BENTO RELEASE NOTES V 1.4.7 OFFICIAL RELEASE

These notes summarize the fixes between 1.3.17, which was the last official release, and 1.4.7 which is the current official release as of March 16, 2026.

NEW FEATURES

- Song Export: You can now export a song as an audio file.
- Live Granular with Freeze: You can now granulate a live audio feed. You can then Freeze the last 30 seconds of input and granulate that. You can Control the Live Position for granular tracks in Live Mode, including adding it as modulation target.
- Mixer Improvements: There are improvements to display and workflow. Solo and Pan are now supported.
- Slicer Improvements: You can now sequence slices and trigger them over MIDI, as long as Slice Seq is off.
- Load All: Load a Directory of samples into a one-shot or loop track.
- Use Pad Pressure to modulate parameters for more track types.

HOW TO USE THE NEW FEATURES

SONG EXPORT

You can now generate an audio track that contains the audio from the Main output that would result from playing the Song. The audio will be generated by playing the scenes in the project starting with Scene 1 through all loaded scenes, respecting the Loop counts specified for each scene. The file will be stored in the Projects folder and will be named by the user, with a default suggested name of Song + Project name + 001, e.g. Song 3-lofi tracks 001. Subsequent recordings will default the last file name used. Be sure to change it to make it unique if you don't want to overwrite it.

To Export a Song Audio File:

1. Open a project that has scenes.
2. Push Song to go to the Song Screen.
3. Tap menu->Export Song.
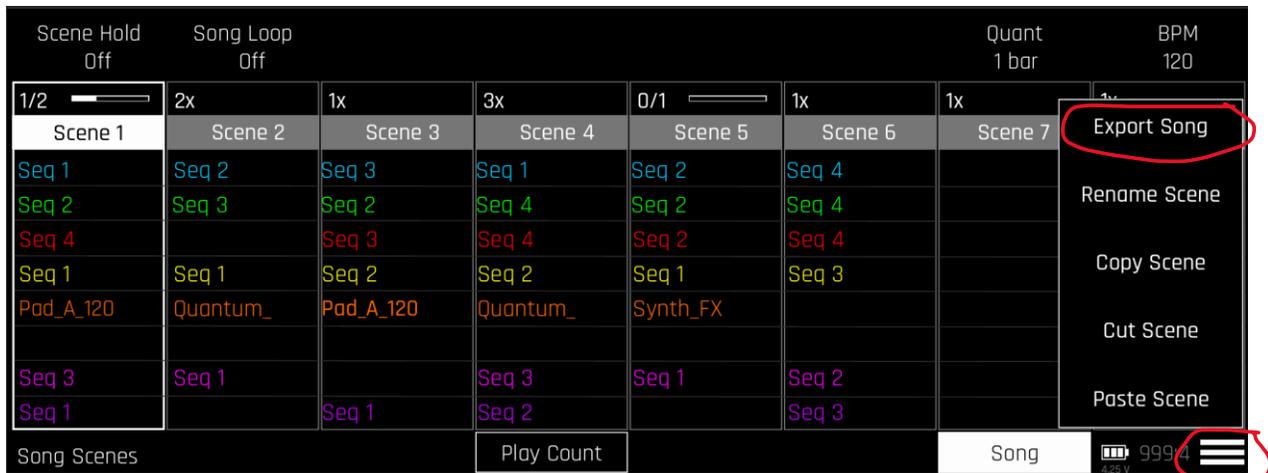
4. If Scene Hold is On, Song Loop is On or Song mode is Off, you will be asked to confirm that it is okay to sent Scene Hold to Off, Song Loop to Off and Song Mode to On. Tap Okay to Continue or Cancel to abort.

5. Use the on-screen keyboard to enter a file name, then tap Enter.

6. The export will start and a progress bar will be displayed. Bento will disable access to all other functions while exporting. You can push Cancel if you want to abort the export.

7. When the song is done playing, you will see a message that says "Finishing Up" as the file is saved to the microSD card. When the message goes away, the recording is complete and the file is saved in the \Projects\<Project Name> folder.

TIPS

- To export the stem for a single track, use the Mixer to mute the other tracks, then follow the steps above to export the song. The export will respect the Mixer settings.
- Bento does not warn you before saving over a file with the same name. Be sure to create a unique file name if you don't want to overwrite your files.

