ZeroZM0's Short guide on Main Menu event replacement





Introductions:

Hello and welcome to my more beginner guide (kinda) introduction to event replacement. Specifically for Main Menu Music. Tired of dealing with cutting audio and editing it so it fits payday 3's ways of looping the main menu track? This guide is for you!

So why does it loop the way it does?

Cause they chose to have it that way in Wwise, luckily we are gonna fix that OuO

Pre-Requisites:

You will need to have the following programs to do this.

Wwise 2023.1.15.8789.3579 or a UE 5.5 Compatible Wwise Version (caution may very)

Download here for the launcher so your can get and download the right Wwise Project version (and also for UE integration)

A Audiokinetic account for Wwise and the Wwise Launcher (you need it for the integration step and stuffs unless you have offline install files for those)

Unreal Engine 5.5 Project (a blank project with no starter content works)

Get one via the Epic Games Launcher and Install a UE 5.5.4 version of UE in your Editor.

OPTIONAL - Fmodel (for future event research if you are interested in that)

WWISE MIGRATION

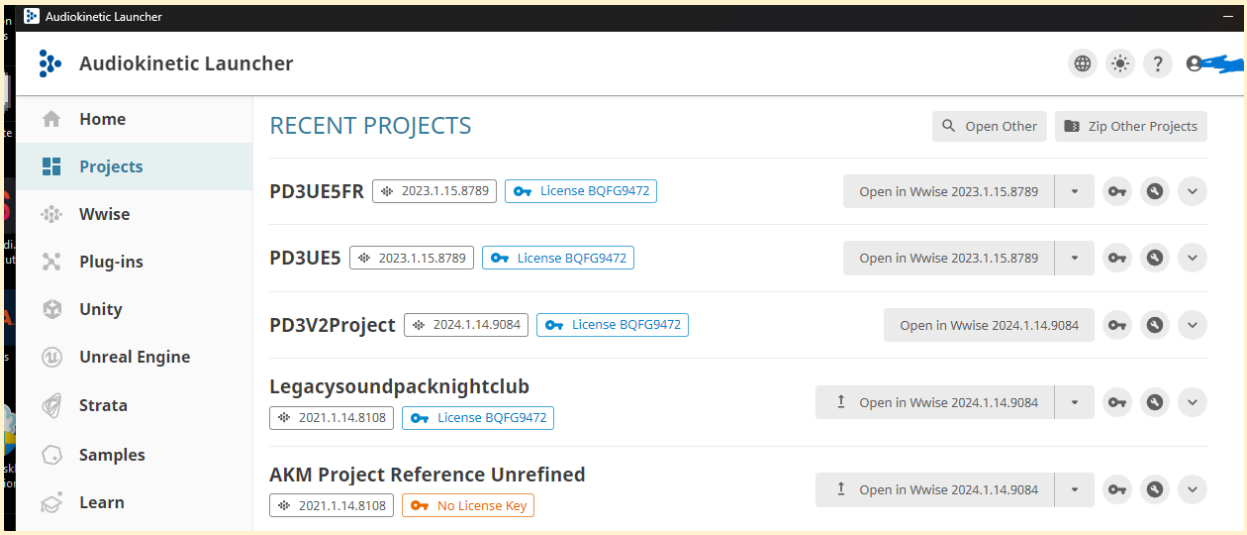
For users who are coming from 4.27, you would simply download a Wwise Version compatible with UE 5.5 then open it in that new version and hit migrate!

Then be sure to follow Wwise Integration, Wwise Time Step 01, Wwise Time Step 09, and the new Unreal Engine Time Steps.

WWISE Integration

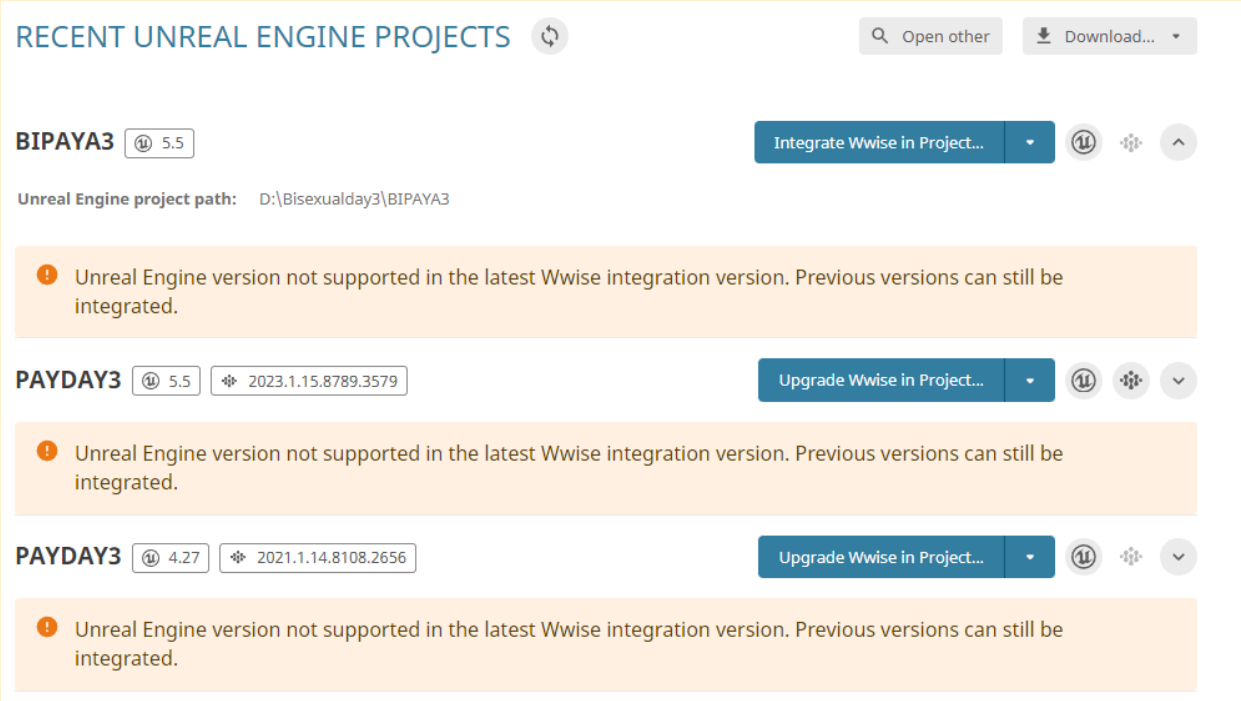
STEP 01: Integrate Time!

So, open up your Wwise Launcher



You might see Wwise projects you done on this window, you might not, but we won't be focusing on this.

What you should do is move to the Unreal Engine Tab in your Launcher.

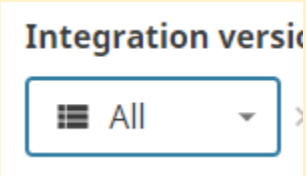


Here, you will click on the Integrate Wwise in Project button for whatever UE Project you will be using to do Wwise stuff with

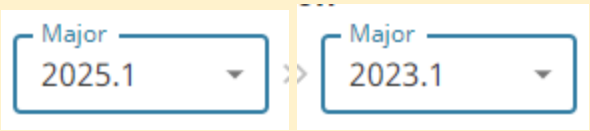


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First, Change Latest to All



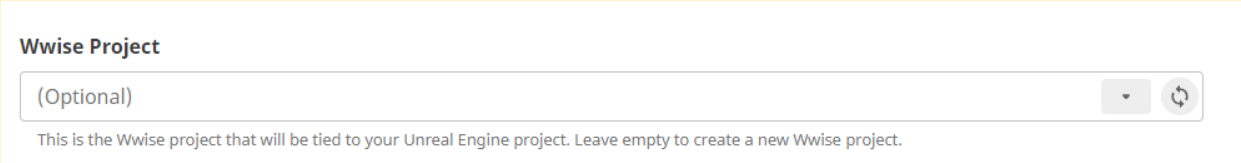
Next, Change the Major Version to the one you are using that's compatible with UE 5.5. For this case, 2023.1

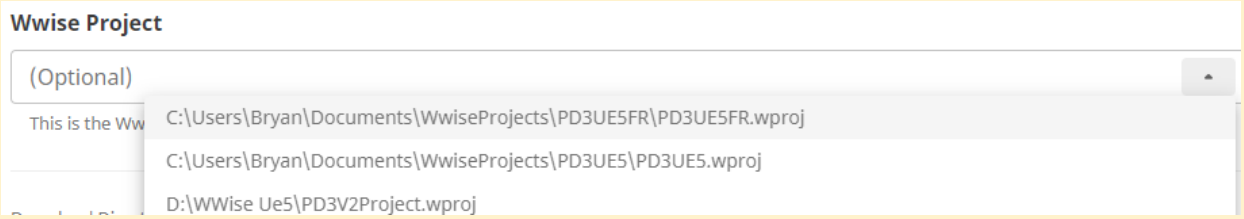


Finally, Change the Version number to the Wwise you are using.

