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1. Copyright Notice

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2. Introduction

Instant Trapper is the new interactive trapping tool from EskoArtwork, available as a plug-in for Adobe Illustrator. It allows pre-press professionals to compensate for mis-registration effects on graphical objects.

With Instant Trapper, you can indicate adjoining colorpairs and create correctly shaped and colored trap objects in a very intuitive way. You always stay in control of where and how trap objects are created.

Since Instant Trapper generates the trap objects in a separate layer, trapping becomes a non-destructive process. Any trap object is fully editable and can be shown or hidden for various proofing purposes.
3. Getting Started with Instant Trapper

To introduce you to Instant Trapper, here is how to make your first trap.

1. Open the document you want to trap in Adobe Illustrator®.
2. In Illustrator’s Tools panel, double-click Instant Trapper’s Trap to Objects or Trap to All tool.

3. In the Instant Trapper palette that opens, choose your trapping parameters (Trap Distance, Truncate mode, Corners type and Trapping to White Objects or not).
For more information about the trapping parameters, see *Setting Instant Trapper Parameters* on page 10.

4. Trap your object as follows:
   - To spread an object to another object, **click** into the first object with the *Trap to Objects* tool, **drag** the cursor into the second object and **click**.
   - To spread an object to all objects touching it, **click** into it with the *Trap to All* tool.

**Note:** Use **Option** to change the direction from spread to choke.
For more information about trapping an object to another object, or to all objects of the background / foreground touching it, see:

- *Using the Trap to Objects Tool* on page 12,
- *Using the Trap to All Tool* on page 15.
4. The Instant Trapper Plug-in

The Instant Trapper plug-in consists of two tools (Trap to Objects and Trap to All), and a Instant Trapper palette.

- The Trap to Objects tool enables you to do full or partial interactive trapping of objects to other objects.
  You can use it for more complex trapping, for example when part of an object has to spread to another object, while another part has to be choked by a third object.

- The Trap to All tool enables you to do fast, simple interactive trapping of objects to all adjoining objects in the background / foreground. The background is everything under the object (flat paint, images, other objects...), the foreground is everything on top of it.
  You can use it to trap a single object, or several similar objects (e.g. letters of a text block).

- The Instant Trapper palette contains trapping parameters. See Setting Instant Trapper Parameters on page 10.
5. Setting Instant Trapper Parameters

1. Double-click the **Trap to Objects** or the **Trap to All** tool to open the **Instant Trapper** palette.

   ![Instant Trapper Palette]

   Note: For more information on the **Trap to Objects** and the **Trap to All** tools, see *Using the Trap to Objects Tool* on page 12 and *Using the Trap to All Tool* on page 15.

2. Set the **Trap Distance**.

   The unit used for the **Trap Distance** is the **General** unit defined in Illustrator’s **Unit and Display Performance Preferences**.

3. Choose how to **Truncate** your traps’ endings: **On center** (as in the left picture below) or **On edge** (as in the right picture below).

   ![Truncate Options]

4. Choose how you want the **Corners** of your traps to be: **Round** (as in the left picture below) or **Mitered** (as in the right picture below).

   ![Corners Options]

5. Choose what you want to do when your file contains white objects.
• Leave **Trap to White Objects** enabled to be able to trap colored objects to white objects / a white background.

![](image1)

• Disable **Trap to White Objects** if you don’t want to trap colored objects to white objects / a white background. This will prevent you from accidentally trapping to white objects (and will give a warning when you do).

![image2]

**Note:** You can always trap a white object to another object, as the trap will not be visible.
6. Trapping

Both the **Trap to Objects** and the **Trap to All** tools create traps in your document’s **Trap Layer**. If your document doesn’t contain a trap layer, Instant Trapper will create one.

**Note:** The trap layer needs to be the topmost layer of your document and be called **Trap Layer** for Instant Trapper to recognize it. If it isn’t, Instant Trapper will create a new trap layer on top of the other layers.

6.1 Using the Trap to Objects Tool

- You can find the **Trap to Objects** tool in Illustrator’s **Tools** panel.
6.1.1 Trapping an Object to Another Object

- To spread an object to another object:
  a) click into the object to spread,
  b) drag the cursor (that draws an arrow) into the other object (across the boundary between the two objects) and click.
• To change the trapping direction (from spread to choke), hold **Option** while dragging the cursor’s arrow.

**Note:**
To cancel a trap while you are dragging the arrow, use **Escape** or **Command + .** (dot).
To cancel a trap after dragging the arrow, use **Command + Z** (or **Ctrl + Z** on PC).

**Attention:**
The two objects you want to trap must have a common edge.
When trying to trap two objects that appear to be touching but don’t actually have a common edge, you will get a warning message.

This is the case for example when there is a small gap, or a third object like a stroke, in between the two objects.

### 6.1.2 Trapping an Object to Several Other Objects

• To spread an object to several other objects:
  a) click into the object to spread,
  b) click the background and hold the mouse down to drag a rectangle around the other objects.
Note:
This traps all objects in the rectangle you drag in the same direction (in the example above, the purple star and the orange circle are both choked by the green rectangle).
If you need to trap different objects in different directions, you should use combined trapping (see Trapping using Combined Traps on page 19).
• To change the trapping direction (from spread to choke), hold Option while dragging the arrow.

