BLoc Storyline RTL Reverse — customer guide

For BLoc Storyline RTL Reverse 1.6.8. The pictures (18 November 2026) come from a run on the fictional Northstar_Onboarding_AR practice project, built by hand in Storyline 360. The pictures use fictional Northstar sample files; the files are in the Samples folder that comes with these guides.

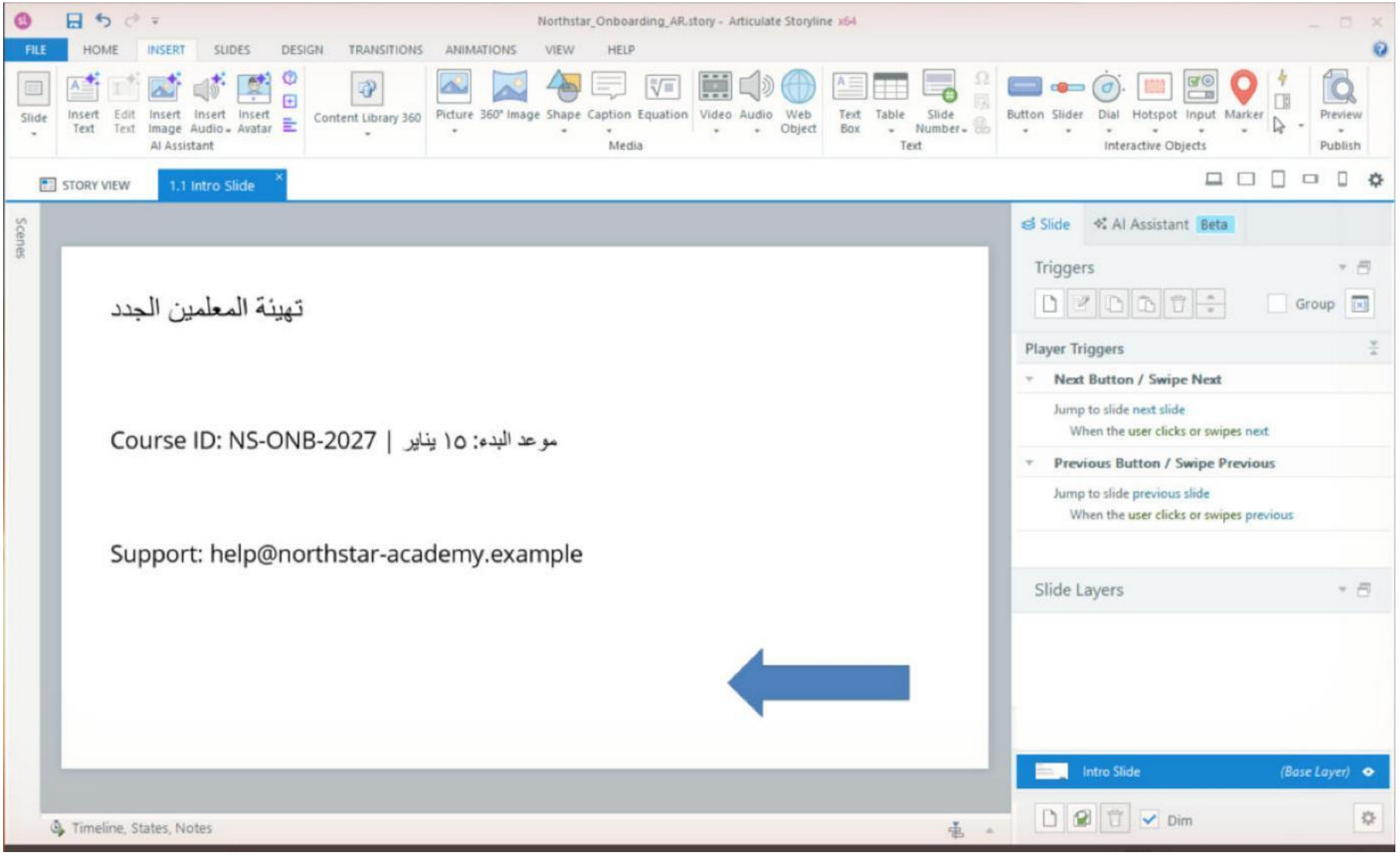
Install and start

The download is one ZIP (BLoc Storyline RTL Reverse 1.6.8.zip) with the program file BLoc Storyline RTL Reverse.exe and this guide. The program needs no installation: copy BLoc Storyline RTL Reverse.exe out of the ZIP into a folder you keep, for example Documents\BLoc Storyline, and double-click it there. Do not run it from inside the ZIP window. If Windows shows Windows protected your PC, click More info, then Run anyway; the file is not code-signed yet. To update, replace the file with the one from the new version.

