

BKLVA

POCKET DAW

THE CARDPUTER MUSIC WORKSTATION

Complete user manual for M5Stack Cardputer ADV

VERSION 0.3.4 / SAMPLER RETURN

44.1 KHZ / 4 TRACKS / USB MIDI

BKLVA/SEQPLAY112 BPM

BAR 4/4MIDNIGHT CIRCUITSTEP 16

T1 DR16T2 SLC T3 SYN T4 SYN

T1 48 ALL 8 DRUM VOICES SWING 54

TRACK STEP BAR V FOCUS

MIDNIGHT CIRCUIT

BKLVA/SCENESPLAY106 BPM

A B C D E F G H

NOW A NEXT C

T1 DRUM16 B1 48

T2 SLICE B1 18

T3 SYNTH B3 28

T4 FROZEN MUTE

SCENE TRACK ENTER LAUNCH

SCENE LAUNCHER

BKLVA/CHAINPLAY106 BPM

CHAIN RUNNING LOOP ON

1 A 2 B 3 C 4 D

x1 x1 x2 x1

5 E 6 F 7 G 8 END

HOLD x1 x1

1-8 / 16

STEP SCENE L REPEAT

CHAIN ARRANGER

BKLVA/SEQPLAY124 BPM

BAR 2/8 T3 INST STEP 09

T1 LOOP T2 SLC T3 INS T4 DRM

NOTE C3 GATE 82% TIME +0%

TRACK STEP BAR V FOCUS

4 LANE SEQUENCER

BKLVA/DRUM16PLAY112 BPM

T1 PAD 1 KICK GRID

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

V VIEW ENTER PLAY HOLD C RECORD

DRUM16 GRID

BKLVA/DRUM16STOP112 BPM

T1 PAD 2 SNARE WAVE

START 4ms END 486ms F-IN 2.0ms

F-OUT 3.0ms FILTER OFF TUNE +0st

PARAM HOLD VALUE FW COARSE

DRUM16 WAVE

BKLVA/TRACKSPLAY112 BPM

T1 DRUM16 MONO T2 T3 T4

VOLUME 220 220 220 220

LENGTH 128 128 128 128

FILTER 12 12 12 12

DRIVE 20 20 20 20

DELAY 16 16 16 16

REVERB 16 16 16 16

TRACK PARAM ENTER OPEN

TRACKS

BKLVA/OUTPUT FXPLAY112 BPM

DELAY 22 RV CP OUT

FEEDBACK 22

TIME 104

WARM 1/8D

18 12 220

EFFECT PARAM ENTER OPEN

OUTPUT FX

BKLVA/SONGSTOP124 BPM

SONG SLOT 3 ACTIVE

LOAD SONG ENTER

SAVE SONG ENTER

TEMPO 124 BPM

LENGTH 8 BARS

SWING 54%

REC QUANTIZE 1/32

SELECT CHANGE ENTER ACTION

SONG SETTINGS

BKLVA/STATUSPLAY112 BPM

44.1K 256F 5.80ms BAT 78%

AUDIO READY USB MIDI LINK

CPU D0 C0 A34 P86

SY22 DR30 MX11 FX7 OT14

ENTER RUN BS TRACE TAB PAGE

STATUS

MUSIC PAGESBACK

SEQUENCER SAMPLER SYNTH

SONG MIXER FX

USB SAMPLE INSTRUMENT DRUMIC

MUSIC MENU

SYSTEM MENU

WIFI DEVICE STATUS STORAGE

SONGS HELP ABOUT BACK

SELECT ENTER OPEN

SYSTEM MENU

MANAGE MODEHOME READY

WIFI NAME StudioNet

WEB ADDRESS http://192.168.1.42

WEB USER bklva

WEB PASS 824617

HOME WI-FI CONNECTED

ENTER EXIT MANAGE 78%

MANAGE MODE

BKLVA/USB SAMPLEREC124 BPM

USB PHONE CAPTURE

PHONE CONNECTED

INPUT

REC 00:00.42 MONITOR ON

HOLD C TO RECORD

USB SAMPLE

RECORD / SAMPLE / SEQUENCE / SYNTHESIZE / MIX

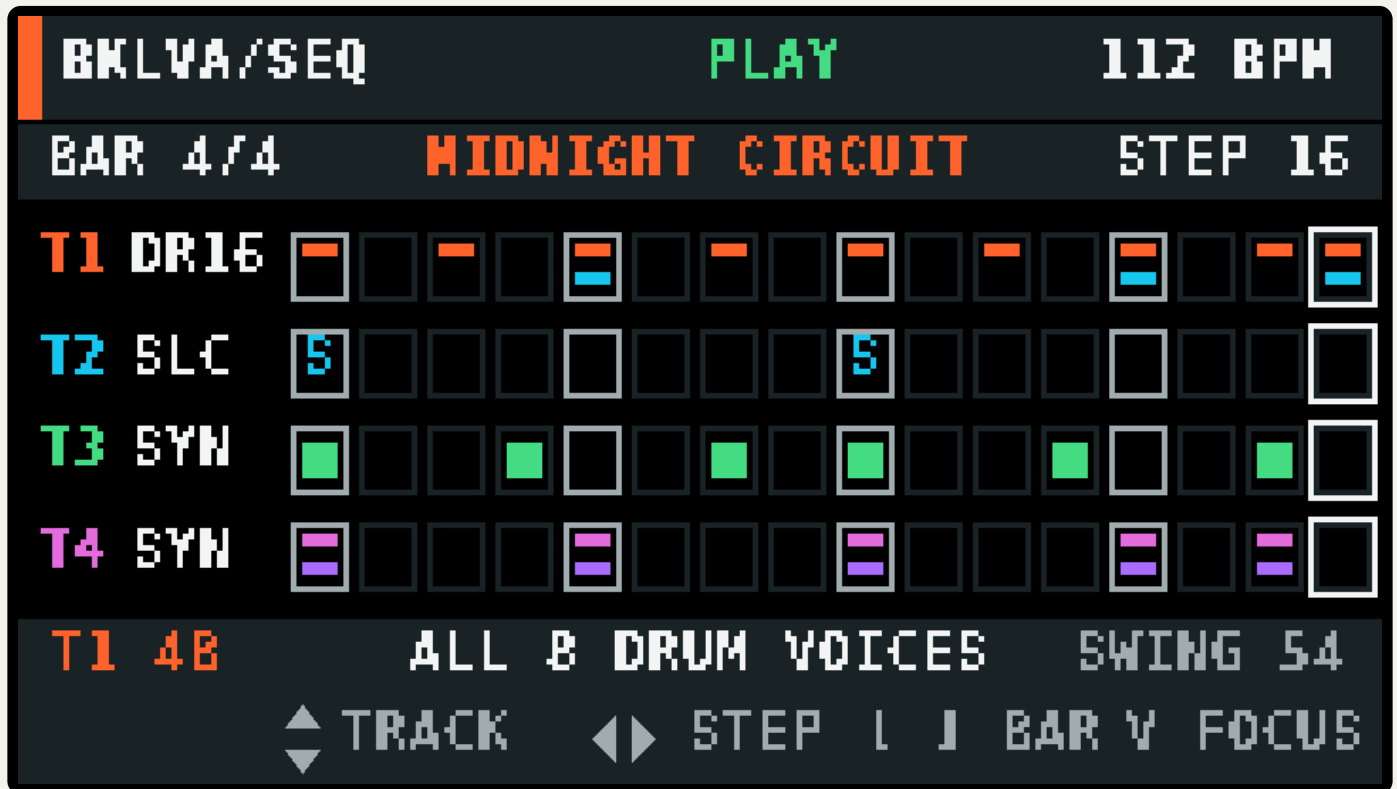
A complete pocket workstation with SD songs and USB MIDI.

