



PLC 2517

Release notes



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What's new:

PitStop Library 25.03

The PLC now includes the latest PitStop Library version and as such carry additional features and bug fixes.

Gamut Comparison

It is now possible to check for color differences before a color conversion may occur by comparing color gamut's between the source color space and the target color space.

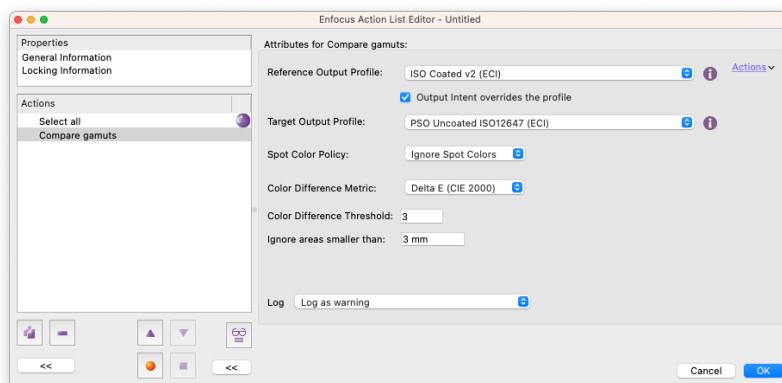
The source document



The heatmap showing color differences



While PitStop Pro offers some manual and visual tools for Gamut Comparison, the library only exposes this feature in the form of an Action that you can use in an Action List.





You can set the following parameters:

Reference Output Profile: Set the source profile for the color conversion.

Output Intent overrides the profile: Enable if you want the Output Intent to be used as the source profile for color conversion.

Target Output Profile: Set the target profile for the color conversion.

Spot Color Policy: Choose "ignore" to preserve Spot Color aspect or "Blend" if Spot Color should be converted.

Color Difference Metric: Choose the Delta E formula for color conversion.

Color Difference Threshold: Set the limit above which issues should be displayed.

Ignore areas smaller than: Set the length below which problems should be ignored.

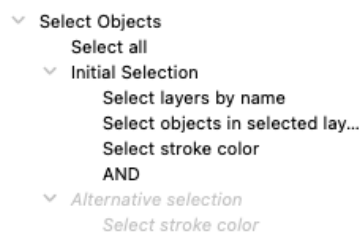
Log level: Indicate the criticality level when color differences are found



Disable Actions

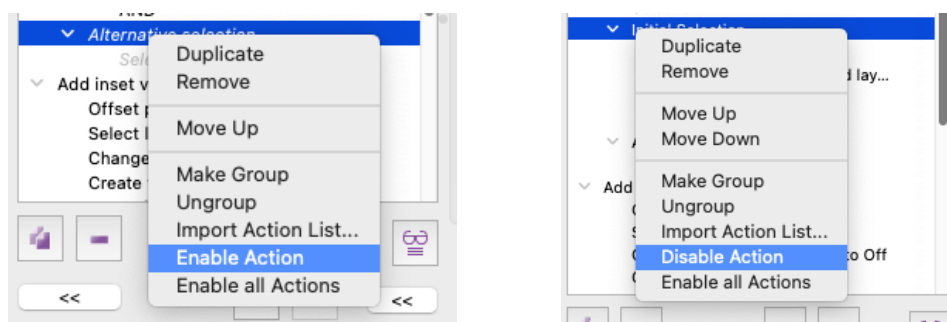
Building an Action List and getting it working as expected is sometimes a bit challenging. More than often users end up duplicating Action Lists for the sole purpose of testing different scenarios. Things can quickly become messy.

That is why we are introducing a new feature: "Disable Action" that will allow users to simply let PitStop know which Actions should be ignored during the execution of the Action List. Look at the following example:

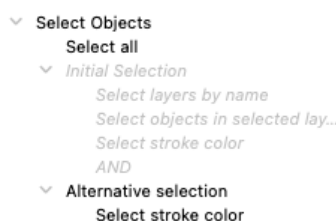


The greyed/italic text represents an Action that is currently disabled, and as such ignored. In this specific case, PitStop will execute the Actions contained in the group "Initial Selection" but not those in the group "Alternative Selection."

