

faustcode

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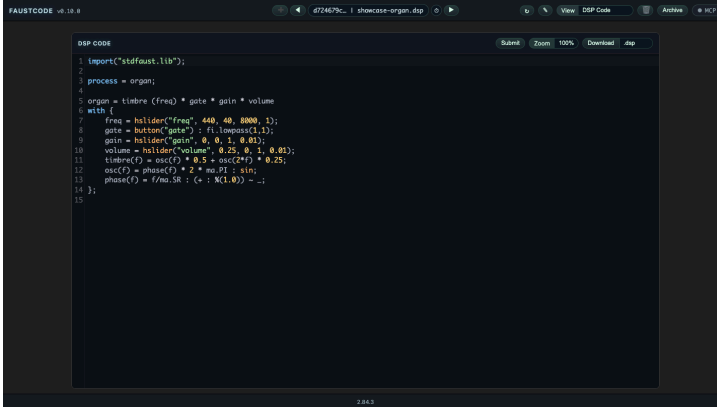
faustcode

A purely static, browser-native workbench for the Faust DSP language, typically deployed on GitHub Pages.

- orlarey.github.io/faustcode
- github.com/orlarey/faustcode
 - Edit, compile and run Faust entirely in the browser
 - Inspect diagrams, signals, tasks and live audio
 - Persist sessions in the browser's private filesystem
 - Expose the workflow to AI agents through **37 MCP tools**
 - Install its local MCP bridge directly from the webapp

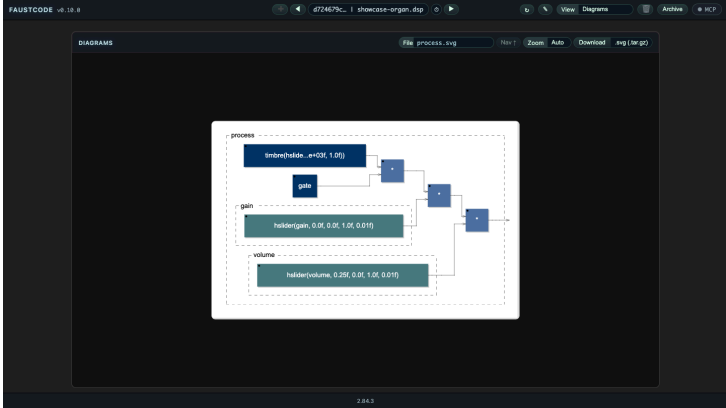
No backend. No Docker. Just static files.

DSP View

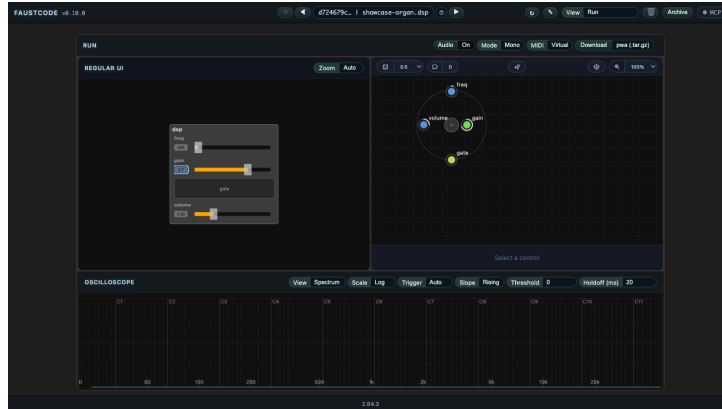


```
FAUSTCODE v1.18.0 d724679c... | showcase-organ.dsp View DSP Code Archive 0 KCP  
DSP CODE Submit Zoom 100% Download .dsp  
1 import("stdfaust.lib");  
2  
3 process = organ;  
4  
5 organ = timbre (freq) * gate * gain * volume  
6 with (  
7   freq = hlider("freq", 440, 40, 8000, 1);  
8   gate = button("gate") : fi_lowpass(1,1);  
9   gain = hlider("gain", 0, 0, 1, 0.81);  
10  volume = hlider("volume", 0.25, 0, 1, 0.81);  
11  timbre(f) = osc(f) * 0.5 + osc(2*f) * 0.25;  
12  osc(f) = phase(f) * 2 * no.PI : sin;  
13  phase(f) = f/mo.SR : (e : M(1,0)) - 1;  
14 };  
15
```