BKLVA POCKET DAW

M5STACK CARDPUTER ADV

USER MANUAL / AUGUST 2026

A STUDIO THAT FITS IN YOUR POCKET



BKLVA Pocket DAW turns the M5Stack Cardputer ADV into a standalone music workstation for recording loops, chopping samples, building beats and playing synth or sample instruments. Version 0.3.4 opens with the editable MIDNIGHT CIRCUIT demo on a genuinely empty installation. Audio runs at 44.1 kHz; songs and long audio live on the SD card.

MUSIC ENGINE

- 4 tracks with independent 1/2/4/8/16-bar lengths
- Loop, Slice, Synth, Drum16 and Instrument modes
- Quantized or unquantized live recording
- Non-destructive live mode banks per track

SAMPLING

- Hold-to-record microphone sampler
- Long SD-streamed samples and loop tracks
- Up to 16 movable cue points
- USB phone capture and master resampling

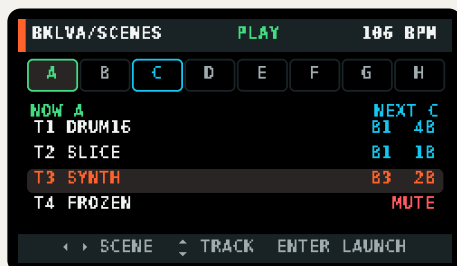
PERFORMANCE

- 6-voice editable synthesizer
- 4-voice chromatic sample instrument
- 16-slot Drum16 with 8 synthesized fallbacks
- Class-compliant USB MIDI input and output

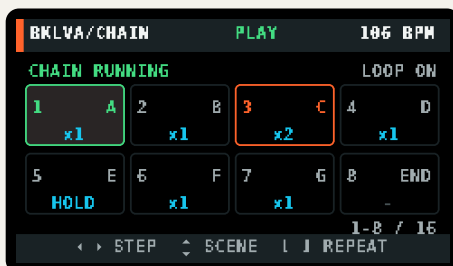
STORAGE AND MANAGEMENT

- 8 complete song slots
- Track Freeze for demanding Synth parts
- Browser-based SD file manager over Wi-Fi
- Delay, Reverb, Compressor and protected Output

ALL MUSIC SCREENS



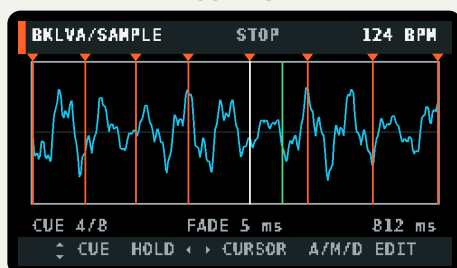
SCENES



CHAIN



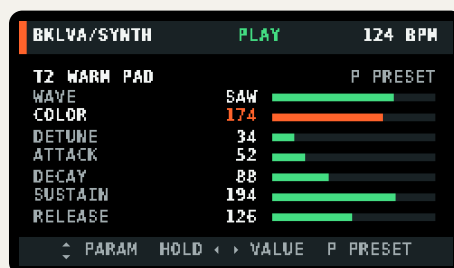
4 LANE



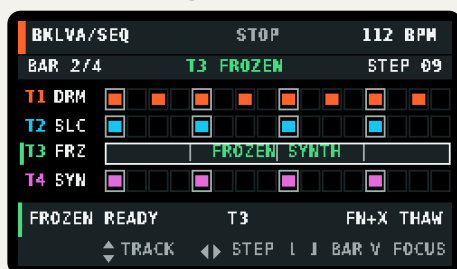
SAMPLER



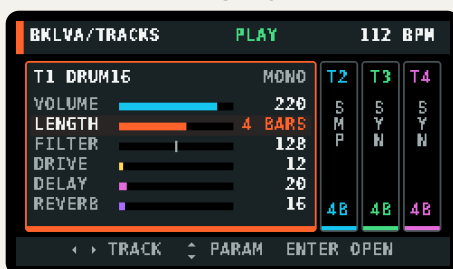
DRUM16



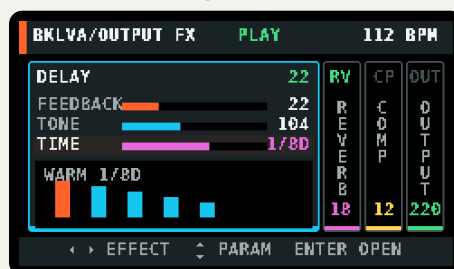
SYNTH



FROZEN SYNTH



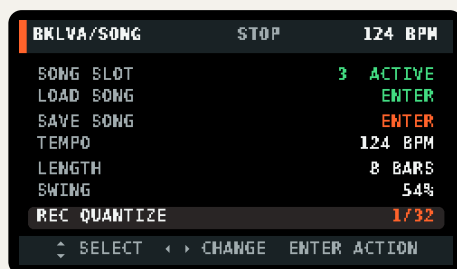
TRACKS



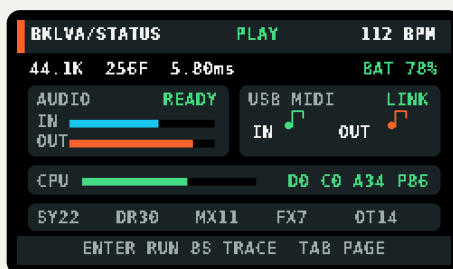
OUTPUT FX

Representative views of the 0.3.4 interface. Values, meters, notes and waveforms change with the active song. These same PNG files are exported separately for the product-page gallery.