Prepare a translated project

The tool converts layout after translation; it does not translate content. Import the translated XLIFF or Word file in Storyline, save the .story project, and close it before processing. Use a fictional training project containing text, pictures, arrows, groups, animations, a motion path, layers, states, a quiz and master content. The supplied Northstar storyboard defines this practice exercise. A native .story file must be saved in Storyline before processing.

Prepare a translated project screen detail



Fictional project before reversal: Arabic title, a mixed English/Arabic line, an English-only line and an arrow - Original capture.

Create the Northstar practice project

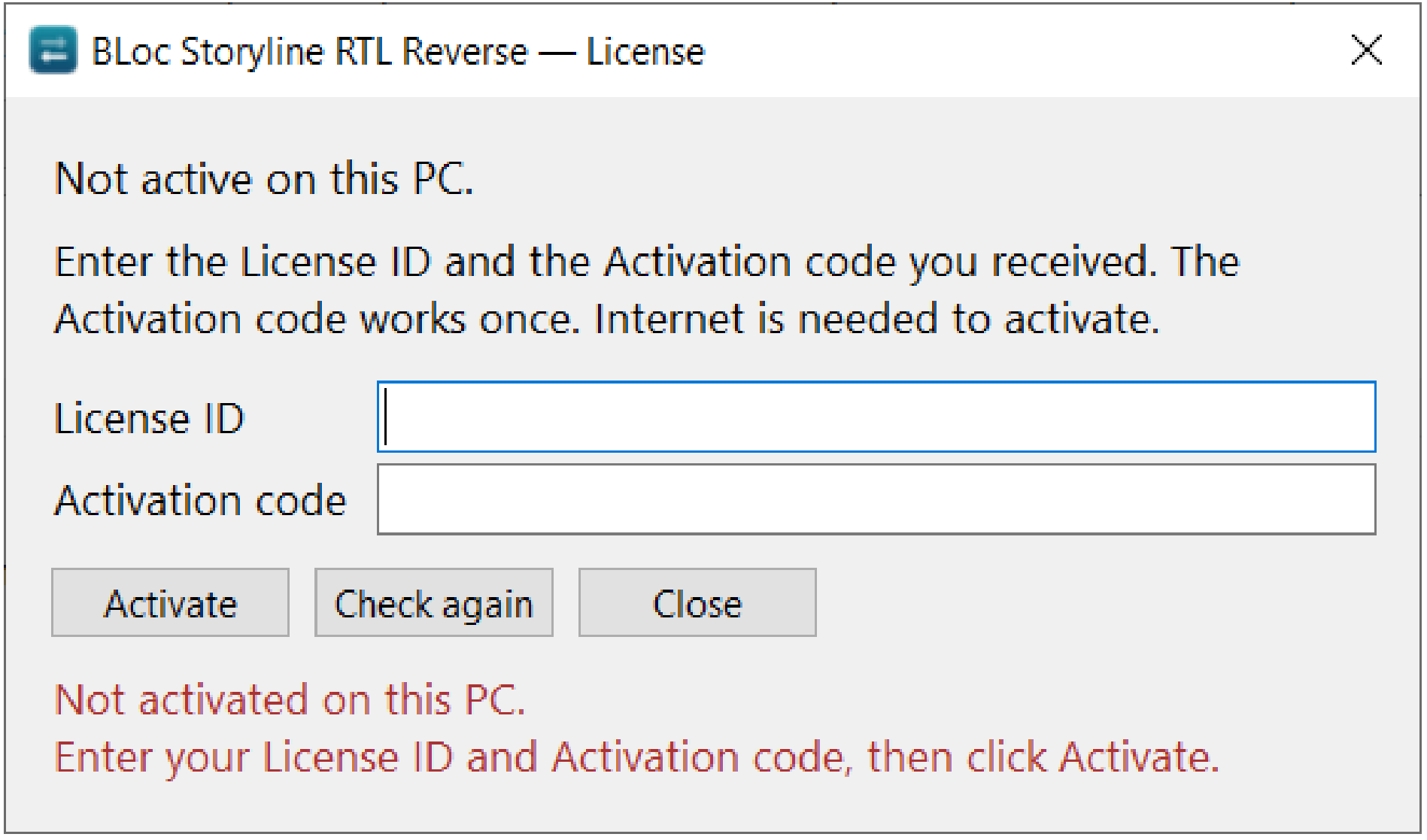
Do not use a customer project as a sample. Build a small fictional practice project by hand in Storyline 360:

1. Choose New Project and open slide 1.1.
2. Insert a text box with an Arabic title, for example تهيئة المعلمين الجدد.
3. Insert a text box with a mixed line, for example Course ID: NS-ONB-2027 | موعد البدء: ١٥ يناير.
4. Insert a text box with an English-only line, for example Support: help@northstar-academy.example.
5. Insert an arrow shape near the bottom of the slide.
6. Save as Northstar_Onboarding_AR.story in Samples/Storyline and close the project.
7. Run BLoc Storyline RTL Reverse once on it. Keep the original and the generated _RTL project side by side.

