

# 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

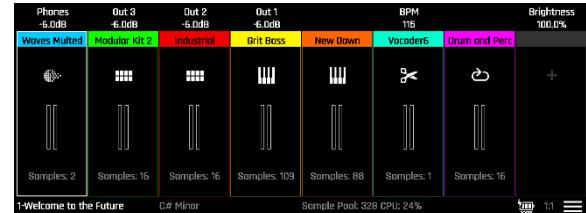


# Working with Tracks

## 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 - Tracks Screen

## Track Types

Bento supports 7 different track types:

Track Type	Description	How to Use
One-shots	Instant hits (bank of 16)	Trigger samples using pads
Loops	Hypnotic time-synced cycles (bank of 16)	Trigger loops with pads
Multisample	Realistic instruments	Play notes with pads, change octaves with Up/Down arrows
Granular	Swirling Textures (limit 1 per project)	Play notes with pads, extensive sound design options
Slicer	Chopped grooves (up to 91 slices)	Trigger individual slices with pads
Wavetable	Evolving timbres (limit 2 per project) (Requires an <a href="#">update to Factory Patches</a> ).	Play notes with pads, change octaves with Up/Down arrows
External	External MIDI instruments with audio input	Play external gear with pads/sequences, mix with bento's effects

## 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"). Select the User option to limit the list to User created patches.
3. Use Knob 2 to select a Track Type filter (or choose "All").
4. Tap the Preview button at the bottom to hear a sample of the patch. (Previewing requires an [update to the factory patches](#).)
5. 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 One-shots, Loops, Multisamples, Granular and Slicer. Wavetable patches are available in [an update to the factory patches](#). 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

## Routing I/O, Mod FX and MIDI for Tracks

1. Select a track on the Tracks screen.
2. Tap the menu icon in the lower right corner, then tap Config Track. The parameters available here vary based on the Track Type.
3. Use the knobs to route the audio inputs and outputs for the track.
4. To apply Modulation FX to a track, select **1 w/Mod FX** for the Output parameter.
5. Use the knobs to configure the MIDI Input Channel that will be used to play or control the track. Select a MIDI Out Port and MIDI Out Channel to route the MIDI from this track to an external devices.

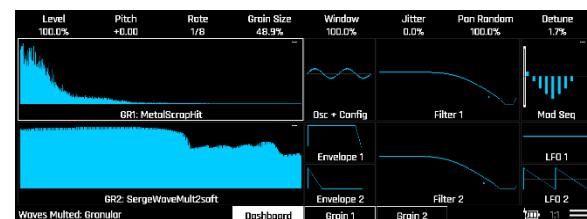


2 - Slicer Track Config Screen

## Crafting Instruments

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

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

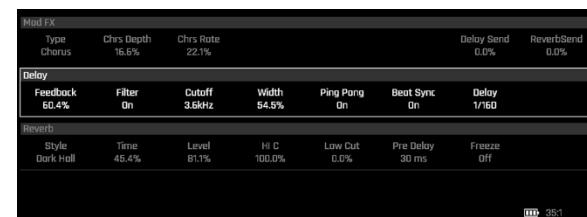


3 - Granular Dashboard

## 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

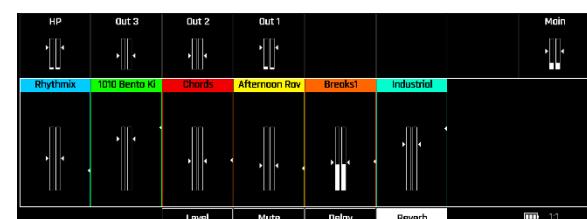


4 - FX Screen

## 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



5 - 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.
- Use the touch screen to select a sequence for editing.
- Use the pads to arm sequences and loops. The pads control the sequences in the white focus ring.
- Push Up and Down Arrow to move the focus ring.
- Press PLAY to start the armed sequences and loops.
- One sequence or loop per track can play at a time.
- Use the arrow buttons and pads to trigger different loops and sequences.
- Hold Launch and push a pad to stop playing the sequence for the corresponding track.

# 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

# 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

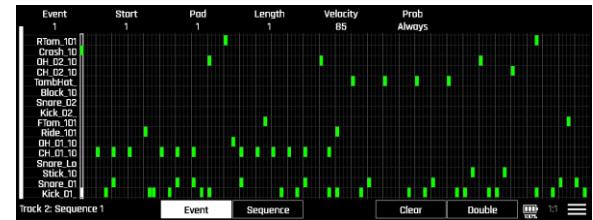
1. Push Launch or Song
2. Tap the Song button at the bottom of the screen to toggle the state of Song Mode.

## 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.



## 6 - Launch Screen



## 7 - Sequence Screen



## 8 - 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.



## 9 - 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 and One-shots

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

1. Select a Loop or One-shot track on the Tracks screen
2. Press INST to open the 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 cell
7. Press REC + PLAY to begin recording
8. Press REC or STOP to end recording



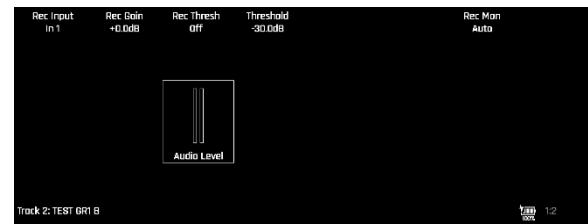
10 - Loop Bank Screen

**Note:** The file is stored in the folder \Projects\<Project name>

# Recording Grains and Slices

You can record samples directly from the WAV Browser when selecting WAV files for Granular or Slicer tracks:

1. Navigate to the WAV Browser.
2. Tap Record in the footer.
3. Enter a file name.
4. Configure the recording settings.
5. Connect your audio inputs and adjust the gain.
6. For Multisample recording, connect MIDI Out to the targeted device.
7. Push Rec+Play to start recording.
8. Wait for recording to stop or push Stop to end recording. The WAV editor is displayed.
9. Use the knobs to set start and end points for the file.
10. Tap Save to load the recorded and trimmed file into the track.



11 - Granular WAV Recording Screen

**Note:** The file is stored in the folder \Projects\<Project name>

**Note:** Bento can be configured to automatically record a multisample set using MIDI out to trigger notes. Start the process from the WAV browser for a new Multisample track. For more details see the full user manual.

# Updating Factory Patches and Projects

The updated factory content pack contains Wavetable patches and files that support the Patch Preview feature. Here is how to install the content update:

1. **First, back up your microSD card.**
2. Update the Patch Files
  - a. Download and unzip the Patch Files from here:  
<https://download.1010music.com/BentoContentPatchesOnly13RC5.zip>
  - b. Copy the contents of the Patches folder in the zip file to the Patches folder on the bento microSD card. Allow all files to be replaced. This will not impact your User Patches. The factory Patch files contain the following updates:
    - i. add new Wavetable patches,
    - ii. fix issues with starting octave in some factory patches, and
    - iii. add the files needed to support Patch Previewing for factory patches.
3. Update the Project Files (Optional):
  - a. Download and unzip the Project Files from here:  
<https://download.1010music.com/BentoContentProjectsOnly13RC4.zip>
  - b. Copy the folders in the zip to replace the folders with the same name within the Projects Folder on the microSD card. These files will fix issues with starting octave in some factory projects and add a new project that demonstrates the Wavetable track type and song mode.

# Updating Firmware

## Identify the Firmware Version on Your bento

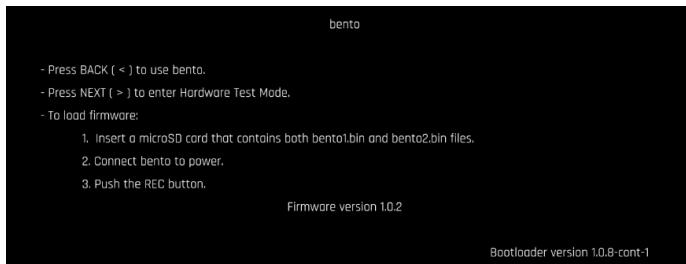
1. Press PROJ
2. The firmware version is displayed in the lower left corner of the screen.

## 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. Connect bento to power.
5. Hold the power button down until the Boot Loader screen appears:



**12 - Boot Loader Screen**

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

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