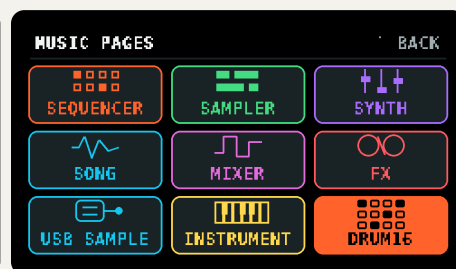
SYSTEM AND UTILITY SCREENS



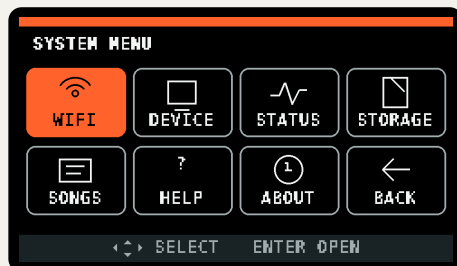
SONG SETTINGS



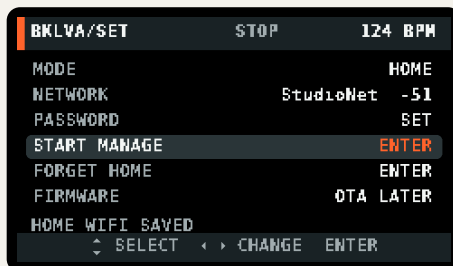
STATUS



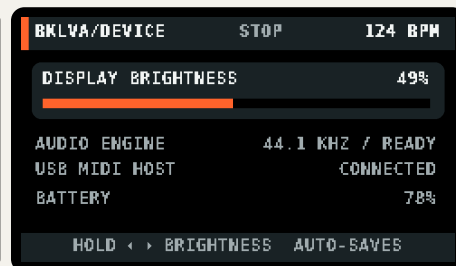
MUSIC MENU



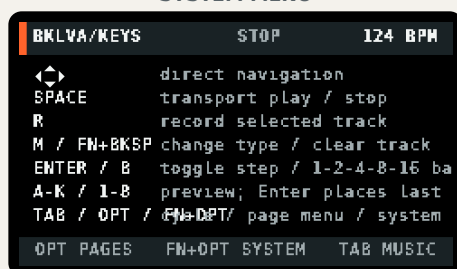
SYSTEM MENU



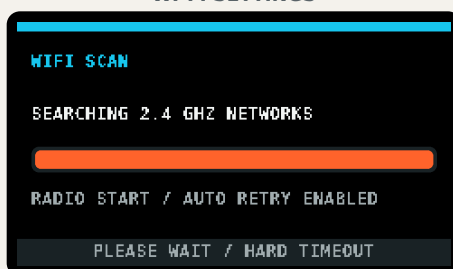
WI-FI SETTINGS



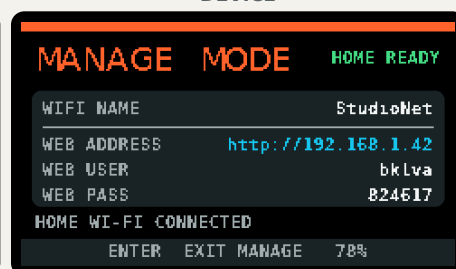
DEVICE



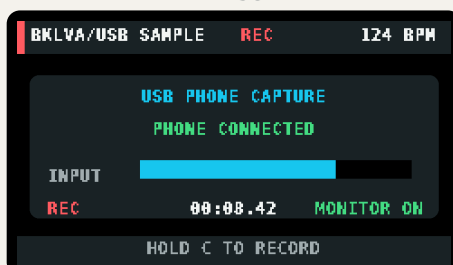
HELP



WI-FI SCAN



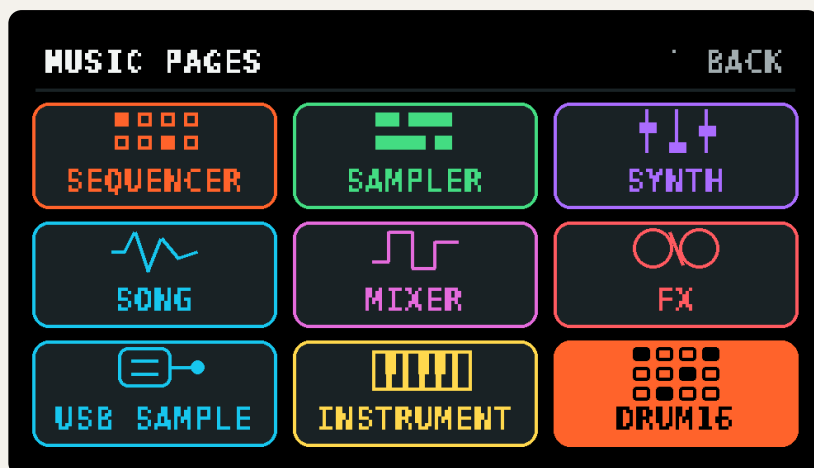
MANAGE MODE



USB SAMPLE

Representative 0.3.4 views are shown only for screens included in this release. Song access from System Menu opens the same Song page shown on the previous page; Back returns without opening another page.

POWER ON AND FIND YOUR WAY



Cold boot: the BKLVA splash stays on screen for about 2.5 seconds. On an empty installation MIDNIGHT CIRCUIT is already loaded: press Space to hear it. A valid saved project always wins.

SD card: leave your existing card in place. The firmware creates /BKLVA_DAW when needed.

CORE NAVIGATION

ARROWS

Navigate directly. Hold an arrow to repeat.

TAB

Cycle through the music pages.

OPT

Open Music Menu; press OPT again to open the selected tile.

FN+OPT

Open System Menu. One press returns to its main page; another leaves it.

ESC (`)

Close Music Menu and return to the last selected page.

SPACE

Start or stop transport.

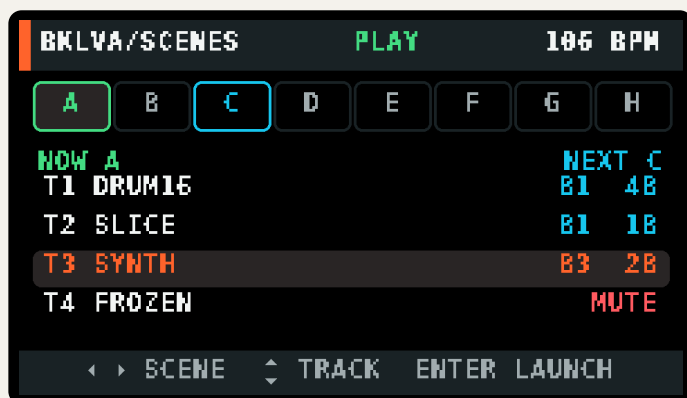
FN+LEFT / RIGHT

Change tempo from a music page.

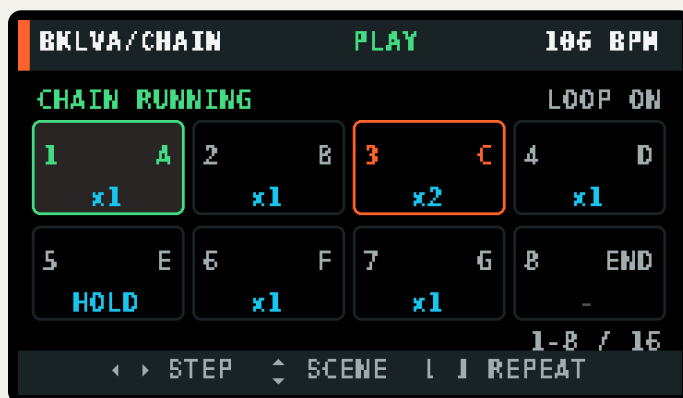
A GOOD FIRST FIVE MINUTES

1. Press Space and hear all four demo tracks. 2. Open TRACKS and inspect each lane. 3. Return to Sequencer and edit a step. 4. Press M to visit another instrument bank. 5. Save only when you deliberately want to keep the edited demo.

