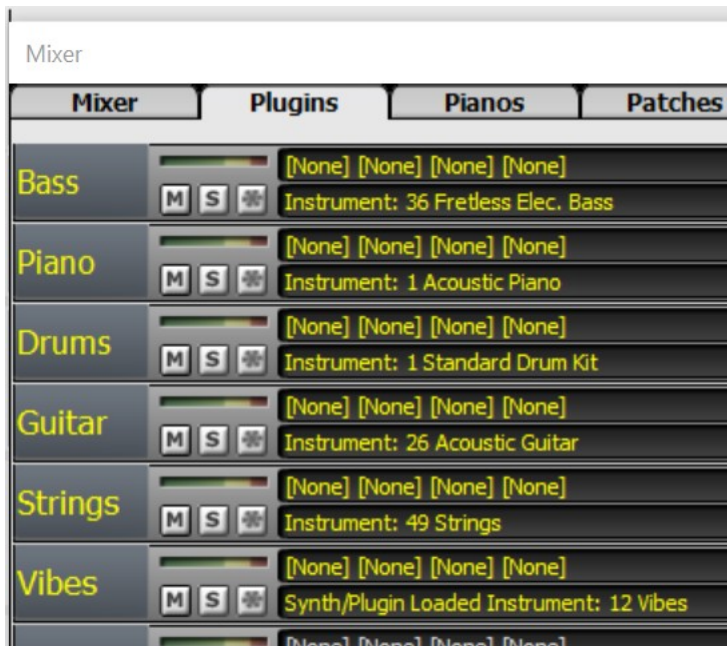# How to use VSTSynthFont in Band-in-a-Box (BiaB)

Open a song (or create a new).
Open the Mixer and choose the Plugins page.
For each track, you can add a VST instrument by clicking on the first [None] item


