

Trapping a complex bitmap0

At the end of this exercise, you should be able to perform the following tasks:

- Process bitmap images as complex bitmaps
- Apply spread or choke traps to complex bitmaps

Note: We recommend that you print this procedure, and follow the steps using the opened drawing file.

1. Open [ComplexBitmap.pdf](#).
2. Start PDF Trap Editor.
3. Click the **Trap Page** button.
4. In the **Images** tab, set the **Bitmap** option to **Ignore All**. Use the default settings for the other options.
5. Click **Trap page**.
A message appears, saying that bitmaps have been ignored.
6. Click **OK**.
7. Click the object selection tool, and then right-click the blue area just below the red ribbon.
8. Roll the mouse over the menu, and choose **Select all complex bitmaps set to knockout**.
This should select the two blue bitmaps.
9. Right-click again in the same place, and choose **Select Spread/choke for selected objects**.
This selects the spread/choke borders for the two bitmaps.
10. In the Properties Editor, click the **Trap Direction** button once, so that the direction is away from the blue swatch.
11. (Optional) Change the trap size.
12. Click **Apply**.
13. Zoom into the drop shadow and click to deselect the trap to view it.
The blue bitmaps are spread to their backgrounds.
14. To apply a choke trap, reselect the trap by right-clicking the shadow, and rolling the mouse over the menu. Choose **Select object's spread/choke**.
15. In the Properties Editor, click the trap direction button once so that the arrow points towards the blue swatch, and then click **Apply**.
The background will choke under the bitmap.
Notice that the entire bitmap must be trapped in the same direction.
*If you want to have the bitmap spread to the dark green background but have the light green choke under the bitmap, retrap the file using the **Trap All** option in step 3. If you use this option, you sacrifice trapping speed to get the desired result because processing takes several minutes longer.*
16. Close ComplexBitmap.pdf without saving.