

## Intelligent Interactive Interface

Automatic In-Rip Trapping/Interactive Trapping



[www.trapping.org](http://www.trapping.org)

# I-Trap™

*Customized Trapping parameters*

*I-Trap version 3.0*

Revised: November, 2005



# Contents

---

Color Table and Color Look-up Table .....	3
Graphical Configuration Tool .....	5
Working with TrapSets .....	8

## Color Table and Color Look-up Table

The **Color Table** in the Job Settings tab defines the ink order, CMYK equivalents and ink type for all job inks. Color table entries can be edited in the table or in the Graphical configuration tool as explained in the section further in the Chapter.. The **Color Look-up table** editor pops up if you right click on the name of the ink in the Color Table.

	Ink Name {asc}	Color	Cyan, %	Magenta, %	Yellow, %	Black, %	Neutral Density	Density Level, %	NoTrap Level, %	Solid Ink, %	Tinted Ink, %	Ink Type	Process Color
1	Black	●	0.00	0.00	0.00	100.00	1.72	10.00	5.00	100.00	100.00	Normal	<input checked="" type="checkbox"/>
2	Blue	●	100.00	100.00	0.00	0.00	1.40	32.50	12.50	95.00	85.00	Normal	<input type="checkbox"/>
3	BLUESPOT	●	50.00	50.00	0.00	0.00	0.54	32.50	12.50	95.00	85.00	Normal	<input type="checkbox"/>
4	Cyan	●	100.00	0.00	0.00	0.00	0.61	35.00	10.00	95.00	85.00	Normal	<input checked="" type="checkbox"/>
5	die line	●	100.00	100.00	0.00	0.00	1.40	10.21	10.00	95.00	85.00	Normal	<input type="checkbox"/>
6	dieline	●	99.22	0.39	98.82	0.00	0.78	37.48	22.46	90.02	82.51	Normal	<input type="checkbox"/>
7	Gold	●	5.00	20.00	95.00	0.00	0.28	38.13	30.62	87.08	81.04	Transparent	<input type="checkbox"/>
8	GREENSPOT	●	50.00	0.00	50.00	0.00	0.32	37.50	22.50	90.00	82.50	Opaque	<input type="checkbox"/>
9	Magenta	●	0.00	100.00	0.00	0.00	0.76	30.00	15.00	95.00	85.00	Normal	<input checked="" type="checkbox"/>
10	Multiline1.2.color1	●	85.88	70.20	0.00	0.00	0.92	35.00	10.00	95.00	85.00	Normal	<input type="checkbox"/>
11	Multiline1.2.color2	●	45.10	55.29	0.00	0.00	0.60	35.00	10.00	95.00	85.00	Normal	<input type="checkbox"/>
12	PANTONE 120 U	●	0.00	13.61	56.68	0.00	0.16	38.06	31.13	86.94	80.97	Normal	<input type="checkbox"/>

Color Look-Up table window

The **Color Look-up Table** contains CMYK equivalents for spot colors, ink-based trapping parameters and ink types. The Color Look-up Table (**LUT**) window shows the color of an ink to make it convenient to select them. The default table comes with CMYK inks and the test files spot color inks only and the software updates this table automatically when new jobs are processed, hence an individual table is created for every user.

To sort inks in preferred order click on the column's header. A "asc" or "dsc" mark in the header indicates the selected order (see the Color Name column in the Figure). To set an ink type select the cell in the last column and open the drop down list with 4 possible values.

The I-Trap™ Viewer has the mechanism to add inks to the table and to edit the CMYK equivalents using the graphical interface. Right click on the ink's name to call the color picker dialog window.

**Append** button in the LUT dialog allows to add inks to the LUT. When you

press it the CMYK Color Picker automatically pops up and you can set necessary color values. Pressing OK automatically calculates the ink-based trapping parameters and fills all fields in the ink's line. The ink's default name "PANTONE" is ready for editing. After entering the name **it is required** to step one cell to the right in the table, otherwise the edit will not be accepted. If you later wish to edit the ink's CMYK equivalents the trapping parameters will not be recalculated automatically, you'll have to edit their values explicitly.