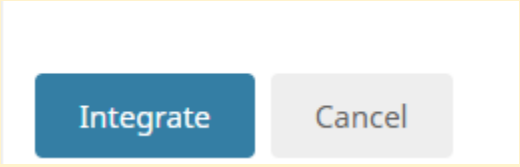


For this field, leave it blank to create a new project thats linked to the UE or just link your own Wwise to it





Finally, hit Integrate.



Let it do its thing and you are done!

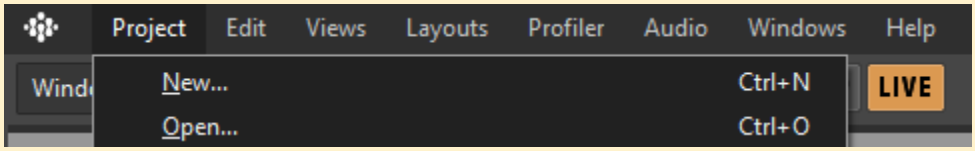
WWISE TIME

STEP 01: Project Settings

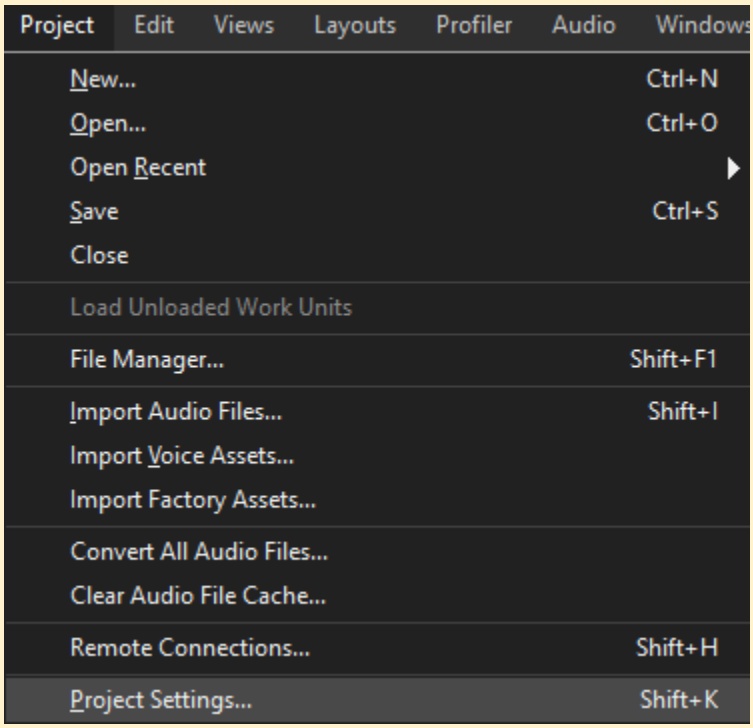
Before we even begin, we need to change some settings for our Wwise project we just opened up.

This is so it can be properly read in UE 5.5 due to some changes to how things work internally that I will gloss over, but tell you to fix preemptively so you don't really worry about it much later down the line.

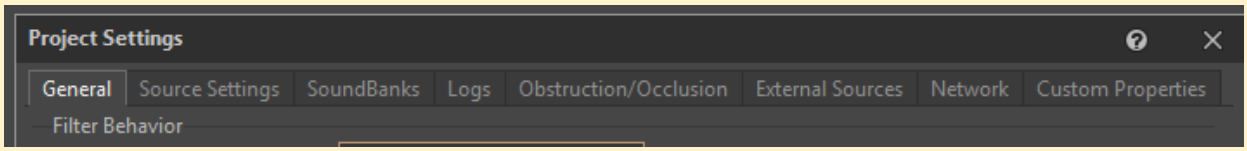
First, Go to your Project Tab on the top left

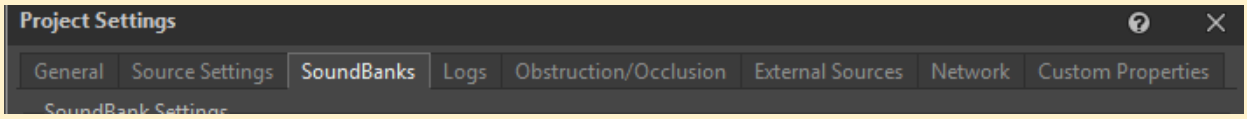


Then,.click on project settings.

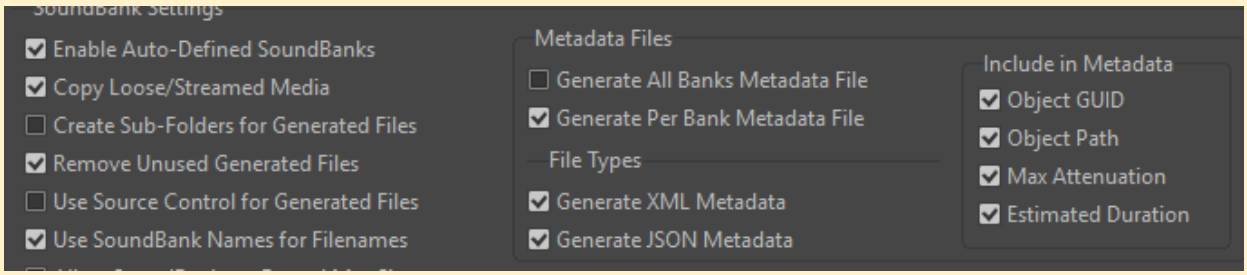


In the Project Settings window, look to where the tabs are and click on SoundBanks.





In the SoundBanks Settings area, basically tick all these boxes like below.



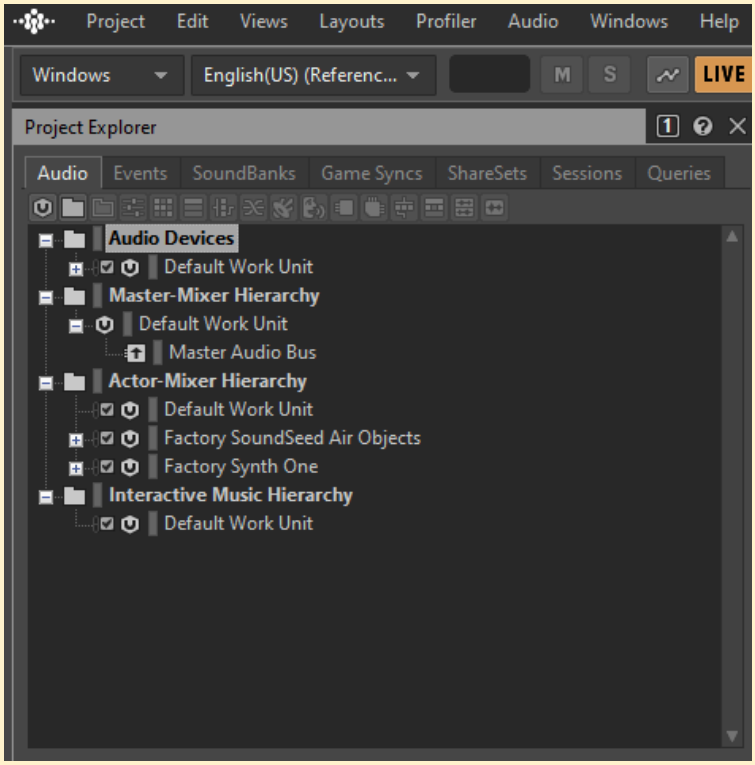
And that's it for the project settings section!

