I-Trap™

How to configure trapping queues (a step-by-step instruction)

Contents

Configure the Rip

Make sure your Rip has enough memory assigned to it in the dialog called from the menu */ScriptWorks/Configure Rip…*

Select the Multiple (parallel) page buffering mode and press the **Options…** button to configure the memory setting.
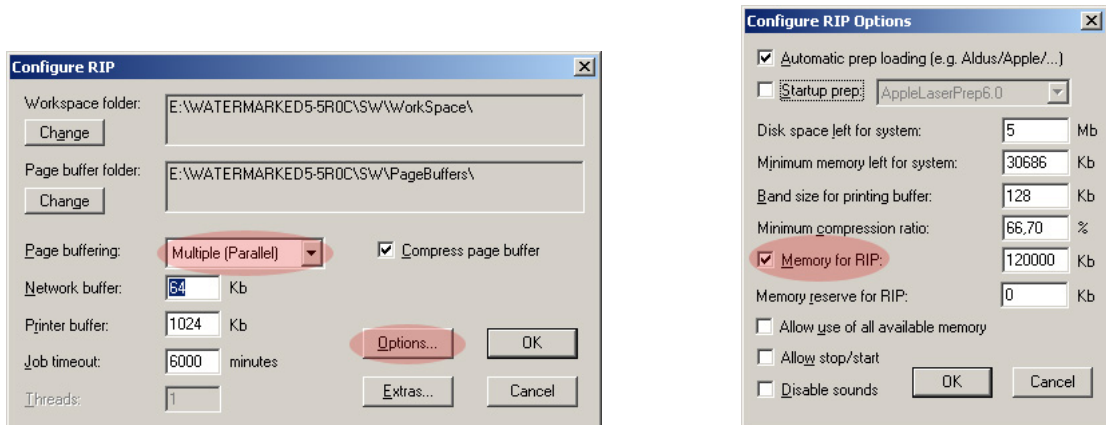

Figure 1

Minimum memory for the Rip should be 50 000 to let the trapping plug-in work. If the job lacks memory, the *PS VM error* is indicated in the Rip log window and adding memory in the configuration dialog becomes necessary. Raster trapping uses a consistent amount of memory so once you have the memory set then you should not experience difficulties with varying size or complexity of jobs.

> **Important!** If you are running pre-separated jobs that need to be recombined, the rip does not write data to disk page buffers and these complex jobs need a lot more memory to correctly process the final output pass. When the rip lacks RAM for the second pass it logs the *PS VM error* into the log window and issues the error message box "Interpreter error of stopped context".

Configure the trapping queues from the Viewer

The I-Trap ™ v.1.3.3 and later includes the queues configuration tool in the Viewer.

Use the menu */Tools/RIP setup…* to call the dialog showed below.

If you are opening this dialog for the first time you'll have to define the Rip's folder. Please select the Rip's main folder then, or the page setups will not be found.
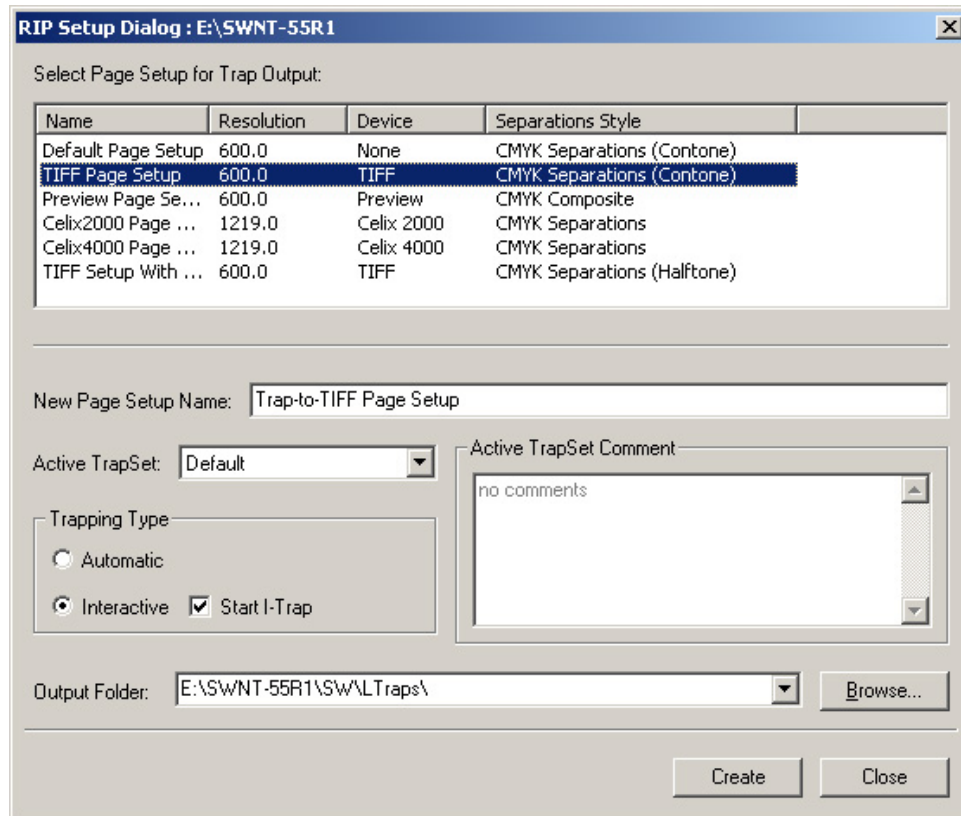