A new window will open where you can assign a VSTi. If you do not yet have the one you want in the list (e.g. VSTSynthFont), click the Add VSTi Plugin… menu item and navigate to the folder where the plugin in question is. (It can potentially be anywhere on your hard disk).
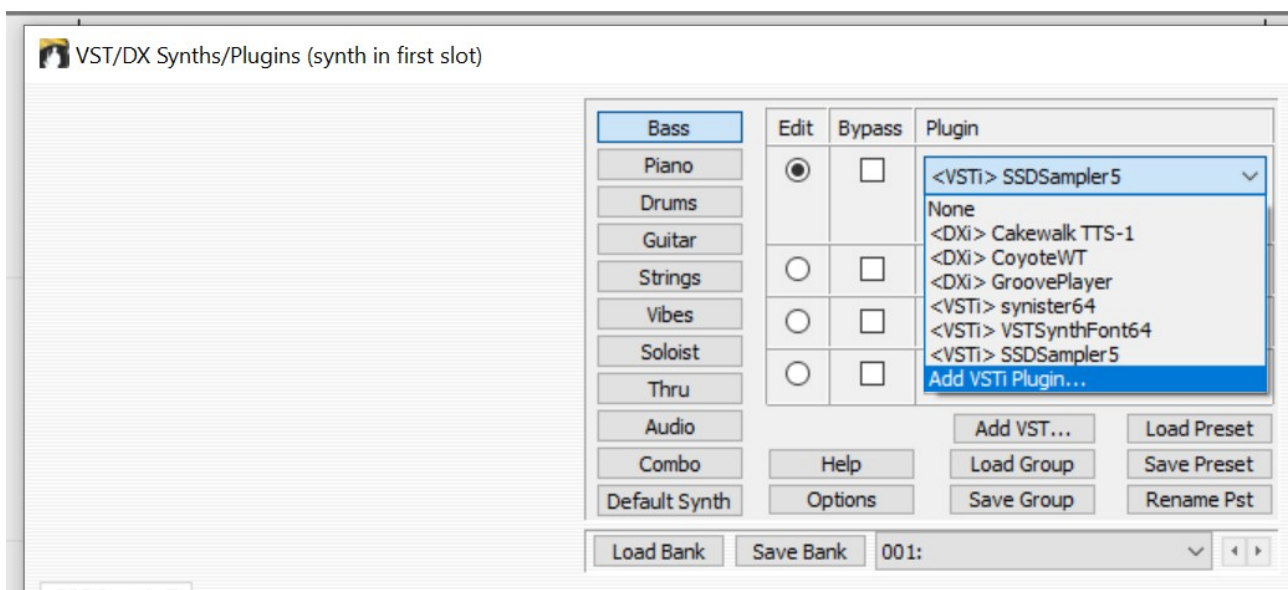
The plugin's editor window will open in the area below
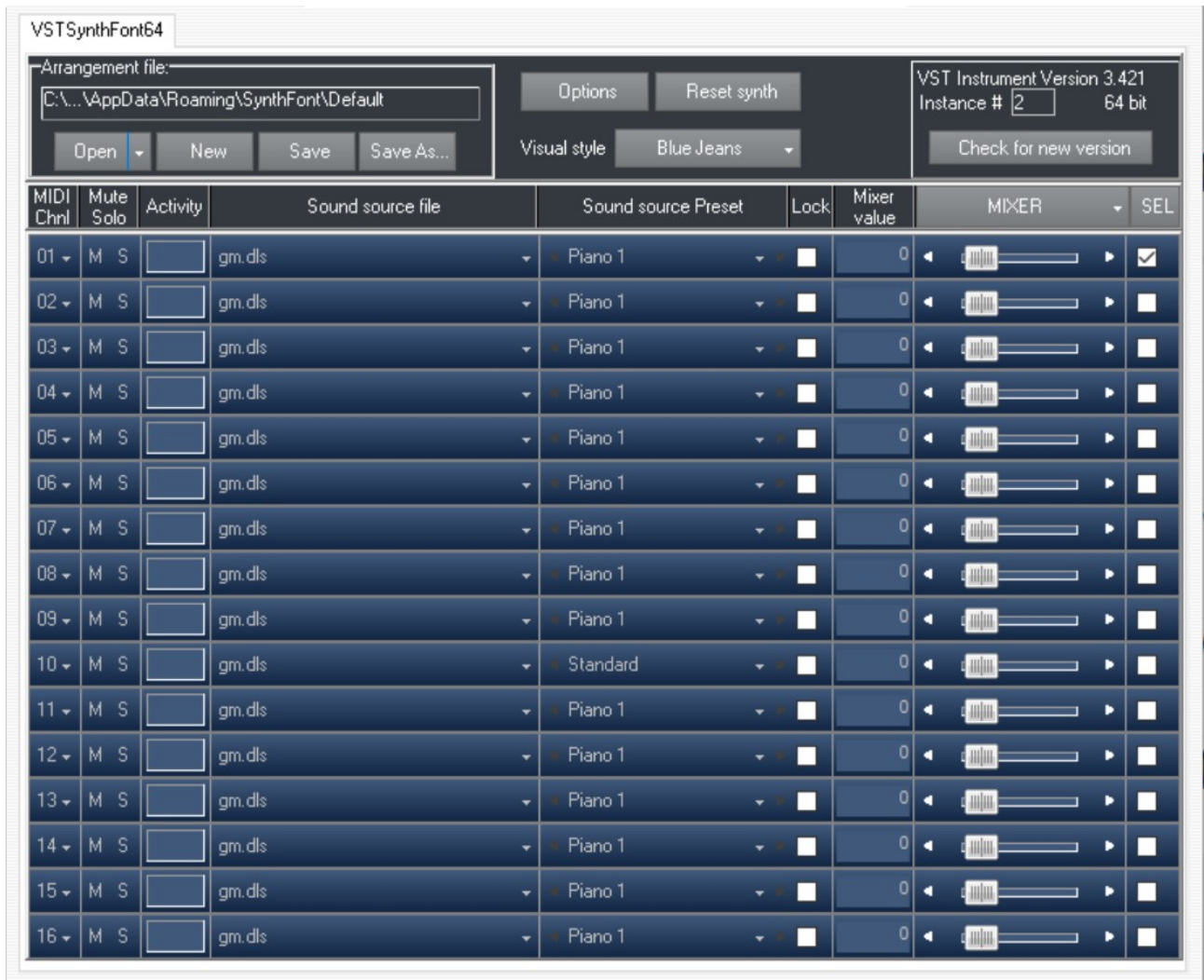
As this is the first time you open VSTSynthFont, it will start with having gm.dls assigned to all tracks. The next thing to do is to click on the SEL button top-right to select all