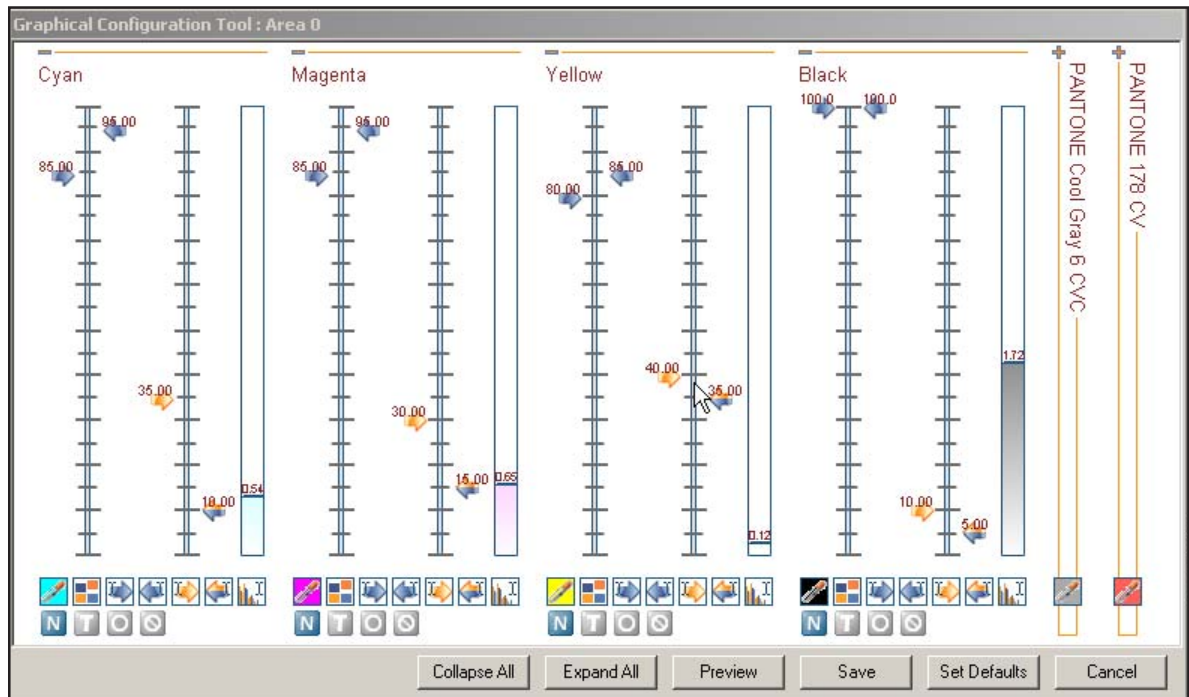
**Set Defaults** button allows to calculate the default trapping parameters based on the CMYK equivalent of the ink.

**Replace Ink** button is available when you call the LUT dialog from the Color Table tab. If you wish to edit the ink or replace it with the settings from the LUT right click on the ink's name. The LUT dialog opens and you can then edit CMYK equivalents, ink type and ink-based trapping parameters in the LUT for the given ink. When you press the **Replace** button the LUT values replace current ink values for this job.

After the ink's CMYK equivalents are changed the corresponding color components values will be calculated and changed in the **Area Color Components** tab.

## Graphical Configuration Tool

**Graphical Configuration Tool** provides a graphical interface to edit the ink-based trapping parameters, the inks' CMYK equivalents and inks' types using the mouse and sliders tools. The dialog is called from the menu */Tools/Graphical Configuration Tool*. You can also call the tool right clicking on the area name in the areas list.

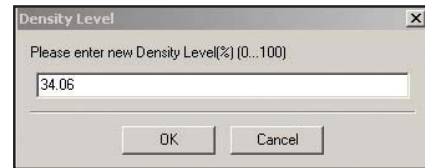


*Graphical Configuration tool*

Each ink's parameters are arranged into a section, which can be expanded, as for process inks on the picture, or collapsed, as for spot inks on the picture. Press the "+" sign above the ink's name to expand ink's section, and press the "-" sign to collapse a section. Using the buttons at the bottom of the dialog you can **Collapse All** or **Expand All** sections.