Figure 2

Provided your Rip is configured to generate output to a number of different Page setups as listed in the upper box of the dialog. Otherwise you have to start your Rip and create Page Setups for your printing devices first. It is recommended that you read the Chapter 4 of the User Manual to understand possible workflows with the Lucid Trapping plug-in.

Select the device from the list you want to print trapped results to.

You can accept the Page Setup name suggested in the **New Page Setup name** box or type in another one. This will be the name of the trapping page setup with LucidTrap device.

Select the **Active TrapSet** to define trapping parameters in the setup. The TrapSets are created in the Viewer (see "Working with Trap Sets" in Chapter 7 of the User Manual) and contain all of the trapping parameters. If you don't have the prepared TrapSets leave this box blank and the Trapping plug-in will be configured to use the default parameters set. **Active TrapSet Comments** box presents the description of the selected TrapSet for your convenience of selection.

Trapping Type box allows to set Automatic trapping queue or Interactive queue – select the appropriate radio button. For an Interactive queue you can define if you want the Viewer to open or pick up the prepared page automatically. Check the box *Start I-Trap* to enable the option. It is available only for the Interactive queue.

The last thing to define is to select the folder where trapping software will output its temporary output files. Press the *Browse* button or type the path into the *Output Folder* box.

Press the *Create* button to generate the defined trapping queue.

The option to delete a trapping queue will come in the next update.

Configure the trapping queues manually

You can create trapping page setups and input channels manually (in I-Trap versions prior to 1.3.3). Please read Chapter 4 and "Understanding Workflows" section in Chapter 6 of the User Manual to understand possible workflows with the Lucid Trapping plug-in.

Both automated and interactive workflows consist of two passes through the Rip. On the first pass traps are created (or the job is prepared for interactive trapping in the Viewer where traps are created interactively), and a control file. Those files are sent to the Rip spool folder. On the second pass through the Rip, traps are applied to the source page data, the job is processed by the selected output device and sent to final output.

Trapping and output queues should be configured to correspond with one another. Further sections present a step-by-step guide with pictures of the configuration dialogs where all needed buttons and edit boxes are marked by reddish ovals. Important notes start the paragraph with red notice.

Let's assume that you have at least one final output queue with the name "tiff_1270".

