

PitStop 25.11

What's new?



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Introduction

Welcome to the "What's new" document for PitStop Pro and PitStop Server 25.11.

This document offers a comprehensive overview of the latest version, emphasizing key enhancements and new features. The 25.11 release brings:

UX/UI

- Botus [Beta], a Chatbot window to ask questions and get answers to help users getting the best usage of PitStop Pro. This is a beta version for evaluation purposes.
- A new Layer panel to let users view and modify all layers' properties at once (including Processing Steps) and how many objects of each layer are on the current page and selected.
- Constrain lines to 45° angles when drawing paths holding the shift key.
- "Save to" dialog now displayed when creating a new resource from an existing one or duplicating a resource from a default location.

New Actions:

- Select unnecessary clipping objects

Improvements:

- Detect thin objects extended to shapes and areas.
- Select objects by fill and / or stroke state.
- Select any custom processing step.
- Select color by tint now can search in the DeviceN color space.
- PitStop now supports macOS 26 (Tahoe).

Default resources

- A new Default Preflight Profile: "GWG_Processing_Steps Verify."
- Bug fixes.

Note that as of next version, 26.03, PitStop will no longer officially support Windows 10.

There are many ways that you can get more information and training about PitStop.

If you wish to register for our monthly PitStop training workshops you can do so by selecting the following link.

<https://www.enfocus.com/en/events/monthly-pitstop-pro-workshops>

If you would like to join the Official PitStop user group on LinkedIn, you can do so here.

<https://www.linkedin.com/groups/6801080/>

If you would like to access the PitStop sessions on our Enfocus eLearning platform you can do so here: <https://www.enfocus.com/en/learn> (A subscription or an active maintenance contract is required for a full access)

We hope you find the new functionality useful and that PitStop continues to be an essential part of your daily PDF production workflow.



What's new

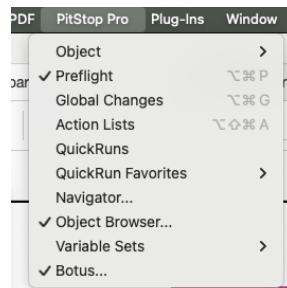
Botus [Beta]

We are thrilled to introduce our brand new PitStop AI Chatbot: Botus. This assistant will answer your questions about PitStop Pro and its usage. We hope that it will ease your daily work by finding solutions to your issues much faster.

To start interacting with Botus, simply click on the Enfocus PitStop "Botus" tool:

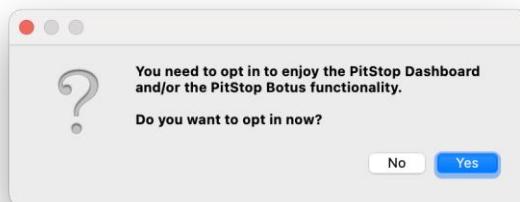


Or run it from the PitStop Pro/Botus menu:



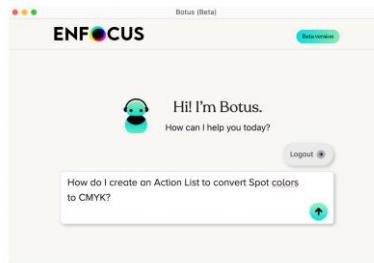
Note that Botus requires a PitStop Pro subscription and that you opted in for Data analytics. This is required as your feedback will be stored and analysed for improving Botus. Your enfocus ID will also be noted so that we have a chance to get in touch if we would like to better understand your comments.

If you are not eligible to using Botus, the following message will appear:

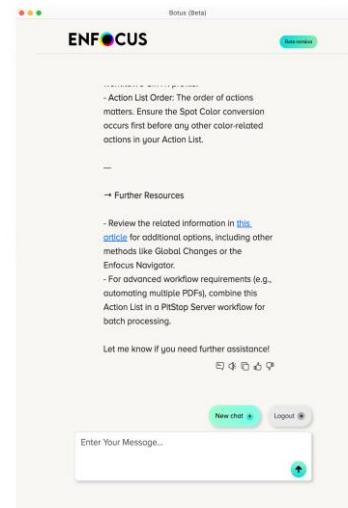




Otherwise, Botus will load, and you can start asking questions right away:

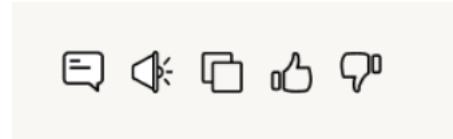


Click on the arrow icon to send your question and get a response. You can resize at any time the Botus panel for a better reading experience.



