

Manual trapping of a complex bitmap

A newly identified complex bitmap will have different selection and trapping behaviors than other vector objects. PDF Trap Editor does not distinguish between painted and unpainted regions within a selected raster bitmap. Similar to an unmasked image, the selected border for a complex bitmap is the exposed boundary of the rectangular raster bitmap.

Without a vector outline of the painted area, PDF Trap Editor can seldom generate traps automatically between complex bitmaps and other objects on the page. However, you can manually trap complex bitmaps with raster traps as follows:

- Instead of trapping a dark bitmap, you can set the bitmap to overprint any objects painted below it.
- You can trap between a complex bitmap and objects painted above it by selecting borders and specifying desired trap attributes using the Property Editor.
- You can trap between a complex bitmap and objects painted below it by manually choking or spreading the trap of the painted mask region. Choke and spread traps can only be generated for complex bitmaps.

See Also

[Setting a complex bitmap to overprint](#)

[Trapping a complex bitmap to an object on top](#)

[Spreading or choking a complex bitmap](#)