STEP 02: EVENT CREATION

So you should have Wwise still opened up.

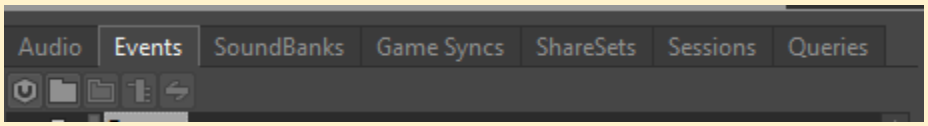
Looks crazy but i will simply tell you and provide photos on exactly what to do so you don't get overwhelmed.

First, You Should see this in the top left of your Wwise program

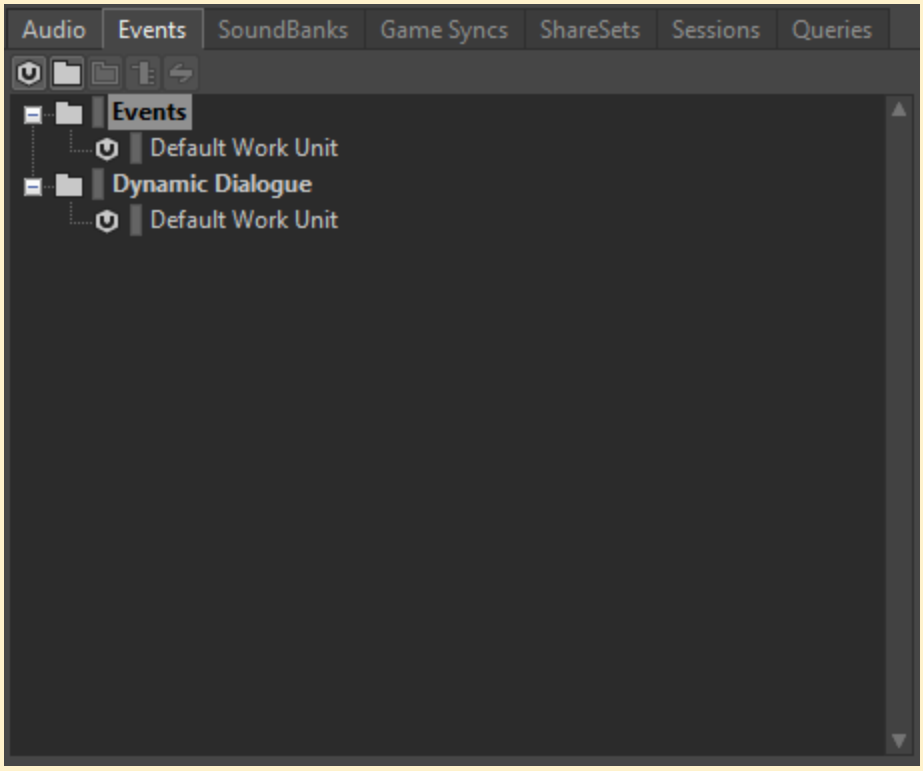


This is your project explorer. This can do a lot of fun stuff in Payday 3 but since we are only gonna do a Main Menu Event Replacement, we are going to direct our focus on doing that. So we will first focus on the event tab.

So Click on the Events Tab



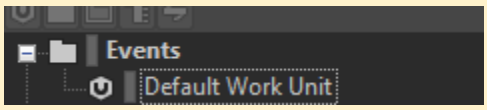
You should see this now



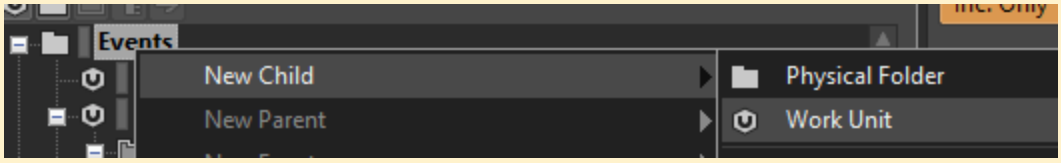
To condense it, events is what PD3 calls upon for audio to play. For instance, when the game is at the main menu, it calls the main menu event to play and control how the music plays. What we are about to do is replace that event with our own. So instead of playing by PD3 rules for the main menu, it'll play our event instead.

So usually you would have to figure all this out through Fmodel and learning but luckily i'm here to give you the rundown.

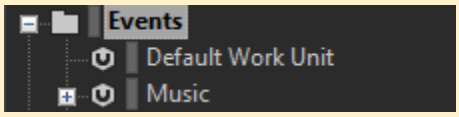
So First up, you see that events folder with something called the Default work unit?



What you are gonna do is right click on the Events folder, Hover Over New Child and then click on New Work Unit.



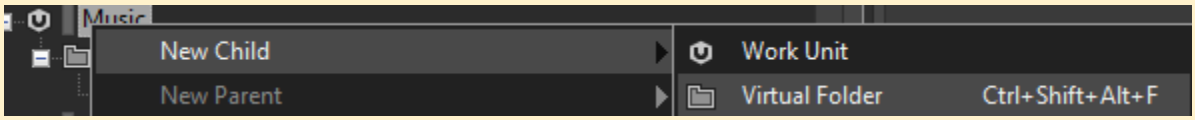
Title this Work Unit Music.

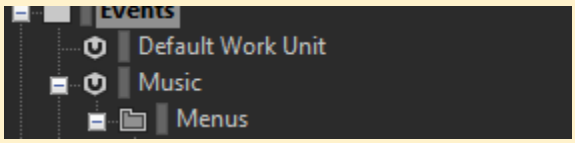


Should look like that. Yours will not have a plus sign yet next to it.

Next!

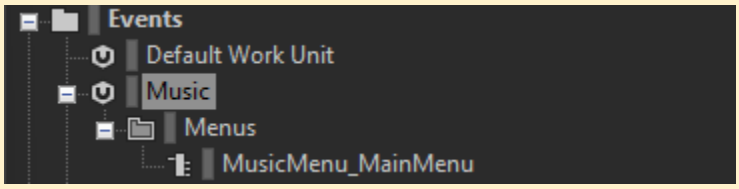
Right Click on that Work Unit you made titled Music, hover over new child, and create a virtual folder called Menus





Now right click on the Virtual Folder, hover over new child, and create a event titled MusicMenu_MainMenu



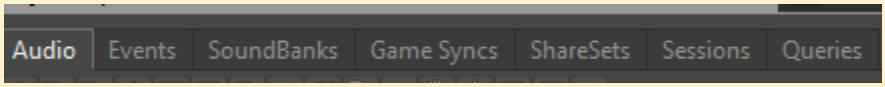


Cool Beans you just made your Event!

Now on to the audio!