tracks. Then change the Sound source file for the first track. All tracks will get the same file. Now you can press Save in the box Arrangement file, to save this setting as a general default so that next time you open a new instance of VSTSynthFont you can simply open this Arrangement file. You can of course create as many Arrangement files as you want.
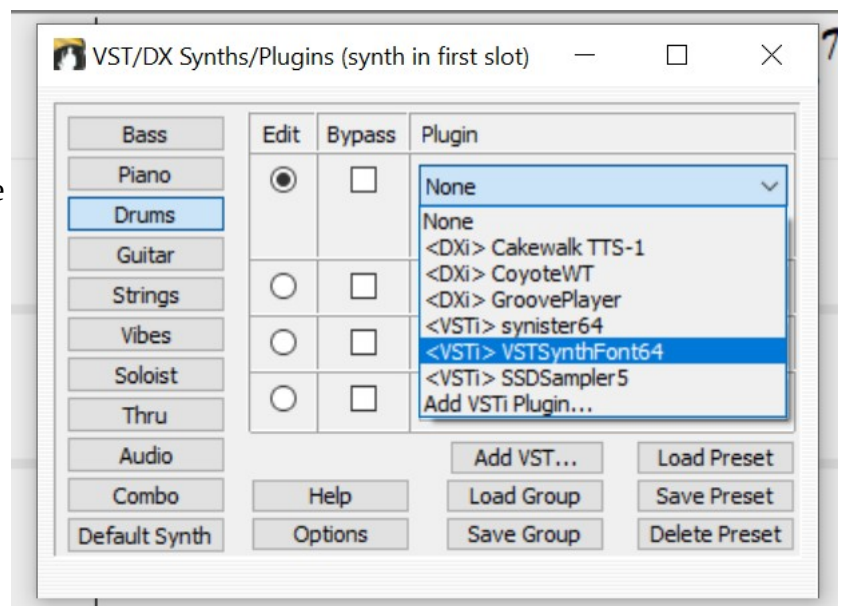
NOTE: When you assign VSTSynthFont to a track, BiaB will by default create a new **instance** (or copy) of VSTSynthFont. In the box top-right you can see the instance number (#2 in the image above).

