# Harlequin® TrapPro™

**Harlequin TrapPro** is Global Graphics Software's in-RIP trapping engine available with the Harlequin RIP. The Harlequin TrapPro object-based raster engine delivers outstanding performance and excellent memory utilization. It adds the features demanded by top printers and publishers and is designed to trap jobs automatically. This in-rip trapping can easily be set up to accommodate different types of jobs or customers. Trap settings can be saved to reduce system time improving both quality and consistency of trapped output.

## Features

- **Sliding Traps** – Avoid abrupt shifts creating smooth transitions in trapping gradients/vignettes.

- **Mitred Ends and Joins** – Traps that taper or narrow to avoid unsightly artifacts.

- **Narrowed/Proportional Traps** – Preserve all thin design elements.

- **Image Mask Support** – Correctly trap masked images to avoid "lines" on mis-registration.

- **Feathered Traps** – Soft edge or feathered traps produce less visible trap lines

- **Complex image and fill support** – Support for all object types

- **Special ink handling** - metallic (opaque) and varnish (transparent)

- **Shaded fill** (radial & axial) support

- **Full n-color support** for CMYK and spot colors

- **Protects small text** and graphic elements

- **Anamorphic trapping.**

## New Trap Brush

- Intelligently compares object and trap requirements and adjusts the traps to be proportional to the original object.

- Prevents artifacts such as "mushroom" trap ends

## Automatic

- Auto-chokes superblacks by default, ensuring that superblack objects maintain a sharp, crisp edge.

## Color

- Trap color density reduction to produce less visible traps between abutting colors.

## Performance

- Improved efficiency over earlier Global Graphic Software solutions.

- Recognizes trap zones generated by PostScript® Language Level 3-compatible applications and evaluates only the defined trap zones for trapping.

## Preview

- Use the Harlequin RIP ROAM™ and "highlight traps" features to preview all applied traps.

- Find trapping errors before committing the file to film or plates.

## NEW IN 8.1

Trapping up to eight times faster

Complex transparency performance enhanced

Spot colors fine-tuned

*the smarter alternative*™
**GLOBAL GRAPHICS**®

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## SOFTWARE FEATURE SPECIFICATIONS

| | |
|---|---|
| **RIP Version** | Harlequin RIP Eclipse Release or above. |
| **Performance Features** | Honor trap zones |
| **Color Handling** | Ink Type Selection (Metallics, Varnishes, die-cuts, etc.) |
| | Set Neutral Density |
| | Essentially no limit to the number of inks supported |
| | More than 8bit color per channel |
| | Relative color step limit |
| | Trap color density reduction |
| **Black Handling** | Auto-choke Super Black |
| | Separate Trap width definable for black |
| **Special Controls** | Determine lay-down Order for opaque inks |
| **Image Controls** | Object to image trap placement |
| **Preview** | On-screen ROAM at full ripped resolution |
| | Highlight Traps (on/off user-selectable highlight color) |
| **Platform / OS** | Windows® 2000, 2003, XP, Vista, Windows Server 2008 |
| | Mac® OS X (10.4-10.5.x), Mac OS X Server (10.3.x, 10.4.x). |

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