LAUNCH SCENES AND BUILD A COMPLETE SONG



SCENE LAUNCHER



CHAIN ARRANGER

Scenes are lightweight windows into the notes and audio already on your four tracks. They do not duplicate samples or patterns in RAM. A Scene can choose a different start bar, length and mute state for each track; the Chain plays those Scenes as a finished arrangement.

SCENE LAUNCHER

- Left/Right selects Scene A-H
- Up/Down selects one of the four tracks
- Enter launches now or queues at the next bar
- 1-8 directly launches Scene A-H
- B changes the selected track window length
- [/] moves its start bar; Q toggles scene mute

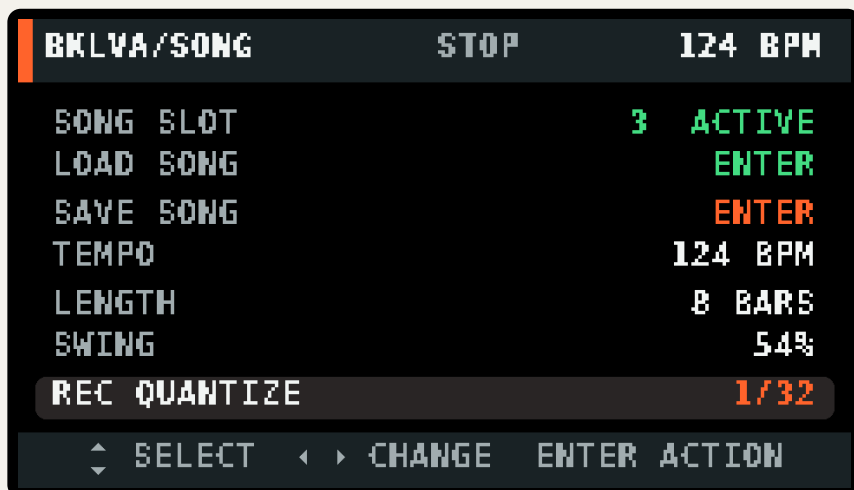
CHAIN ARRANGER

- Sixteen arrangement steps
- Each step selects Scene A-H or END
- [/] chooses x1-x16 or HOLD
- Enter starts from the selected chain step
- The chain loops after END or its empty tail
- Fn+Space runs only the current Scene loop

SONG-LOCAL AND COMPATIBLE

Scene data is stored in the optional SCENES.BIN companion. Older songs open normally as Scene A using their existing track lengths. Song Load also restores the destination tempo, swing, tracks, samples, freezes, Scenes and Chain without carrying old FX tails or held notes across the change.

SET UP AND SAVE THE WHOLE PROJECT



SONG SLOTS

There are 8 complete song slots. A slot can show ACTIVE, SAVED or EMPTY. Load and Save require a second press of Enter, protecting against accidental replacement.

SONG CONTROLS

TEMPO

40-240 BPM

LENGTH

Set all tracks to 1, 2, 4, 8 or 16 bars

SWING

50-75%

REC QUANTIZE

Off, 1/4, 1/8, 1/16, 1/32 or 1/64

COUNT-IN

Off, 1 bar or 2 bars

METRONOME

Off, Rec Only or On

CLICK LEVEL

Independent click volume

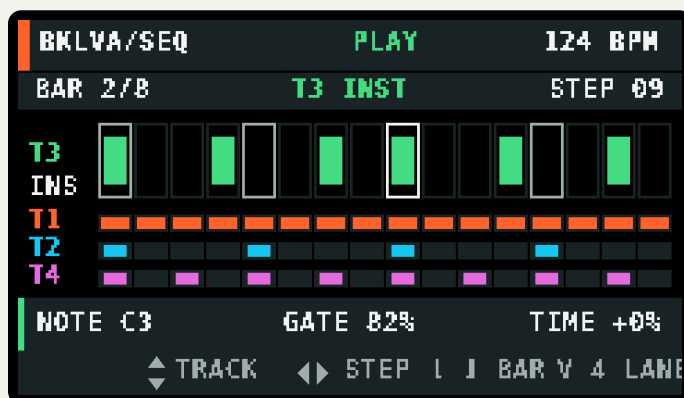
SAVING

Ctrl+S saves the current project from music pages. The Song page is the place to choose another slot, load it, or deliberately save/overwrite it. The last active song is recalled on boot.

FOUR LANES OR ONE LANE IN FOCUS



4 LANE



LANE FOCUS

Press V to toggle directly between the two views. Both edit the same pattern and follow the active bar while transport runs.

4 LANE

All four tracks remain equally visible. This is the fastest view for reading the whole arrangement, checking drum density and seeing how parts interact.

LANE FOCUS

The selected lane grows into a roomy 16-step editor. The other three lanes remain as thin event-position overviews. The detail strip shows note/cue/hits, recorded length and timing.

MOVE AND EDIT

- Up/Down: select track
- Left/Right: select step
- [/]: previous or next bar
- B: cycle selected track through 1/2/4/8/16 bars
- Backspace: delete selected step while stopped
- Fn+Backspace: clear the entire selected lane

TRACK STATE

Q mutes the selected track. Its entire lane dims and shows a red M marker. O solos the selected track; every non-solo lane dims. The header always reports the active mute or solo state, so silence is never mysterious.

REHEARSE, PLACE, STEP RECORD, LIVE RECORD



SAFE REHEARSAL

Play the selected Synth, Slice, Drum16 or Instrument track without arming it. Nothing is written. While stopped, Enter places the last played sound at the cursor.

01

CHOOSE THE TRACK

Use Up/Down, then press M if its type needs to change.

02

ARM RECORDING

Press R while stopped. The selected track enters Step Record.

03A

STEP RECORD

Play a key or MIDI note. The cursor advances. Recording stops when it reaches the final song step.

03B

LIVE RECORD

After arming, press Space. Perform while the song runs. Count-in and record quantize come from Song.

04

FINISH

Press R to disarm or Space to stop. Stopping transport automatically clears the arm for the next playback.

LIVE-RECORD BEHAVIOR

Your direct performance is heard immediately. A newly recorded event does not echo again in the same pass; it begins on the next loop. Synth and Instrument notes preserve the performed hold length.



A Loop track streams a mono 44.1 kHz WAV from SD. Recording is bar-locked so the result repeats from exactly the same musical position instead of drifting.

START AND FINISH

R while stopped: recording begins on the next exact bar boundary, after Count-In if enabled.