Create Page setups

Open the menu */ScriptWorks/Page Setup Manager…* and create a new Page setup for the trapping queue.
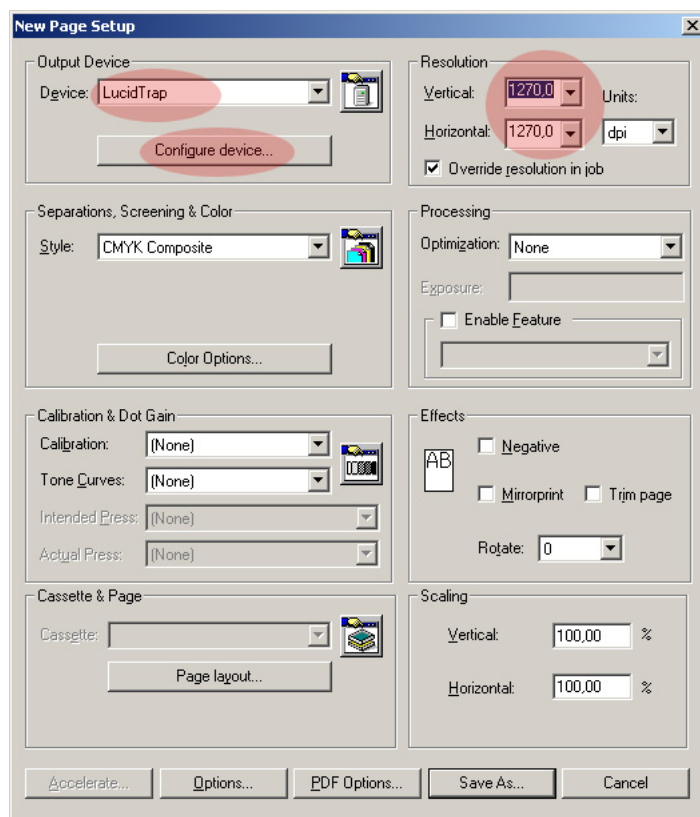

Figure 3

Select the **Lucid Trap** device from the pull down box and set the resolution for this page setup.

Press **Configure Device** button to call trapping configuration dialog and set trapping parameters.

> **Important!** No page features or other processing optimization should be set in the trapping page setup. The resolution should match your final output resolution.

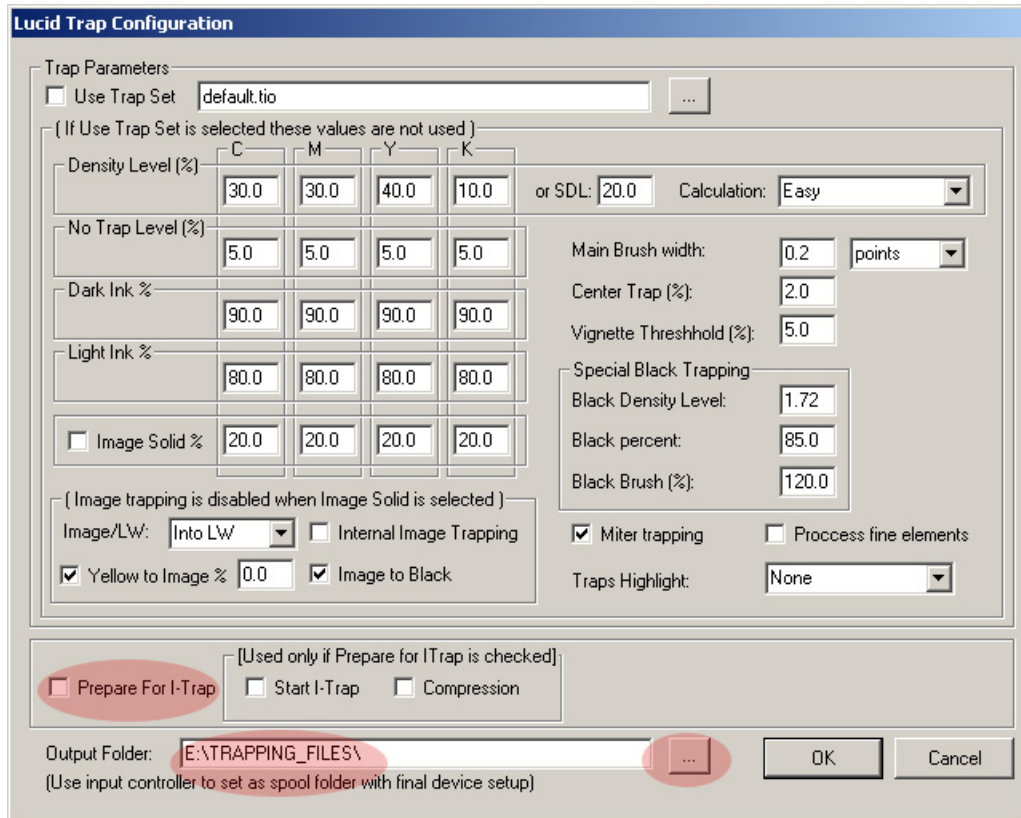In the Trapping configuration dialog you have to set the working folder for the trapped files.

