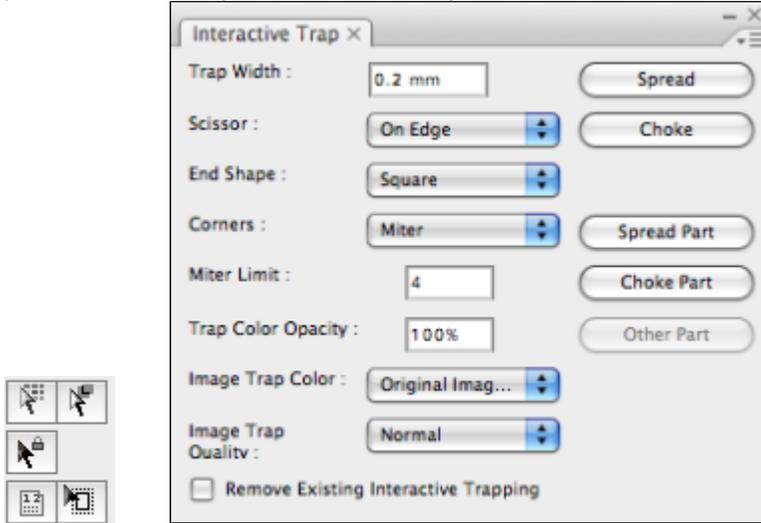


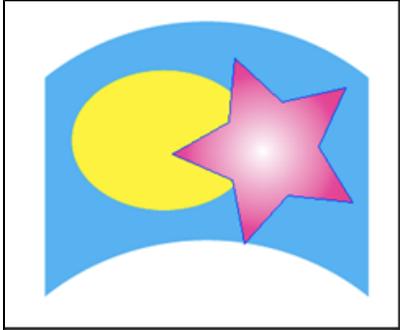
# Interactive Trap

Interactive trapping provides a trap operation mode that directly responds to the selected objects trapping. In this operation mode users can apply designated traps to specific objects.

1. Launch Adobe Illustrator and open the document requiring trapping.
2. In the Illustrator menu bar, go to the Window menu, and select **Prinergy > Trap > Interactive Trap**.
3. In the Interactive Trap dialog box, set the parameters for the traps you want to apply to specific objects. The parameters on the Interactive Trap palette are the same as the parameters on the Automatic Trap palette. For an explanation of these parameters, see the [Automatic Trap](#) page.



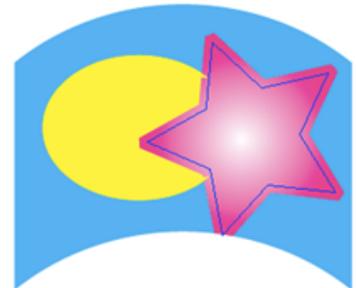
4. Use the Interactive Trapping Tool to select the area objects of the layout requiring an interactive trap. After you have made your selection, a message window will appear.
5. Click **Yes** and select a colored area that requires an interactive trap. In this example, the five-pointed star will be selected for trapping.

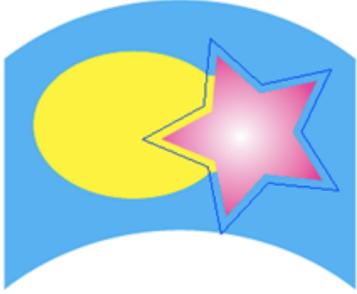
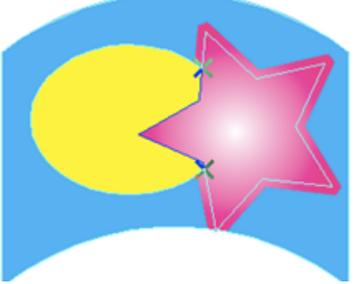
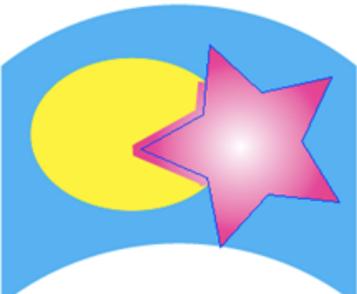
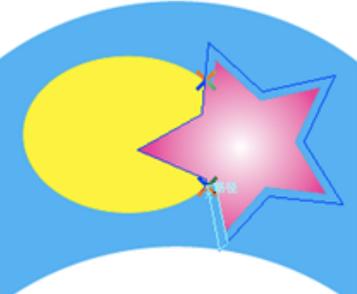
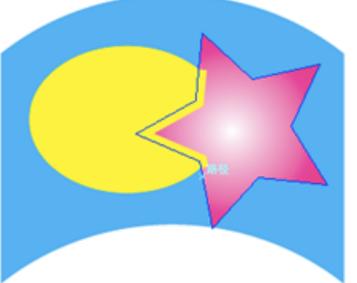


6. Use the buttons to initiate the desired operation. After every interactive trap, a sub-layer will appear in the Interactive Trap in the layer catalog.

## Spread (shortcut: Command+Shift+6)

The system will start trapping from the selected object to the adjacent object. The entire outside contour of the object will expand into the adjacent area.



|   |   |
|---|---|
| <p><b>Choke (shortcut: Command+Shift+7)</b> The system will start trapping from the adjacent object of the selection to the selected object. The entire outside contour of the object is retracted from the adjacent area.</p>  |    |
| <p><b>Spread Part (shortcut: Command+Shift+8)</b></p> <p>To trap partial adjacent borders, click <b>Spread Part</b>. When the cursor changes to scissors, click one intersection point. An X appears, indicating that this point of intersection has been selected. When you click another intersection point, it too is marked with an X, to complete the trapping job.</p>                      |    |
| <p><b>Other Part (shortcut: Command+Shift+0)</b> If the trap does not produce the desired result, click <b>Other Part</b>. The system will trap the non-trapping area and delete the just-completed trapping layer.</p>   |   |
| <p><b>Choke Part (shortcut: Command+Shift+9)</b></p> <p>To trap partial adjacent borders in the choke direction, click <b>Choke Part</b>. When the cursor changes to scissors, click one intersection point. An X appears, indicating that this point of intersection has been selected. When you click another intersection point, it too is marked with an X, to complete the trapping job.</p> |  |
| <p><b>Other Part (shortcut: Command+Shift+0)</b> If the trap does not produce the desired result, click <b>Other Part</b>. The system will trap the non-trapping area and delete the just-completed trapping layer.</p>   |  |

7. To delete a trap border:
  - a. Use the Pick Tool to select the trap border you want to remove in the file. The corresponding sublayer of interactive trap is selected.

- b. Drag this layer to the recycle bin on the dialog box.  
Both the layer and the trap border will be removed.