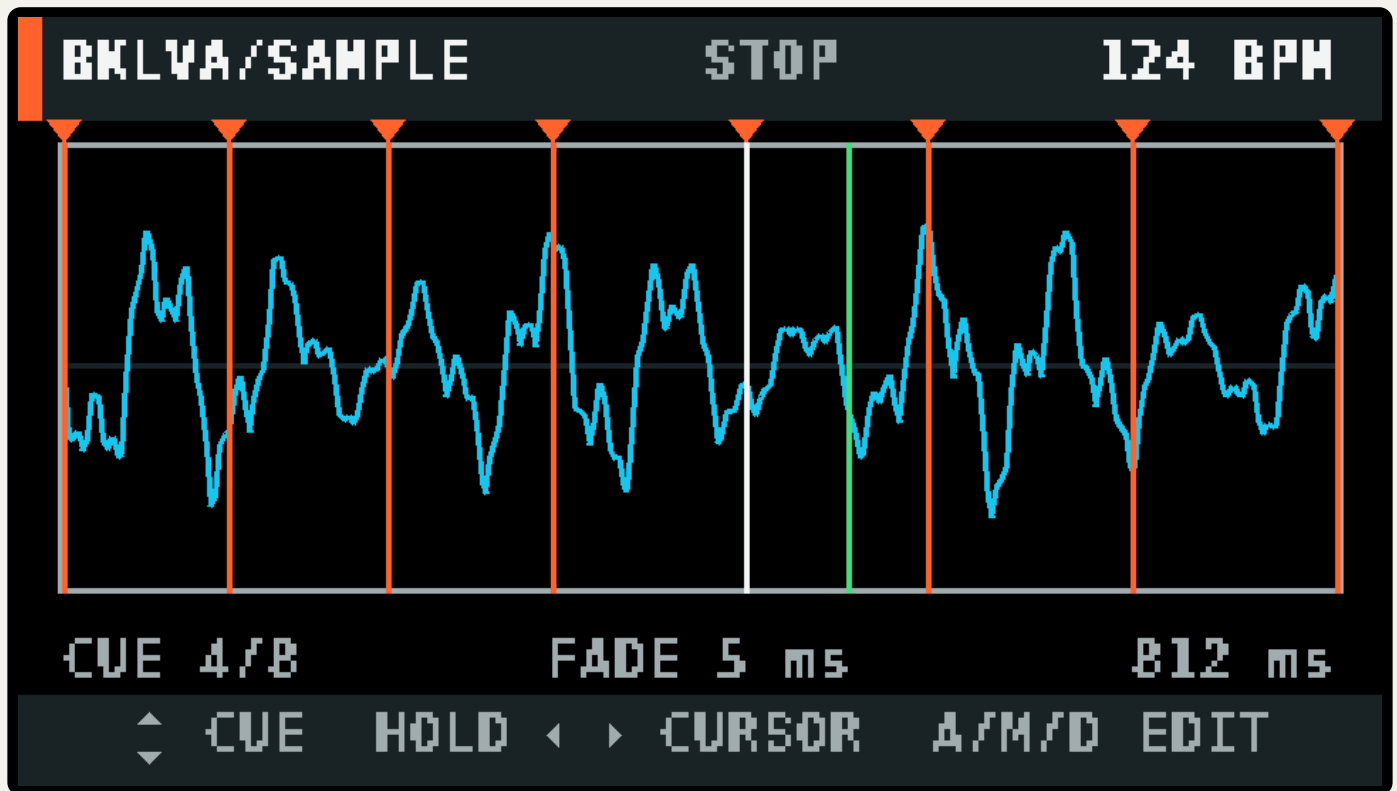
R while recording: schedules a clean stop at the next exact bar.

STOP EARLY

Space stops immediately. Pocket DAW pads only the unfinished remainder of that bar with silence. It does not stretch or repeat the recorded sound, so the take remains honest and aligned.

PRACTICAL WORKFLOW

- Set the song length before recording.
- Use Count-In when you need hands-free preparation.
- Use R for a full musical ending; use Space for an immediate stop.
- The new recording replaces that track's current Loop WAV.
- Back up important audio before recording over a track.



CAPTURE AND AUDITION

Hold C to record the built-in microphone. Release C to stop; transport is not required. The take streams to SD, receives automatic end cleanup, then builds its waveform and cue cache. Enter auditions the selected cue.

NAVIGATE THE WAVEFORM

- Up/Down: previous or next cue
- Hold Left/Right: move cursor
- Fn+Up / Fn+Down: jump to start/end
- Z: horizontal zoom 1x-16x
- Shift+Z: vertical zoom 1x-8x

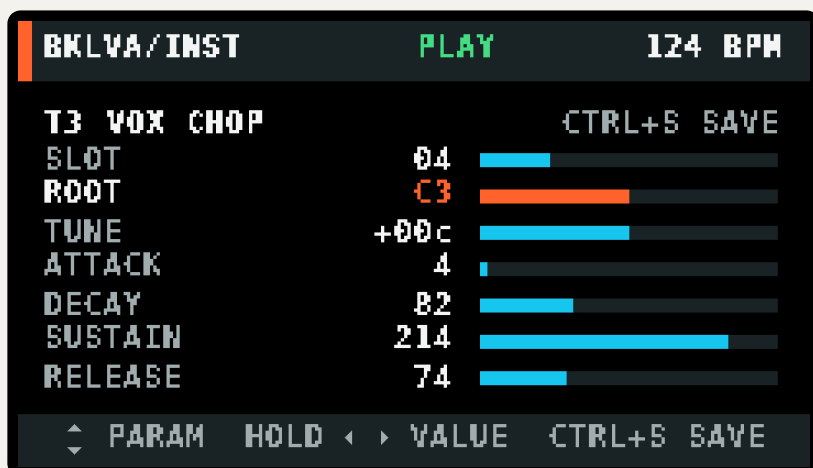
CUE EDITING

A adds a cue at the cursor. M moves the selected cue. D deletes it; Cue 1 remains anchored at the sample start. A sample can hold up to 16 cues. F changes the per-slice fade to soften clicks.

BRING AUDIO IN

L imports /BKLVA_DAW/IMPORT.WAV. PCM16 mono or stereo WAV files from 8-96 kHz are converted to 44.1 kHz mono. X starts/stops master resampling. USB Sample captures phone audio in its own dedicated mode.

TURN ONE SLICE INTO A CHROMATIC VOICE



CREATE IT

On Sampler, select a cue and press Fn+I while stopped. The slice is copied into the first free global Instrument slot and the selected track becomes an Instrument track.

PLAY AND SHAPE

Keyboard: A W S E D F T G Y H U J K. Use - / + to change octave. USB MIDI plays the selected Instrument track chromatically.

PATCH PARAMETERS

Slot, Root, Tune, Attack, Decay, Sustain, Release, Filter, Resonance, Loop, Gate and Mode. Mode selects mono or four-voice polyphony. Changing Root safely stops active notes before retuning.