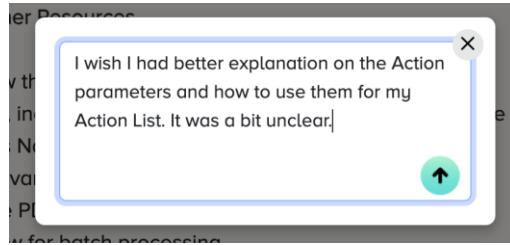
Botus is still evolving, so this tool is released as a Beta. After months of training, Botus now delivers solid answers, but it still has room to improve. That's where we need your help!"

Look at the few icons following an answer:

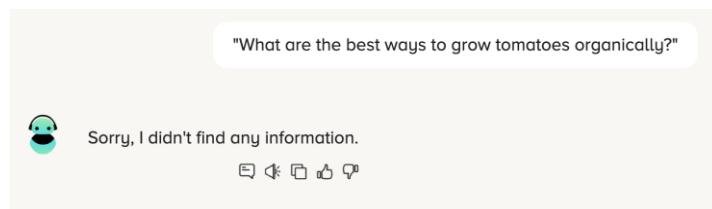




If you have found the Botus answer helpful, please put a thumb up. If you dislike the answer, then put a thumb down. In the event you have found an answer useless, please use the "comment" icon to provide details:



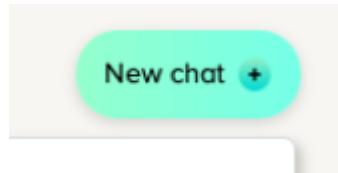
Because we put the highest care in the quality of the answers Botus would provide, you may face the following message if the question cannot find an appropriate answer in the Botus' PitStop Knowledge base. That is to avoid hallucinations as much as possible.



We encourage you to challenge Botus in meaningful ways. The goal of this beta is to help it grow into a better companion. So, please ask questions and share feedback on its answers. We hope you enjoy using Botus!

Note that for the duration of this evaluation, users will be limited to 100 requests per months. A request consists in a question or any follow-up interactions on the matter. When the limit is reached, you need to wait for the month to come.

Additionally, a session is limited to 20 interactions per chat. Afterwards, you will be requested to start a new chat session:



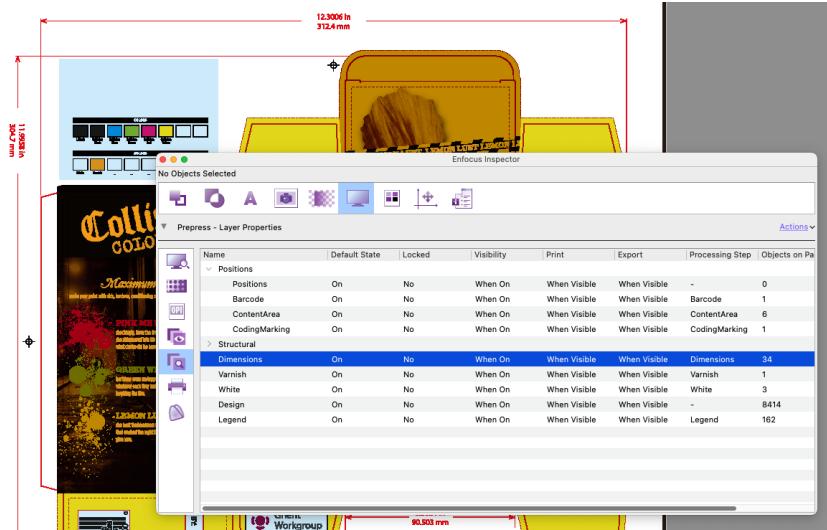
This limitation is intended to reduce risks of hallucinations while having longer and longer conversations.