Every pair of sliders has the tool tip explaining what parameters they control. The icons at the bottom of the section are also supplied with the tool tips and serve as buttons to open the edit boxes, where you can enter the value of a chosen parameter.

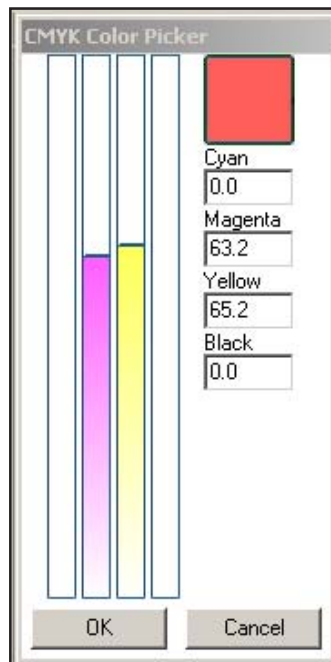
To set any value in an edit box click on one of the buttons:



Edit box to enter the Density level parameter for an ink.

The slider arrows can be dragged with the mouse to set the values of **Solid and Tinted Ink Percentages** using the left and right blue arrows; **Density Level** using the left yellow arrow; **No Trap Level** using the right blue-yellow arrow; and **Neutral Density** using the filled color slider – click inside the slider and drag it with the mouse. When the value is defined, click the mouse to set it. You will see the changing numbers while you drag the sliders.

Click on the colored square with a picker to call the picker  and edit this ink's CMYK equivalent as shown in the Figure below.





CMYK Color Picker

---

**Important!** When you edit CMYK equivalent in the Color Picker window the values in the page's Color Table presented in the Job Settings panel are changed automatically.

---

Ink types icons operate as radio buttons and  only one of them is active, which defines the ink type.

Press the **Update color in LUT** button  if you want to save the trapping parameters for a certain ink to the Color Look-Up Table for further use with interactive or automatic trapping. If you do not update the LUT then

these parameters will be used in the current job only.

Press **Preview** button to update trapping in the current **OnFly** panel with the new trapping parameters, so you can immediately view the changes and continue adjustments without closing the Graphical Configuration tool.

**Set Defaults** button allows you to cancel all previous settings of the ink-based parameters if you are not satisfied with the results of your changes.

