

Using the Properties Editor

The Properties Editor shows the same object, trap, and border information as the Properties Viewer. You can also use the Properties Editor to change a selection's attributes, depending on whether you selected an object, a trap, or a border.

Use the Properties Editor to:

- Set an object to overprint or knock out
- Change trap direction and trap separation colors
- Change trap size (width, height)
- Change trap trimming, line join style, miter limit, and three-color joins
- Trap a border

To erase any editing changes that you entered in the Properties Editor before clicking **Apply**, click **Revert**.

Note: When you edit a grouping containing more than one item—such as a grouping of traps—you can change the trap property for all the traps in the grouping. Any different or mixed values for that property, as indicated by an * (asterisk), become constant values. If you leave the mixed value unedited, each trap retains its original properties.