Note that if ever the experience would turn unsatisfying, we reserve the right to suspend access to Botus any time.

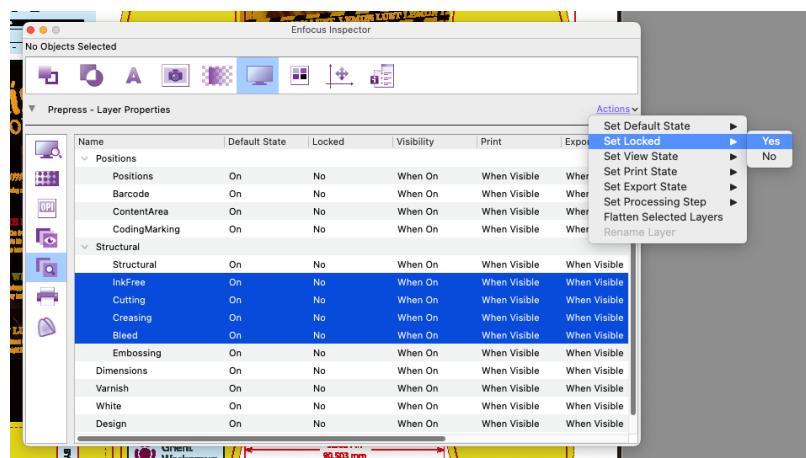


A new Layer panel

PitStop Pro has had a “layers” panel for a long time already. But it was meant for looking at layer’s “Visibility” rules (i.e. a set of conditions for a layer to be visible or not). While we keep this “Layer’s Visibility rules” layer panel alongside, we added a new one: “Layer’s Properties.”



When opening a document having defined layers, this view will be populated by the layers and their properties. Note that this is not for “viewing” purposes only. You can change one to many layers’ property at once.





You can as well double-click on any field to modify its value, except for the last two columns.

Visibility		Print
Never	When \	
When On	When \	
When On	When \	
✓ When On	When \	
Never	When \	
Always	When \	

Note the “Objects on page” that will report the layer’s objects that are found on the current page. And the “Objects selected” that will show a count of how many objects among those selected, belong to this layer.

Objects on Pag...	Objects Selected
0	0
1	0
6	1
9	0

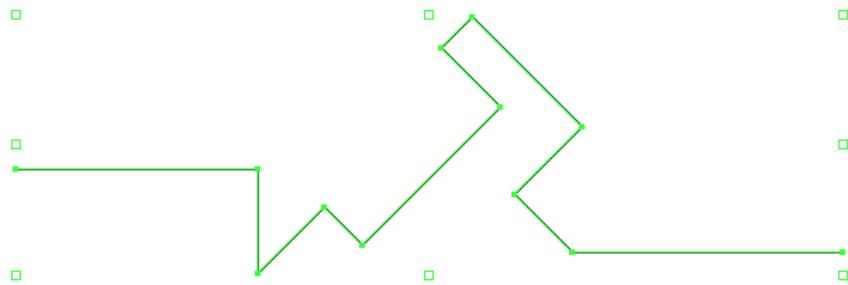
This new Layers’ properties panel also helps “viewing” layers which are not present in the Layers’ configuration. Look at the following example. The “hidden layer” layer is shown inside PitStop layers view, not in Acrobat:





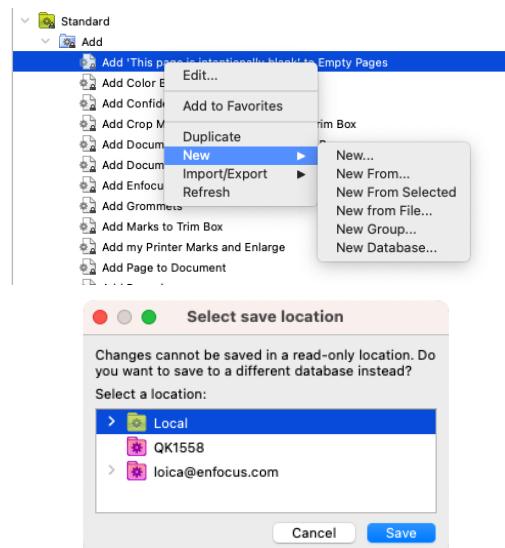
Constrain lines at 45° angles when drawing paths

The 25.07 release introduced the possibility to have constrained vertical and horizontal lines holding the shift key. This is now extended to 45° angles.