Activate and check the license

Start BLoc Storyline RTL Reverse.exe; nothing needs to be installed. If Windows shows Windows protected your PC, click More info, then Run anyway. On the first start the License window opens by itself; later, License… at the top right opens it. License ID and Activation code identify enrollment. Activate submits them; Check again refreshes the existing permission; Close returns to the main window. License: active is the expected customer state. Hide actual credentials in screenshots. This computer is already activated differs from a code used on another computer. Contact support for expired/revoked licenses or unavailable seats.

Activate and check the license screen detail

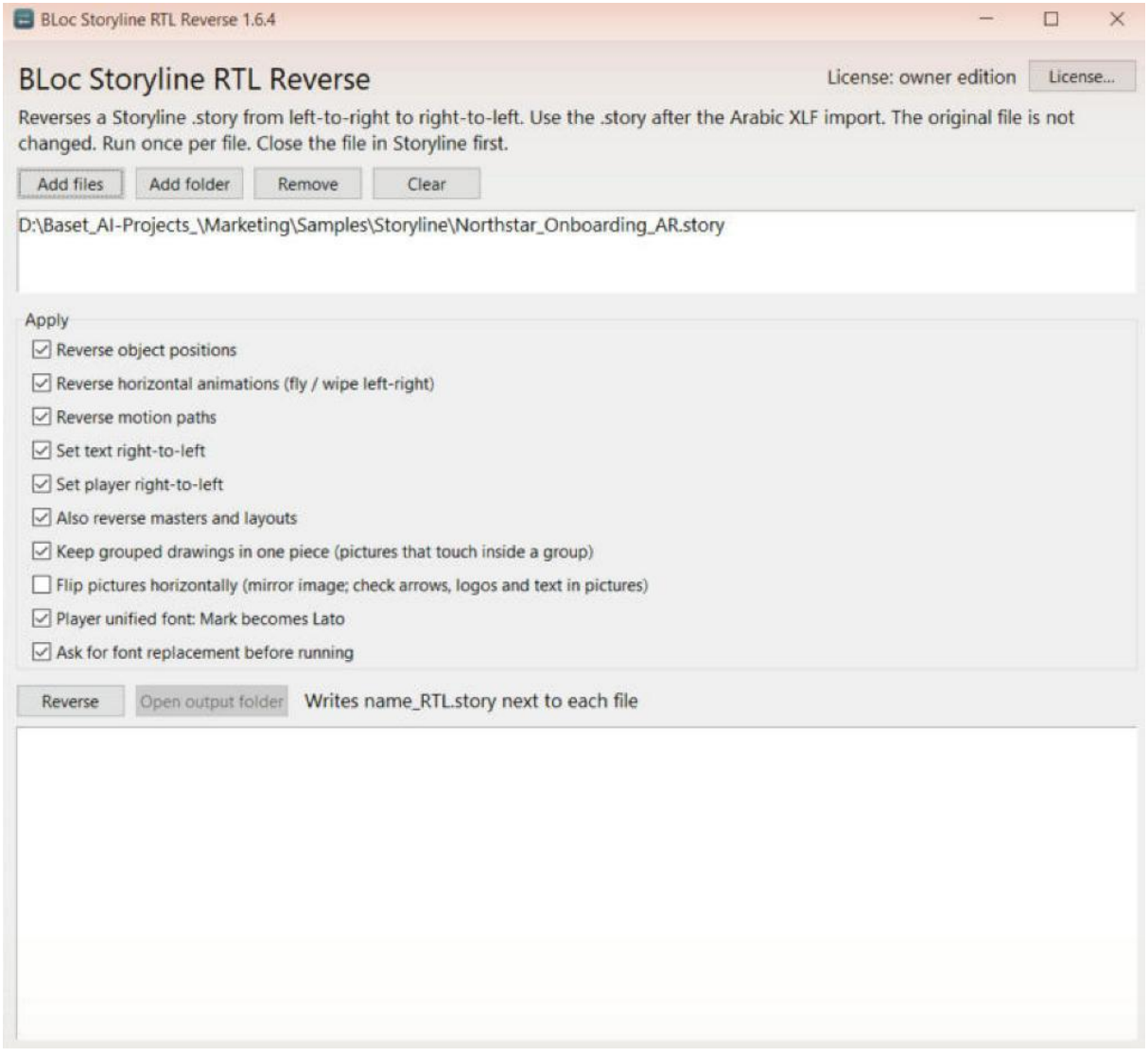


License window of version 1.6.6 on a computer that is not activated yet - Original capture.