LIVE GRANULAR WITH FREEZE AND BEAT SYNC

You can now use Live input instead of a file for each of the grains on a granular track. Both grains will use the same input, and they each have their own parameter settings. You can also use Live input for one grain and a file for the other.

USE LIVE INPUT FOR A GRAIN

1. Create a project with a granular track. You can create a new granular track or start with a patch.
2. Select the track on the Tracks screen.
3. Tap menu->Config Track to open the Track configuration screen.
4. Select the Input you will use to send the audio to bento.
5. Connect an audio signal to the input selected above.
6. Push Tracks.
7. Double-tap the granular track to open the dashboard.
8. Tap Grain 1 or Grain 2 at the bottom of the screen to open the Grain screen.
9. Tap the Live Input button to toggle it on.
10. Play the pads. You will now hear the live input being granulated.
11. Tap Beat Sync on the Grain screen for more rhythmic granular effects.

FREEZE THE LIVE INPUT

When Live Input is enabled for a grain, you can Freeze the last 30 seconds of audio for use by the granulator.

1. Configure Live Input for a grain as described above.
2. Navigate to the Grain screen for the grain that is using Live Input.
3. Tap the Freeze button. The waveform will stop moving and the last 30 seconds of audio will be used by the granular engine until you tap Freeze again to go back to using Live Input.

Note:

- If both grains are using Live Input, they will both use the same audio input, and both will Freeze when you tap Freeze on either Grain screen.
- Turn off Live Input before recording into a grain.

CONTROL THE LIVE POSITION PARAMETERS VIA MODULATION

1. Open the dashboard for a granular track.
2. Tap menu->Modulation.
3. Scroll down to select either GR1 Live Pos or GR2 Live Pos.
4. Configure modulation sources and amounts as desired.

CONTROL THE LIVE POSITION PARAMETERS VIA MIDI CC

Use the following CC numbers on the MIDI channel associated with the track to control the Live Pos for the respective grains:

- GR1 Live Pos: CC 52
- GR2 Live Pos: CC 53

MIXER IMPROVEMENTS

NEW FEATURES & FIXES

- Mute & Solo via Pads: Use the pads to mute and solo individual tracks.
- Mute & Solo via MIDI CC: Use MIDI to solo or mute individual tracks.
- Pan Control: Adjust the stereo placement of each track in the mix.
- FX Sends to Reverb and Delay are now applied post-fader. Previously, you could still hear the track's effects being sent to the reverb and delay at full volume even if the track level was lowered or the track was muted.
- On the Mixer screen, double-tap a track to jump to the INST screen for that track.
- On the Mixer screen, single-tap a track to change the selected track.

UI IMPROVEMENTS

- Reverb and Delay indicators are now always visible. Delay is on the left and reverb is on the right. The indicator for the currently controlled parameter is white, and other indicators are light gray.
- When the Output meter bridge is selected, only the Level button is active because the other options do not apply to the outputs.
- The choice of meter bridge is sticky now. If you select the Output meter bridge, then leave and return to the mixer, the Output meter bridge will still be selected.
- The Level value is now displayed as a number on each of the tracks and outputs.
- The indicator arrows are now bigger to improve visibility.
- If a track is routed to an output other than Out 1, a letter or number appears in the middle of the first row below the track header to indicate which output it is going to. 1F indicates the track is routed to 1 w/ Mod FX.
- When a track is not audible, the meter for that track is gray. The indicator triangles for each track are only white when you can control the corresponding parameter.
- The Tracks screen now shows when a track is Muted or Soloed.

USE THE PADS TO MUTE AND SOLO TRACKS

On the mixer screen, enable the Solo/Mute button in the lower to right to put the pads in Solo/Mute mode. When active, the top row of pads controls solo state and bottom row controls mute state for corresponding tracks. The pad for a soloed track is green. The pad for a muted track is red. You can solo multiple tracks at once. If a track is muted, and you enable solo for that track, you will be able to hear that track. As soon as you disable the solo, the track will be muted again, unless you change the state while soloed. The solo and mute states of each track are also visible on the TRACKS screen.

Note: Solo always overrides mute.

The Track meter bridge on the Mixer and Tracks screen indicates mute and solo state with an M or S below the track name.

