4410	4410	4410	4410	4410	4410	4410	4410	
	0	0	0	0	0	0	0	4410
		0	0	0	0	0	0	4410
			0	0	0	0	0	4410
				0	0	0	0	4410
					0	0	0	4410
						0	0	4410
							0	4410
								4410

00:05

Table of acoustic beats (1):
Differences of impulse-wave fundamental frequencies.
The frequencies range from 4410 Hz to 4454.1 Hz,
and their beating frequencies therefore vary from 0 Hz to 44.1 Hz.
4454.1 / 4410 = 101 / 100, an interval that's about one-seventieth
the size of an octave (or, a litle larger than a twelfth-tone).

0	0	0	0	0	0	0	0	
	0	0	0	0	0	0	0	0
		0	0	0	0	0	0	0
			0	0	0	0	0	0
				0	0	0	0	0
					0	0	0	0
						0	0	0
							0	0
								0

Table of acoustic beats (2):
Differences of impulse-wave sampling-rate glitch frequencies.
If the sampling rate is 44100, there are exactly 10 samples
per 4410 Hz impulse. An impulse wave tuned close to 4410 Hz
causes the sampler to add or skip a sample periodically: e.g.
if the frequency is 4411 Hz, the sampler needs to "squeeze in"
one more impulse every second, so every 0.1 second it has to shorten
an impulse to 9 samples while keeping the others 10 samples long
(it can't produce a fractional sample). This creates an audible
10 Hz glitch. More generally, an impulse wave tuned close to
4410 Hz glitches at a frequency 10 times its deviation from 4410 Hz,
i.e.: glitch frequency = 10 x | impulse wave frequency - 4410 |
The glitch frequencies vary from 0 Hz to 441 Hz.