan, magenta or yellow and the background. The knockout trap lets the substrate show through.



Figure 31: Keepaway Traps



Editing a Trap Path

You can change the shape of a trap manually using the trap path editing tool provided with the Advanced Trap Editor.

1. From within an Advanced Trap Editor session, select one trap.

   The Edit Trap Path button on the vertical toolbar is enabled.

2. Increase the magnification in the Trapper window as needed.
3. Click the **Edit trap path** button on the Trap Editor horizontal toolbar.

   The cursor becomes a pen tool.

4. Using the pen tool, create at least three control points in the trap area that outline the shape to add or remove.
   - You can click and drag any of the drawing control points to adjust the shape before you merge or delete.
   - If you do not complete the shape by clicking again on the starting point, the tool closes the shape for you.
   - If you close the shape by clicking on the first point you've created, you can then insert new control points anywhere on the path by clicking at the desired location.
   - To delete an active control point, click the BACKSPACE key. To delete an entire path, click the DELETE key. Clicking on another selection tool, trapping the page, or deleting traps will result in losing a trap path shape that is being drawn.

   The Merge path and Delete path buttons on the Trap Editor action toolbar (horizontal toolbar) are enabled.

5. Do one of the following:
   - *To add to the trap shape*, click the **Merge path** icon on the Trap Editor action toolbar (horizontal).

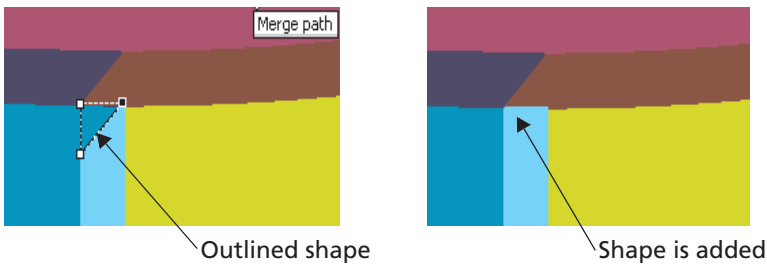


Figure 32: Using the Trap Path Tool to Merge an Addition to a Path

   - *To delete from the path shape*, click the **Delete path** icon on the Trap Editor action toolbar (horizontal).

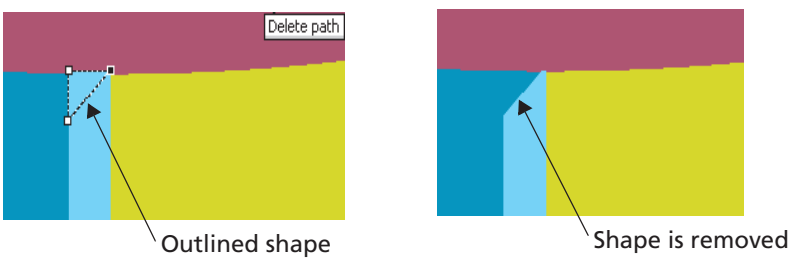


Figure 33: Using the Trap Path Tool to Delete Part of a Path

After a Merge path or a Delete path, the Properties Editor shows the edited trap's swatch  overlaid with a drawing of the trap path pen tool.

6. To *restore the original trap shape*, click the trap swatch button that shows the trap path pen tool.

   The pen icon disappears from the swatch button and the trap shape changes back to it's original shape.

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(hash), use of 68, 69, 94
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