<p align="center">**Figure 4**</p>

Browse and select the **Output Folder** name for the files created by the Trapping plug-in and by the Viewer. If the folder does not exist you have to create it beforehand. This folder will be used as spool folder for the final output device in the rip Input Controller configuration.

If you are not sure what trapping parameters to set leave the default ones. Read the User Manual Chapters 5 and 7 to learn how to set trapping parameters.

If you want to use this setup for <u>automated</u> queue the check box **Prepare For I-Trap** should be unchecked. If you want to use this setup for <u>interactive</u> queue the check box **Prepare For I-Trap** should be checked and you can also enable **Compression** and **Start I-Trap**.

Click Ok to return to the Page setup configuration dialog.

> **Important!** Resolution values in the page setups for the final output and trapping queues should coincide.

Now configure the color space style from the Page setup dialog.

Figure 5 (a) shows part of the Page setup dialog for color space configuration that calls Separations Manager dialog (Figure 5-b).
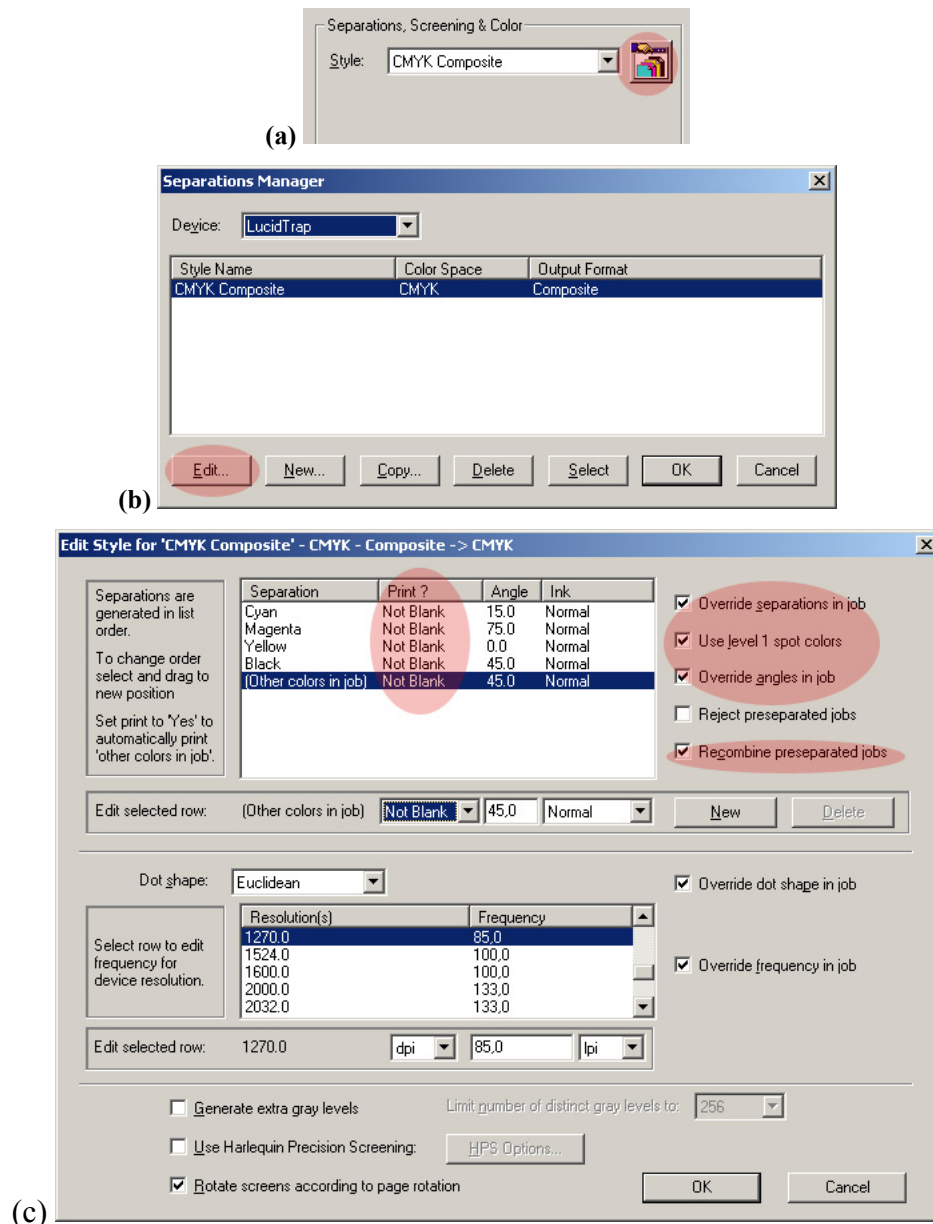