Build the input list

Add files selects .story files. You can also drag .story files onto the program icon. Add folder adds projects from a folder. Remove removes selected entries from the queue, not the files on disk. Clear empties the queue. Review all listed paths before Reverse. Close each project in Storyline to release its file lock.

Build the input list screen detail



Main window with one project in the queue and all Apply options - Original capture.

Set layout and animation options

1. Reverse object positions mirrors placement across each slide.
2. Reverse horizontal animations swaps left/right Fly or Wipe directions.
3. Reverse motion paths mirrors horizontal paths.
4. Set text right-to-left changes reading direction.
5. Set player right-to-left changes the player interface direction.
6. Also reverse masters and layouts includes recurring master/layout content.

Each option controls a different part of the project. Review animations in Preview rather than inferring them from a still image.

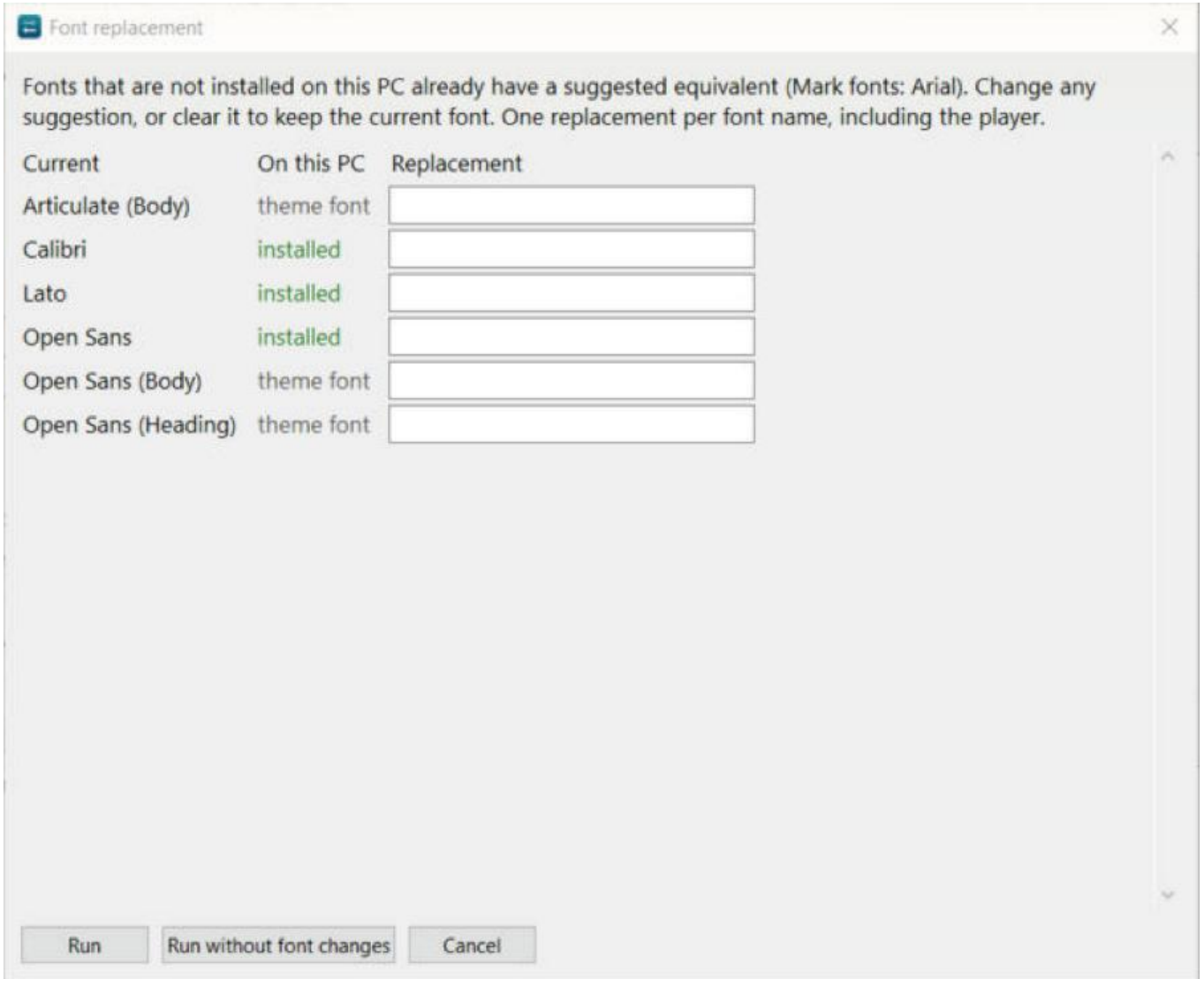
Set artwork and font options

7. Keep grouped drawings in one piece keeps touching pictures within a group together during repositioning.