Save to dialog being displayed when creating resources from default's ones

When creating a new resource from a default resource, the color picker or from a Global Change, you will now be asked to choose the destination of this resource. That will permit to target any folder including a cloud folder.



Note that this dialog will not appear if you create a resource from a local or a cloud folder. It will simply be added at this location.

This also applies when duplicating a default resource.



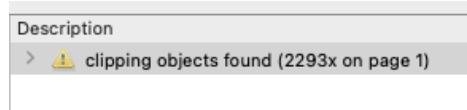
Select unnecessary clipping objects

Clipping objects are quite commonly found in PDF files. But some PDF producers would generate files with several unnecessary clipping objects. They are considered unnecessary when they have no impact on the layout. For example, they are larger than the content they are supposed to clip, or redundant and removable without altering the document layout.

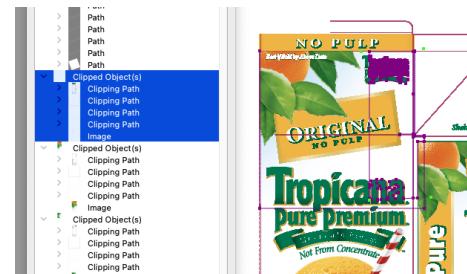
Let us consider this document:



If we look at clipping objects, more than 2.200 clipping objects are found.



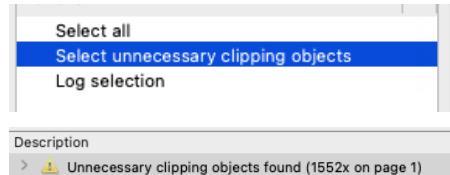
For example, look at this image: 4 clipping paths applied to a single image!



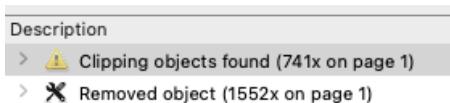
Because this can cause superfluous computations for the RIP, why not remove them? This new Action will look at existing clipping objects and determine if they affect the layout. If not, you can decide to remove them afterwards.



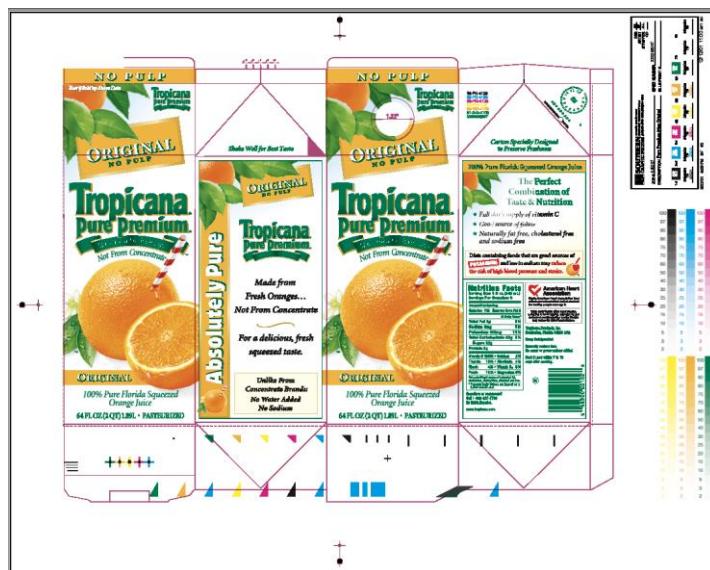
Let us call the new Action “Select unnecessary clipping objects” and report how many were found:



Let us do some cleanup now removing those “unnecessary clipping paths.” How many are left then?



