Extended Csound can be run from the orchestra alone. Instruments can be started using macros (1) or played by a MIDI controller (2) or file. From within the orchestra, functions can be generated using $f$$p$$g$ and sampled loaded with $f$$i$$l$$d$ (4). MIDIstandard keyboard, and sample-specific parameter data are defined by $f$$j$$p$$l$$d$$l$ (5) and are called in the instrument by $m$$e$$t$ (6). Program change messages can be used to associate an instrument with a set of sample data using $p$$g$$w$$i$$g$ (7), and to set initial controller values with $p$$o$$r$$o$$p$ (8). Furthermore, $v$$r$$e$$p$ (9) allows a single instrument to respond to multiple program change messages each, with a unique set of sample parameters. A new set of envelope generators adjust their attack time in response to note-off messages (10) and with $w$$i$$f$$l$$d$ (11) these same unit generators will respond proportionally to release velocity. A visual effects bus is supported by $m$$a$$d$$d$ (12). Mono audio signals are more efficiently routed through $a$$p$$c$$e$$l$ (17) and $m$$a$$c$$r$$e$ (16) facilitate a more streamlined approach to instrument layout and design. Finally, new signal generators such as the $v$$a$$r$$i$$a$$b$$l$$e$ pulse width $v$$p$$o$$l$$a$$s$ (17), and the $c$$h$$r$$o$$s$$i$$s$ osc($c$$o$$n$) (18) and $s$$i$$g$$n$ signal processors such as $c$$h$$r$($c$$h$) (19) expand Csound's rich palette of sonic resources.