

Intelligent Interactive Interface

Automatic In-Rip Trapping/Interactive Trapping



www.trapping.org

I-Trap™

Working with Areas

I-Trap version 3.0

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Working with Areas

In some cases it is difficult to adjust trapping parameters for a whole page. It happens when parameters need to be different for different parts of the page, so these parts can be defined as trap zones (trap areas) with individual trapping parameters in each zone. You might want to define trap zones where trapping is actually needed and disable trapping in other parts of the page to significantly speed up processing the job.

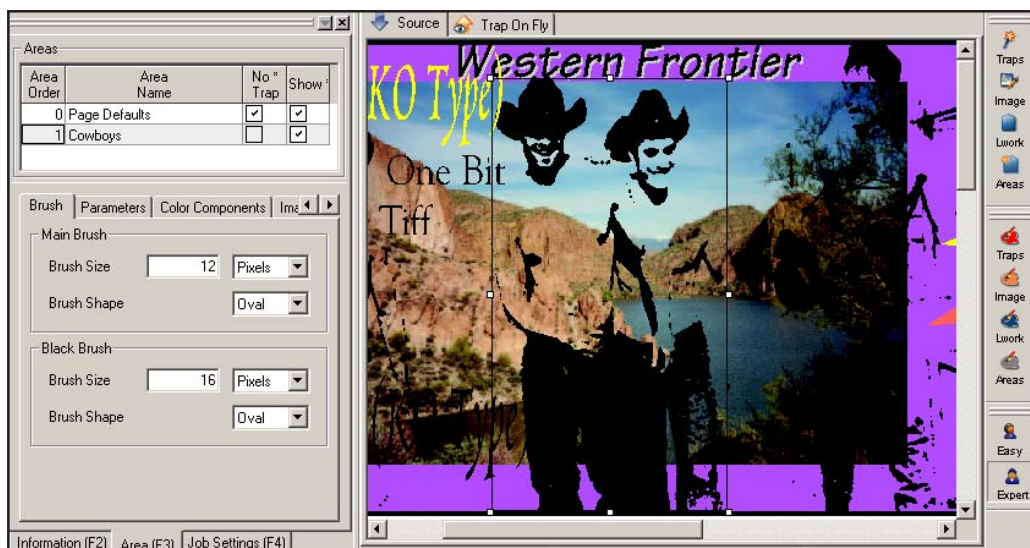
Trapping parameters can be defined individually for pages and for trap areas (other name is trap zones) in a page. Trapping parameters are combined in sets or collections related to zones present on the page.

The **Area tab** is a window where most trapping parameters can be edited. In **Expert mode** its top box displays a table of trap zones and its bottom box contains tabs to define trap brushes, ink-based parameters, and control image trapping as well as special options. In **Easy mode** the top box shows the table of trap zones and the bottom box allows to set trap brushes width and select TrapSets from an existing list.

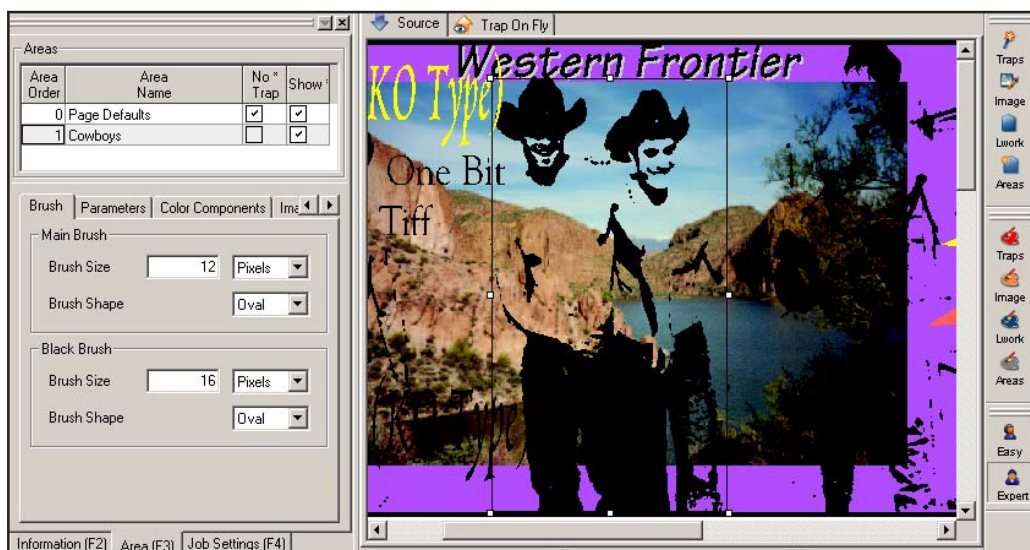
The **Area table box**, at the minimum, contains the page default area, which is always Area#0. It is described below how to add area definitions in the Viewer. Currently only rectangle zone shapes can be defined, polygonal and elliptic shapes are under construction. See Appendix in the **Achieving High Quality Results** manual to learn how to use the Adobe Acrobat plug-in to create arbitrary shaped trap zones on a page.