If a user would now want to test the opposite, they can disable the Actions in the "Initial Selection" group and enable the Actions in the "Alternative selection" group.



Therefore, the Action List now presents different enabled/disabled Actions and PitStop will this time only process the Actions in the "Alternative selection" group:



It is also possible to "Enable all Actions." This will make every single disabled Action, enabled again.

Finally, note that disabling an Action is persistent. It means that it will remain disabled once an Action List is saved and closed. That way, you can still re-enable later if needed, or safely removed once you got the confidence you will no longer need those Actions.



Variables in Dropdowns

Following with our plans to make PitStop Variable aware wherever it is possible, we are bringing the possibility to use variables in dropdowns. However, this first release comes with a few limitations. Users can only set variables on dropdowns in Action Lists and some dropdowns cannot use variables yet (ex: for ICC Profiles selections...).

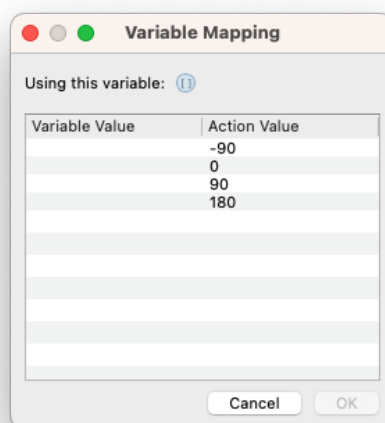
When a dropdown can use a variable, you will see the traditional "variable" icon next to it:



Add variables on a dropdown requires an extra step. Keep in mind that dropdowns in PitStop use internally known values. For example, in the above example, setting the page rotation can only set one of those four specific values: 0°, 90°, -90° and 180°.

To ensure that using a variable can only result in one of those specific values, an extra mapping is necessary. With that mapping, you are letting PitStop know that when the variable passes the value "whatever" to the dropdown, PitStop should use a specific value of the dropdown.

This is why clicking on the variable icon opens the following new mapping dialog:



The right column presents the values that PitStop will use internally. Those you cannot change. On the left, the "Variable value" let you indicate which values are going to be used for the mapping.



If you first select a variable from a variable set, do not expect that your variables will automatically populate. You need to click on the left fields and type in the variable values like for example:

Variable Mapping

Using this variable: (orientation)

Variable Value	Action Value
90° on the left	-90
Make it normal	0
90° on the right	90
Upside Down	180

Cancel OK

Now PitStop knows that when it will receive any of those values, like for example “90° on the left”, it means that the value “-90” should be used internally.

This mapping is not yet sufficient because you still need a variable set and a variable. Keep in mind that the variable value must match one of the entries set in the mapping window (Variable Value), or the execution will fail

Variable Definition

Name: orientation

User Readable Name:

Type: Constant Text

Description:

Variable Value

Default Value: Make it normal

Interactive Smart Preflight

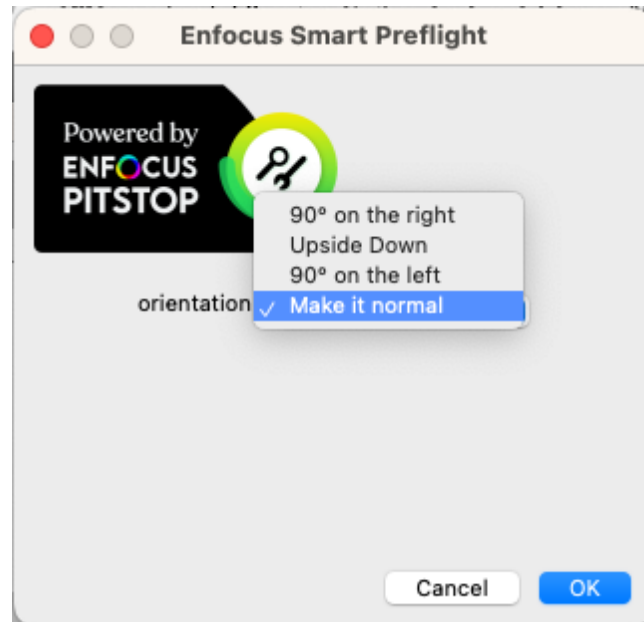
☐ Allow manual input

☒ Show a predefined list of values (one item per line, empty line for separator)

90° on the right
Upside Down
90° on the left
Make it normal



Once the mapping and the variables set/variable is properly set, PitStop Pro users would see the following dialog when running the action:



But for PLC users, the value must be set in the variable set.