8. Flip pictures horizontally also mirrors picture pixels. It is off by default; inspect text in pictures and logos before enabling.
9. Player unified font: Mark becomes Lato changes a Mark player font to Lato.
10. Ask for font replacement before running opens the font review dialog. It is separate from player font handling.

Review font replacements

Current lists fonts found in the project. On this PC indicates availability. Replacement contains a proposed installed font or an editable choice. Fonts that are not installed receive an installed suggestion (Mark fonts: Arial; others: Arial, Times New Roman or Courier New); change or clear each suggestion before running. Theme fonts are left as themes. An empty replacement leaves the font unchanged. Run uses the chosen mappings; Run without font changes proceeds without replacing fonts; Cancel stops this operation.

Review font replacements screen detail

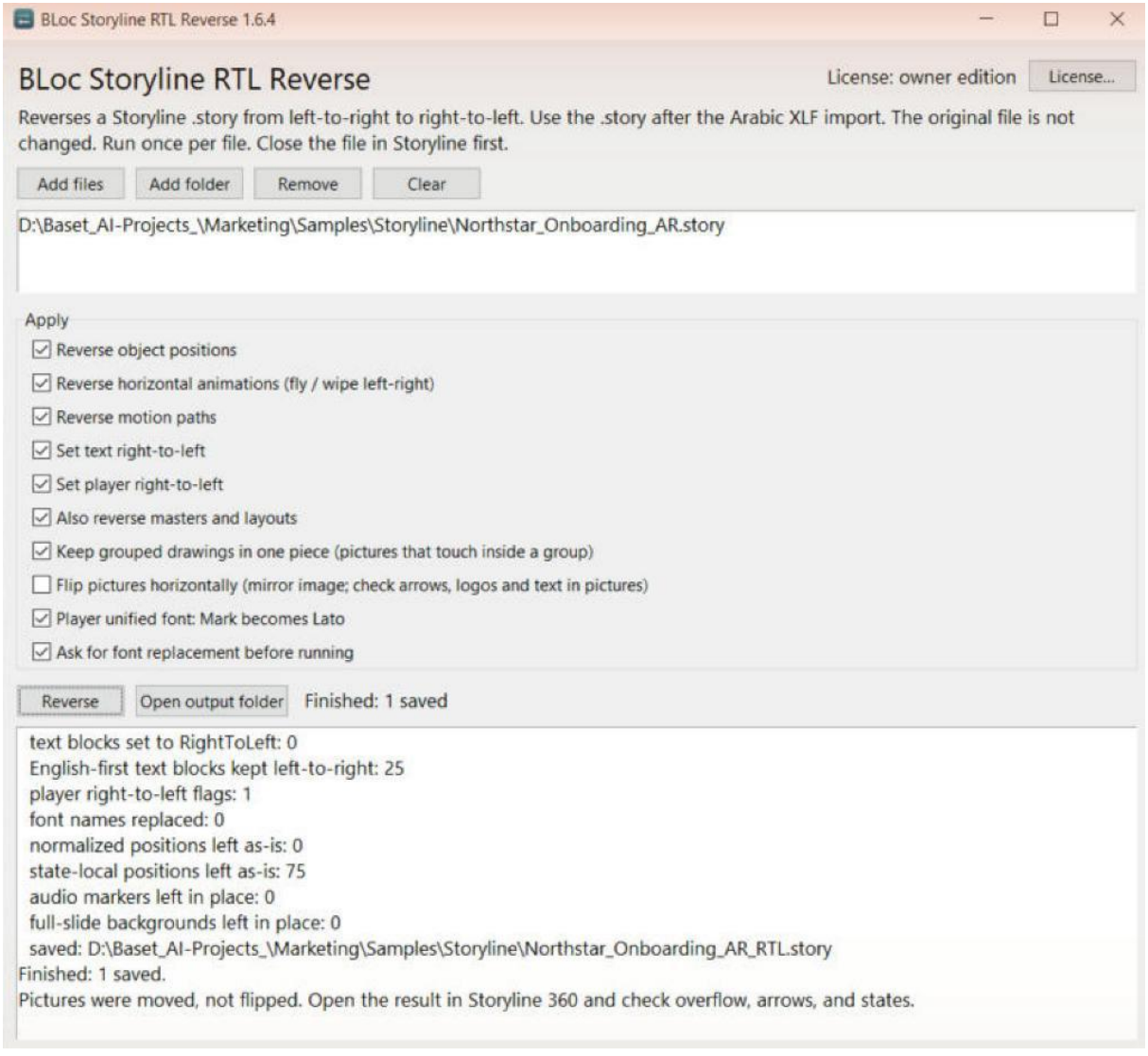


Font replacement before running: every font of the practice project is installed, so no replacement is suggested - Original capture.

