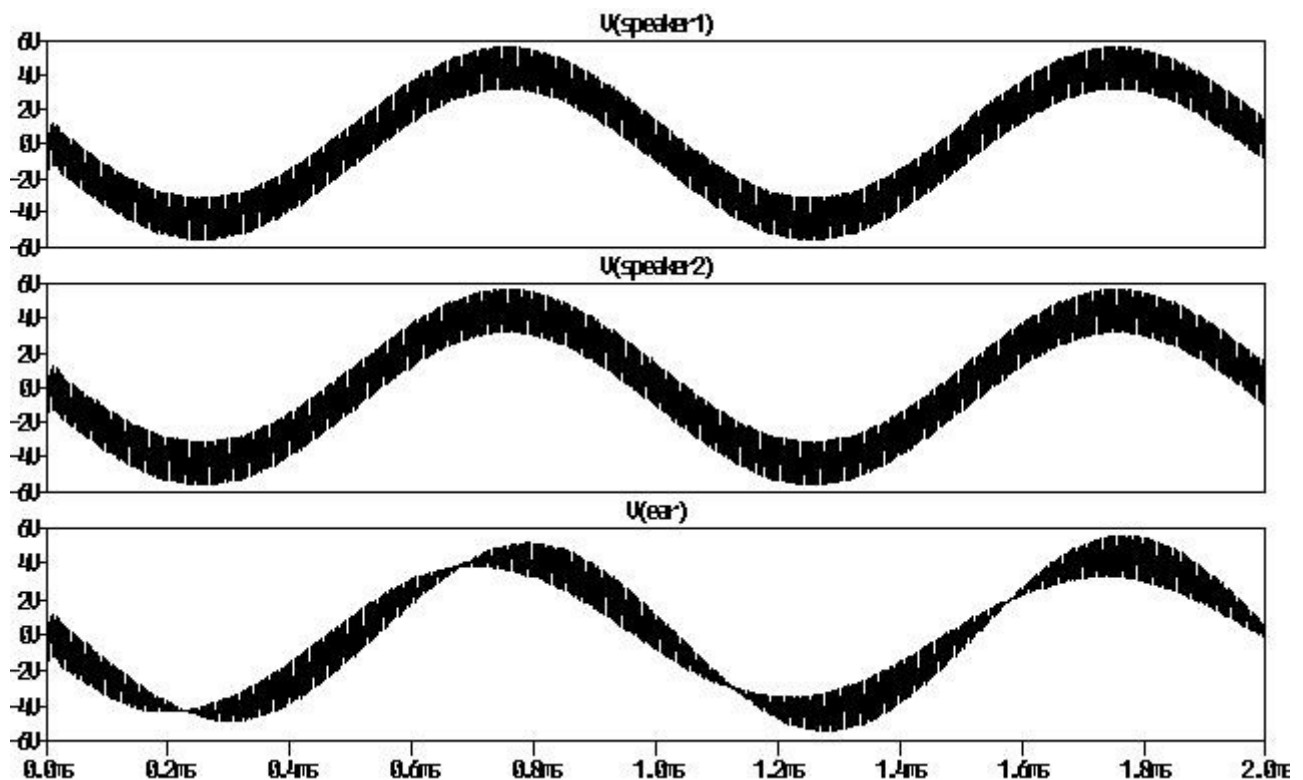**To clock or not to clock (..part2)**

Figure 2 shows the simulation result.
While each chanel for itself is looking fine, the superimposition of both shows the beating.
This is caused by the two unsynchronized carriers, which continuosly slide through adding up and canceling out.

Figure 2: Beating between two chanels

Above simulation shows the ideal behaviour. Short comings in real world implementations may cause a less smooth beating, because uncrontrolled synchronizing effects may take place and may lock the system for certain times in the modes of fully adding up the carriers and/or fully canceling out.
Well, so far so good – but who cares? Is this effect headache or more an academic issue?
There are many discussions about this topic, but no consense.
Statements range from *birding* over *hypophonic* to *there is no beating*.
Everybody has to make up his mind according own experiences, examinations and personal taste.