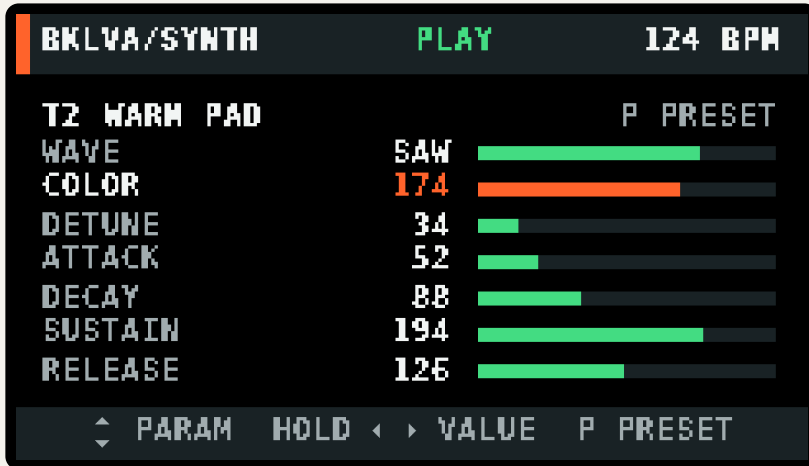
EDIT AND SAVE

Up/Down chooses a parameter. Hold Left/Right for continuous values; Slot, Loop and Mode change one step per press. Ctrl+S saves the patch. There are 16 global instrument slots shared by songs.

FILES ON SD

Each instrument uses a WAV plus a BKL patch in /BKLVA_DAW/INSTRUMENTS. Keep each matching pair together when backing up or moving an instrument. Instrument tracks use the same Step Record and Live Record workflow as Synth tracks.

SIX VOICES AND EIGHT STARTING POINTS



PRESETS

BASIC, SUB BASS, ACID BASS, SOFT POLY, PLUCK, WARM PAD, CHIP LEAD and ORGAN. Press P to move through presets.

PERFORMANCE

Play with A W S E D F T G Y H U J K or a USB MIDI keyboard. Use - / + for octave. Newly recorded notes preserve how long you actually held them; manually placed notes use the patch Gate.

OSCILLATOR AND VOICE

Wave: Saw, Pulse, Triangle or Blend.
 Color: harmonic character or pulse shape.
 Detune: voice spread.
 Mode: mono or poly.
 Polyphony: up to six voices.

MOVEMENT AND CONTOUR

Attack, Decay, Sustain, Release, Cutoff, Resonance, Envelope Amount, LFO Rate, LFO Depth and Gate. Up/Down chooses a parameter; hold Left/Right for broad changes.

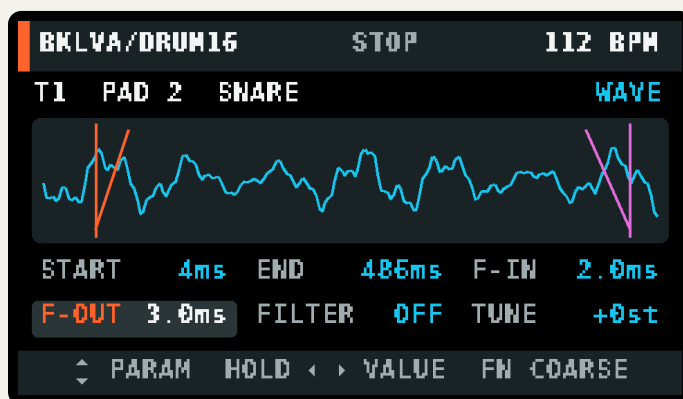
RECORDING TIP

For expressive chords, leave Rec Quantize at 1/16 or finer and let the recorded Gate preserve your phrasing. If a manually placed note feels too long or short, adjust Gate on the Synth page.

SIXTEEN PADS, SAMPLES AND SYNTHESIZED FALLBACKS



GRID



WAVE

Drum16 combines 16 playable slots with the original eight synthesized drum voices as instant fallbacks. A pad can use a recording, an imported WAV, a Sampler slice, or its stock sound.

PLAY AND RECORD

Pads are 1-8, Q W E R, A S D F. Enter auditions the selected pad. Hold C on the Drum16 page to record directly into it; release C to protect the old pad and save the new WAV.

BRING SOUND IN

Press I to import /BKLVA_DAW/DRUM-IMPORT.WAV. On the Sampler page, Fn+D copies the selected slice into the current Drum16 pad.

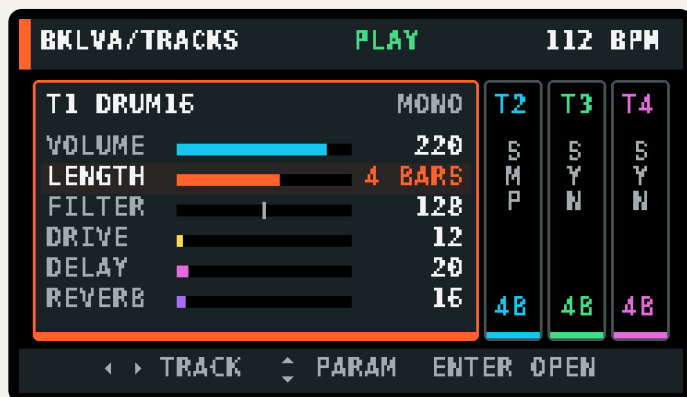
SHAPE EACH PAD

Level, Tune, Decay, Choke, Start, End, Fade In, Fade Out and the same bipolar HI CUT / neutral / LO CUT filter used in TRACKS. Hold an arrow to repeat; use Fn+Left/Right for coarse trim, fade or filter movement.

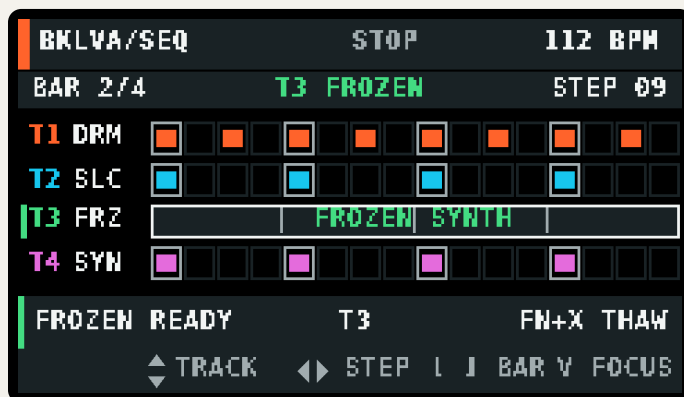
THREE VIEWS

Plain V cycles GRID, FOCUS and WAVE. GRID is the playable overview, FOCUS keeps the kit visible beside parameters, and WAVE makes start/end and click-removing fades easy to read. Fn+Backspace clears only the selected pad here.

LENGTHS, LIVE BANKS AND FROZEN RECORDINGS



TRACKS



FROZEN SYNTH

Each track can loop at its own 1, 2, 4, 8 or 16-bar length. The longest lane defines the complete transport cycle while shorter lanes wrap naturally against it.

CHANGE LENGTH

On Sequencer, stop transport and press B for the selected track. In TRACKS, open LENGTH with Enter and change it there. The Song LENGTH command remains a fast way to set all four tracks together.

LIVE MODE BANKS

Pressing M no longer destroys the previous instrument. Each track can remember separate Loop, Slice, Synth, Drum16 and Instrument notes and sound settings. Returning to a prepared mode shows BANK RESTORED.