Reverse and inspect output

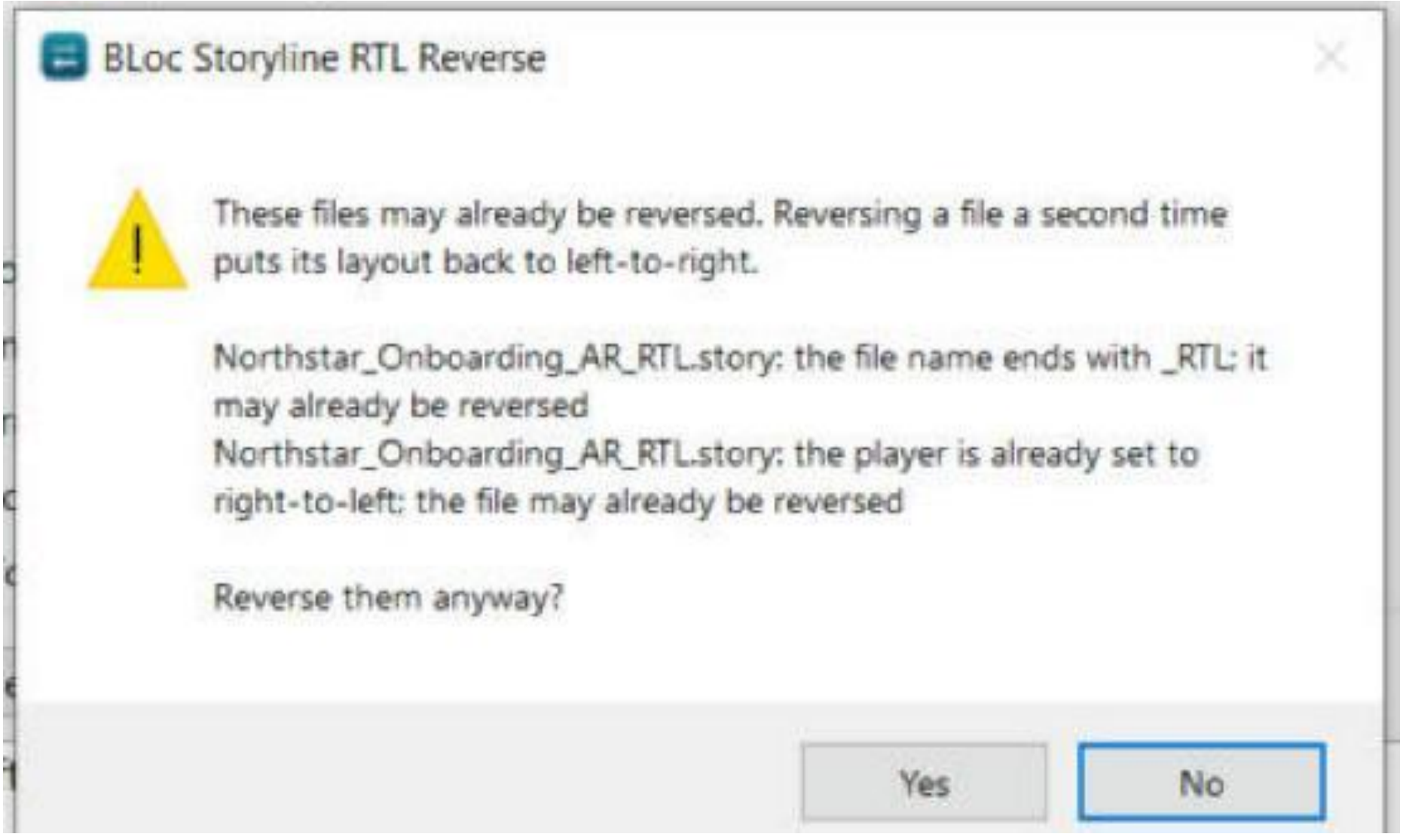
Reverse starts processing. Status/log messages report progress. The tool writes name_RTL.story next to each input while preserving the original. Open output folder locates results after completion. Do not process the generated RTL file again for the normal workflow: a second reversal can undo the layout. Read and decline the already-reversed warning unless a second reversal is intentional.

Reverse and inspect output screen detail



Finished: 1 saved, with the counts and the _RTL file name - Original capture.

Reverse and inspect output screen detail

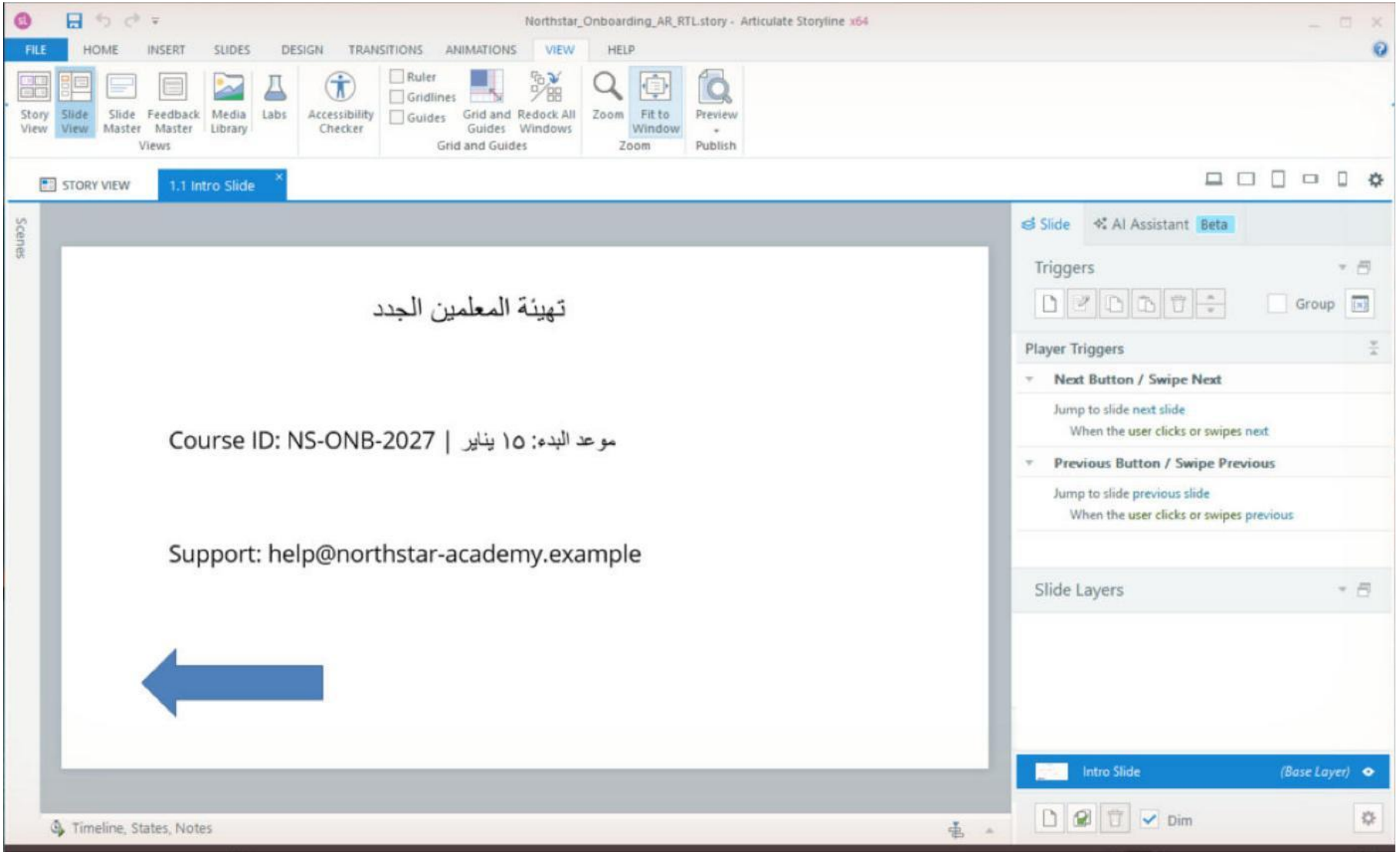


Warning when a reversed _RTL file is added again - Original capture.

Verify interactions and recover

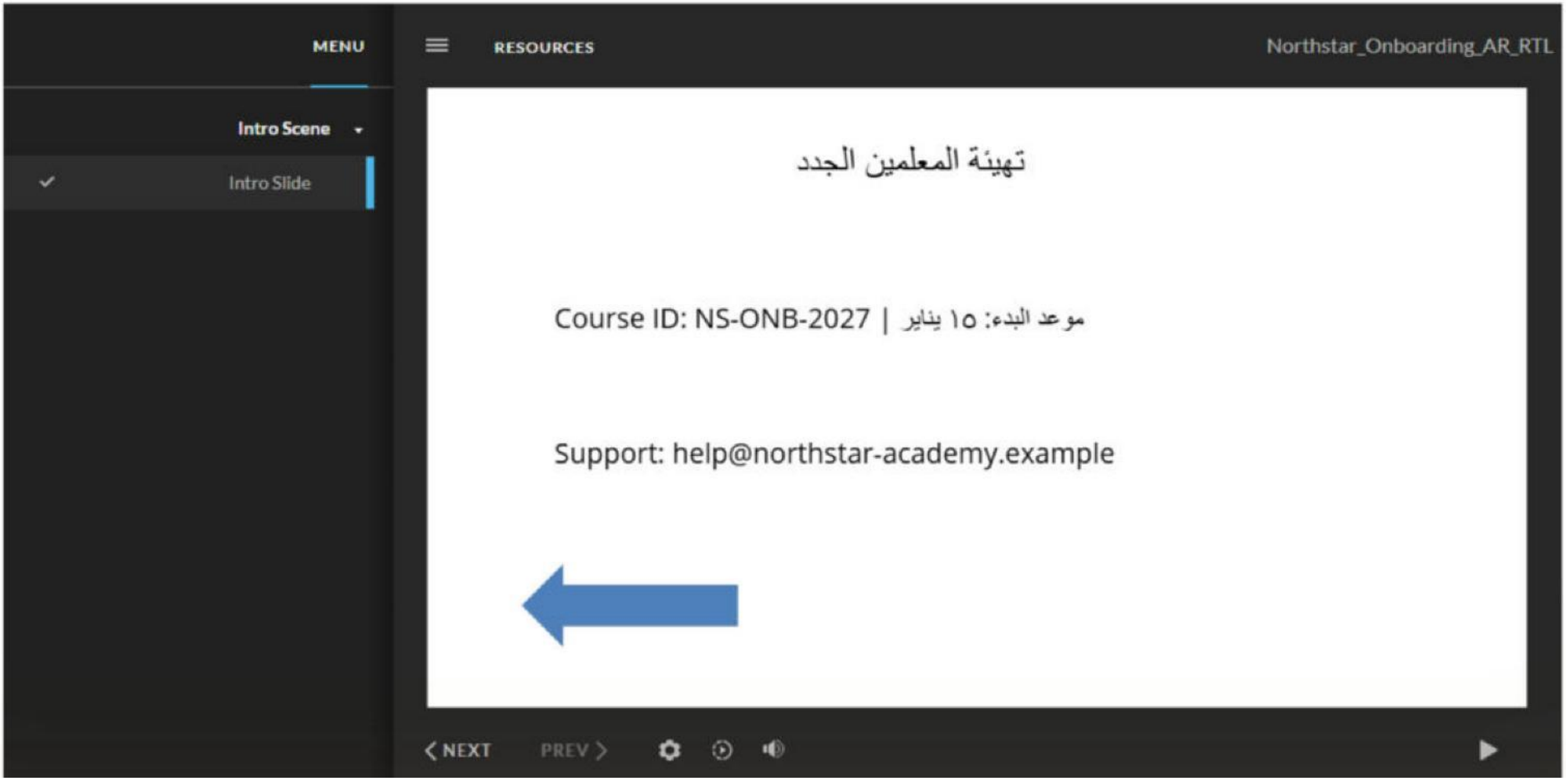
Open the output in Storyline. Check text fit, fonts, arrows, picture text, states, layers, triggers, drag-and-drop, quiz feedback, tables, charts and player navigation. Preview each slide with motion. A locked-file error requires closing Storyline. An invalid-package error requires a genuine intact .story file. Preserve the original. For an unexpected error, send the details file %LOCALAPPDATA%\BLoc Storyline RTL Reverse\error.log to support. If the PC clock is wrong, turn on automatic date and time in Windows, then click Check again. Screenshot completion is not a substitute for interactive playback.

Verify interactions and recover screen detail



After reversal: positions are mirrored, the Arabic title reads right-to-left, and the mixed and English-only lines keep their reading order - Original capture.

Verify interactions and recover screen detail



Player preview of the _RTL project: the player is right-to-left (NEXT on the left, menu text on the right) - Original capture.

Lines that start with English and are mostly English (codes, e-mail, Course ID followed by a short Arabic part) stay left-to-right; only their position is mirrored. Arabic lines, and a brand name followed by an Arabic sentence, become right-to-left. Check mixed lines in Preview.