







START 













 STOP/
CONT.

Pattern
Play 
Pattern
Write

Track
Play 
Track
Write

Bank
A  B 
C  D 
Flam Write
Mode Tap
Write

















Enter /  **Set** **Ins.**
FILL
Total
accent

Chain
Set  Clear 
Prev meas.  Next meas. 
Last step  Scale 
Instr. Last step  Delete meas. 
Shuffle/Flam  Clear 
Instr. sel.  **FUNC** 



MR-9090 RHYTHM COMPOSER

16 x 2 LCD

															
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Bass drum	Snare drum	Low tom	Mid tom	Hi tom	Rim shot	Hand clap	Closed hi-hat	Open hi-hat	Crash cymbal	Ride cymbal					

FUNC: NAME COPY P. PASTE P. ROL P. ROR P. COPY I. PASTE I. ROL I. ROR I. RANDOM I. DUMP ALL DUMP P.

NAME: abc def ghi jkl mno pqr tuv wxyz number space delete previous next