Around two thirds of the initial clipping objects were removed. And of course, the artwork was left unchanged visually speaking:



And our image has now only the necessary clipping objects, the one that affects the layout:





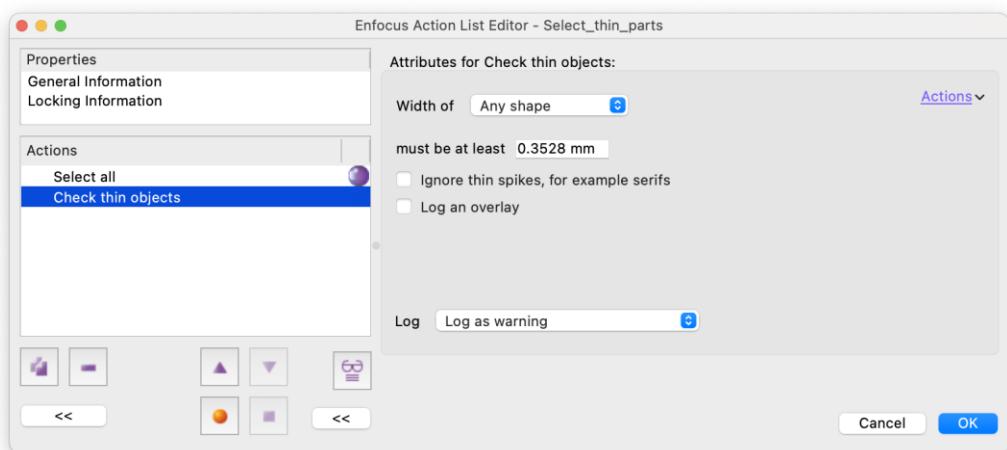
Detect thin objects

In previous PitStop versions, it was already possible to detect thin objects. However, it was limited to strokes and filled rectangles. In PitStop 25.11, we dramatically improved the detection to consider a wider range of problematic cases.

For example, PitStop makes it now possible to check very thin objects of a character (imagine the middle bar of a "E" sign or serifs for example), or any vector area which is either thin by definition or producing a thin area by the overlap of two shapes.

Note however that this will not spot "thin objects" inside images.

The two existing Actions: "Check thin objects" and "select thin objects" now present extra parameters:



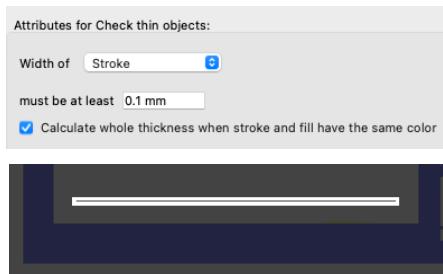


Let us consider the following document:



Stroke

Using "stroke" would report the paths whose stroke weight is thinner than required:



Filled rectangle

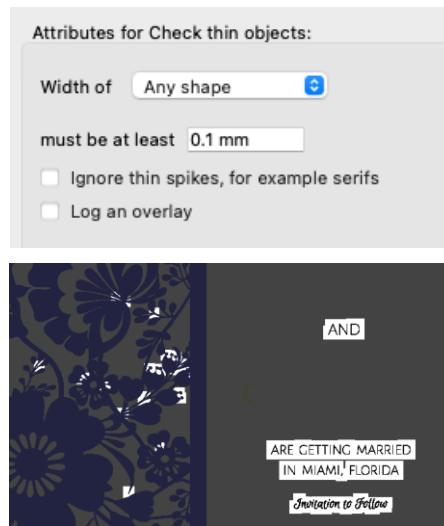
Using "Filled rectangle" would report rectangular shapes exclusively:





Any shape

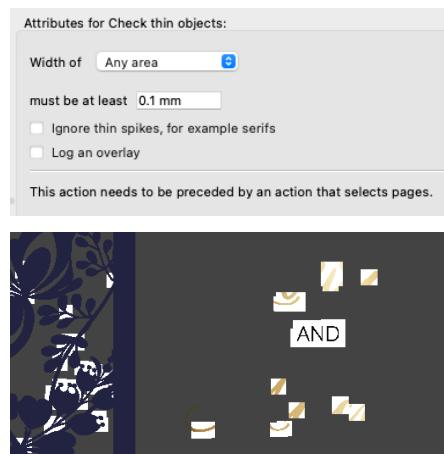
Using "Any shape" will calculate thin parts in the shape of any object, even irregularly shaped ones. Interactions with other objects or with the background are ignored.



