

Trap retrieval and discarding

When a preserved object has a trap associated with it, the trap is displayed in the **Output Kodak Traps** sublayer. When a discarded object has a trap associated with it, the trap is displayed in the **Discarded Kodak Traps** sublayer. When you discard or retrieve an object with an associated trap, the trap is automatically discarded or retrieved as well. You cannot discard or retrieve an object without also discarding or retrieving its associated trap.

Note: You cannot select a trap by itself; you can only select a trap by selecting its associated object in one of the **Output** or **Discarded** sublayers. Because of this, you cannot discard only a trap while retaining its associated object, or retrieve only a trap without also retrieving its associated object.