6.1.3 Trapping Several Objects to One Object
• To spread several objects to one object:
  a) drag a rectangle around the objects to spread,
  b) drag the arrow into the object to spread them into and click.

Note:
This uses the same trapping direction for all objects in the rectangle you drag.
If you need to trap different objects in different directions, you should use combined trapping (see Trapping using Combined Traps on page 19).
• To change the trapping direction (from spread to choke), hold Option while dragging the arrow.

6.2 Using the Trap to All Tool
• You can find the Trap to All tool in Illustrator’s Tools panel.
6.2.1 Trapping an Object to All Adjoining Objects

- To spread an object to the background and the foreground (to all objects under it and on top of it), click in it.
• To choke it instead of spreading it, hold **Option** while clicking in it.
• To spread an object **to the background only** (to all objects under it), hold **Shift** while clicking in it.

![Diagram showing choking and spreading objects]

• To choke it with the background, hold **Option** and **Shift** while clicking in it.

**Note:**
Instant Trapper treats an object and its stroke as two different objects. Therefore it will not trap the fill object to the background as the stroke object is between the fill object and the background.

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### 6.2.2 Trapping Several Objects to All Adjoining Objects

• To spread several objects **to the background and foreground** (to all objects under or on top of them), drag a rectangle around these objects.

![Diagram showing spreading several objects]

• To choke several objects with the background and foreground, hold **Option** while dragging the rectangle around the objects.
• To spread several objects **to the background only** (to all objects under it), hold **Shift** while dragging the rectangle.
To choke several objects with the background, hold **Option** and **Shift** while dragging the rectangle.

**Note:**
Instant Trapper treats an object and its stroke as two different objects.
When spreading a fill object and a stroke object to the background, Instant Trapper will only spread the stroke object to the background, as it is between the fill object and the background.
It will not spread the fill object to the stroke object, as the stroke object is on top of the fill object in the file.

---

### 6.3 Combined Traps

When trapping an object to two or more other objects, you can use Combined Trapping to get a smoother connection between the different traps, and thus a better visual result.

Use this in particular to trap an object to other objects intersecting with each other.

In the example below, you can see the difference between trapping with separate actions and Combined Trapping, when spreading an object to two intersecting objects.

- When using two separate trapping actions, you may have a gap between the traps (at the boundary between the second -orange- and the third -purple- objects).

- When using Combined Trapping to perform both traps at once, there is no gap at the boundary between the second and the third objects.
Note: To know how to perform Combined Trapping, see *Trapping using Combined Traps* on page 19.

### 6.3.1 Trapping using Combined Traps

- With the **Trap to Objects** tool:
  a) click into the first object,
  b) hold **Shift**,
  c) drag the arrow into the second object to spread (hold **Option** to choke) and click.

- Still holding **Shift**,
  a) click again into the first object,
  b) drag the arrow into the third object to spread (hold **Option** to choke) and click.
• Release **Shift**.

This traps the first object to both the second and the third objects.
7. Known Limitations

Images

OPI Images
Instant Trapper doesn’t support OPI images.

Foreign Art
Instant Trapper does not support certain types of objects created in other applications, for example complex gradients. You will get a warning message when trying to trap a foreign art object.

Non-Clipped Images
When spreading an image, Instant Trapper uses the underlying image data (when the image is clipped) to create the trap.
When there is no underlying image data (the image isn’t clipped), it will create an empty trap.

Softmasks
When trapping objects with softmasks, traps will stop at the edge of the softmask (as you can see below). This is because Instant Trapper treats the softmask as a single object.
Patterns
When trapping patterned objects, Instant Trapper will treat each individual pattern as a separate object.

Tip: With the Trap to Objects tool, draw a rectangle around the whole patterned object before trapping it to another object. See Trapping Several Objects to One Object on page 15 for more details.

Strokes
Strokes in the Same Color as the Fill
When an object has a stroke, it is not possible to trap its fill to other objects in the background, because the stroke is in between.

When the stroke has the same color as the fill, it may not be immediately visible, either in Preview or in Outline view, so it may not be obvious to you why Instant Trapper won’t trap the fill to other objects in the background.
**Speed**

**Database Synchronization**
When trapping a document for the first time (drawing the first trap), Instant Trapper needs to synchronize its internal database. This may cause some delay for larger files.

*Note:* Instant Trapper uses the same internal database as the EskoArtwork viewX plug-in. This means that if you have already synchronized the database using viewX (by generating a preview), Instant Trapper won’t need to do it for the same document (and vice-versa).

**1-bit Images**
You may experience speed issues when trapping complex 1-bit images (for example image masks).

**Progress Window**
When trapping big and complex files, you may get a progress window, and the cancel button in the progress window may sometimes not be immediately responsive.

*Tip:* To cancel a trap in this situation, use the Escape key.

**Blend Modes**

**Objects with Blend Modes**
When trapping objects containing blend modes, the traps will be flattened, but the visual result will be the same.

**Text**

**Vectorizable Text**
Instant Trapper can only trap live text if the text’s font is vectorizable in Illustrator.