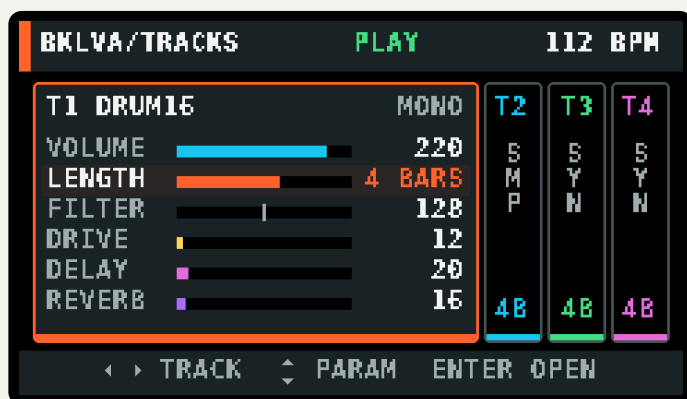
FROZEN RECORDING

Use Fn+X to render the selected Synth track through two clean passes. The streamed result is clearly labelled FROZEN, FRZ or FROZEN SYNTH - never MIC LOOP. Its mixer Filter, Drive and sends stay live. Fn+X thaws the editable Synth bank.

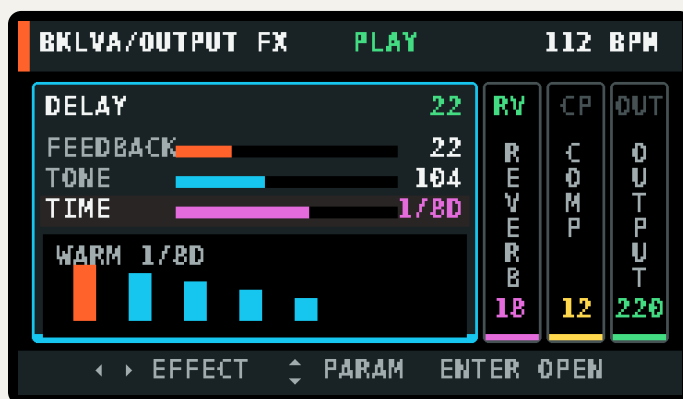
PERFORMANCE SHORTCUTS

Q mutes and O solos the selected track. The open TRACKS header reports MUTE or SOLO. Fn+Backspace clears the selected track and its saved mode banks only after transport is stopped.

TRACK ACCORDION AND MUSICAL OUTPUT EFFECTS



TRACKS



OUTPUT FX

ACCORDION NAVIGATION

Left/Right opens another track or effect. Up/Down chooses a row. Press Enter to edit, use Left/Right for values, then Enter again to close editing. Fn gives coarse movement where useful.

PER-TRACK CONTROLS

Volume, independent Length, Filter, Drive, Delay send and Reverb send. Filter starts in the center: move left for high-cut, return to center for neutral, move right for low-cut. The ADV output is mono.

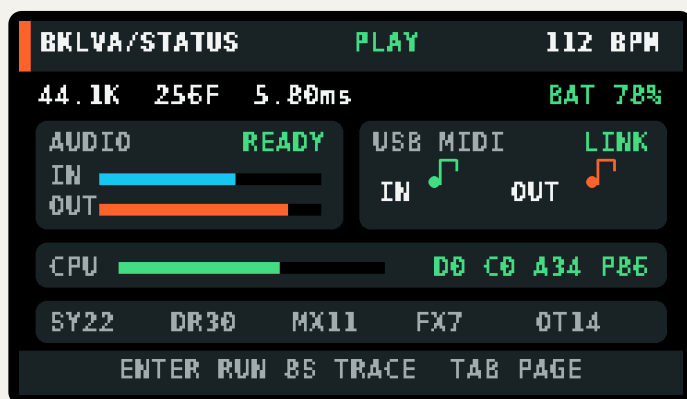
MASTER EFFECTS

Delay has Feedback, Tone and 24 tempo divisions from 1/128 triplet to 1/1 dotted. Reverb has Amount and Space. Compressor has Amount; Output has Level plus the live protection meter. The experimental tape processor is deliberately absent from this release.

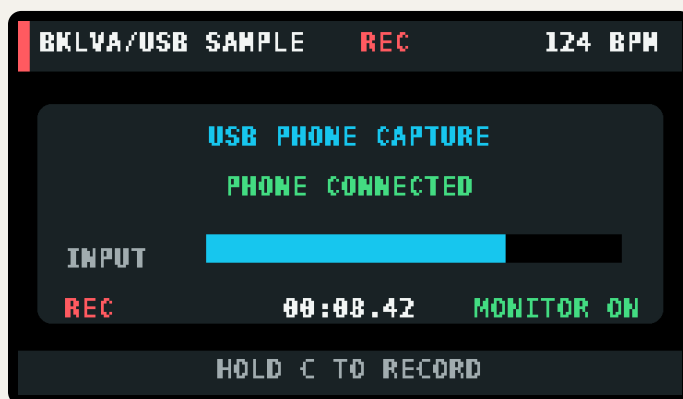
CLEAN OUTPUT

A fixed final limiter catches accidental overloads after the master effects. It is automatic and intentionally has no page control. The metronome stays dry. Effects sleep when all visible sends are zero and their tails are empty, preserving realtime headroom.

MIDI HOST IN THE DAW, PHONE AUDIO IN USB SAMPLE



NORMAL DAW / USB MIDI



USB SAMPLE

USB MIDI

Normal DAW mode accepts a class-compliant USB MIDI keyboard. MIDI plays the selected Synth, Instrument, Drum16 or Slice track. Start, Continue and Stop messages control transport. Status shows link and input/output note activity. Controllers can be connected at boot or hot-plugged while working.

POWER AND CABLES

A battery-powered keyboard is ideal. The Cardputer is not a strong USB power source; use a powered adapter or hub for devices that need bus power. If Status remains WAIT, check host adapter, cable and keyboard power.

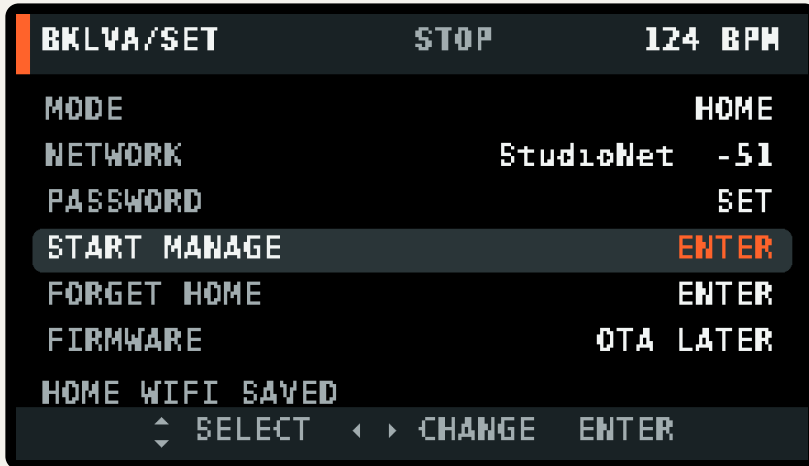
USB SAMPLE

Open Music Menu and choose USB SAMPLE. The device changes into a dedicated USB Audio capture application. Connect the phone, confirm PHONE CONNECTED, enable Monitor if wanted, then hold C to record. Returning opens Sampler immediately, restores the selected track and makes the captured sound ready to edit or play from the performance keys.

