

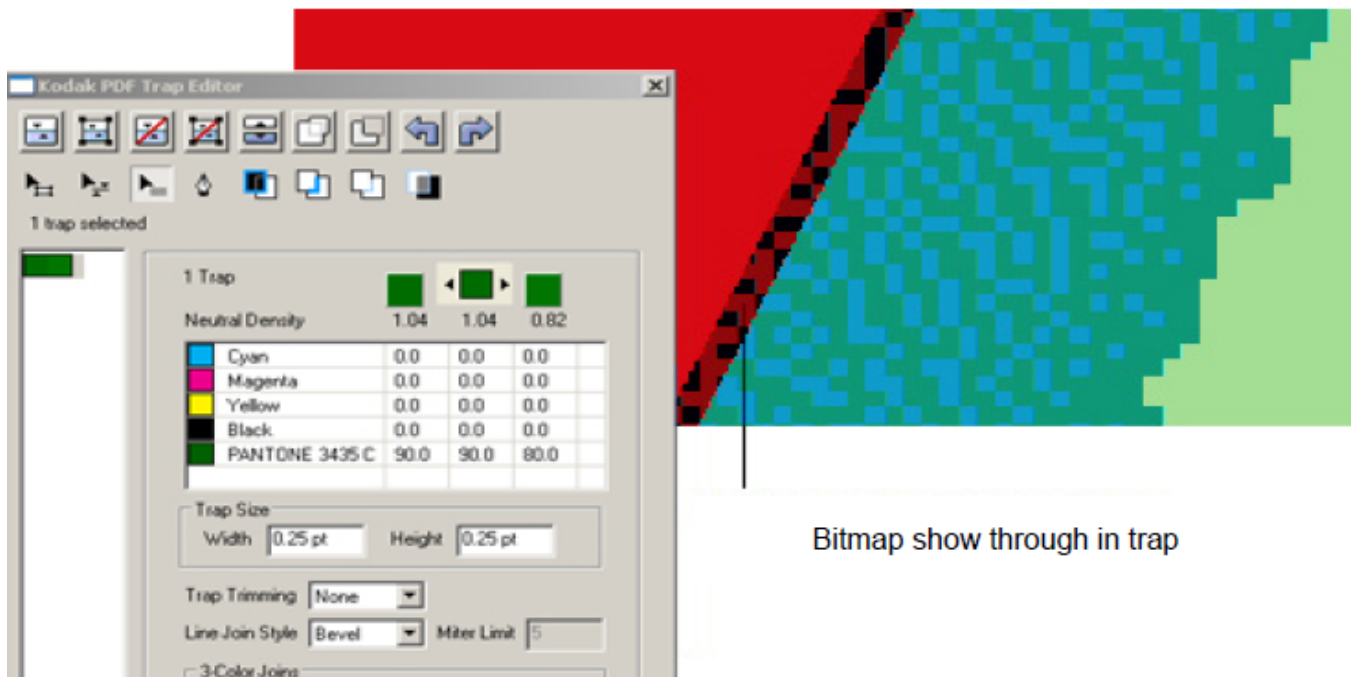
Trapping a complex bitmap to an object on top

In this case, a knockout object is placed over the complex bitmap.

1. Choose the **Ignore Complex** or **Ignore All** option when processing the PDF file to make any complex bitmaps available for manual trapping.
2. In PDF Trap Editor, perform one of the following actions to select the borders of the complex bitmap:
 - Click **Select border**, and click the border you want to trap.
 - In Mac OS, press Control, and click a complex bitmap.
In Windows, right-click the complex bitmap.
 - Click **Select object's traps and borders**.

All of the traps and borders for the complex bitmap and its adjacent objects appear in the Properties Editor.

3. In the left pane of the Properties Editor, select the border between the complex bitmap and the object placed on it.
4. Click the trap swatch  button, and select a trap direction. This button cycles through possible trap direction arrows: left, right, or centerline. These indicate the direction in which the trap will spread or choke in relation to the adjacent colors. The trap swatch shows the trap color. The complex bitmap and the object on top can both contribute to the trap's color.
5. The trap's color separations appear in cells in the trap color column in the color separations table and may contain elements and be changed.
6. Click **Apply**.



The border between the complex bitmap and the object placed over it is trapped. Within the trap area, the trap color may be masked by a portion of the complex bitmap underneath the neighboring object. The result is an area along the object border that shows the bitmap through the neighbor object. The resulting trap is often less visible than the vector trap created along the complicated border of the painted pixels.

Note: A #nn.n value in a trap separation means that the color is being masked by the bitmap.

See Also

[Editing trap color](#)