

# Editing properties and generating traps

Use the Properties Editor to change the overprint status of an object, edit traps and trap borders, and change or regenerate traps.

You can undo and redo actions during a PDF Trap Editor session.

For a training exercise on editing trap properties, see [Editing trap properties](#).

- [Using the Properties Editor](#)
- [Setting an object to overprint or knock out](#)
- [Editing trap direction](#)
- [Editing trap color](#)
- [Changing trap size](#)
- [Changing trap geometry](#)
- [Trapping a border using the Properties Editor](#)
- [Opening and selecting a trapping dialog box](#)
- [Trapping a page](#)
- [Trapping selected objects or borders](#)
- [Trapping different areas of a page](#)
- [Editing a trap path](#)
- [Deleting a selected trap](#)
- [Deleting all traps](#)
- [Undoing and redoing actions in PDF Trap Editor/Viewer](#)