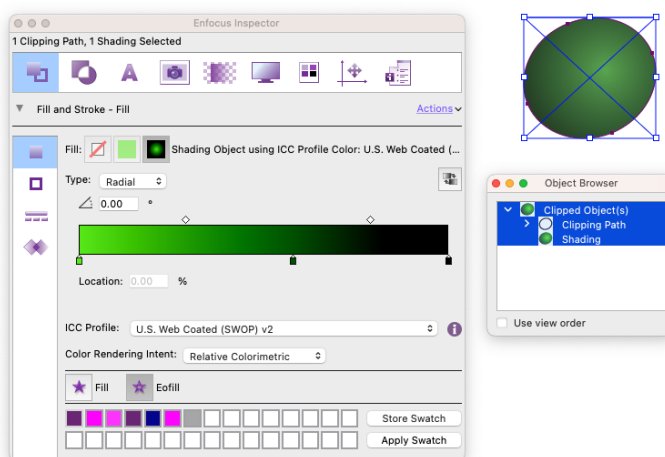
Future releases will see more variability over PitStop. If you want us to accelerate on some specific areas where variables cannot be used, do not hesitate in letting us know.



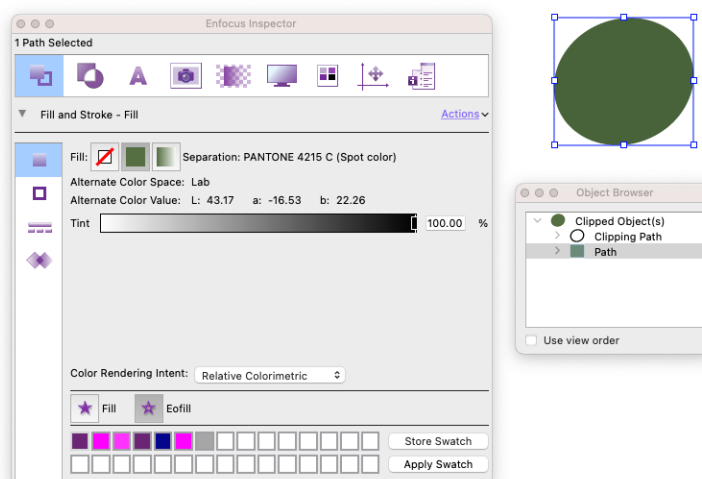
Shading to path

With PitStop 25.03, it is now possible to convert Shadings to paths. Previously, you could only convert Shadings to images. But now you can keep the line art and change its graphic properties.

See the following Shading Object:



The new “Convert Shading to path” Action now can convert the Shading object to a path. You can then use that path and change its graphic properties. For example, here we changed the Shading to a specific Spot Color.





Improvements

In PitStop 25.03, we worked on the following improvements:

- Fixing edge-cases for the "Fill to Stroke" Action introduced in PitStop 24.03
- Automatic reconstruction of curves when converting fills to stroke
- DeviceLink conversion can now be done regardless of CMM is set or not
- Indexed PNG images are now supported for input in PitStop Server



New default Preflight Profile

1 default Preflight Profile has been added to PitStop 25.03. PLC users need to extract that preflight profile from PitStop Pro.

Demo

- **Just make my Canva PDF work!**

Canva PDF files are found more frequently every day. They often carry a lot of issues, and we wanted to give you some help with a ready-made Preflight Profile addressing those problems.

Note that during beta testing, some users reported they may prefer to not have impure black fixed as it can make the full color management of Canva PDF files hard. In this case, feel free to deactivate the EXTRA Change "If it looks Black and convert to Black".

This Preflight Profile has been tested with many users and feedback was good. So, we hope it will be useful for you too. Should this not be the case, report any adjustments you think would be useful.