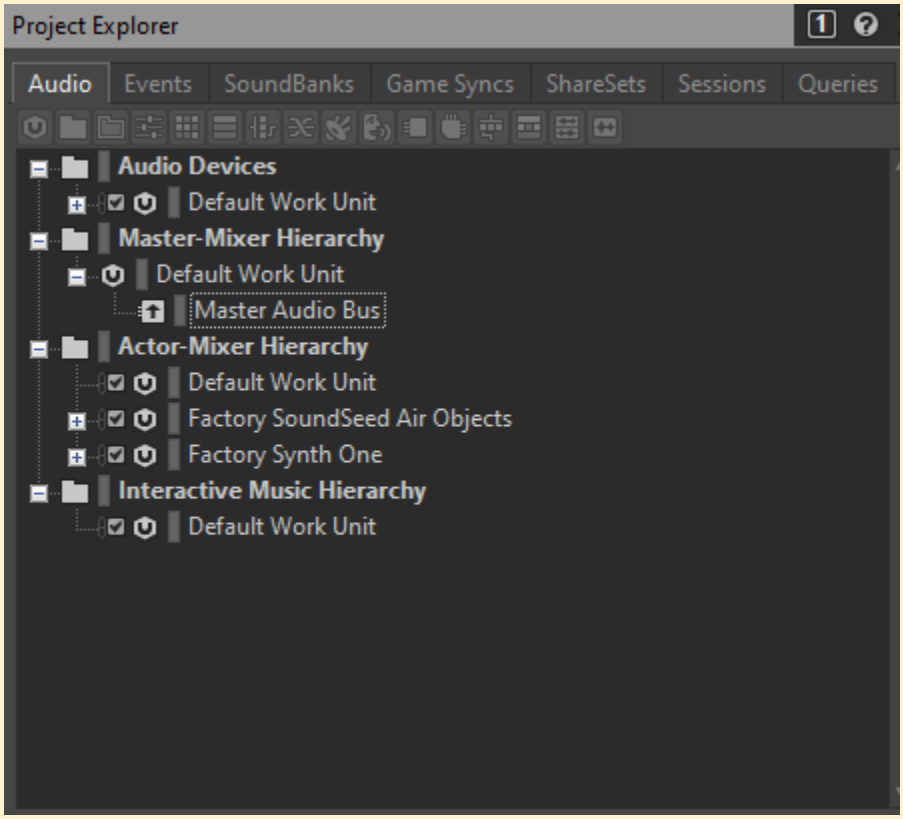
STEP 03: CREATING THE AUDIO BUS

First, On your project explorer window, click on the Audio tab

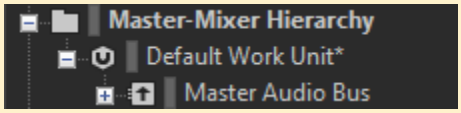


If this is your first Wwise set up, you will need to set a few things.

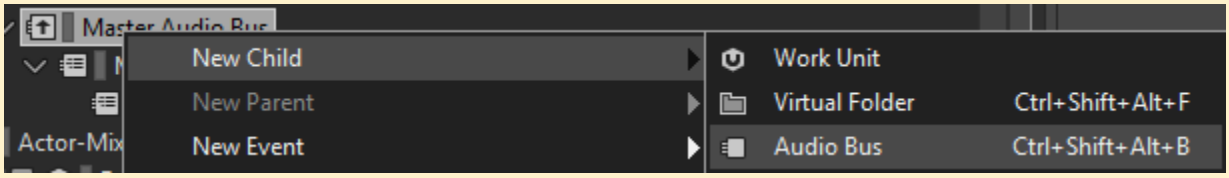
First, you should see something like this now that you are on the audio tab



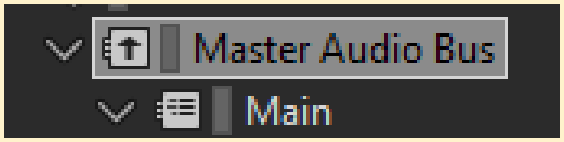
We are gonna focus on this area first



Right Click on the Master Audio Bus, hover over new child, and click on audio bus..



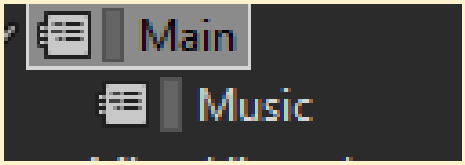
Title this Main



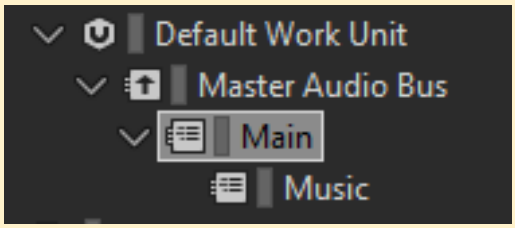
Now Right click on that bus you just made, hover over new child, and click on Audio bus



Title this Music.



Should look like this now.



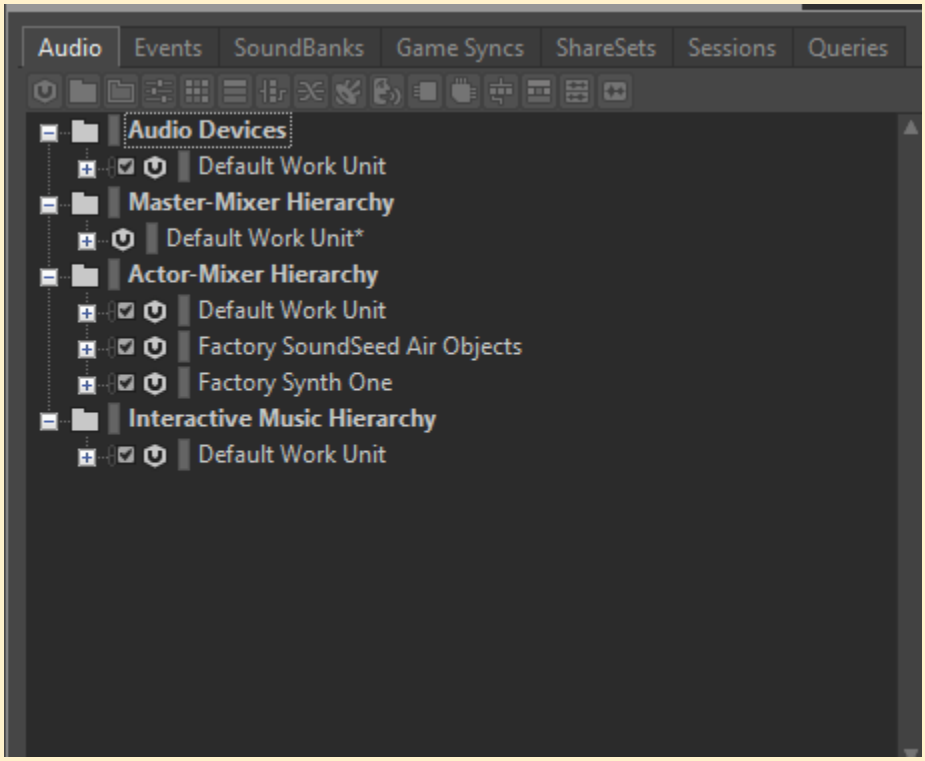
Cool beans.

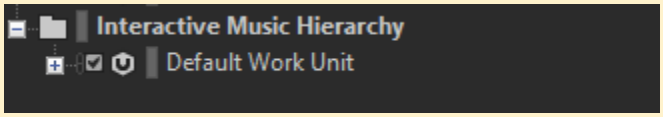
What we just did is make it so our music when done and set up, can actually get louder and quieter depending on the Music Volume slider.

Now To the Next Area.

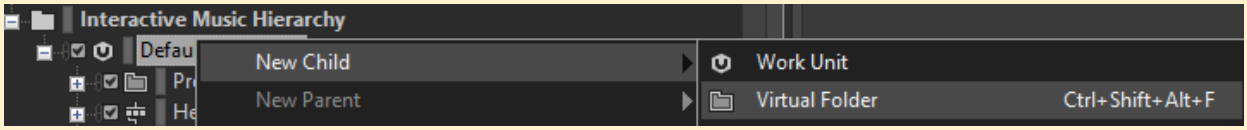
STEP 04: CREATING THE MAIN MUSIC AUDIO CONTAINER

Do you see interactive music Hierarchy?

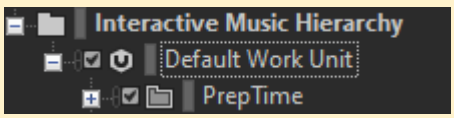




This is what will be used to make our music get played when the event is called. So first, Right Click on Default Work Unit under Interactive Music Hierarchy, hover over new child, and create a virtual folder.

