Bento v1.6.8 Release Notes

Welcome to the bento 1.6.8 release notes. These notes cover the features and bug fixes that have been added to bento since the last official release which was 1.6.1. This release is focused on addressing bugs, with a few new features.

NEW FEATURES and IMPROVEMENTS

Projects and the MicroSD Card

- **Pack a Project:** Pack on the project menu saves the project, then copies every sample it uses into the project folder so the project can move to another card. A progress bar shows while it works.
- **microSD Card Messaging**: Added alerts to notify the user when the microSD card is missing during recording and other microSD card intensive operations.

Launch, Scenes and Sequencer

- **Cut Loop Groups**: Cut on the loop group menu copies a loop group and clears it.
- **Easier Scene Navigation:** Left and right arrows on the Scene screen step through scenes.
- **Launch State shown on Pads:** While on the Launch screen, the hardware pads light brighter while their sequences or loop groups are playing.
- **Improved Sequence Undo:** Undo while recording a sequence returns the sequence to how it was when you pressed Record, and recording carries on.
- **Choke groups are per track:** A pad in group A chokes only group A pads on its own track.

Slicer and Shredder

- **Pads Can Trigger all Slices:** The pads reach every slice, not just the first 56.
- **Display of Slice Mapping to Pads:** The WAV screen shows which slices the pads play (for example "Pads: 9-24"). Up and down move the range by one pad row.
- **Scrolling follows Slice Selection:** With Scroll On, selecting a slice scrolls it into view on the WAV screen.

Tracks, Mixer and Synths

- **Slide setting for Mod Seq**: Knob 7 sets Slide state when Mod Seq is selected on the Granular and Wavetable dashboards.
- **Easier Access to Input Gain for External Tracks:** External tracks have an input gain knob on the External dashboard.
- **Improved Wavetable Animation:** The wavetable animation shows 16 positions instead of 3.
- **Improved Metronome Level Management:** The Phones level also sets the metronome level, and the Phones meter includes the metronome.

System

- **Improved Display of battery level:** The battery gauge follows bento's measured discharge curve and no longer jumps when you plug in or unplug.

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NOTEWORTHY BUG FIXES

Projects and the MicroSD Card

- A project remembers its queued loop group, and saving a project keeps it.
- Save As reports sample copies that fail instead of always saying it worked.
- Turning a knob while a project loads no longer leaves it partly loaded.
- Folder and project names that contain a period show in full in the file browsers.
- A long project name on Tracks wraps to two lines instead of drawing over the key and scale.
- Loading a project shows its name on Tracks straight away.
- A take that can't be written stops with one missing-card message instead of a run of errors.

Recording

- When using MIDI to initiate recording using note number 103, you no longer have to send note number 104 to clear the pad first in some cases.
- Recording while following external sync no longer leaves the cell armed with nothing recorded.
- Abandoning a grain recording leaves the grain as it was, and the next recording's name entry works.
- Rename WAV only warns when the name is really taken.
- Rec Mon Auto no longer passes the input on a cell that already holds a recording. You will only hear monitoring when there is a valid recording target selected.
- Renaming the WAV on a pad set up for recording no longer makes the take fail with "Not ready". Rename WAV, Unload, Cut and Copy are unavailable until the pad has audio.
- When using MIDI to initiate recording, note number 103 starts recordings and now also stops it.
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Sequencer

- You can clear notes while a sequence records. Clear and Undo are grayed out while a take records the track.

- Open-ended recording rounds its length up to the next record quantize amount and stops at the step limit.
- Sequenced note-offs land at the right time within the audio block.
- The step sequencer shows the sequence name under the track name.
- Notes added on a muted pad are gray in the one-shot piano roll.
- Double Seq after Halve Seq no longer brings back the steps the halve hid.
- Notes added near the end of a sequence on the piano roll were capped at a max length even after the moving the note earlier in the sequence.
- Pasting a sequence would trigger it.

Launch and Scenes

- Up and down on the Scene screen wrap instead of clearing the selection.
- Editing a loop group no longer queues it.
- Snap Scene records a loop group launched by a scene and saves only the armed loop group.
- Turning Song Loop on during the last scene loops the song.
- A newly loaded loop track doesn't show loop group 1 as armed.

Slicer, Shredder, One-shot and Loop Tracks

- Changing the root note or scale while holding a pad no longer leaves a stuck note.
- The left and right arrows on the one-shot and loop bank screens step through all 16 pads and wrap between the rows.
- The mod wheel reaches one-shot, loop and Shredder tracks.
- When loading a WAV into a Shredder track, bento reads the cue points in the WAV file as slices, and reads the WAV file’s root note and beat count.
- The Shredder modulation screen shows the right CC numbers.
- Shredder LFO Restart and LFO Sync work.
- Shredder's WAV tab keeps the selected slice across tabs.
- Opening a Shredder track's instrument from the mixer works.
- MIDI CC 3 controls Overdrive on Shredder tracks.

Granular and Wavetable

- A faster beat-synced grain rate takes effect right away instead of waiting out the slow grain.

- The grain graph shows a WAV saved from Edit WAV.
- Granular live input applies its Input Gain to its own copy of the input, so recordings, External tracks and the sidechain on the same input hear the normal level.

WAV Screens

- The multisample WAV screen's file name follows the played note.
- Normalize uses the peak of the trimmed region.
- No start/end or loop brackets on a loop track's WAV screen.
- Long files show that they're loading.
- Pad arrows wrap at both ends in pad order on the dashboard and WAV screens.

Mixer, Tracks and Sidechain

- The sidechain Source Pad ducks on the correct pad (Pad 1 is the bottom-left pad). Source Pad defaults to Pad 1.
- Sidechain Pad mode offers only one-shot tracks.
- The mixer's mute and solo pads light for empty tracks too.
- The metronome meter works.
- Fixed support for CC 2.
- The toolbar's bars:beats readout is now white.
- Config Track on an empty track opens the patch browser.
- Saving a patch again remembers its tags.
- Fixed issue where sometimes the Import button is enabled after the synth track limit is reached.
- The reverb algorithm and all reverb settings come back after a power cycle.

Other

- The audio output no longer crunches every so often.
- The date no longer jumps to 2073 after a firmware update.

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Known Issues

1. Change Patch > 'New' does not retain sequences. If you select an existing patch with a compatible sequence type when changing patches, the sequences are retained.
2. On the External Track Dashboard, MIDI In and Out Signal indicators don’t work.
3. Previews for user created Shredder Patches only play the first slice.
4. If you use MIDI controls to navigate between One-shots while recording, the Record Monitoring may bleed through if you move from an empty pad to a loaded pad.

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