Understanding Voss-McCartney pink noise generation algorithm

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I'm implementing the Voss-McCartney pink noise generation algorithm.

If you follow the link above, you can read:

> *from James McCartney 2 Sep 1999 21:00:30 -0600:*
>
> > The top end of the spectrum wasn't as good. The cascade of sin(x)/x shapes that I predicted in my other post was quite obvious. Ripple was only about 2dB up to Fs/8 and 4dB up to Fs/5. The response was about 5dB down at Fs/4 (one of the sin(x)/x nulls), and there was a deep null at Fs/2. (These figures are a bit rough. More averaging would have helped.)
>
> You can improve the top octave somewhat by adding a white noise generator at the same amplitude as the others. Which fills in the diagram as follows:

```
xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
x x x x x x x x x x x x x x x x
 x   x   x   x   x   x   x   x
   x       x       x       x
       x               x
               x
```