

Activity 23: Spot color mapping with user libraries

Who should complete this activity

- Prepress operators

Why you should complete this activity

Most Prinergy Evo users will be able to use the factory color libraries that are installed with the system. If you only use standard PANTONE colors, use the factory color libraries. The standard definitions for spot colors contained in these libraries will consistently and automatically convert the spot colors defined in supplied input files.

Create your own user library if you require a definition for a spot color that is not a standard PANTONE color definition. This may be because you want to change the process build of a PANTONE color defined in an input file, or because your input files contain unique spot color names that are not in the PANTONE database.

Recommended reading

[Prinergy Evo Workflow Client user guide](#) for your version of Prinergy Evo Workflow software.
Search for:

- Working with the Color Database Editor
- Creating your own color library
- Copying spot colors from a file to a color library

Time required to complete this activity

15-30 minutes

What you'll learn

- How Prinergy Evo loads the factory-default color library
- How to create a new color library and add custom spot color definitions
- How to convert a spot color job to process using a user-defined color library

What you'll need

In the location to which you extracted the activity files, find the **Activity 23** folder and this file:
`Creotivity.ps`

What you'll do

- Find out why a user would create a user library of spot colors
- Learn two methods for adding spot colors to a user library
- Learn the rules Prinergy Evo follows to select the source of a spot color recipe
- Convert spot colors to process using the options in a refine process template