Diagram View

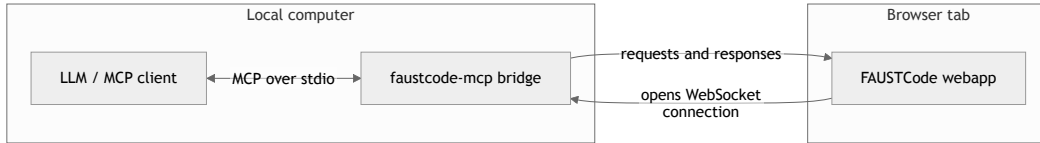


Run View

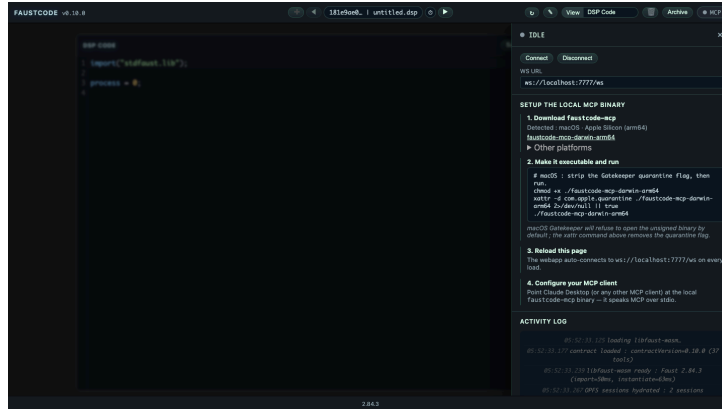


Need for a Local MCP Bridge

- Static web pages cannot expose an MCP stdio server
- Browsers cannot accept incoming WebSocket connections
- The browser opens an outgoing connection to `127.0.0.1:7777`
- The Go bridge translates MCP tool calls into WebSocket requests



Install Directly from FAUSTCode



Connect Claude Desktop

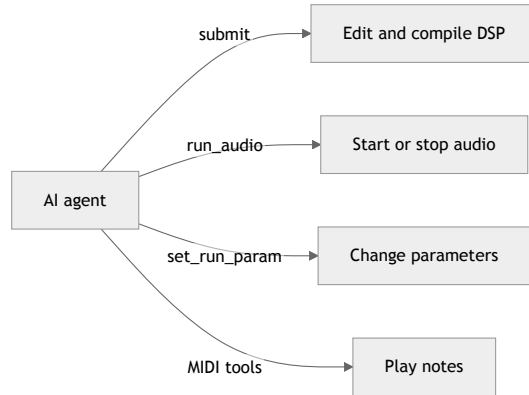
Add the local bridge to the Claude Desktop configuration:

```
{
  "mcpServers": {
    "faustcode": {
      "command": "/Users/yannorlarey/bin/faustcode-mcp"
    }
  }
}
```

Claude Desktop launches the bridge and communicates with it through MCP over `stdio`.

Keep a FAUSTCode browser tab open to complete the WebSocket connection.

What the Agent Can Do



Live Feedback: `get_spectrum`

Captures the DSP currently running in FAUSTCode.

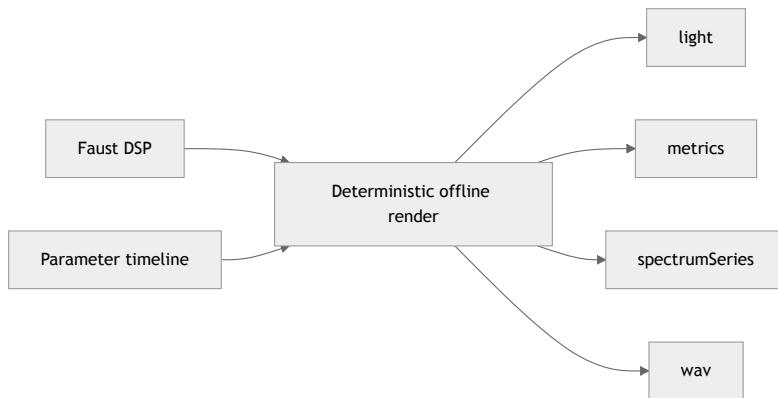
```
{"name": "get_spectrum", "arguments": {}}
```

Returns one `spectrum_summary_v1`:

`f0 + peaks + noise bands + spectral features + audio quality`

Fast, current, non-deterministic. Not a continuous stream.

Offline Feedback: render_audio



The same DSP and timeline produce the same audio.

`render_audio: light`

One compact spectral snapshot near 80% of the render.

```
{"detail": "light", "durationMs": 2000}
```

Returns the same `spectrum_summary_v1` shape as `get_spectrum`.

Use for fast, reproducible iterations.

render_audio.metrics

Phased analysis of the complete sound:

attack → sustain → release

- envelope dynamics
- fundamental and harmonics
- HNR, roughness and spectral variation

Use for detailed timbre comparison.

`render_audio: spectrumSeries`

A time-indexed trajectory of compact spectral summaries.

SpectrumSeries ::= [(time, SpectrumSummary)]

Adaptive sampling keeps more frames where the spectrum changes.

Use to observe how the sound evolves.

render_audio: wav

Returns the rendered audio as a Float32 WAV file.

```
{"detail": "wav", "durationMs": 3000}
```

The MCP bridge writes the file locally and returns its path.

Use for listening or analysis by external audio tools.