```
The frequency of the Fixed-freq output (outputSel=100,101 and 110) is equal to:
F = 500 / (sampDivisor[11:0] + 1) KHz
The sample rate (per 8 bit or 10 bit sample) of the D/A (outputSel=001 or 010)
is equal to:
F = 1000 / (sampDivisor[8:0] + 1) KHz
```

由F反推divisor分别为

> sampDivisor = 500 * 1000 / F - 1
>
> sampDivisor = 1000 * 1000 / F - 1

但ThreadX SDk的audio driver中使用的确实如下设定

```
#define SAMPLE_RATE_POS 0
#define AUDIO_OUTPUT_SAMPLE_FREQ(f) ((1000/(f/1000)+1) << SAMPLE_RATE_POS)
#define AUDIO_OUTPUT_FIXED_FREQ(f)  ((((500 * 1000) / f)+1) << SAMPLE_RATE_POS)
```

即

> sampDivisor = 500 * 1000 / F + 1
>
> sampDivisor = 1000 / (F / 1000) + 1

这里1000 * 1000 / F 与 1000 / (F / 1000)是等价的。
显然ThreadX SDK中的设定在+1与-1上搞错了。