

```
eighth = do
  atom (0,0) (1/2);
  change (delay (1/2))

quarter = do
  atom (0,0) 1;
  change (delay 1)

tileA1 = do
  eighth ; --do
  change (transpose 1) ;
  eighth ; -- re
  change (transpose 1) ;
  quarter -- mi

tileA = do
  idle |-> tileA1
  proj |-> tileA1
```