

NAVIGATOR TRAPPRO IN-RIP TRAPPING

Benefits of TrapPro

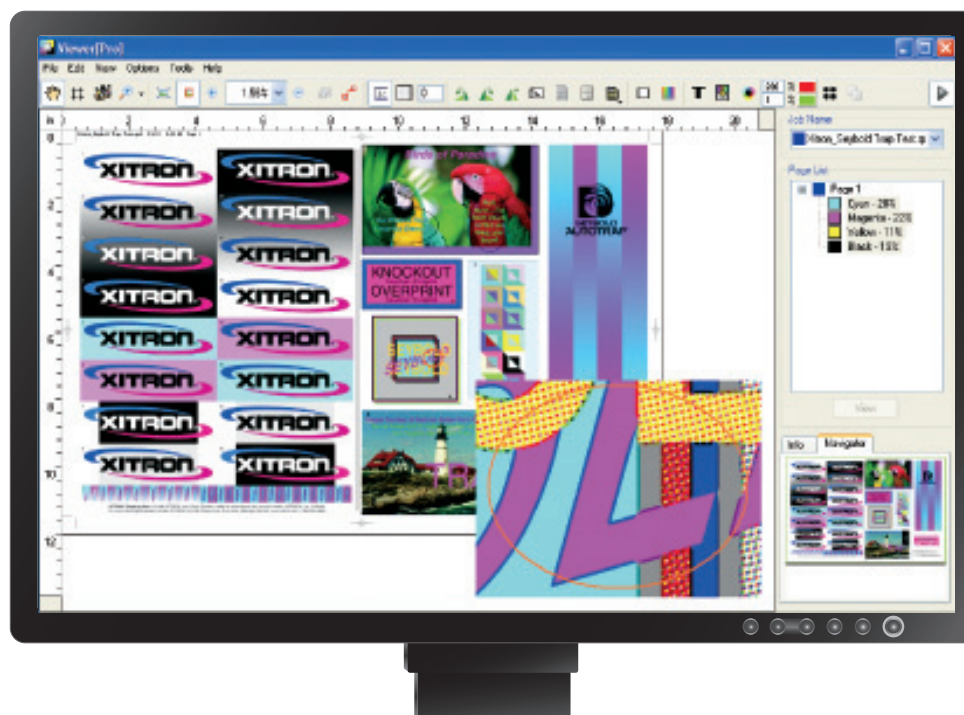
- ▶ **Easy-to-use**
Set trap parameters in one easy-to-use dialog box
- ▶ **Automated in-RIP trapping**
Set and forget, saves operator time
- ▶ **Fast**
Increase productivity by trapping in the RIP
- ▶ **Preview traps**
Softproofing saves operator time and reduces material waste
- ▶ **Unsurpassed quality**
Accurate trapping engine will trap your jobs reliably and consistently

Navigator TrapPro Features

Trapping color jobs, whether 4-color process or multiple spot colors, can be labor intensive and time consuming. The Navigator RIP offers an optional in-RIP trapping engine called TrapPro™ that reduces or eliminates both labor and time from the trapping process.

TrapPro uses an object-based, raster-aware engine that delivers outstanding performance and excellent memory utilization. This trapping engine uses the Device-Oriented Display List generated by the Navigator RIP to determine trap positions. This allows the system to trap everything the RIP renders with pixel accuracy and great speed.

TrapPro runs automatically as the jobs are sent to the RIP. The Navigator RIP saves trap settings for use in different page setups, reducing operator prep time and providing increased automation. Using the Navigator RIP Manager, users can preview (softproof) the results prior to committing the job to film or plate. TrapPro has features printers and publishers demand including mitered ends and joins, sliding traps, feathered traps, small object protection and more.



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TRAPPRO FEATURES

	TrapPro
Object and Vector Trapping	•
CMYK Traps	•
Auto-chokes Super Blacks ensuring that super black objects maintain a sharp, crisp edge.	•
Spot Color Traps	•
Special Ink Handling—metallics and varnishes.	•
Vector to Raster Trapping	•
PostScript 3 Trapping commands	•
Raster to Raster trapping	•
Sliding Traps—Avoid abrupt shifts creating smooth transitions in trapping gradients/vignettes.	•
Narrowed/Proportional Traps—Preserve all thin design elements.	•
Image Mask Support—Correctly trap masked images to avoid “lines” on mis-registration.	•
Small Object Protection—Protects small text and graphic elements.	•
Mitered Ends and Joins—Traps that taper or narrow to avoid unsightly artifacts.	•
1-bit TIFFS	•
Multiple Trap Zones on one page	•
PDF 1.7 transparency trapping	•
Feathered Traps—Soft edge or feathered traps produce less visible trap lines.	•
Anamorphic Traps	•

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