WHY TWO MODES?

The ESP32-S3 USB controller cannot be host MIDI and phone-audio device at the same time. Pocket DAW switches cleanly between two applications. Returning skips the cold-boot splash. Unplug the phone and reconnect a MIDI controller; the normal host resumes without a Cardputer restart.

MANAGE SONGS AND SAMPLES FROM A BROWSER



EXCLUSIVE MANAGE MODE

Wi-Fi and the web server temporarily take over resources used by realtime audio. Stop playback, enter Manage Mode, finish transfers, then exit to return to music. Never remove power during a transfer.

HOME WI-FI

Open Fn+OPT, then Wi-Fi. Set Mode to HOME, select Network and press Enter. Pocket DAW pauses audio and restarts into its dedicated 2.4 GHz scan. Wait for the automatic retry and hard timeout. It returns to Wi-Fi settings; choose a network, enter its password, then Start Manage. The selection and password are remembered.

DIRECT WI-FI

Set Mode to DIRECT and Start Manage. Join the BKLVA network shown on the Cardputer using its displayed Wi-Fi key. This works without a home router.

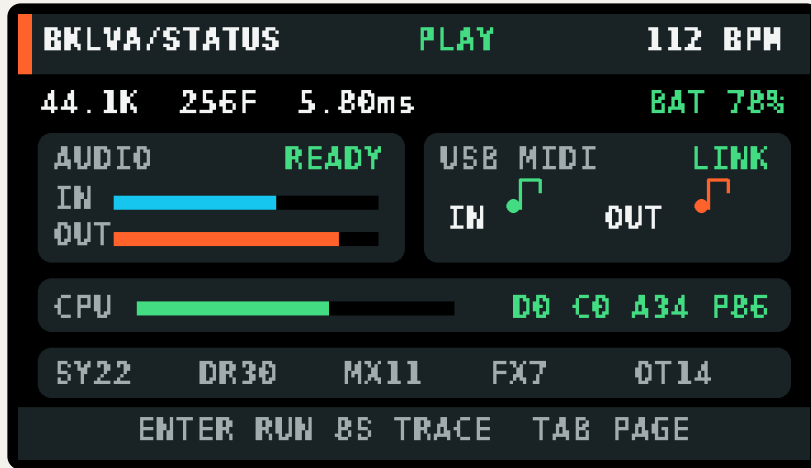
OPEN THE BROWSER

The Manage screen shows the exact web address, username bklva and a device-specific password. Enter those values in a browser on the same network. The web UI browses, uploads, downloads, renames and deletes content inside /BKLVA_DAW.

FILE SAFETY

Back up irreplaceable work before moving or deleting files. Wait until TRANSFER IN PROGRESS disappears, then press Enter to exit Manage Mode. RETURNING TO MUSIC and the short restart are normal; the active song is restored automatically. Firmware OTA is marked OTA LATER and is not available in 0.3.4.

STATUS, DEVICE SETTINGS AND TROUBLESHOOTING



STATUS AT A GLANCE

Audio readiness, input/output level, USB MIDI link and activity, CPU, battery and stage cost are collected here. Press Enter to arm an eight-second stage trace, then reproduce the demanding section.

PERFORMANCE COUNTERS

D / C

audio deadline misses / command drops. It should normally stay at 0.

A / P

average / peak audio-block load. It should normally stay at 0.

SY / DR

Synth / Drum16 stage peaks. It should normally stay at 0.

MX / FX / OT

Mixer / Output FX / other stage peaks. It should normally stay at 0.

DEVICE PAGE

Adjust display brightness with held Left/Right. The page also reports audio-engine state, USB MIDI host state and battery. Brightness saves automatically.

IF AUDIO BREAKS UP

D and C should remain zero. Use the stage trace to see whether SY, DR, MX or FX dominates. Freeze an expensive Synth, reduce hot Drive or sends, and clear genuinely unused streamed tracks instead of merely muting them.

COMPLETE KEYBOARD GUIDE

GLOBAL AND SEQUENCER

ARROWS

Navigate; hold to repeat

TAB

Cycle music pages

OPT

Music Menu / open selected tile

FN+OPT

System Menu / back / exit

ESC (`)

Close Music Menu

SPACE

Transport play / stop

FN+LEFT/RIGHT

Tempo down / up

M

Cycle selected track type

Q / O

Mute / solo selected track

V

Cycle current Sequencer/Drum16/FX view

[/]

Previous / next bar

B

Selected track: 1/2/4/8/16 bars

RECORDING AND INSTRUMENTS

R

Arm Step Record / Live Record

ENTER

Place last played sound while stopped

BACKSPACE

Delete selected step while stopped

FN+BACKSPACE

Clear selected track

A-K

Play Synth / Instrument keyboard

1-8 / QWER / ASDF

Play all 16 Drum16 pads

- / +

Change performance octave

C (HOLD)

Record microphone sample

A / M / D

Add / move / delete sample cue

Z / SHIFT+Z

Horizontal / vertical waveform zoom

F

Change slice fade

L / X

Import WAV / master resample

FN+I

Create Instrument from selected slice

FN+D

Copy selected slice to Drum16 pad

FN+X

Freeze / thaw selected Synth track

CTRL+S

Save project or Instrument patch

REMEMBER

Plain arrows are arrows. Fn is only needed when the shortcut explicitly says Fn. When Fn is held, the on-screen footer changes to show the available Fn shortcuts.

FLASH 0.3.4 SAFELY AT ADDRESS 0X0

RELEASE FILE

BKLVA-POCKET-DAW-0.3.4-SAMPLER-RETURN-EXP238-full.bin

FLASH ADDRESS 0x0000

8 MB FLASH / 80 MHZ / DIO

THE FLASHER NEVER MOUNTS OR ACCESSES THE SD CARD

USE THE COMPLETE FULL.BIN - NOT FIRMWARE.BIN

BKLVA POCKET DAW FLASHER

- 1 Back up irreplaceable songs and disconnect unrelated USB devices.
- 2 Switch Cardputer ADV off. Hold G0, switch on, then release G0.
- 3 Connect a USB data cable and open BKLVA Pocket DAW Flasher.app.
- 4 Press REFRESH BUILD if the app was already open during an update.
- 5 Confirm EXP238, the checksum and the single detected boot port.
- 6 Choose Flash and keep USB connected until FLASH COMPLETE.

DOWNLOAD, MANUAL AND UPDATES

Download the full BIN, checksum, native Mac flasher and current manual at <https://erkanerdogan.dk/bklva-pocket-daw>. Back up irreplaceable songs and samples before updating.