If an area was created in other layout applications its shape cannot be edited but you can view them using the highlight button on the Highlight toolbar and edit trapping parameters for individual areas in the same way as for areas created in the Viewer. When highlighting is enabled the outside of a selected area is blended with the highlight color. After you have moved selection to another area press **Ctrl+R** or use the */View/Refresh* menu to update the source view.

Working with areas



Selected area in the display source Window



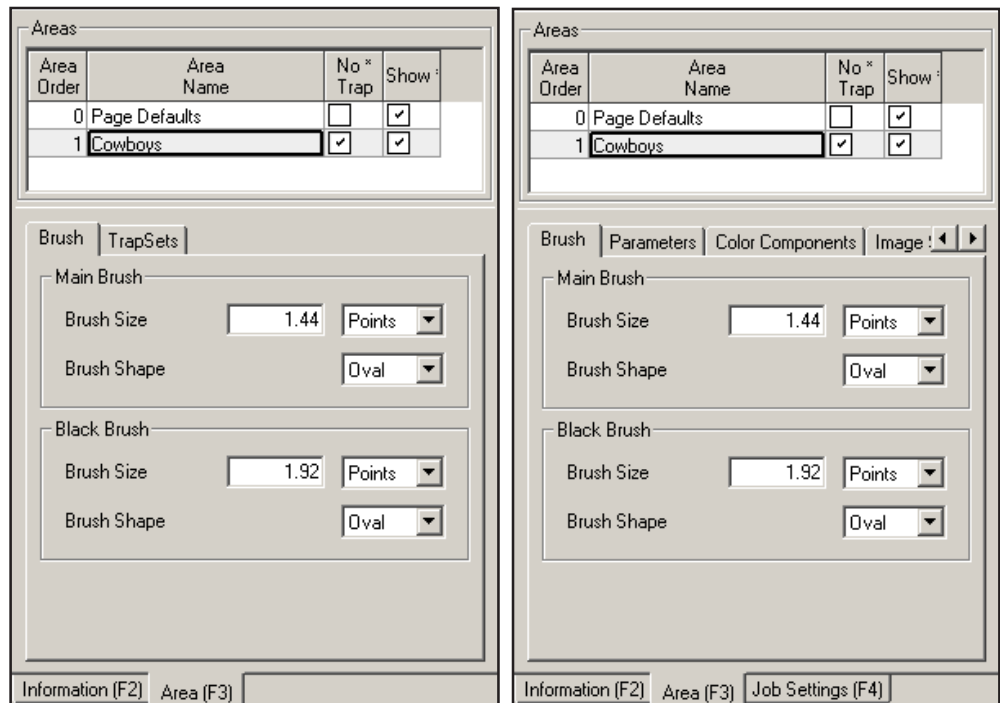
Highlighted selected area in Trap-On-Fly window

The areas present on the page are listed in the table **Areas**, and trapping parameters of the active area can be adjusted.

All jobs have **Area#0** (zero) that is named “Page defaults” and represents basic page trap parameters. Area#0 is always shown and its name cannot be changed, however, its trapping parameters can be modified and the entire page trapping can be enabled or disabled using the **No Trap** checkbox. Then trapping will be applied only inside other defined zones.

Area Order lists areas from back most to front most. **Area Name** defaults to “Area #” but is user-editable. You can press the **Areas** toolbar button on the **Highlight mode toolbar** or select the *Highlight outside current area* mode from the menu **/Mode** to paint the outside of the current area with a selected

highlight color. The */Options/Preferences.../Miscellaneous* tab (slider **Highlight Blending/Deselected**) lets you define the intensity of those highlight tints for inactive areas.



Area tab for the
a) Easy Mode and b) Expert Mode

The **No Trap** checkbox turns off trapping for the specific area when it is checked. Right clicking on the table’s header for the **No Trap** column, enables or disables all the check marks in it.

Descriptive zone names and highlight colors are very helpful for tracking changes and viewing traps. Remember that each trap zone can have a completely different set of trapping parameters in the settings tabs below the area table box.