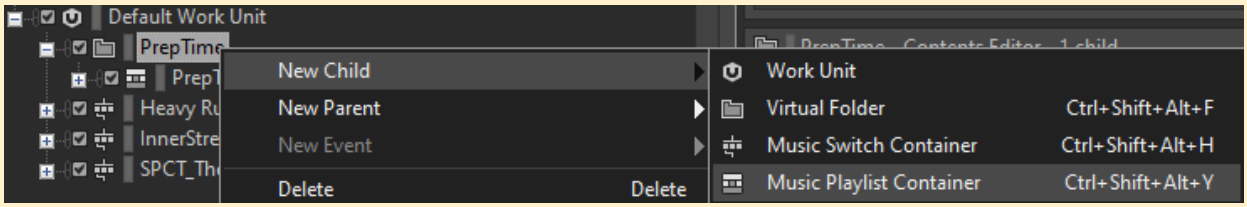


Name this folder whatever you want. I'll be naming my folder prep time as it's the music i'm using.

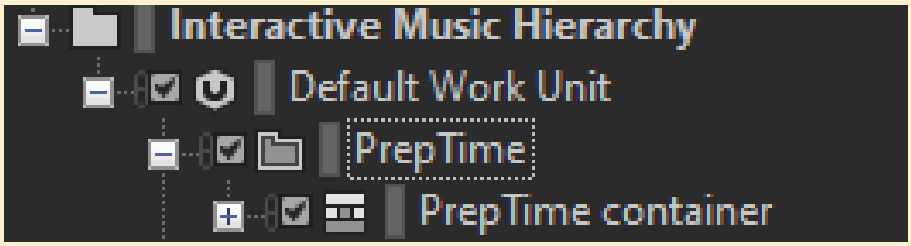


Cool

Now right click on your new virtual folder, hover over new child and create a music playlist container

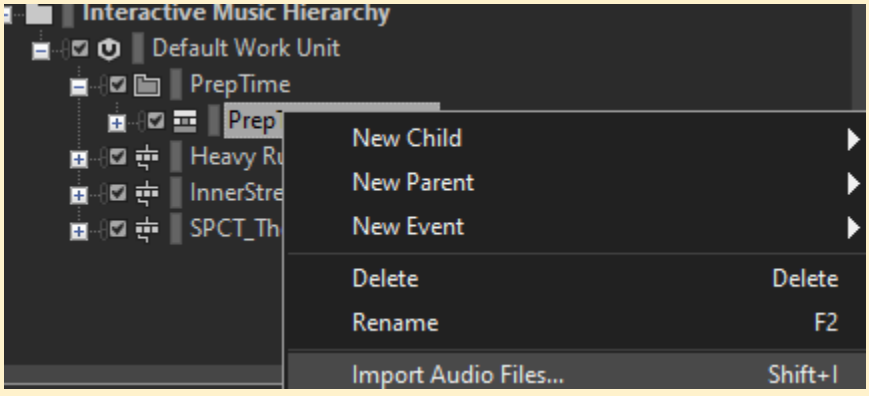


Name it whatever you want. Ill be naming it prep time container

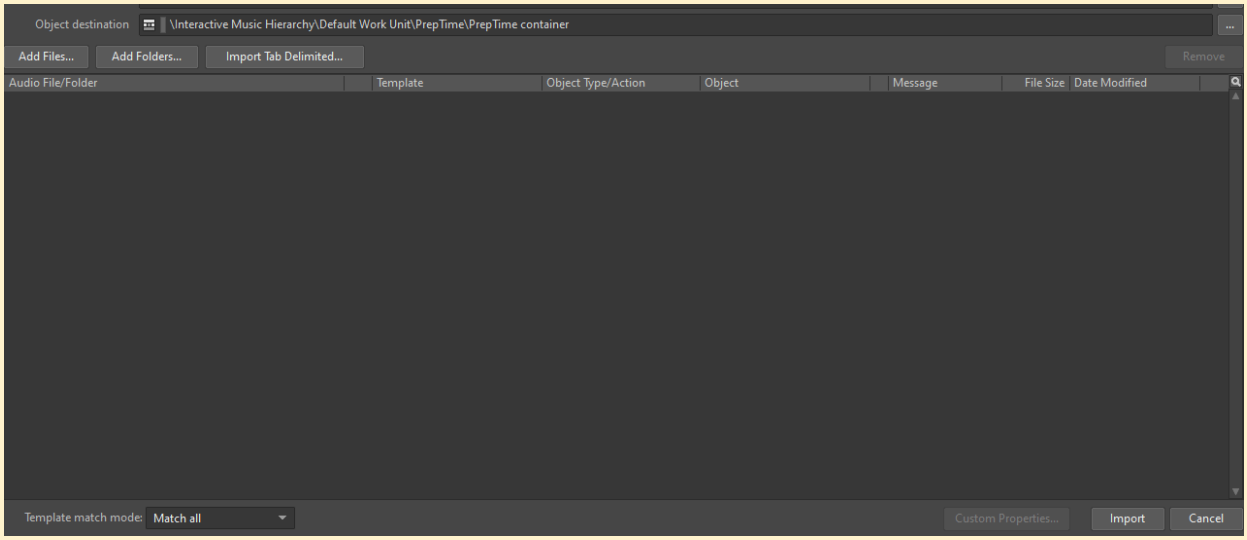


STEP 05: IMPORTING THE AUDIO FOR THE CONTAINER

Now this container will contain your music. How do we get that in the container? Right click the container, and click on import audio file.

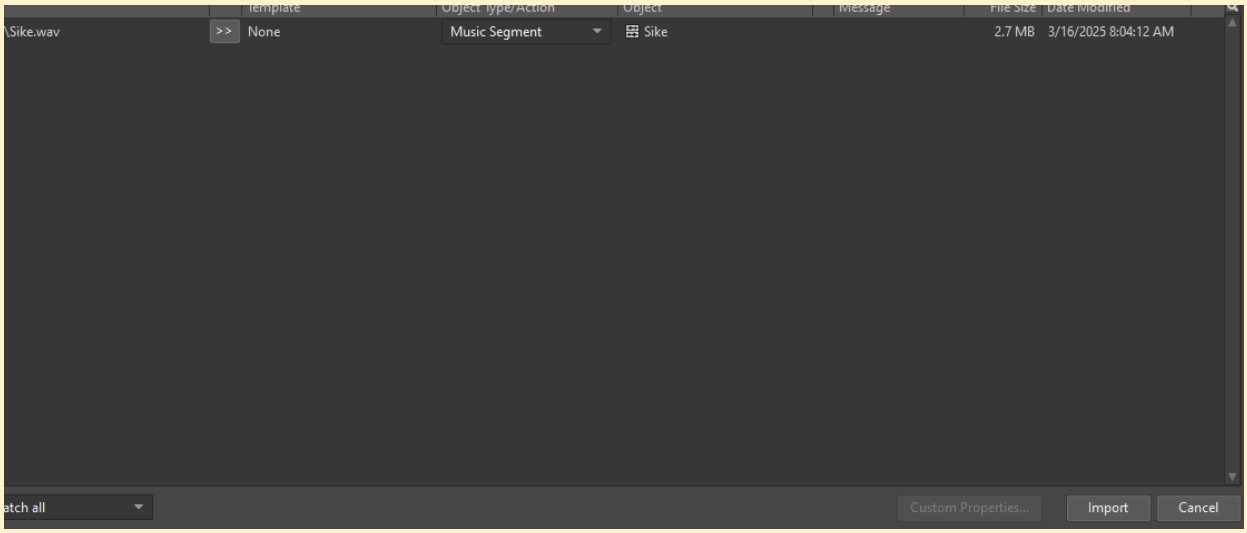


The audio file importer window should pop up.



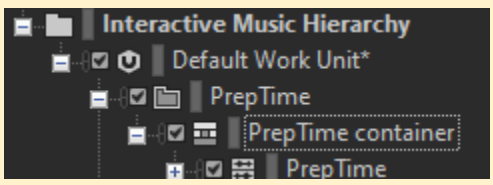
This is where you will just drag your audio file into. Or add it in using the buttons above.

Should look like this if you imported one audio file.



I cut off the left side of the window in this photo to protect my name but it'll look something like that.

When done click import on the bottom right

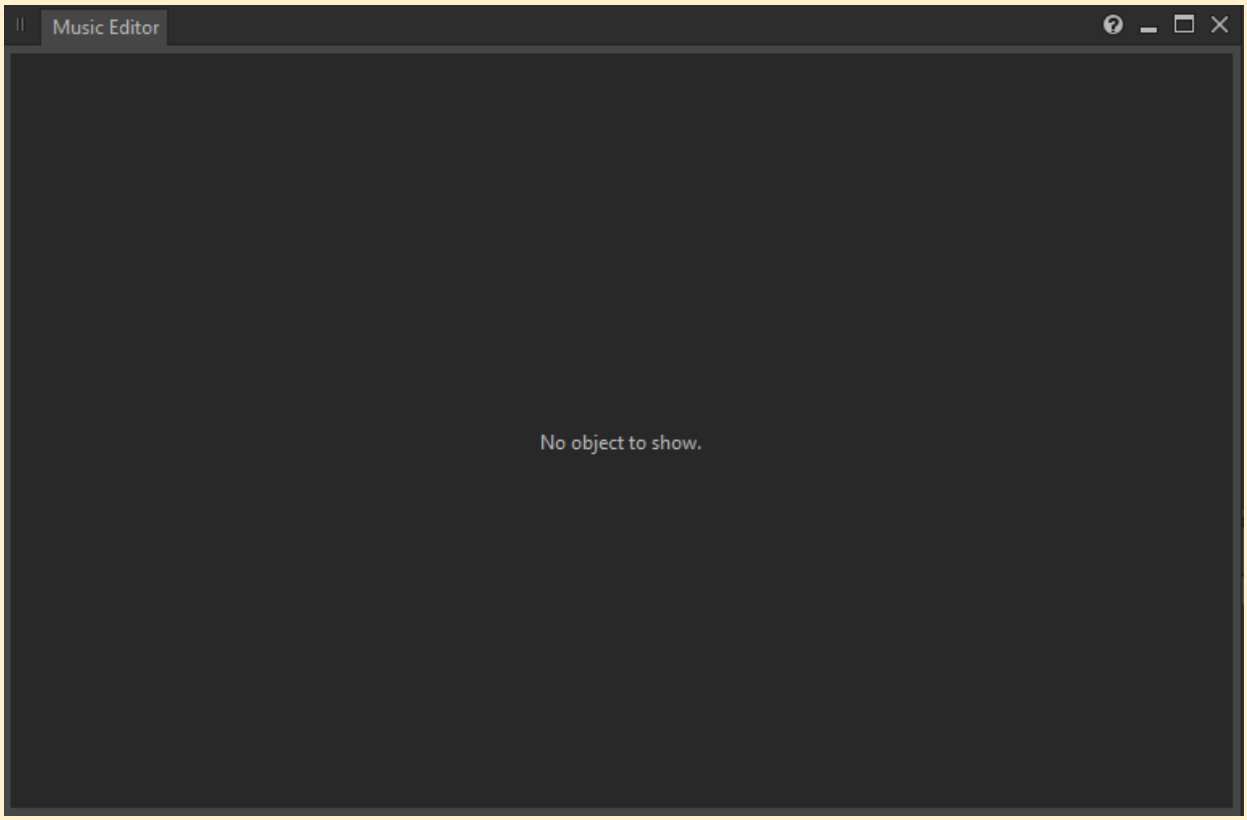


Should look like that now.

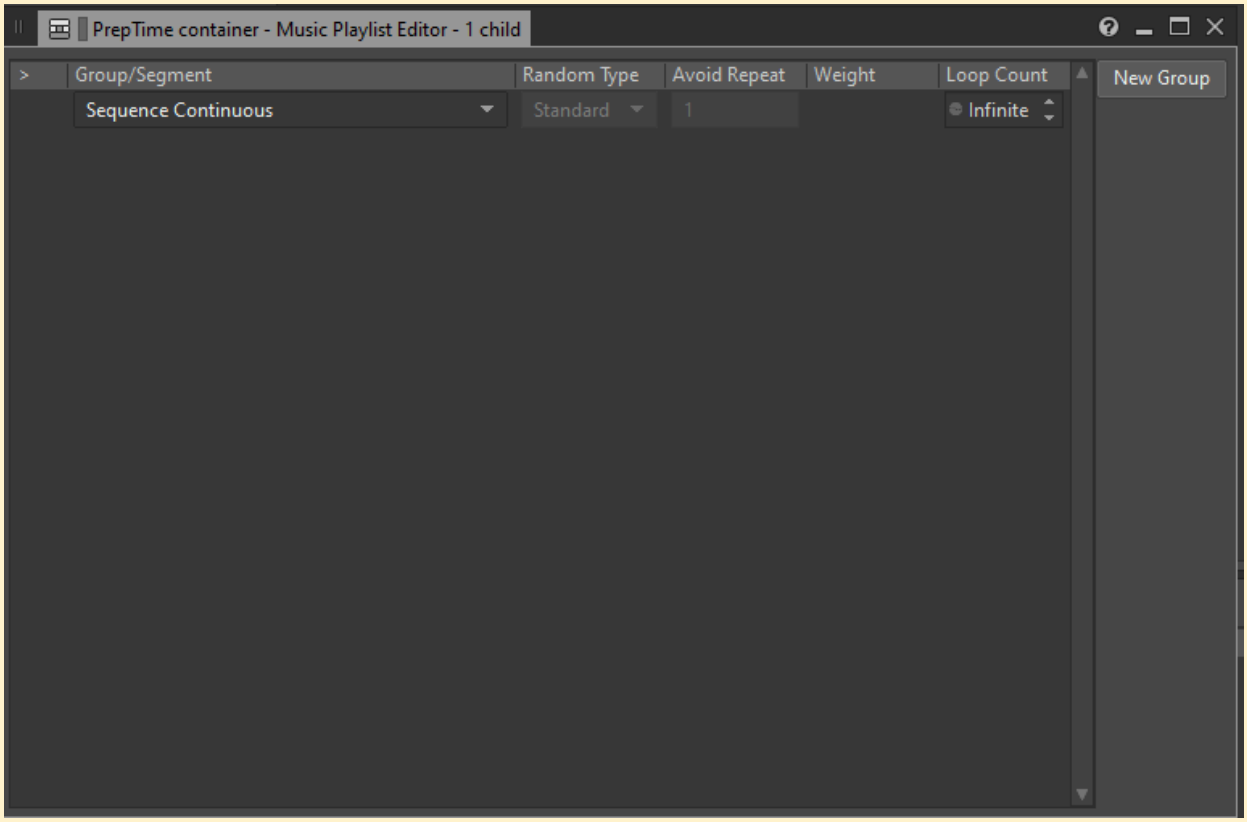
STEP 06: CREATING OUR MUSIC LOOP

Now do Hold Shift and hit W.

You should see a Blank Music Editor

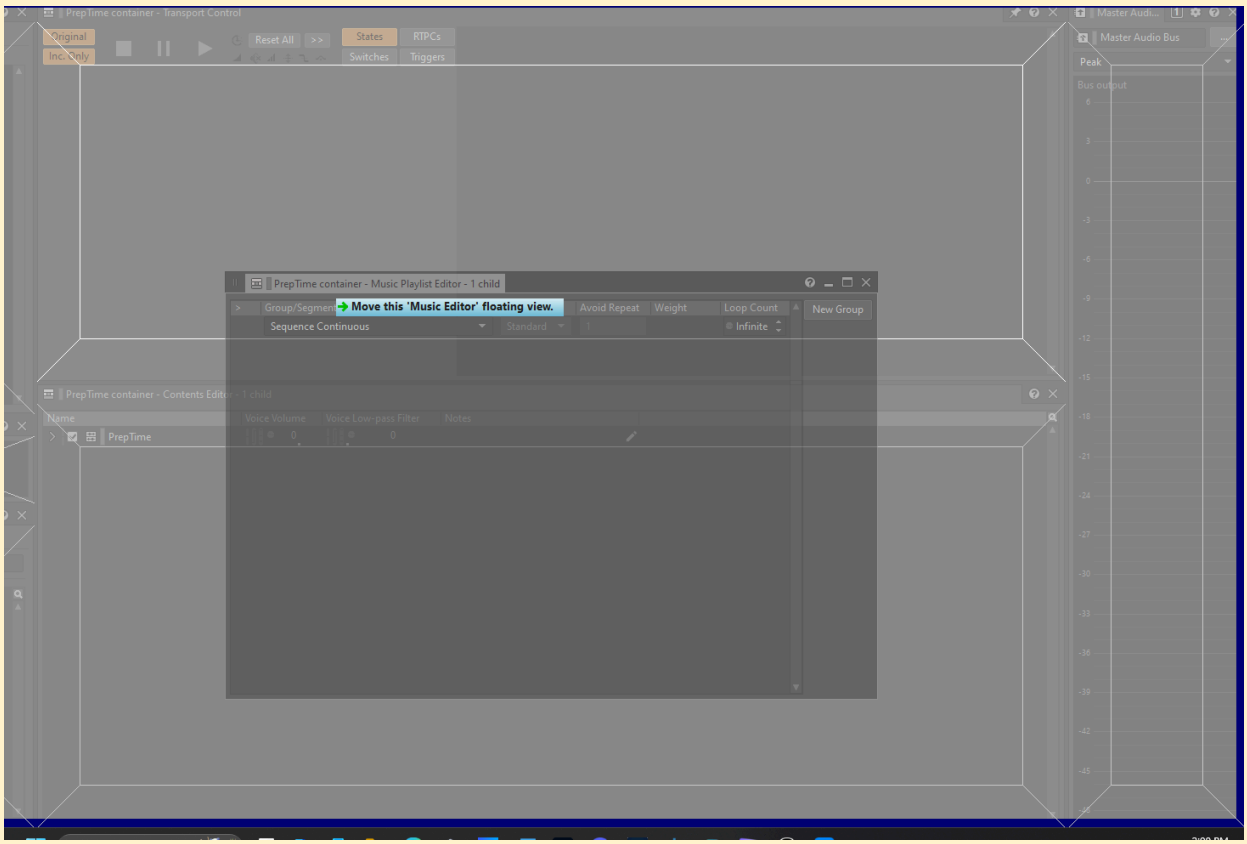


With this window open double click that music container you made and it will change to this



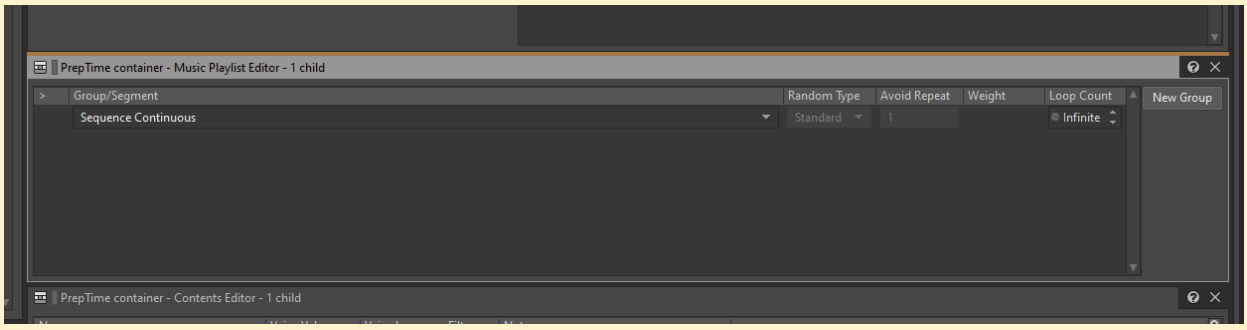
Tho for you its kinda floating freely, so let's do a quick QOL to make it snap to our program window. Click and hold the top of the Music editor window where it says Music playlist editor.

You should be seeing this while you do that



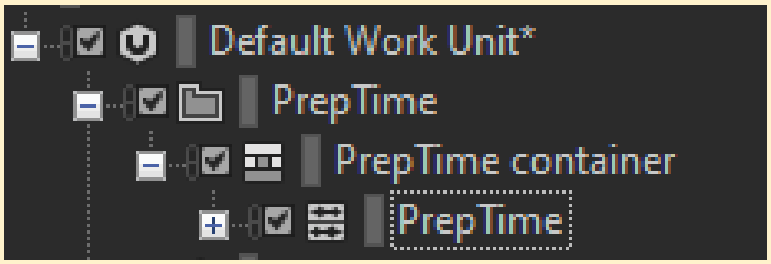
Those boxes you see are where you can snap it too.

After snapping it somewhere you can adjust the window size like so

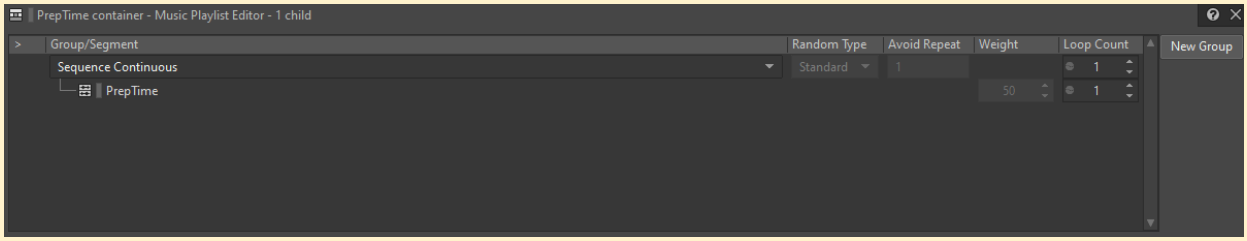


Play around with it and fit it so it's comfortable to read.

After doing so what you will do now is click and drag the audio segment to that window. If you don't see it just click the plus sign next to it and you'll see your audio segment

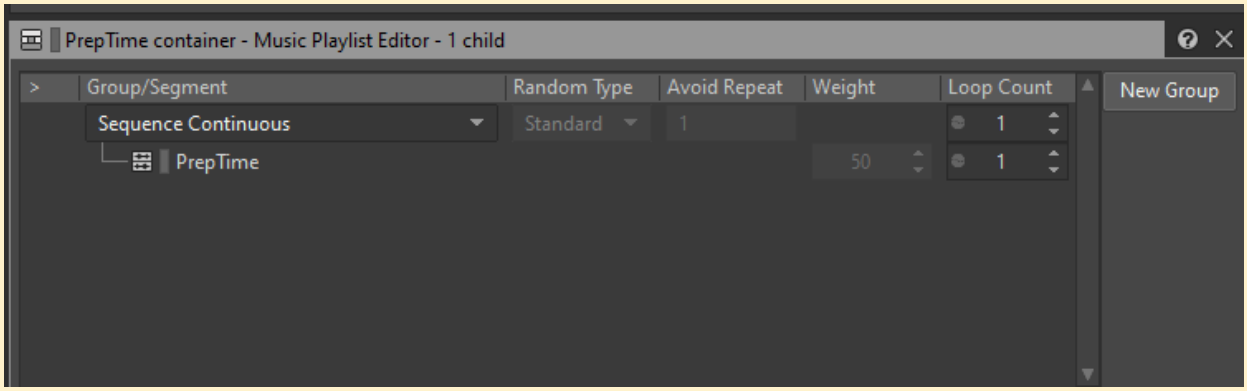


Drag that to the music editor window so it has it now. It should look like this now with your audio segment

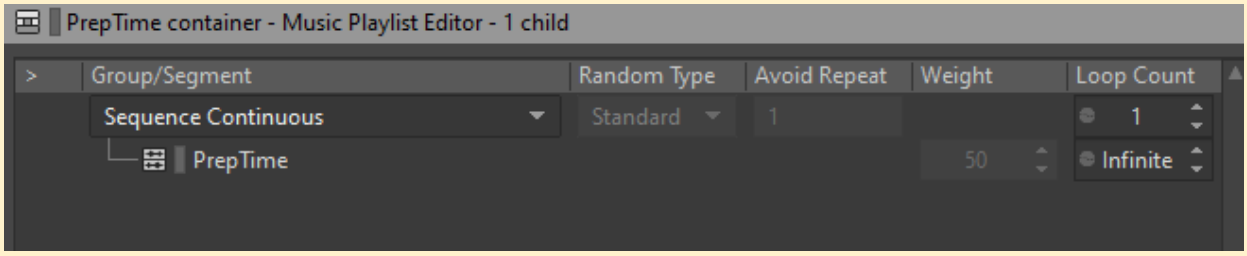


If you leave it as is, the music will play once and it will stop. We don't want that so let's fix it.