(a)

(b)

(c)

Figure 5

You can use the Separations Manager later to edit both color spaces for trapping and final queues at once, and set the <u>same</u> options in the ***Print?*** column, e.g. if final queue setup requires ***Not Blank*** for the separations, then the trapping queue setup should require the same. If spot colors are enabled in the final queue setup, they should be enabled in the trapping queue as well.

> **Important!** Separations count values in the page setups for the final and trapping queues should coincide. Though the Trapping plug-in always uses Composite color space, it is not necessary that the same color space be used in the final output. (See

Figure 6 where setups for trapping and final tiff output queues have different color spaces but the same resolution, and they can be compatible.)

Important! If the source page does not have full CMYK inks, e.g. any or all of them are not present, and there are spot colors instead, it is <u>required</u> that the trapping queue color space settings in the Separations Manager <u>must</u> be *Not Blank* for all the separations. The final output queue color space settings <u>must</u> be *Not Blank* as well though in most cases the Rip does not output blank pages.

If the recommendations above are not followed the results can be undesirable.

One of the common problems occurring is that the traps on final output page come out properly placed but being white instead of the correct color. Another problem can be disappearing traps on final output.

It is <u>required</u> that you enable *Override separations in job* and *Use level 1 spot colors* in the trapping queue.

The option *Recombine preseparated jobs* must be enabled if the printed job is pre-separated. **Note** that the rip is unreliable if this option is enabled and that ripping times will increase due to poor memory usage solution. You can run into the Rip *VM error* condition as explained above and need to add more memory to the Rip. Thus it is not recommended to enable the recombine option if the job can be processed without it. Some composite jobs won't run if the recombine option is enabled.

If the *Recombine preseparated jobs* option is enabled on the final output queue the rip requires a lot more memory to be allowed in the rip configuration dialog not to run into *VM error* condition. On complex jobs though the rip can throw the error dialog "Interpreter error out of stopped context". In such case try to add even more memory to the rip (see Figure 1) or switch the recombine option *Off* for final output.

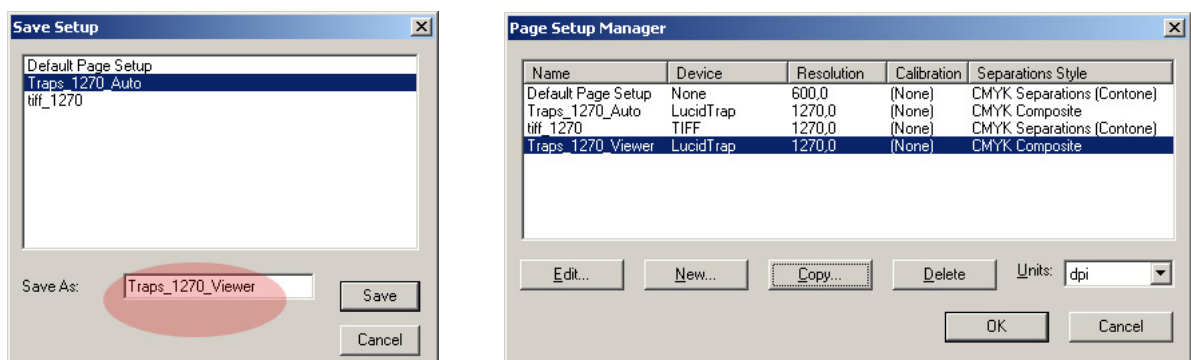Save your Page setup with a descriptive name, e.g. Traps_1270_Auto, or Traps_1270_Viewer.

