

Ink Limits

Setting ink limits produces the effect seen in Fig 1. Essentially everything to the right of a limit gets ‘lopped off’ and the profile is then ‘stretched’ and re-divided so that it ends up with the same characteristics as before.

If IJC didn’t perform this neat trick for us we would have to enter our ink limits direct into each curve using a technique something like the one illustrated in Fig 2. Here we have a profile for a single black ink with a limit of 20 enforced by dropping the end-point at right.

This is just about workable with a single ink, but is hardly to be recommended when we are juggling with maybe five inks, each constrained by its own individual limit. And Fig 2. has a further serious defect in that it departs from a simple rule we should strive to observe at all times, namely that “0x0 should always mean ‘taps full off’ and 256x256 should always mean taps running at full limit.”

Fig 3. Illustrates the logic of this rule. Here seven channels are switched on and ready to be built into a profile with end-points all placed on identical spots at bottom left and top right.

So far so good – as the man who fell from the 52nd floor said as he flashed past the 24th floor. The problem comes later – in this case when curves *overlap*, causing their respective inks to get dumped on top of each other.

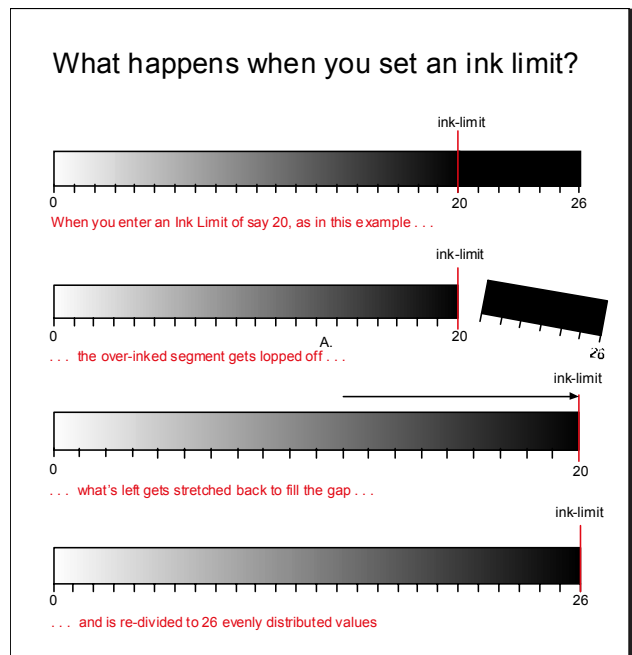


Fig 1.

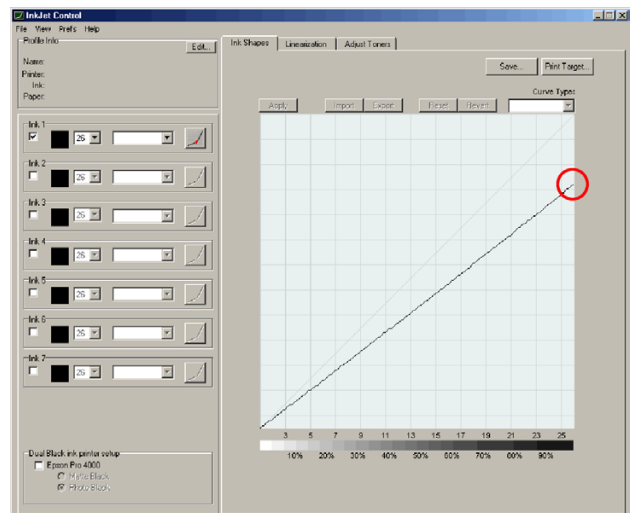


Fig 2.

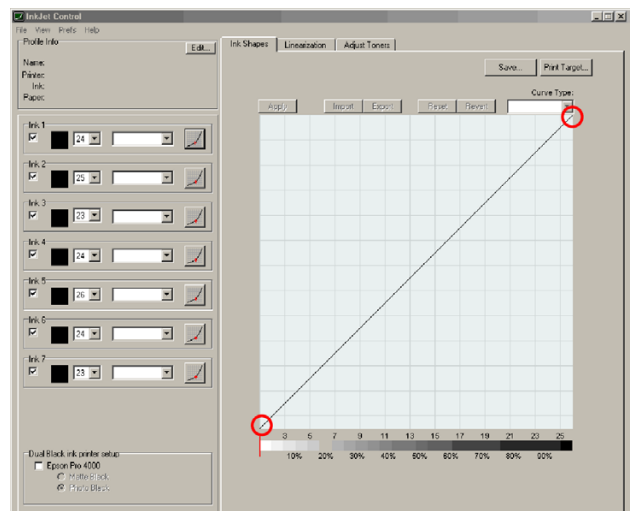


Fig 3.

Fig 4. shows how a line of signals might alert us to this danger. Red means we're running two or more taps *on top of each other* to a degree that risks over-wetting the paper. We need to home in on this and tweak one or more curves *down* to stem the flow. Our exact moves will be a matter of judgment.

Maybe a future version of IJC will come equipped with hazard lights as shown. The current version does not and the purpose of this illustration is simply to alert us to something we may all encounter sooner or later.

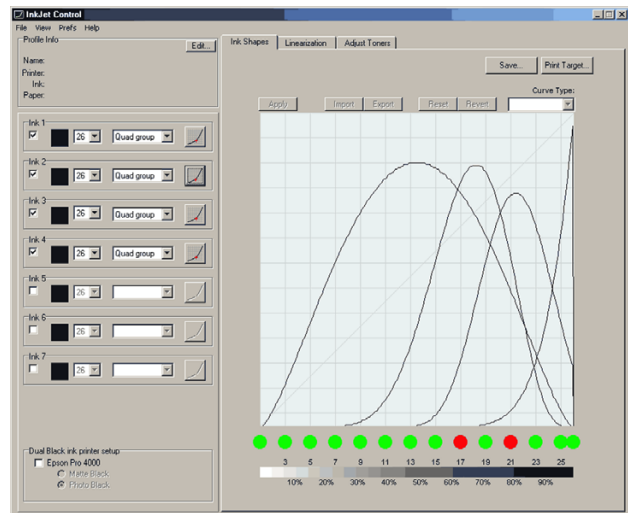


Fig 4.