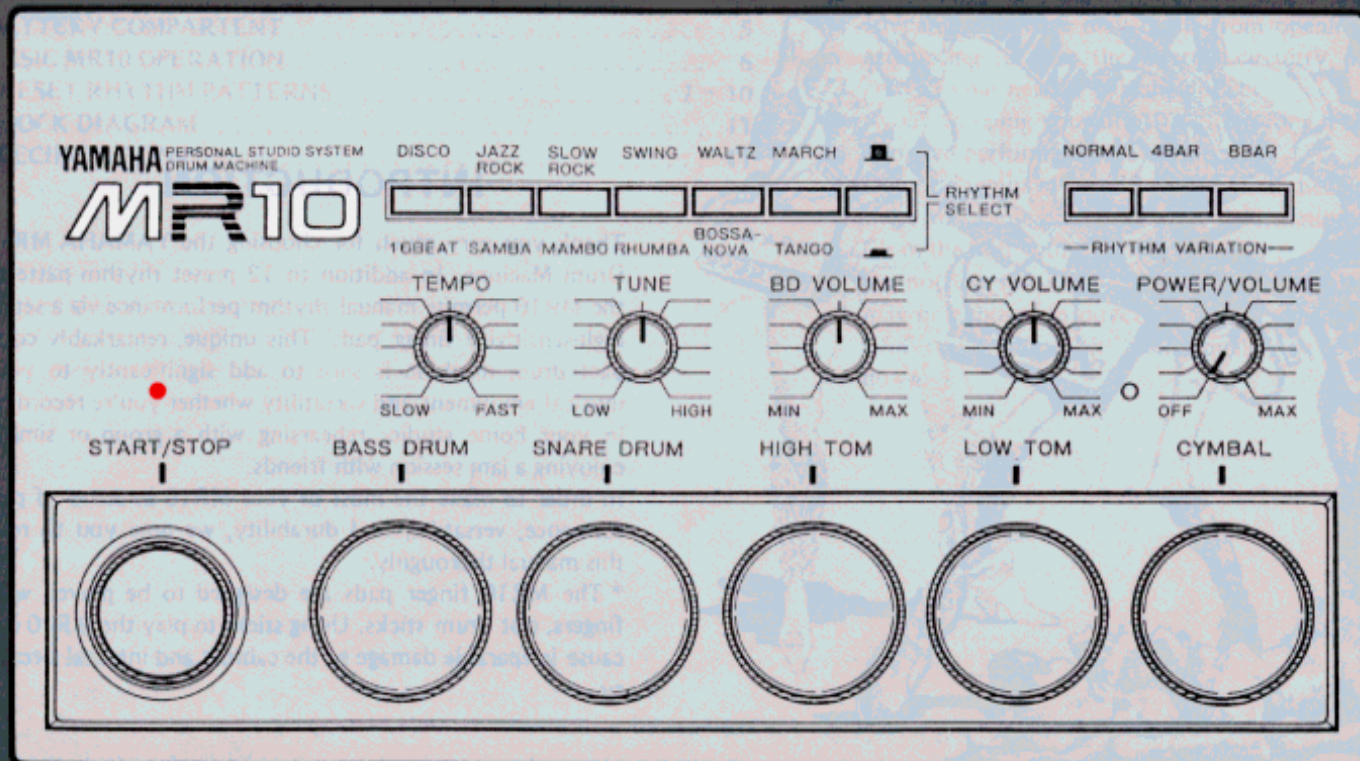


YAMAHA

Producer Series

OWNER'S MANUAL





INTRODUCTION

Thank you very much for choosing the YAMAHA MR10 Drum Machine. In addition to 12 preset rhythm patterns the MR10 permits manual rhythm performance via a set of high-sensitivity finger pads. This unique, remarkably compact drum machine is sure to add significantly to your musical enjoyment and versatility whether you're recording in your home studio, rehearsing with a group or simply enjoying a jam session with friends.

In order to make the most of your MR10 in terms of performance, versatility and durability, we urge you to read this manual thoroughly.

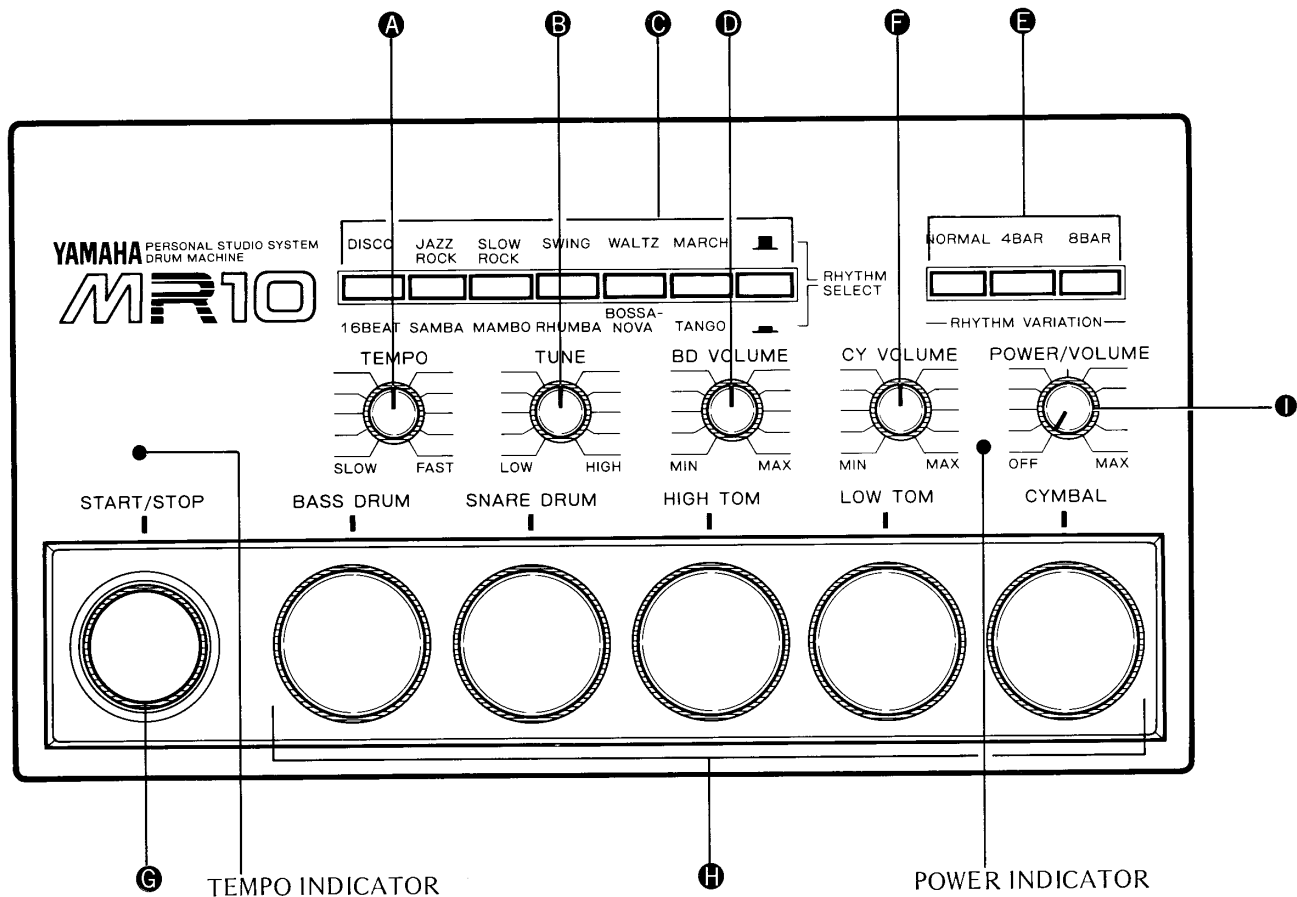
* The MR10 finger pads are designed to be played with fingers, not drum sticks. Using sticks to play the MR10 can cause irreparable damage to the cabinet and internal circuitry.

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CAUTIONS

- Be sure to turn down all volume controls when making input/output connections.
- Do not expose the MR10 to direct sunlight or other sources of heat such as radiators, etc.
- Irreparable damage may result from opening the MR10 cabinet or attempting to alter the internal circuitry. If there is a problem, contact your nearest Yamaha dealer.
- Avoid dropping your MR10 or subjecting it to any type of shock, as impaired performance may result.
- Do not attempt to clean the MR10 with benzine or other solvents, as these may cause discoloration or deformation of the cabinet. Clean the unit with a soft, dry cloth.
- Do not use this unit in the location near a window where the unit may be exposed to direct sunlight or other extremely hot locations, as this may impair the sound quality or result in failure or breakdown.



A TEMPO

Controls the tempo (speed) of the preset rhythms. Turning this control clockwise--towards "FAST"--increases tempo while turning counterclockwise--towards "SLOW"--decreases tempo. The tempo indicator LED provides a visual indication of tempo.

B TUNE

Controls the pitch of the drum sounds. Turning this control clockwise--towards "HIGH"--increases the pitch of the drum sounds while turning counterclockwise--towards "LOW"--decreases pitch.

C RHYTHM SELECT

This button determines whether the upper or lower row of rhythms (as marked on the panel) are selected by the individual rhythm buttons. If the RHYTHM SELECT button is up (■), the upper row of rhythms is selected while if down (▬) the lower row is selected. Rhythms in the selected row can be mixed by pressing two or more rhythm buttons at the same time, thereby providing a broader range of preset rhythm possibilities.

D BD VOLUME

Independently controls the volume of the bass drum sound. Turning this control clockwise--towards "MAX"--increases the volume of the bass drum sound, while turning counterclockwise--towards "MIN"--decreases bass drum volume.

E RHYTHM VARIATION

These switches permit insertion of a rhythmic "break" (a variation in the rhythm pattern) in the preset rhythms every 4, 8 or 16 bars. Pressing the "4" button creates a rhythmic variation every four bars, the "8" button creates a variation every 8 bars, and pressing both the "4" and

"8" buttons simultaneously creates a variation every 16 bars. Pressing the "NORMAL" button cancels the rhythmic variations.

F CY VOLUME

Independently controls the volume of the cymbal sound. Turning this control clockwise--towards "MAX"--increases the volume of the cymbal sound, while turning counterclockwise--towards "MIN"--decreases cymbal volume.

G START/STOP

As soon as this button is pressed the preset rhythm pattern begins playback from the first beat of the pattern. The tempo indicator LED is also synchronised to this button so that it flashes the first beat immediately when the START/STOP button is pressed. Pressing START/STOP a second time stops the preset rhythm pattern.

H Manual Performance Finger Pads

Lightly tapping these "pads" with the fingertips produces the drum sounds as marked above the pads (BASS DRUM, SNARE DRUM, HIGH TOM, LOW TOM and CYMBAL). Manual performance using the finger pads can be combined with the preset rhythms so you can play along to create interesting rhythm patterns.

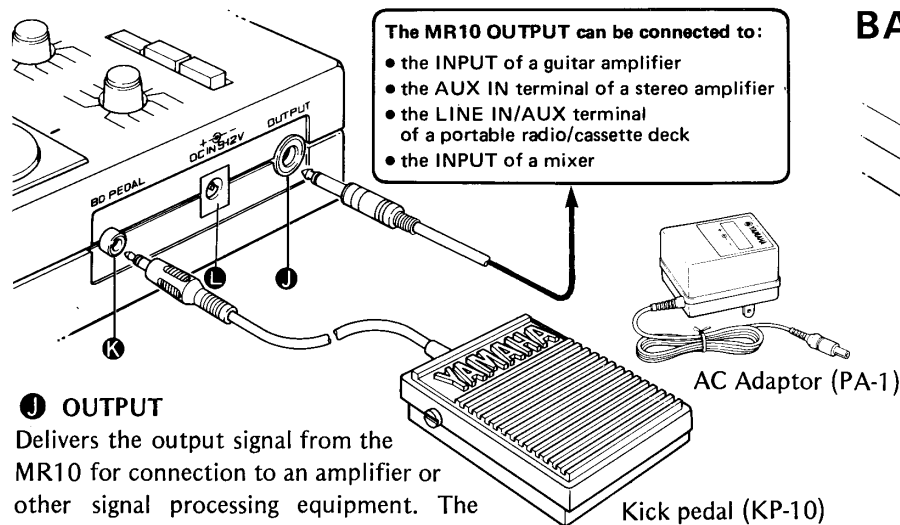
I POWER/VOLUME

When this control is turned fully counterclockwise power to the unit is OFF. Turn slightly clockwise (until the control "clicks") to turn power ON. When the power is turned ON the power indicator LED will light and the tempo indicator LED will begin flashing. Turning this control clockwise--towards "MAX"--once the power indicator is on increases the overall output volume.

Make sure that the power indicator goes out when turning the unit OFF.

SIDE

BATTERY COMPARTMENT



OUTPUT

Delivers the output signal from the MR10 for connection to an amplifier or other signal processing equipment. The MR10 OUTPUT is not capable of directly driving a speaker. A speaker with a built-in amplifier such as the Producer Series MS10 monitor speaker can be used. Connection to the OUTPUT jack is made with a standard 1/4" phone plug.

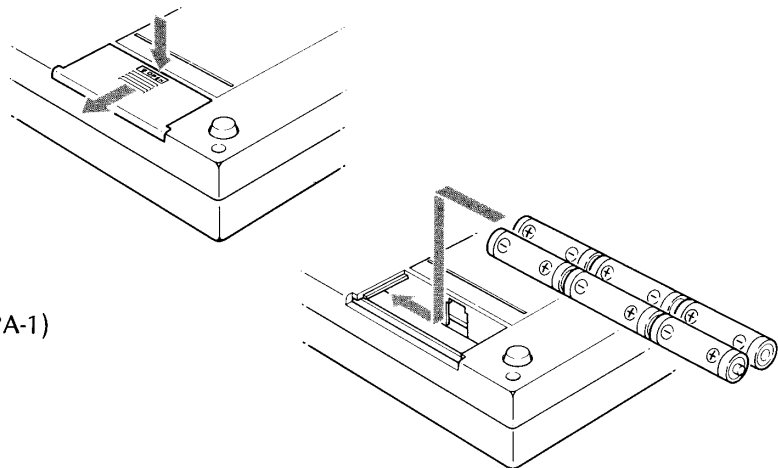
BD PEDAL (KP-10)

An optional kick pedal (KP-10) can be connected to this jack permitting drum-like pedalwork with the MR10 bass drum sound. The manual bass drum finger pad is also operational when the KP-10 is used making it possible to produce complex bass drum patterns by combining patterns played on the pedal and finger pad.

EXTERNAL POWER JACK

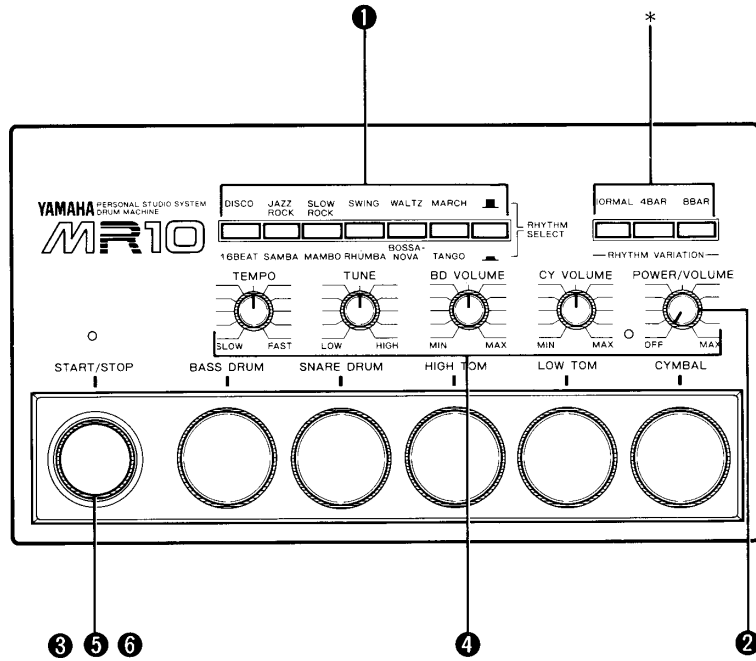
This connector accepts the plug from the optional PA-1 AC adaptor for use when an AC wall outlet is available (not battery operation).

BATTERY REPLACEMENT

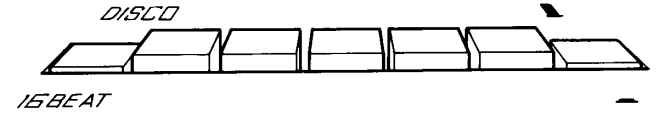


1. To remove the battery compartment cover, press down lightly and slide out as shown in the illustration.
 2. Insert six R6 type batteries into the compartment, being careful to observe proper battery polarity.
- * To prevent damage due to battery leakage the batteries should be removed from the battery compartment if the unit will not be used for an extended period of time.
 - * The power indicator LED indicates only whether power is on or off. The batteries should be replaced when a drop in overall volume or an increase in distortion is noticed. Be sure to replace all 6 batteries at one time.

BASIC MR10 OPERATION



- 1 Select the desired rhythm by pushing corresponding RHYTHM SELECT button.



- 2 Turn the power on by turning the POWER/VOLUME knob clockwise.
- 3 Start the preset rhythm (previously selected using the rhythm buttons) by pressing the START/STOP button.
- 4 Adjust TEMPO, TUNE, BD VOLUME, CY VOLUME and POWER/VOLUME to obtain just the sound you want while listening to the rhythm pattern.
- 5 Press START/STOP to stop the rhythm pattern.

You're now ready to use the MR10

- 6 The rhythm can be started any time by pressing the START/STOP button.

* Add rhythmic variation to your drum sound with the RHYTHM VARIATION buttons.

If you set the desired number of bars between rhythmic breaks (4, 8 or 16) before starting the rhythm, the first break occurs exactly 4, 8 or 16 bars after pressing START/STOP.

PRESET RHYTHM PATTERNS

Learning these patterns will help your manual performance

DISCO

Two musical staves for Disco. The top staff is labeled (N) and the bottom (RV). Each staff has three parts: H.H., S. Dr., and B. Dr. The top staff (N) shows H.H. with eighth notes and S. Dr. with quarter notes. The bottom staff (RV) shows H.H. with eighth notes and S. Dr. with quarter notes and eighth notes.

SLOW ROCK

Two musical staves for Slow Rock. The top staff is labeled (N) and the bottom (RV). Each staff has three parts: H.H., S. Dr., and B. Dr. The top staff (N) shows H.H. with eighth notes and S. Dr. with quarter notes. The bottom staff (RV) shows H.H. with eighth notes and S. Dr. with quarter notes and eighth notes.

JAZZ ROCK

Two musical staves for Jazz Rock. The top staff is labeled (N) and the bottom (RV). Each staff has three parts: H.H., S. Dr., and B. Dr. The top staff (N) shows H.H. with eighth notes and S. Dr. with quarter notes. The bottom staff (RV) shows H.H. with eighth notes and S. Dr. with quarter notes and eighth notes.

SWING

Two musical staves for Swing. The top staff is labeled (N) and the bottom (RV). Each staff has three parts: Cymb., S. Dr., and B. Dr. & H.H. The top staff (N) shows Cymb. with eighth notes and S. Dr. with quarter notes. The bottom staff (RV) shows Cymb. with eighth notes and S. Dr. with quarter notes and eighth notes.

WALTZ

Normal (N) version: H.H. (marked with 'x'), B. Dr & Cymb. 3/4 time signature. Reverse (RV) version: H.H. (marked with 'x'), B. Dr & Cymb. 3/4 time signature.

16 BEAT

Normal (N) version: H.H. (marked with 'x'), S. Dr, B. Dr. Common time signature. Reverse (RV) version: H.H. (marked with 'x'), S. Dr, B. Dr & Cymb. Common time signature.

MARCH

Normal (N) version: S. Dr, B. Dr & Cymb. Common time signature. Reverse (RV) version: S. Dr, B. Dr & Cymb. Common time signature.

TANGO

Normal (N) version: H.H. (marked with 'x'), S. Dr, B. Dr & Cymb. Common time signature. Reverse (RV) version: H.H. (marked with 'x'), S. Dr, B. Dr & Cymb. Common time signature.

SAMBA

Musical score for SAMBA, measures (N) and (RV). The score is written in bass clef with a common time signature (C). It consists of two systems, each with two staves. The top staff of each system is for Conga and C. Bell, and the bottom staff is for H.H., S. Dr., and B. Dr. In measure (N), the Conga/C. Bell part has a melodic line with eighth and sixteenth notes, while the H.H./S. Dr./B. Dr. part has a rhythmic pattern of eighth notes and a series of 'x' marks above the H.H. staff. In measure (RV), the Conga/C. Bell part has a more complex rhythmic pattern with some rests, and the H.H./S. Dr./B. Dr. part continues with a similar rhythmic pattern.

MAMBO

Musical score for MAMBO, measures (N) and (RV). The score is written in bass clef with a common time signature (C). It consists of two systems, each with two staves. The top staff of each system is for Conga and C. Bell, and the bottom staff is for H.H., S. Dr., and B. Dr. In measure (N), the Conga/C. Bell part has a simple melodic line, and the H.H./S. Dr./B. Dr. part has a rhythmic pattern of eighth notes and 'x' marks. In measure (RV), the Conga/C. Bell part has a more active rhythmic pattern, and the H.H./S. Dr./B. Dr. part continues with a similar rhythmic pattern.

RHUMBA

BOSSANOVA

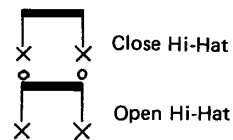
ABBREVIATIONS

(N) : RHYTHM VARIATION function not used (NORMAL).
The same rhythm is repeated continually.

(RV): Varied rhythmic pattern when
RHYTHM VARIATION function is used.

H.H: Hi-Hat
S.Dr: Snare Drum
B.Dr: Bass Drum
Cymb: Cymbal

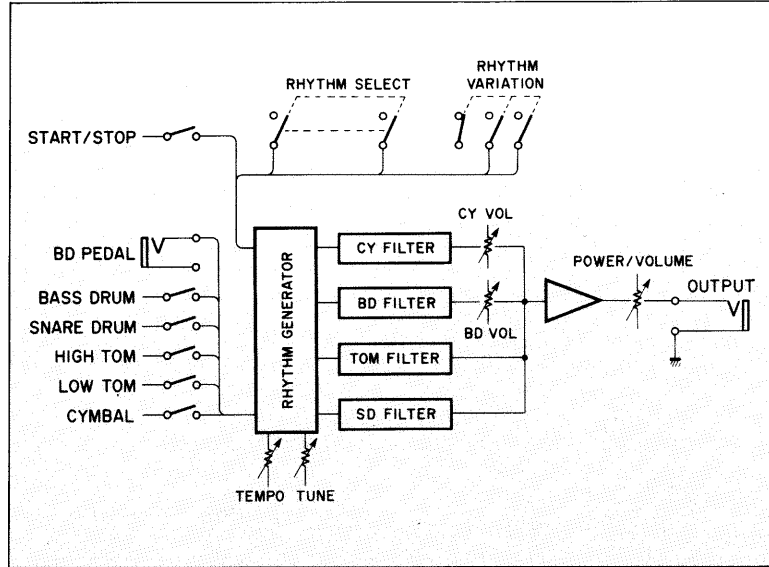
Conga: Conga
C.Bell: Cow Bell
Guiro: Guiro



Close Hi-Hat

Open Hi-Hat

BLOCK DIAGRAM



SERVICE

The MR10 are supported by Yamaha's worldwide network of factory trained and qualified dealer service personnel. In the event of a problem, contact your nearest Yamaha dealer.

SPECIFICATIONS

AUTO RHYTHM SELECT SWITCH	DISCO, JAZZ ROCK, SLOW ROCK, SWING, WALTZ, MARCH, 16 BEAT, SAMBA, MAMBO, RHUMBA, BOSSANOVA, TANGO
MANUAL INSTRUMENT BUTTON CONTROLS	BASS DRUM, SNARE DRUM, HIGH TOM, LOW TOM, CYMBAL Auto variation (NOR, 4BAR, 8BAR) Tempo, Tune BD. Volume, CY. Volume Power SW./Volume Rhythm "Start-Stop" switch
CONNECTORS	OUTPUT Jack BD Foot Pedal Jack DC INPUT
OUTPUT LEVEL	-10dBm
POWER REQUIREMENT	DC 9V (R6 x 6/"AA" x 6) AC ADAPTOR (DC 9V ~ 12V)
DIMENSIONS (W x H x D)	8-7/8" x 2" x 5-1/9" (22.4 x 53 x 13 cm)
WEIGHT	1.3 lbs (600g)

Optional accessories • KP-10 Kick pedal
• PA-1 AC adaptor

**0dB is referenced to 0.775V.

Specifications subject to change without notice.