

# bento quick start guide

## Getting Started

### Power On/Off

- **Power On:** Hold the power button (back right corner) until the mode lights turn on
- **Power Off:** Hold the power button until the screen goes dark
- **Battery:** The built-in battery charges when plugged in but charges faster when the unit is off **Battery Status:** Check the battery icon and percentage in the lower corner of the screen



### MicroSD Card

- Insert card with metal leads facing up
- Push to eject (be careful, the spring is strong!)
- The microSD card stores all samples, patches, and projects



## Navigating the Interface

- **Mode Buttons:** TRACKS, LAUNCH, INST, SEQ, MIXER, FX, PROJ
- **Arrow Buttons:** Use Left/Right arrows to drill in for more detail and use Up/Down arrows to adjust the octave for the selected track
- **Transport Controls:** REC, STOP, PLAY
- **Touch Screen:** Tap to select, double-tap to edit, use gestures to zoom/scroll
- **Pads:** Play instruments, trigger loops/samples, or program sequences
- **Knobs:** Adjust settings

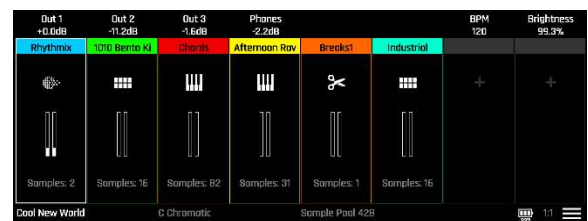


## Working with Tracks

### Track Screen






Access by pressing TRACKS button. View all 8 tracks and select which one to play.

- Tap a track to select it
- Hit the pads to play the selected track
- Double-tap a track or press INST to edit the instrument
- Use knobs to control output levels, BPM and brightness



# Track Types

Bento supports 5 different track types:

Track Type	Description	How to Use
 <b>One-shots</b>	16 individual samples	Trigger samples using pads
 <b>Loops</b>	16 loops that can be mixed	Trigger loops with pads
 <b>Multisample</b>	Chromatically playable instruments	Play notes with pads, change octaves with Up/Down arrows
 <b>Granular</b>	Granular synthesis engine (limit 1 per project)	Play notes with pads, extensive sound design options
 <b>Slicer</b>	WAV file with defined slices	Trigger individual slices with pads

## Loading a Patch into a Track

1. Double-tap an empty track on the Tracks screen. You will see the Patch Browser screen.
2. Select an instrument category on the left to filter patches (or choose "All").
3. Tap a patch name in the list, then tap "Load". The patch will load with its associated samples and settings.

Factory patches are included for all track types. A patch will not be changed when you edit a track that was created from a patch.

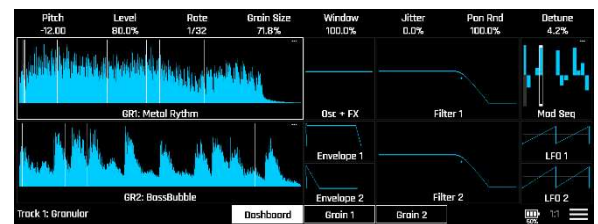
## Creating a Custom Track

1. Double-tap an empty track on the Tracks screen
2. Tap the "New" button
3. Select the patch type you want to create
4. Follow the on-screen instructions to load samples or configure the instrument

## Crafting Instruments

Use the Instrument dashboards to configure the sound for a track.

1. Press INST or double-tap a track
2. Navigate the dashboard screens using the Dashboard, WAV, Grain, and Menu buttons
3. Tap elements to select and adjust with knobs
4. For bank-based instruments (One-shots/Loops), double-tap cells on the screen to access the dashboard for the corresponding pad



## Adding FX

Press FX to access effects settings:

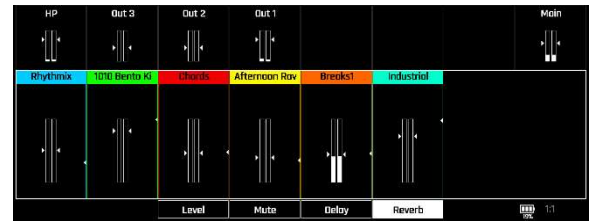
- **Mod FX:** Choose effect type (Flanger, Chorus, Phaser), adjust parameters
- **Delay:** Control feedback, filter, width, timing
- **Reverb:** Select style, time, levels, and frequency filters



# Controlling the Mix

Press MIXER to access the mixer:

- Control levels and FX sends for all tracks
- Mute tracks by tapping after selecting Mute option
- Control output levels by tapping the output meters at top
- Access compressor settings by tapping menu and selecting Compressor



# Sequencing

## Launch Screen

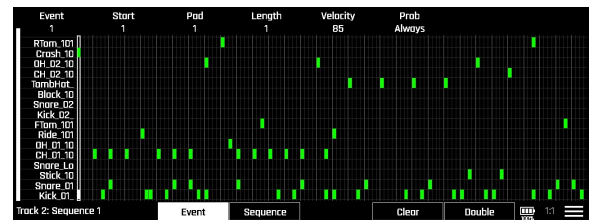
Press LAUNCH to view and launch sequences for all tracks:

- Each track can have up to 4 sequences
- Tap a sequence to select it for editing and playing
- Press PLAY to play selected sequences
- One sequence per track can play at a time



## Creating Sequences

1. On the Launch screen, select a sequence cell
2. Press SEQ to edit the sequence
3. Tap the grid to add/remove events and notes
4. Record live by pressing REC + PLAY and then playing the pads



# Managing Projects

## Saving and Loading Projects

1. Press PROJ to access the Project screen
2. Tap Save to save your current project on the microSD card
3. Select a project in the list and tap LOAD to open it

## Creating a New Project

1. Press PROJ to access the Project screen
2. Tap the menu icon in the lower right corner
3. Tap New
4. Name your project and then tap Enter to open the new empty project

# Recording Loops

You can record samples directly from live audio inputs or resample bento's audio.

1. Select a Loop track on the Tracks screen
2. Press INST to open the Loop Bank screen
3. Tap Recording in the footer
4. Choose an input source with the left knob
5. Adjust recording parameters as needed
6. Select an empty loop cell
7. Press REC + PLAY to begin recording



8. Press REC or STOP to end recording

## Updating Firmware

### Identify the Firmware Version on Your bento

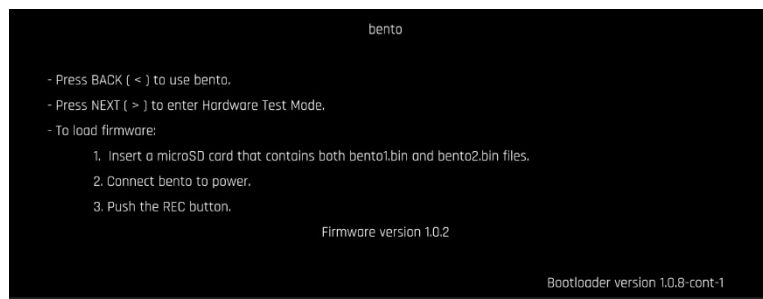
1. Press PROJ
2. The firmware version is displayed in the lower left corner of the screen.

### Getting New Firmware

1. Visit [1010music.com/downloads](http://1010music.com/downloads) to find the latest firmware files
2. Download the appropriate firmware package for your bento
3. Extract the files if the download is in a compressed format (ZIP)

### Installing New Firmware

1. Turn off bento
2. Use your computer to copy the provided bento1.bin and bento2.bin files to the root directory of your microSD card
3. Insert the microSD card into bento (metal leads facing up)



4. Hold the power button down until the Boot Loader screen appears:
5. Press the REC button to install the firmware
6. Wait for the process to complete - do not disconnect power or eject the microSD card during updates
7. The device will restart automatically when finished

**Note:** Bento must be connected to power to perform firmware updates.

*Created for bento firmware version 1.0.2.*