We focused here on items that immediately benefit to PLC users. However, feel free to look at the complete [PitStop 25.03 release notes](#).



Extra fonts management

Up to PLC 2517, it was possible to set extra fonts to a request through the “extraFontsFolderUrl” property. That is useful if you want to specify fonts that the PitStop Library may need for embedding fonts.

However, this approach requires that fonts be set for every single request. Plus, given the unlimited number of fonts you may need, you could end up with exceptionally long requests.

That is why we are introducing different approaches for handling extra fonts. For PLC users with local configuration, you can now set an environment variable to set a specific folder for extra fonts. For those using Cloud infrastructures, we have added new API endpoints to upload and manage fonts in your containers.

In both cases, it allows you to set extra fonts without passing their URLs in the request as before.

Local fonts

PLC users working with local folders can now set an environment variable as in:

- COM_ENFOCUS_CLOUD_PREFLIGHT_FONTS_FOLDER="/container/fonts/folder"

In that folder, you can then place as many fonts as you need. The PLC instance will try to locate any required fonts for embedding operations.

Note that this folder is a path relative to the container. It means that you first need to mount that folder in the container like in:

```
volumes:  
#comment credentials if using queues, uncomment if not  
- ~/PLC/Fonts:/root/fonts
```

API Endpoints

Because PLC instances live in a Docker Container, you need to manage those extra fonts by means of specific API Calls when working with Cloud Infrastructures like for example on Amazon S3 or Azure.

Those endpoints consist in:

- Uploading fonts
- List uploaded fonts
- Delete uploaded fonts



Uploading fonts

To add fonts, use the following method: /uploadFonts and pass files using multipart/form-data:

POST /uploadFonts

This API is used to upload the fonts folder to the container instance.

Parameters

No parameters

Request body ^{required}

multipart/form-data

fonts Fonts to upload
string(binary)

When files are correctly uploaded to the container, the response appears as follows:

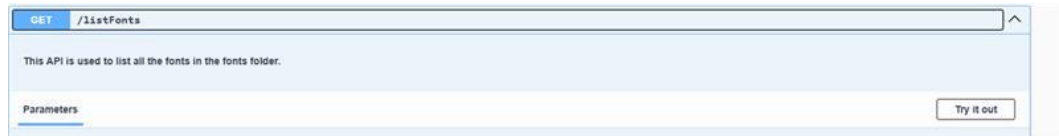
```
{
  "statusCode": 200,
  "message": "Files uploaded successfully",
  "files": [
    {
      "file": "Alone in the Dark.ttf",
      "message": "File uploaded"
    },
    {
      "file": "Catalish Huntera Italic.otf",
      "message": "File uploaded"
    }
  ]
}
```



List fonts

If you want to check which exact fonts reside in your container, use the following method:

/listFonts



The response will display all uploaded fonts:

```
{
  "fonts": [
    "\\fonts\\Alone in the Dark.ttf",
    "\\fonts\\APIOverview_log.pdf",
    "\\fonts\\Catalish Huntera.otf",
    "\\fonts\\Recompress image_original_1.jpg"
  ]
}
```



Delete fonts

If you need to remove one or many uploaded fonts, use the following method: /deleteFonts

The image shows a web-based API documentation interface for the `DELETE /deleteFonts` endpoint. At the top, it says "This API is used to delete the file in the fonts folder." Below this, there's a "Parameters" section with a "Try it out" button and the text "No parameters". The "Request body" section is marked as "required" and has a dropdown menu set to "application/json". Underneath, there's a "fileNames" section with tabs for "Example Value" and "Schema". The "Example Value" tab is active, showing a JSON object:

```
{  "fontNames": [    "names"  ]}
```

The response will provide status over deleted files:

```
{  "statusCode": 207,  "message": "File deletion results",  "results": [    {      "statusCode": 404,      "message": "File 'Alone in the Dark.ttf' not found"    },    {      "statusCode": 200,      "message": "File 'Catalish Huntera.otf' deleted successfully"    }  ]}
```



Bug fixes

Errors in queues

Previously, errors in queues would lead to the PLC no longer processing jobs. This is now fixed and if an error occurs, the PLC instances keep processing new jobs as expected.