



Wasatch SoftRIP Tracer

Urgency	Classification	Scope	Comments
	Information only	All Anapurna white ink devices	

1. Introduction.

The “Trace” feature generates a vector white ink path based on analysis of the bitmap data for any job displayed as a preview. It is quick and interactive, and equally effective for both raster and vector graphics. It is a powerful alternative to spot channel masks created in third party graphic design software. This tool can work with both CMYK and RGB images.

2. Generate a Trace.

The “Trace” tab is displayed whenever a new file is opened on the “Job” tab. When a trace has been generated, it is processed and output just like any other white ink workflow in Wasatch SoftRIP. In the following illustration, the Trace button has already been pressed once, with no spread. The dashed blue line shows the trace that has been produced.



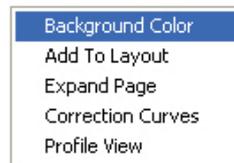
Settings can be adjusted and the trace recalculated repeatedly, until the desired effect is achieved. Calculation of the trace only takes a few seconds on typical jobs. Note that in this example, the “Optimize Preview Resolution” button is not active. Whenever this button becomes active, press it and it will recalculate the trace to maximize the quality of the trace.



3. Controls.

Background Color:

- ▶ By default, this is set to white to trace colored objects on a white background. . If you are working with a non-white background, this control can be changed by right-clicking on the desired background color in the preview image and selecting "Background Color" from the menu.



Tolerance:

- ▶ This sets the precision of specification of the background color, usually the "purity" of the color on which the trace is being made. Ten percent is a good default for many jobs.

Minimum Object Size:

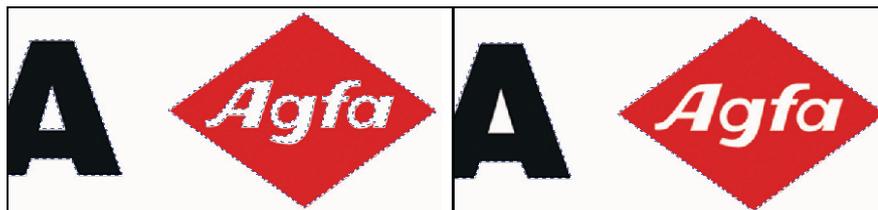
- ▶ Closed paths that fit within a box of this size will not be traced. This is useful for rejecting "junk" in scanned images.

Choke/Spread:

- ▶ The Choke/Spread option determines how far the trace will be offset from the edge of your image. Choke contracts the trace while spread expands it. Negative numbers are chokes and positive numbers are spreads.

No Interior Paths:

- ▶ When this is selected, paths that lie inside of other closed paths will not be traced.



Wrapper Only:

- ▶ When this is selected, a simple outer wrapper of the trace is produced.



Optimize Preview Resolution:

- ▶ The preview files generated by Wasatch SoftRIP are a compromise to address many different user interface requirements. They may not always be ideal for tracing. When the preview is not ideal, this button will be active. Press it, and then re-trace the image to improve "jagged" traces when working with low resolution raster files or to boost precision when working with high resolution raster or vector files. When working with high resolution input, optimizing the preview resolution is best postponed until after all settings have been determined interactively, as tracing can take much longer with larger previews.

Default (Clear All):

- ▶ If you're getting odd or unpredictable traces, try pressing this button to return all controls to their most "simple" settings, and try tracing again.

Note: You can also make a selection of a specific area on your preview where you want the trace to be executed



4. Output.

When your trace is complete, simply RIP and Print your job and the traced vector white ink path will be processed in the same way as other white paths in Wasatch SoftRIP.

If a trace is produced on a graphic that already has a 5th color channel, defined in a third party graphics application, the trace produced in SoftRIP will be added.

Make sure you set the “Generate White from traced areas” on your IC in the White Ink Options.