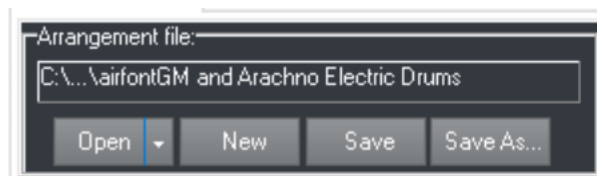So, now I want to assign VSTSynthFont to another track, Drums:
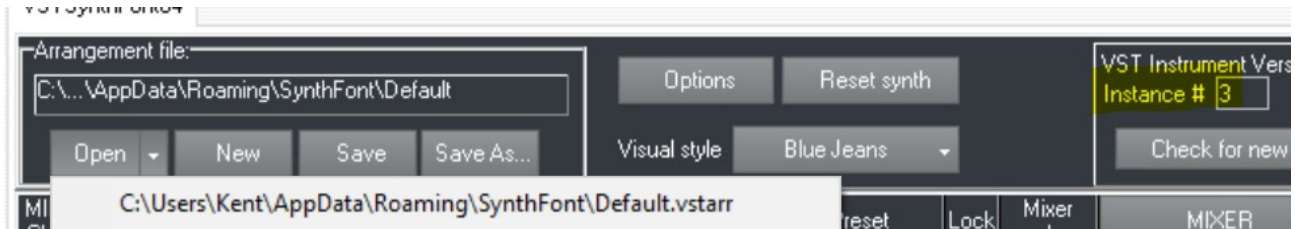
As you can see, this is a new instance (#3) and again it starts with gm.dls. Go to Open and select the Arrangement file you want from the drop-down menu (Default)
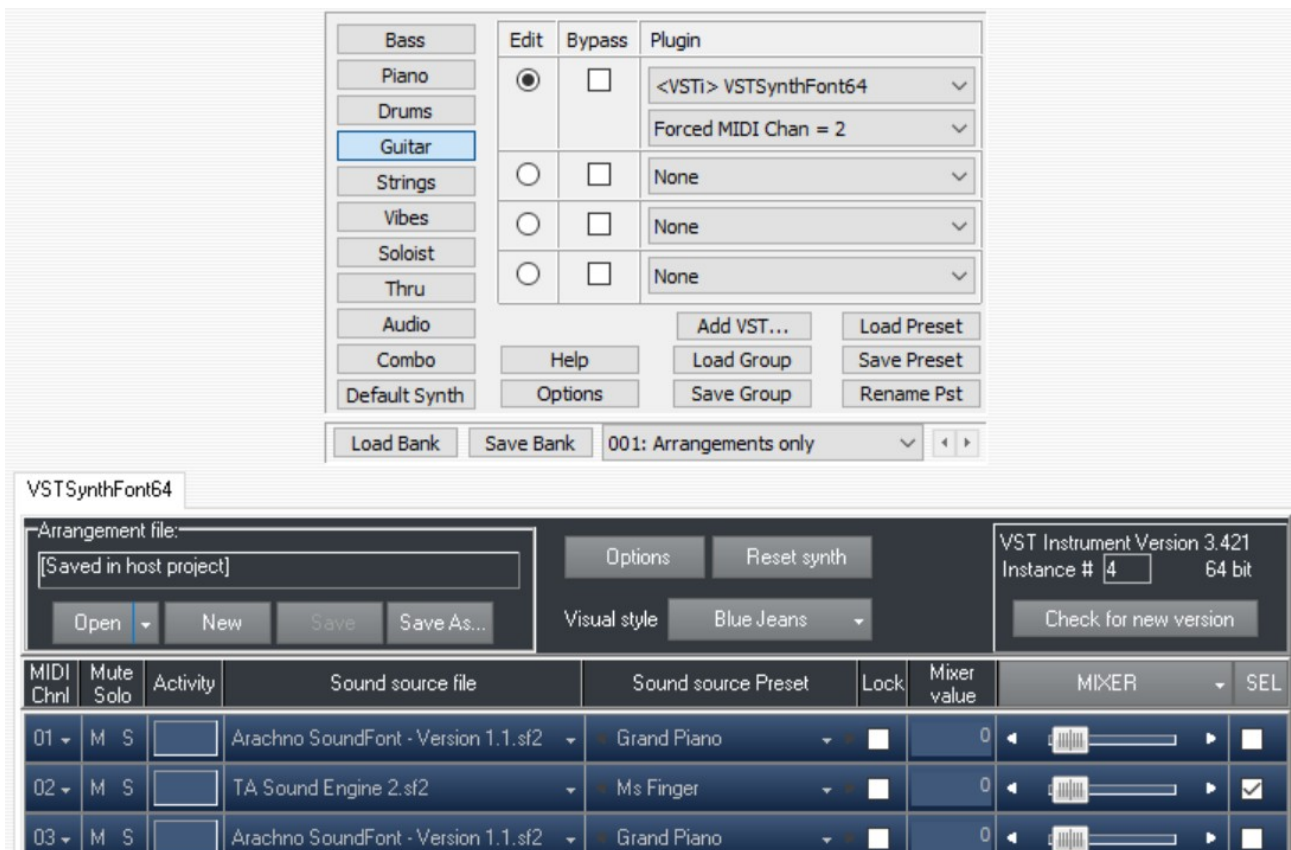
Now, as this is the drums channel (10) you can assign a different sound source to this channel if you want:

Now you can save this set as a new Arrangement.

In this way, go through all the tracks and assign the plugin you want (VSTSynthFont) and choose the sound source you want.

In the same way you may want to specify sound source and Preset for any other track. For example, in the picture above I have forced the Guitar track to MIDI channel 2 so that I can set a sound source file and Preset ("Ms Finger") for this guitar.

FINALLY, save the project.

Next time when you open the project you will see that all of these assignments have been stored in the BiaB project: