```
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
```