USE MIDI CC TO MUTE AND SOLO TRACKS

Added MIDI CC support for controlling track mute and solo state via external control. Use the following CC numbers on the MIDI channel associated with a track to mute or solo the track. Note: Solo always overrides Mute.

- Solo: MIDI CC 38
- Mute: MIDI CC 6

PAN TRACKS

Added pan control to the mixer screen with triangle-shaped indicator across the bottom of the track frame. A Pan button appears in the footer. When Pan is active with track meter bridge selected, the knobs control pan position for each track.

SLICER IMPROVEMENTS

- You can now trigger slices using the sequencer or MIDI as long as Slice Seq is set to Off.
- You can now trigger up to 91 slices using bento's pads. This is an increase from 80.

LOAD ALL FOR ONE-SHOTS AND LOOPS

1. Open the bank screen for a one-shot or loop track.
2. Select any cell and tap Load to open the WAV file browser.
3. Navigate to a folder that contains the WAV files you want to load. You should be looking at the list of files you want to load.
4. Tap Load All.

The first 16 WAV files in the folder, in alphabetical order, will be loaded into the cells for the track, starting with pad 1, in the lower left corner. Any files that were previously loaded into the cells will be replaced. Any subfolders are ignored.

PRESSURE MODULATION FOR MORE TRACKS

You can now use Pad Pressure to modulate all internal track types:

- One-shots (New)
- Loops (New)
- Multisample (New)
- Slicer (New)
- Granular
- Wavetable

The modulation screens for all the listed track types now include Pressure as a modulation source. Use this to add variation to the sound while playing these tracks with the bento pads or an external MIDI Controller that supports pressure.

Note: Pressure is not recorded when recording a sequence.

FIXED ISSUES

FILE MANAGEMENT AND GENERAL FIXES

- Loading large projects could sometimes cause bento to crash.
- Reloading a WAV could sometimes crash bento.
- Issues with renaming WAV files, including renaming files caused crashes.
- Song Export didn't warn users when overwriting existing files and instead silently replaced them.

LOOP TRACKS FIXES

- A pad stayed lit after unloading the loop for that pad.
- The selected pad jumped when you were on the loop dashboard.

GRANULAR TRACKS FIXES

- For Modulation Sequences, the Key Trig was stuck on. The Key Trig parameter is now used appropriately.
- Dashboard Grain parameters did not match the top row of parameters on the grain screens. Play Pos and Start Pos are now on knob 8 on the dashboard when a grain is selected.
- Could not control all Mod Seq parameters from the dashboard. You had to drill into the mod sequencer full screen view to control most of the parameters.
- Granular Track Config: The Gain option on the Track Config screen for Granular tracks was not working.
- Phantom noise was sometimes generated when both Grains were set to Live.

MULTISAMPLE TRACKS FIXES

- Bento stopped sending MIDI notes to external synth when Rec Thresh was enabled during Multisample recording.

MIXER FIXES

- Could not mute external tracks.

SEQUENCER FIXES

- Holding Stop didn't always clear the cued sequences.

KNOWN ISSUES

GENERAL

- After bento is on for several hours, sometimes the screen shifts upwards. In the unlikely event that this happens, save your project and restart bento.
- Project loading: sometimes when loading a project, bento stays on the Project screen instead of going to the Tracks screen. The work around is to push Launch when this happens, and then you can work with the project in the usual way.
- MicroSD mode: Unsaved changes message is displayed when it's not needed.

LOOP TRACKS

- Load all will load the preview.wav file if you load from a patch folder.

SLICER TRACKS

- Can't set slice position to 0 or to the far end of the current slice when the knob is turned quickly. Workaround is to move the knob more slowly until a fix is available.

WAVETABLE TRACKS

- Under some conditions, the area on the wavetable dashboard above the filter glitches a little. Conditions appear to be related to playing lots of pads while also turning the filter cutoff knob.

ONE-SHOT TRACKS

- Sometimes pads 1-3 don't play correctly if you use Load All on a One-shots track to load WAV files with loops.
- Load all will load the preview.wav file if you load from a patch folder.

TRACKS SCREEN

- Cut Track removes the track but the pads stay lit. No track is selected at that point. They should be dark for an empty track. It goes away as soon as you select a track.

SEQUENCES

- Copying and pasting between piano roll sequences and one-shot sequences gives unexpected results.