

Setting a common density limit

You can set a common density limit to affect whether a trap will be generated between adjacent objects that have color in common.

Common density is a measure of the colors (inks) in common between two objects, in terms of neutral density (a measure of color darkness).

Neutral density is a calculation of the strength of a color, or ink, on paper.

Generally, adjacent objects are assessed to see if they have enough common colors so that any potential flashes will not be noticeable. No traps will be generated if the common density is above the common density limit. You can raise and lower the common density limit to trap more or fewer of these common colors.

- 1. From within PDF Trap Editor, select the Detailed view of the Trap Page or Trap Selection dialog box.
- 2. Click the **General** tab.
- 3. Set **Common Density Limit** to a value between 0.001 and 10.

Common Density Limit	Result
0.5 (default)	If the common neutral density of adjacent objects is greater than 0.5, no trapping will be used. Using this setting effectively reduces traps between rich colors—that is, when there are fewer differences in color between objects, or more colorants in common.
Lower value	When a lower value is used, fewer traps are generated. More traps can occur between lighter colors than with rich colors—that is, more traps occur between those colors with fewer colorants in common.
Higher value	When a higher value is used, more traps generated. More traps can occur between rich colors—that is, between those colors with more colorants in common.
10 (maximum)	When the highest value is used, a high number of traps are generated, because the limit has no effect.