Figure 6

You have to create separate Page setups for automated and interactive workflows.

Create final output – configure Input queues

Trapping plug-in and interactive trapping in the I-Trap™ Viewer do not apply traps directly. They create the PostScript file that contains all traps for a page and a control file that would instruct the Rip how to merge source page data and traps. These files are written to the folder that you had defined as **Output Folder** in the Trapping plug-in configuration dialog (Figure 4). The Rip spool folder mechanism is used to pass these files to the final output queue.

Now you have to set this folder as the spool folder for your final output device queue.

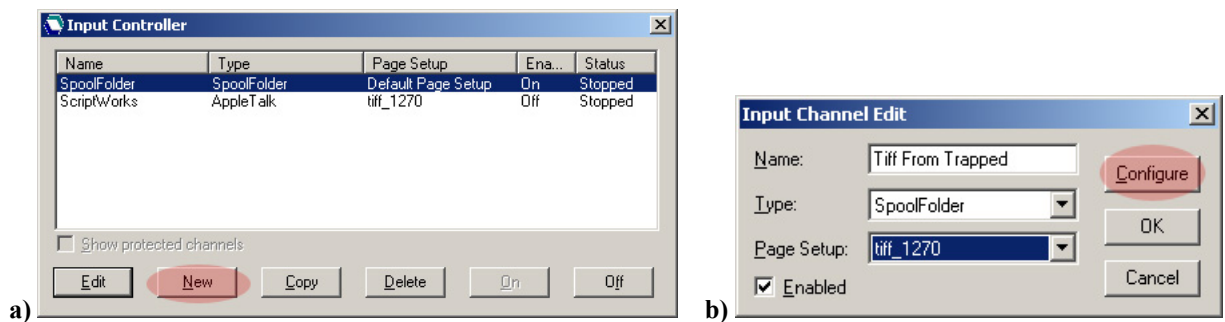Open the menu */ScriptWorks/Input Controller…* and press *New*.

Figure 7

In the Input Channel Edit dialog (Figure 7-b) enter descriptive name of the channel, set its type to be "Spool Folder" and select the Page setup of the device you want to use for final output. Press **Configure** to define the folders of this input channel.
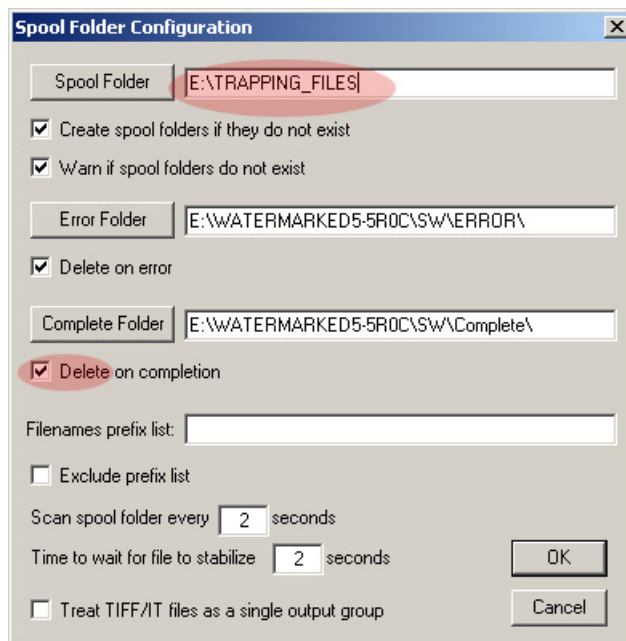

Figure 8

We created the output folder for the Trapping plug-in with the name E:\TRAPPING_FILES as shown in Figure 4. Now this folder name should be entered in the Spool Folder edit box or

browsed and selected. Configure other folders as needed. Check box **Delete on completion** impacts the Trapping plug-in behavior related to the files with traps and control files created.

> **Important!** If you want to re-trap jobs in the Viewer do <u>not</u> enable **Delete on completion**. If you want to save disk space and do not want to re-trap jobs this box can be enabled.

After you have saved your input channel configuration your Rip is ready to run the first job to apply trapping. It is recommended that you submit the LucidTrapTest.pdf file supplied with the installation.