**Save** button saves all changes to the Color Components table.

## Working with TrapSets

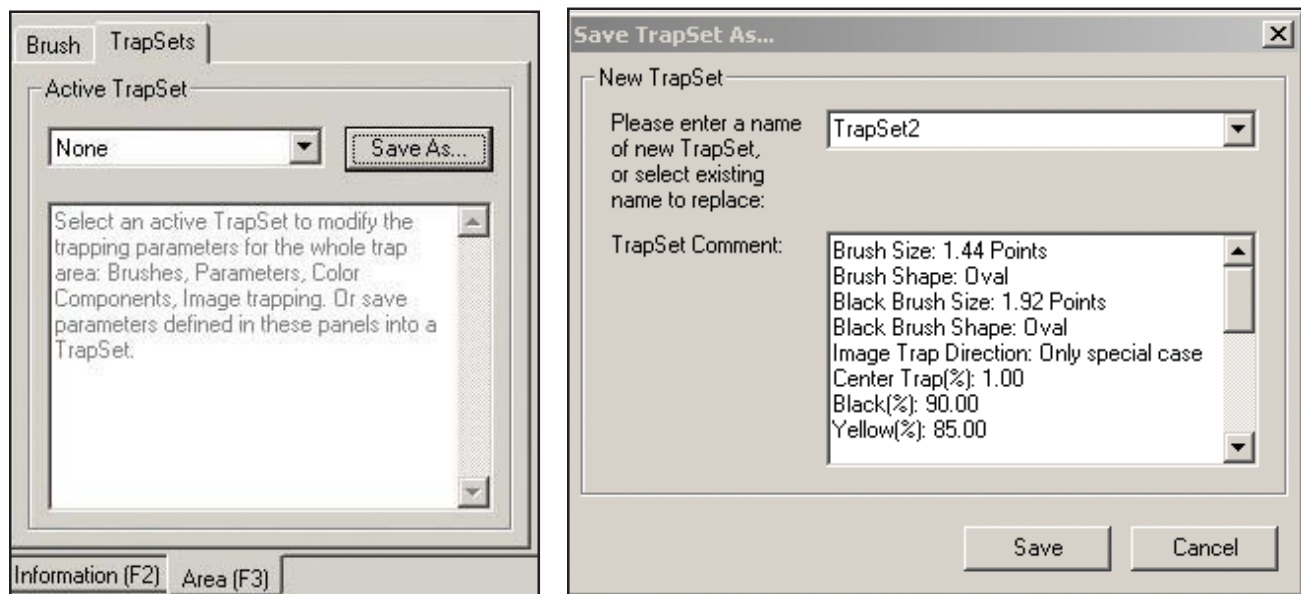
TrapSet is a collection of trapping parameters that are defined for an area (grouped under the Area tab of the Viewer Information panel). Creating a list of TrapSets with your own common and fine tuned trapping parameters will let you easily achieve consistent trapping results.

The default TrapSet files are installed into the **TrapSets** subdirectory of the ITrapShared directory, which also contains the Color Look-up table subdirectory. Default TrapSets contain all necessary parameters for a four ink page and special image trapping and other settings.

The I-Trap™ Viewer and the Trapping plug-in in the Rip can use the same pre-created TrapSets.

To create a TrapSet you should open a job in the I-Trap™ Viewer, define trapping parameters in the **Area** panel, select the **TrapSet** tab, and press **Save As** button.

Then select the name from a list or print it in the box and press **Save**.



*Selecting and creating a TrapSet*

To edit a TrapSet you should select the TrapSet tab in the I-Trap™ Viewer **Area** panel, choose one of the names in the **Active TrapSet** box (values of trapping parameters automatically change), edit trapping parameters, go back to the TrapSet tab and press **Save As** button. The dialog window will suggest a different name for this set. It is possible to select the name from a list or type it in the box and then press **Save**.



Use descriptive names and write comments for your TrapSets. It is then easy to find and apply them for a page or an area on the page. By default TrapSet's comments contain the listing of its trapping parameters and their values.

The TrapSet "Default" can be also edited to store individual settings that the user wants to be default for his jobs. In this case the set of trapping parameters should be saved with the name "Default" to replace the factory file.

---

**Important!** If you are using a TrapSet with the number of inks different from that in the current page the results can be undesirable. In this case most often the values for trapping parameters will be set to the default values.

---

To use a TrapSet in the Viewer to trap a page, select a TrapSet name in the **Active TrapSet** box. All trapping parameters presented in the **Area** panel will change according to the trap set values.

To use a TrapSet in the Viewer to trap an area on the page, select that area in the **Area** window and then select a TrapSet name in the **Active TrapSet** box. All trapping parameters presented in the **Area** window will change according to the trap set values and these parameters will be applied to trap the area.

To use a TrapSet in the Jobs manager (see next section) to trap a page or the default zone on a page: select the TrapSet name from the drop down box in the JM table, save the TIO file and send the page to the RIP for final output.

To use the default or other created TrapSets in the rip Trapping plug-in, enable the *Use trap set* check box in the plug-in configuration dialog (see the Figure in the section "Trapping plug-in configuration") and select a TrapSet. The plug-in logs a message into the rip log window to indicate the source of trapping parameters for the processed page.

---

**Note:** if you have problems with automatic trapping in the rip please collect the rip log file that is located in your rip /SW/ subdirectory and named "Logfile". Attach this file with the problem report. Thus the developer would know what trapping parameters were used for a page.

---