

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
- **Power cord:** To power and charge bento, connect the included USB C power cord to the Device port. Connect the other end to a standard 30W USB-C charger.

NOTE: Bento charges fastest when it is turned off.

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

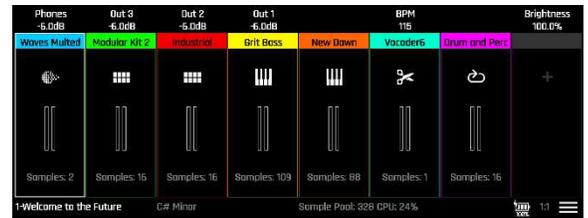


Working with Tracks

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



1 - Track Screen

Track Types

Bento supports 5 different track types:

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

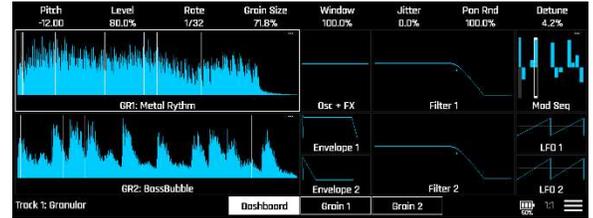
Creating a Custom Track

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



2 - Granular Dashboard

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

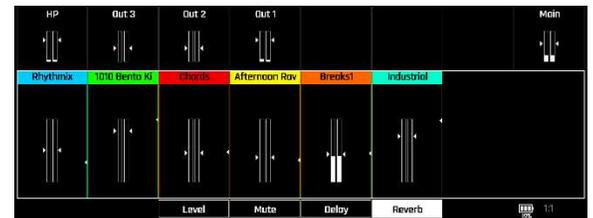


3 - FX Screen

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



4 - Mixer Screen

Sequencing

Launch Screen

Press LAUNCH to view and launch sequences for all tracks:

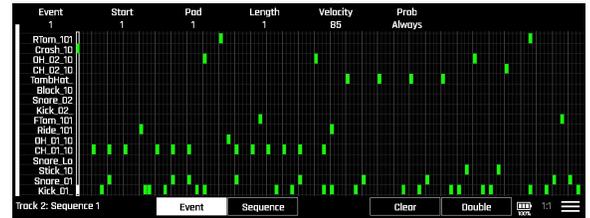
- Each track can have up to 8 sequences or loops.
- The top row of loops for each track are available to launch here.
- Tap a sequence to select it for editing.
- Push a pad to arm a sequence or loop. The pads control the sequences in the white focus ring.
- Push Up and Down Arrow to move the focus ring.
- Press PLAY to play armed sequences and loops.
- One sequence or loop per track can play at a time.
- Hold Launch and push a pad to stop playing the sequence for the corresponding track.



5 - Launch Screen

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



6 - Step Sequencer

Creating Songs and Scenes

A Song is a list of scenes that will be played in order when Song mode is enabled. You can specify how many times each scene will play before advancing to the next screen. When Song mode is on, only the sequences and loops in the selected scene will start when you push Play.

Controlling Song Mode

1. Push Launch or Song
2. Tap the Song button at the bottom of the screen to toggle the state of Song Mode.

Creating a Scene

1. Push Song.
2. Tap a Scene to select it.
3. Push Scene.
4. Tap a sequence or loop in a track to add it to the scene. Limit: one per track.
5. Use the Scene Play knob to control how many times this scene will play before advancing to the next scene.



7 - Scene Builder

Playing Scenes in a Song

1. Create one or more scenes.
2. Turn on Song Mode.
3. Push Song.
4. Tap Scene 1 to select it as a start point.
5. Push Play. The song will start playing from the beginning. It will play each scene the number of times specified by the Scene Play setting for that scene, and then the next scene will play until it finishes the last scene.
6. Push a pad to stop playing the current scene and start playing the scene that corresponds to that pad.



8 - Song Screen

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

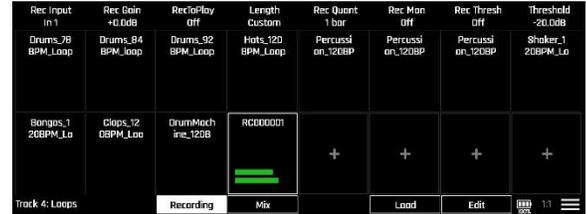
Creating a New Project

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



9 - Loop Bank Screen

Updating Firmware

Identify the Firmware Version on Your bento

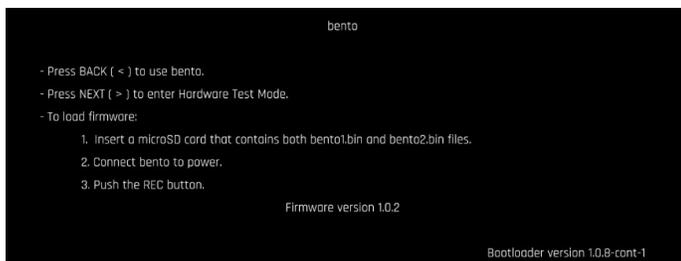
1. Press PROJ
2. The firmware version is displayed in the lower left corner of the screen.

Getting New Firmware

1. Visit 1010music.com/downloads 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. Connect bento to power.
5. Hold the power button down until the Boot Loader screen appears:



10 - Boot Loader Screen

6. Press the REC button to install the firmware.
7. Wait for the process to complete - do not disconnect power or eject the microSD card during updates.
8. The device will restart automatically when finished.

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