Note how both texts objects and objects of the "floral" pattern objects are selected.

Any area

Using "Any area" will select pages with thin parts. These parts are calculated by analysing the page as a whole and considering interactions of objects (overlapping, intersecting). Areas are logged as rectangles in the report and optionally as an overlay.



Note that the "golden" objects which are now also selected.



About "Ignore thin spikes, for example serifs"

If you get too many hits, you can check this option to discard some objects from the detection, thus reducing the number of reported issues.

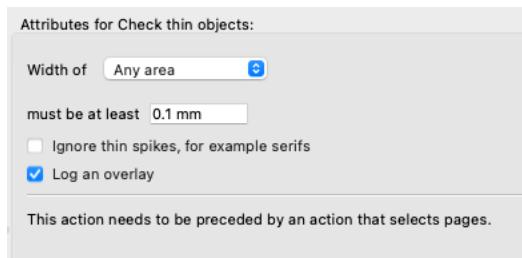


"Ignore thin spikes..." OFF

"Ignore thin spikes..." ON

About "Log overlay"

Using "Log overlay" is convenient for having a more precise overview of the thin object issues. Indeed, it draws an overlaying colour over the problematic object:



However, this may significantly increase the size of the preflight report if a large quantity of issues is found. If that would be an issue, you may want to uncheck "Log overlay."



Select objects by fill and / or stroke state

In PitStop 25.11, we have replaced the “Select invisible objects without fill and stroke” and “Select objects that use neither fill nor stroke” Actions with the new “Select objects by fill and stroke” Action.

This Action opens more possibilities for selecting objects based on their fill and stroke state.

Attributes for Select objects by fill and stroke:

By fill [Actions](#) ▾

Select objects with a fill
 Select objects without a fill

By stroke

Select objects with a stroke
 Select objects without a stroke

If both fill and stroke are checked, the selection includes only objects that match both.

Select any custom processing steps

Previously, one could select either a defined Processing Step Group and Type, or a Custom Group and Type. We added the possibility to select any Custom group independently from their type.

Attributes for Select layers by processing steps - ISO 19593-1:

Select layers that include a processing step
 Select layers that include a custom processing step
 Select layers that include a specific processing step:

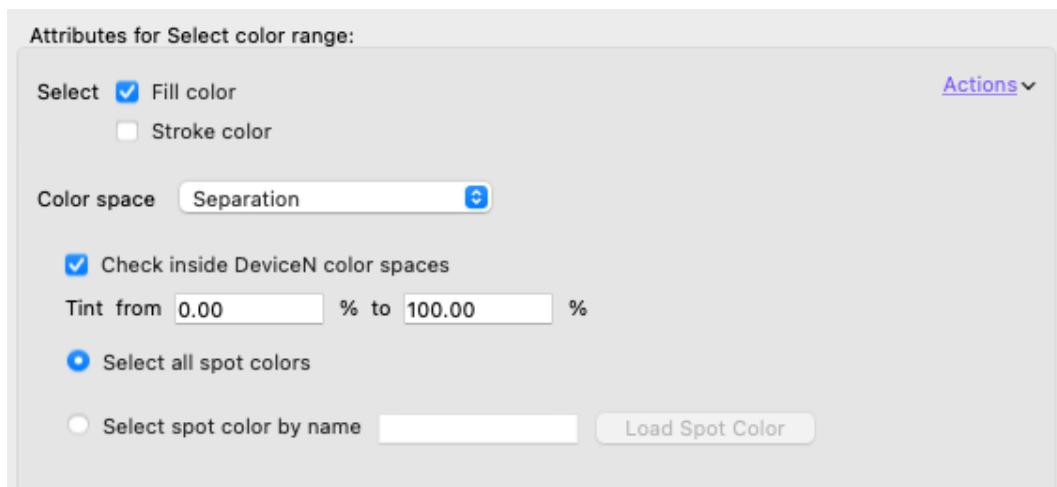
Group:

Restrict to processing steps type:

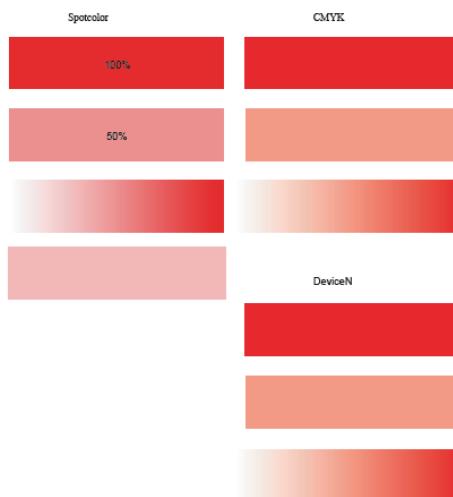


Select color by tint in DeviceN color space

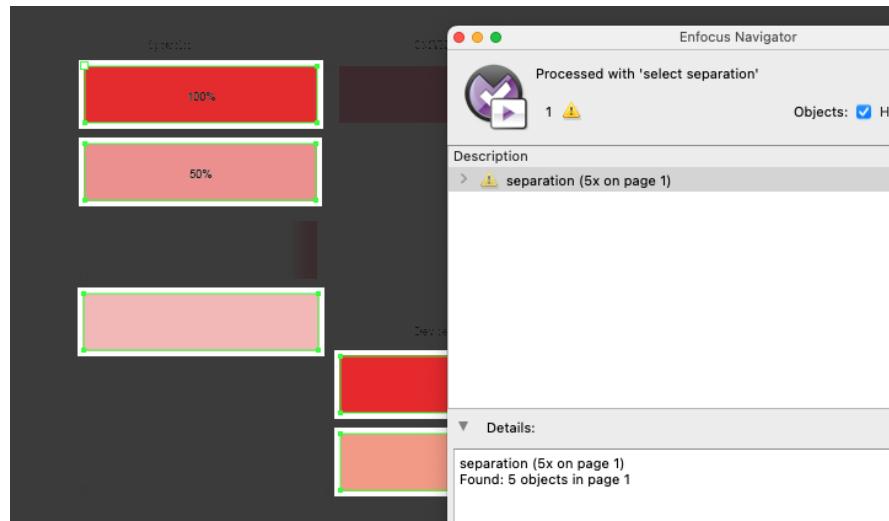
This Action has been improved so that it can search for color tints inside the DeviceN color space. For example, if you were looking for objects using a separation color space using tints, you could use this Action as such:



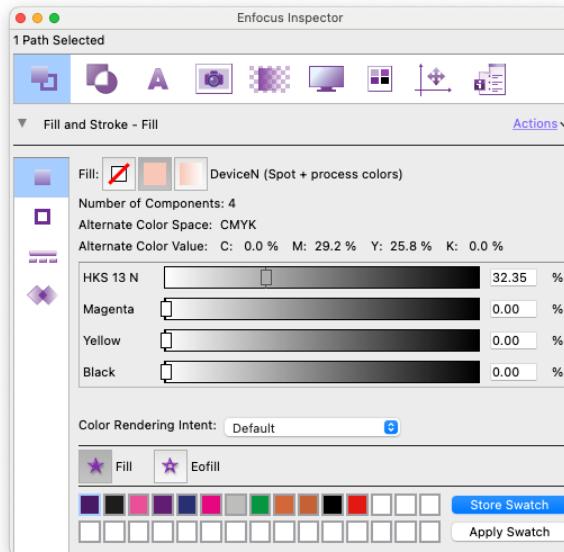
When run on this document:



Then Action returns a series of objects that match with the color tint check.



And indeed, objects using the DeviceN color space and having separations are well reported:



About some extra processing steps Actions

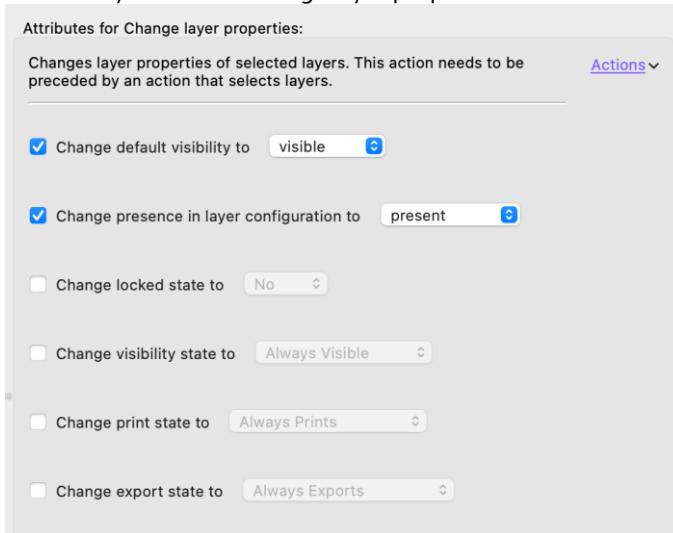
Two Actions were added: "Select by processing steps colorants" and "Check processing steps syntax." Due to their extremely specific use case, they are primarily intended for use in combination with the newly added GWG_Processing_Steps Verify profile (see below).



Improvements

PitStop 25.11 now officially supports macOS 26 (aka Tahoe)

The “Change layers properties” Action now allows changing the lock, visibility, print and export state of layers in the “Change layer properties” Action.



Improved extending line art in the “Add bleed” Action.

Fixed an issue where parts of objects were removed in the “Add bleed” Action.

Improved logging in the “Add bleed” Action.

Improved consistency in logging in the “Convert fill to stroke” Action.

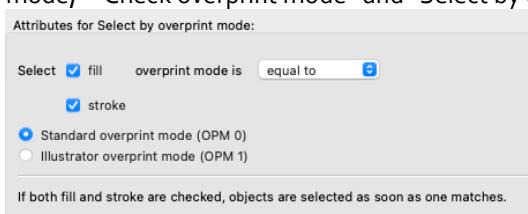
Improved the “Remove concealed segments from line art” Action by ignoring overprint settings.

Fixed an issue in all GWG 2022 Preflight Profiles where checking requirements R0027, R0028 and R0029 was made stricter.

Improved the “Select concealed objects” Action to ignore small parts that are not visible in rendering, enhancing concealment accuracy.

Improved error handling when trying to create custom report messages with non-existent report variables.

Improved UI clarity by adding descriptions to explain selection behavior in the “Select overprint mode,” “Check overprint mode” and “Select by overprint” Actions.



Significantly improved performance of the “Select concealed objects,” “Select overlapping objects,” “Select inside or outside contour” and “Select visible objects” Actions.



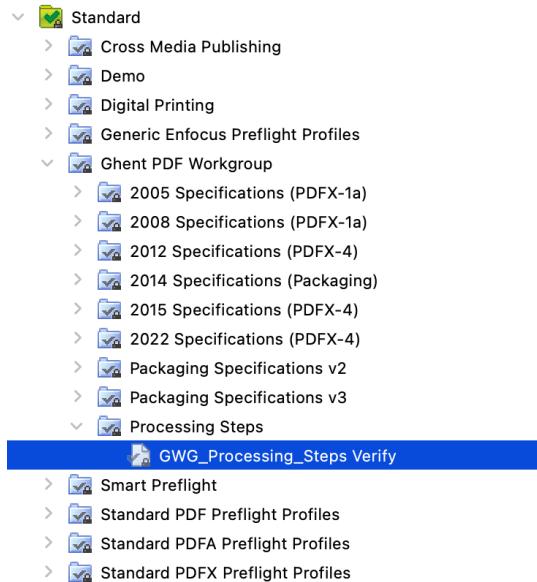
New default Action List

A new default Action List has been added to PitStop 25.11

Repurposing

- **GWG_Processing_Steps Verify**

This new Preflight Profile is meant for preflighting files that must comply to the ISO 19593-1





Bug Fixes

Issue	Product	Summary
ENFP-12466	PitStop Pro	When "Add bleed" set for top, it adds bleed... left
ENFP-12592	PitStop Pro	Part of object removed from bleed when "Add bleed" is used
ENFP-12270	PitStop Pro	Add bleed gives strange results
ENFP-12731	PitStop Pro	The Navigator or Preflight report displays <MISSING VALUE!!>
ENFP-12733	PitStop Pro	Remove Concealed Segments from Line Art Action failing when objects are set on Overprint.