MR-16

MIDI RHYTHM SOUND UNIT

All the Drum/Percussion Sounds You Need— MIDI Controllable by Computer, Sequencer or Keyboard.

The MR-16 contains 19 of the most desired percussion sounds, including everything in a standard drum kit. To play the MR-16, hook it up to any MIDI control device. Use a sequencer or personal computer for programmable control and automatic rhythm tracks. Use a remote keyboard for real-time "live" control. The sounds are incredibly realistic—because they're PCM digital recordings of actual drums and percussion.

You're free to mix the sounds any way you want. Sixteen separate outputs can be connected to a mixing console for individual tone and effects control. Or use the built-in volume and pan pots for direct stereo output. There's a master volume control knob for extra convenience. On the MR-16 notes can also be accented via MIDI data. The MIDI receive channel is easily selected for system integration. The built-in metronome works in sync with any MIDI timing clock signal.

Accents

Notes on the MR-16 are accented according to MIDI key velocity data. When using a velocity sensitive keyboard you can add accents by playing harder. "Normal" playing will produce unaccented notes.

Volume Control

There are three ways to control MR-16 volume:
1. Front panel volume knobs for individual sound level in stereo mix.
2. MIDI control change data for total volume adjustment.
3. Front panel master volume control.

Metronome

The metronome sound can be used in two ways:
1. Like other sounds it can be controlled by MIDI note number.
2. It can be sounded automatically (4/4 or 3/4) in sync with the MIDI timing clock signal.

Recognized MIDI Data

■ Note on/off ■ Volume control ■ Timing clock (metronome on) ■ Start/stop (metronome on) ■ Continue start (metronome on).

Control Features

1 Volume For individual volume control of sounds in mixed stereo output.
2 Pan Pots For individual adjustment of position of sound in stereo output.
3 Power/Master Volume For overall adjustment of stereo output volume level.
4 Instrument Map A handy reference showing which keyboard keys trigger which drum/percussion sounds.

Sound Generation System

The following sounds can be produced by the MR-16

- Bass drum
- Snare drum/ Rimshot*
- Low tom
- High tom
- Closed hi-hat/ Open hi-hat*
- Crash cymbal
- Ride cymbal
- Handclaps
- Low conga
- High conga
- Timbale
- Tambourine
- Cowbell/Woodblock*
- Cabasa
- Low agogo
- High agogo
- Metronome (*P*, *f*)

Sounds are produced when the MR-16 receives MIDI note-on event** data. The type of sound produced depends on the MIDI note number as shown on the keyboard chart below.

*Either but not both sounds can be reproduced at once.

**MIDI data telling which note is played and how hard it is played.

MR-16 Typical/Settings

1 Using a MIDI sequencer to control the MR-16.
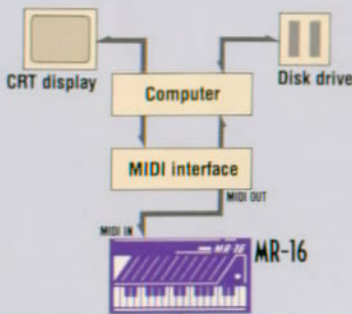
MIDI sequencer
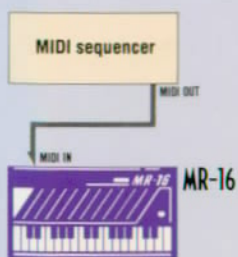
MR-16

To the MIDI IN jack of another synthesizer or drum machine.

The MR-16 is controlled by the sequencer which stores "note data" as a rhythm pattern.

2 Using a computer with MIDI interface to control the MR-16.

CRT display — Computer — Disk drive

MIDI interface

MR-16

To the MIDI IN jack of another synthesizer or drum machine.

Using MIDI software, the computer controls the MR-16 according to data stored on disk.

3 Using a MIDI synthesizer or remote keyboard to control the MR-16.

RK-100
POLY-800, etc.

MR-16

When you play notes on the keyboard, the corresponding drum/percussion sounds are reproduced on the MR-16. In other words, you can play drums and percussion from the keyboard.

4 Using a synth with built-in sequencer to program rhythms into a sequencer capable of being programmed directly.

POLY-800, etc.

MR-16
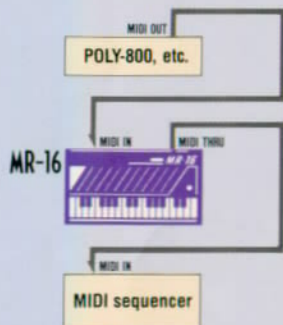
MIDI sequencer

Playing the MIDI synth causes the MR-16 to generate rhythm sounds; the corresponding note numbers are written into the external sequencer. This is a useful system since it lets you here the drum/percussion sounds as you write them. It helps to use the metronome function in this situation.

Rear Panel

1 DC9V input Connect the supplied AC adaptor to this terminal.
2 MIDI IN Input jack for MIDI signal from keyboard, sequencer, computer, etc.
3 MIDI THRU This outputs the unchanged MIDI signal (received through the MIDI IN jack).
4 Function switches These swithes let you select functions such as the MIDI controlled metronome, the MIDI RECEIVE CHANNEL.
5 Receive channel table Shows how to set the function switches to select particular MIDI RECEIVE CHANNEL numbers.
6 Output jacks (R, L/MONO) Output for stereo mix, as adjusted with the pan pots and volume controls.
7 Separate outputs Individual outputs for each drum and percussion instrument. These can be connected to a mixing console if you want to adjust the timbre or add effects on individual sounds.

Specifications

■ **TONE GENERATORS (Sounds separated by a slash cannot be sounded simultaneously):** Bass Drum, Snare Drum/Rim Shot, Low Tom, High Tom, Closed High-Hat/Open High-Hat, Crash Cymbal, Ride Cymbal, Handclaps, Low Conga, High Conga, Timbale, Tambourine, Cowbell/Woodblock, Cabasa, Low Agogo, High Agogo, Metronome ■ **CONTROL:** Volume, Pan Pot, Master Volume ■ **FUNCTION SWITCH:** Metronome Function ON/OFF, Metronome-time Settings (4/4, 3/4), MIDI RECEIVE CHANNEL Settings ■ **INPUT:** MIDI IN ■ **OUTPUTS:** MIDI THRU, Outputs (R, L/MONO), Separate Outputs (Bass Drum, Snare Drum/Rim Shot, Low Tom, High Tom, High-Hat, Crash Cymbal, Ride Cymbal, Handclaps, Low Conga, High Conga, Timbale, Tambourine, Cowbell/Woodblock, Cabasa, Low Agogo, High Agogo) ■ **POWER SUPPLY:** DC9V (AC Adaptor) ■ **DIMENSIONS:** 404(W) × 220(D) × 69(H)mm ■ **WEIGHT:** 2.5kg ■ **SUPPLIED ACCESSORIES:** AC Adaptor, MIDI Cable (1.5m), Rack mounting screws × 4

Options

● SYNC/MIDI Cable (1.5m/3m/5m)
● Soft Case

*Specifications and features are subject to change without notice for further improvement