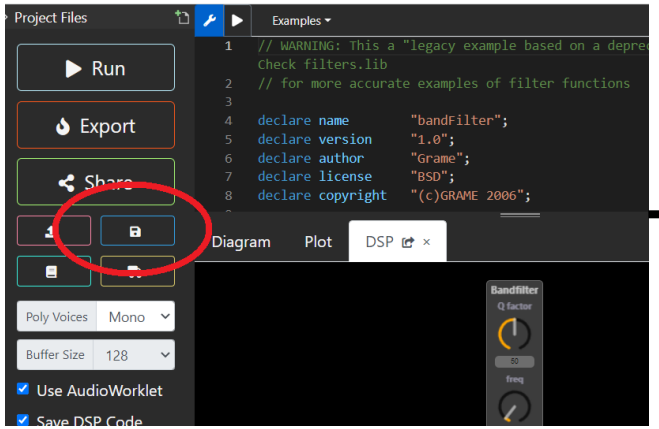
Phase 1: Part export a DSP file in C language

From an FaustIDE exportation button



From the Faust Command line interface

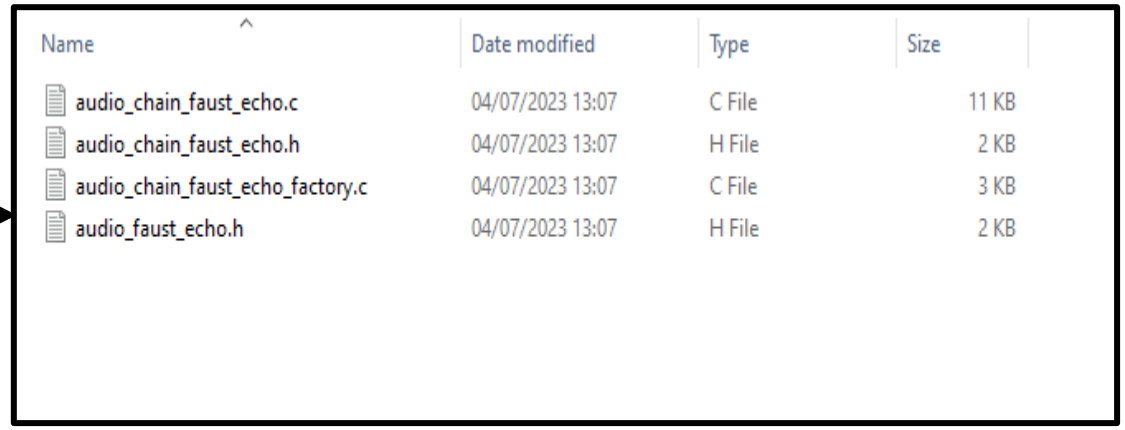
```
Faust.exe \
-lang c -ct 1 -es 1 -mcd 16 -single -ftz 0
./faust_echo.dsp
>faust_echo.c
```

```
#ifdef __cplusplus
extern "C" {
#endif

#if defined(_WIN32)
#define RESTRICT __restrict
#else
#define RESTRICT __restrict__
#endif

#include <math.h>
#include <stdint.h>
#include <stdlib.h>


#ifndef FAUSTCLASS
#define FAUSTCLASS mydsp
#endif

#ifdef __APPLE__
#define exp10f __exp10f
#define exp10 __exp10
#endif

typedef struct {
    FAUSTFLOAT fHslider0;
    FAUSTFLOAT fHslider1;
    int IOTA0;
```

Phase 2: Generate the Audio Chain source code

```
python Faust2AC.py  generate_ac
--name “faust-echo” --group
“sound_fx” faust_echo.c
```

Generated



What does **Faust2AC.py** ?

- Add a « **static** » before each function to prevent namespace collision
- Disable by an ifdef, useless functions for audio chain
- Generate the AC Designer user control description and factory
- Generate extra source code for the audio chain integration

The code generated can be immediately built and Tested in IAR or CubeID