

Editing trap geometry

Using the Properties Editor in PDF Trap Editor, you can adjust trap shape (geometry) where two- and three-colored traps meet.

1. From within the PDF Trap Editor session, select the trap to reshape.
2. In the Properties Editor dialog box, select the trap's icon in the left pane.
3. To automatically prevent the trap from extending into thin objects, select **Automatic** in the **Trap Trimming** list.
4. In the **Line Join Style** list, select **Bevel** (default), **Miter**, or **Round**.
5. Select **Miter Limit**. The **Miter Limit** shortens the mitered trap to a bevel according to the angle of the join.
The more acute the angle of the join, the more beveled the mitered trap. The range is 1 to 100.
6. Select **Mitered Corners** to miter the corners of a trap located where at least three colors meet. This reduces ink buildup at the intersection of the three colors.
7. Select **Clipped Chokes** to angle the ends of a choked trap located where at least three colors meet. In case of a misregistration, the angled contour is less noticeable.
8. Click **Apply**.