



# ***In-RIP Trapping***

## ***Fusion RIP Option***

**TrapPro** is a powerful, totally automated in-RIP trapping engine available with the latest versions of the Fusion RIP for OS X and Linux. TrapPro uses the Device-Oriented Display List that is generated in the Fusion RIP. This allows the trapping engine to trap everything the RIP renders, with pixel accuracy, and with great speed.

The TrapPro object-based raster engine delivers outstanding performance and excellent memory utilization. It adds the features demanded by top printers and publishers and is designed to professionally trap jobs automatically. Trap rules can easily be set up to accommodate different types of jobs or customers. Trap settings can be saved, improving both quality and productivity.

### **FEATURES**

- **Sliding Traps** – Avoid abrupt shifts creating smooth transitions in trapping gradients / vignettes.
- **Mitred Ends and Joins** – Traps that taper or narrow to avoid unsightly artifacts.
- **Narrowed/Proportional Traps** – Preserve all thin design elements.
- **Image Mask Support** – Correctly trap masked images to avoid "lines" on mis-registration.
- **Feathered Traps** – Soft edge or feathered traps produce less visible trap lines.
- **Complex image and shfill support** – Support for all object types.
- **Special ink Handling** - metallic (opaque) and varnish (transparent).
- **Shaded Fill** (radial & axial) support.
- **Full N-color Support** for CMYK and spot colors.
- **Protection** for small text and graphic elements.
- **Anamorphic Trapping** - automatically adjusts trap widths for highest quality.

### **NEW TRAP BRUSH**

- Intelligently compares object and trap requirements and adjusts the traps to be proportional to the original object.
- Prevents artifacts such as "mushroom" trap ends.

### **AUTOMATIC**

- Auto-chokes superblacks by default, ensuring that superblack objects maintain a sharp, crisp edge.

### **COLOR**

- Trap color density reduction to produce less visible traps between abutting colors.

### **PERFORMANCE**

- Improved efficiency over earlier Global Graphic Software solutions.
- Recognizes trap zones generated by PostScript® Language Level 3-compatible applications and evaluates only the defined trap zones for trapping.

### **PREVIEW**

- Use the Harlequin RIP ROAM™ or client-based Fusion FirstPROOF to preview all applied traps.

# TRAPPRO AUTOMATED TRAPPING OPTION

## SPECIFICATIONS

<b>FUSION RIP VERSION</b>	Compatible with Fusion Harlequin Eclipse and Genesis Release RIPs
<b>PERFORMANCE FEATURES</b>	Honor trap zones
<b>COLOR HANDLING</b>	Ink Type Selection (Metallics, Varnishes, die-cuts, etc.) Set Neutral Density Essentially no limit to the number of inks supported More than 8bit color per channel Relative color step limit Trap color density reduction
<b>BLACK HANDLING</b>	Auto-choke Super Black Separate Trap width definable for black
<b>SPECIAL CONTROLS</b>	Determine lay-down Order for opaque inks
<b>IMAGE CONTROLS</b>	Object to image trap placement
<b>PREVIEW</b>	On-screen ROAM at full ripped resolution Highlight Traps (on/off user-selectable highlight color)
<b>CLIENT SOFT PROOFING</b>	Client Soft-proofing available - See Fusion FirstPROOF literature
<b>PLATFORM</b>	Apple OS/X 10.2 and later, Redhat Enterprise Linux kernel 2.4 or later

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