You see those loop counts?



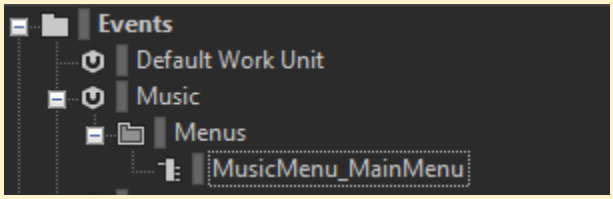
Click down on the arrow on either one so it says infinite like so



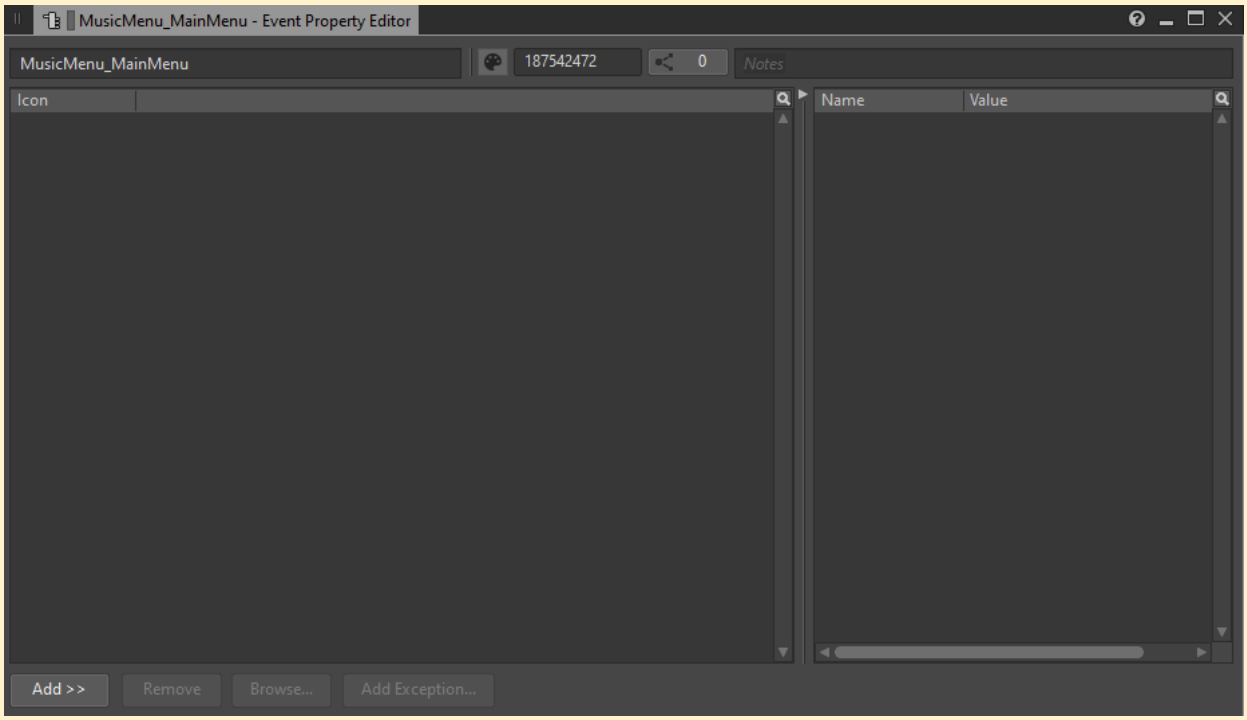
Cool the music will loop now when it's done. If you are doing 2 audio files you can have it so it plays an intro then goes into the loop you made by first dragging the intro in then the loop. Then leaving the loop count at one for the intro and setting the loop one to infinite. Heck. if you know how to do it, you can also randomize the music too!

STEP 07: CONNECTING THE EVENT TO THE CONTAINER

Finally, lets click back onto the events tab in the project explorer window.

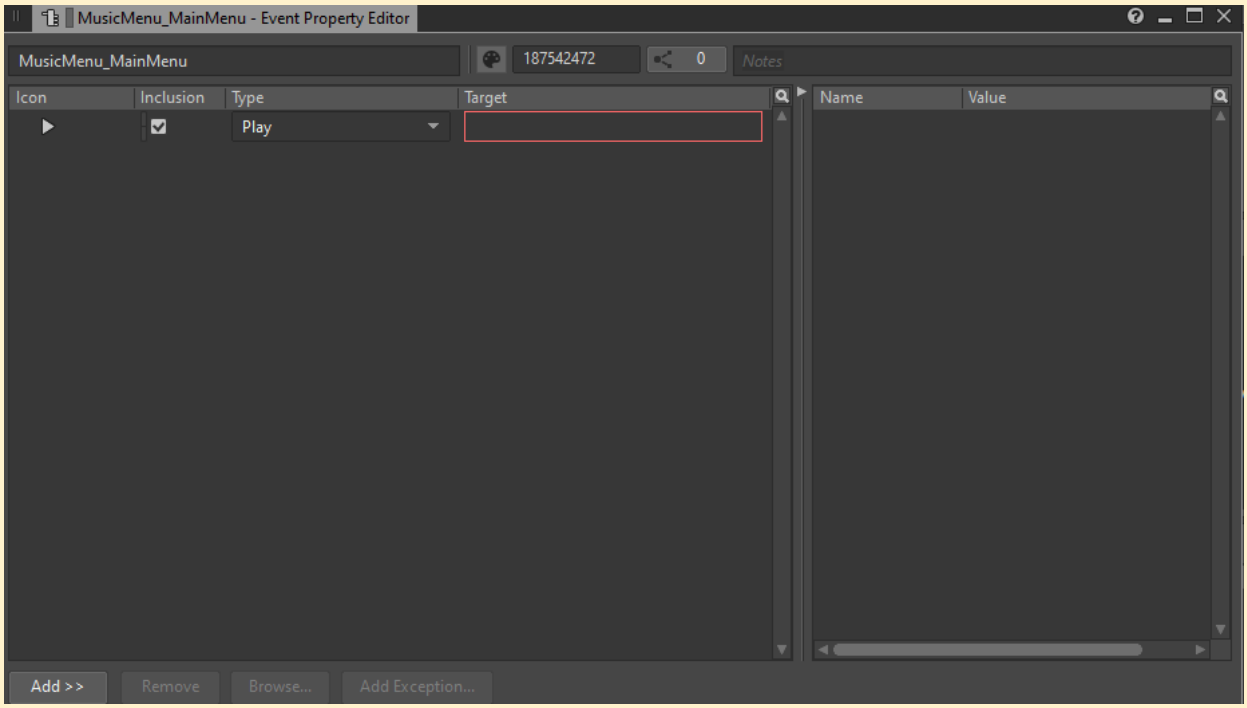


Now double click on that event you made earlier.



It's empty. Let's fix that

First click on add then play

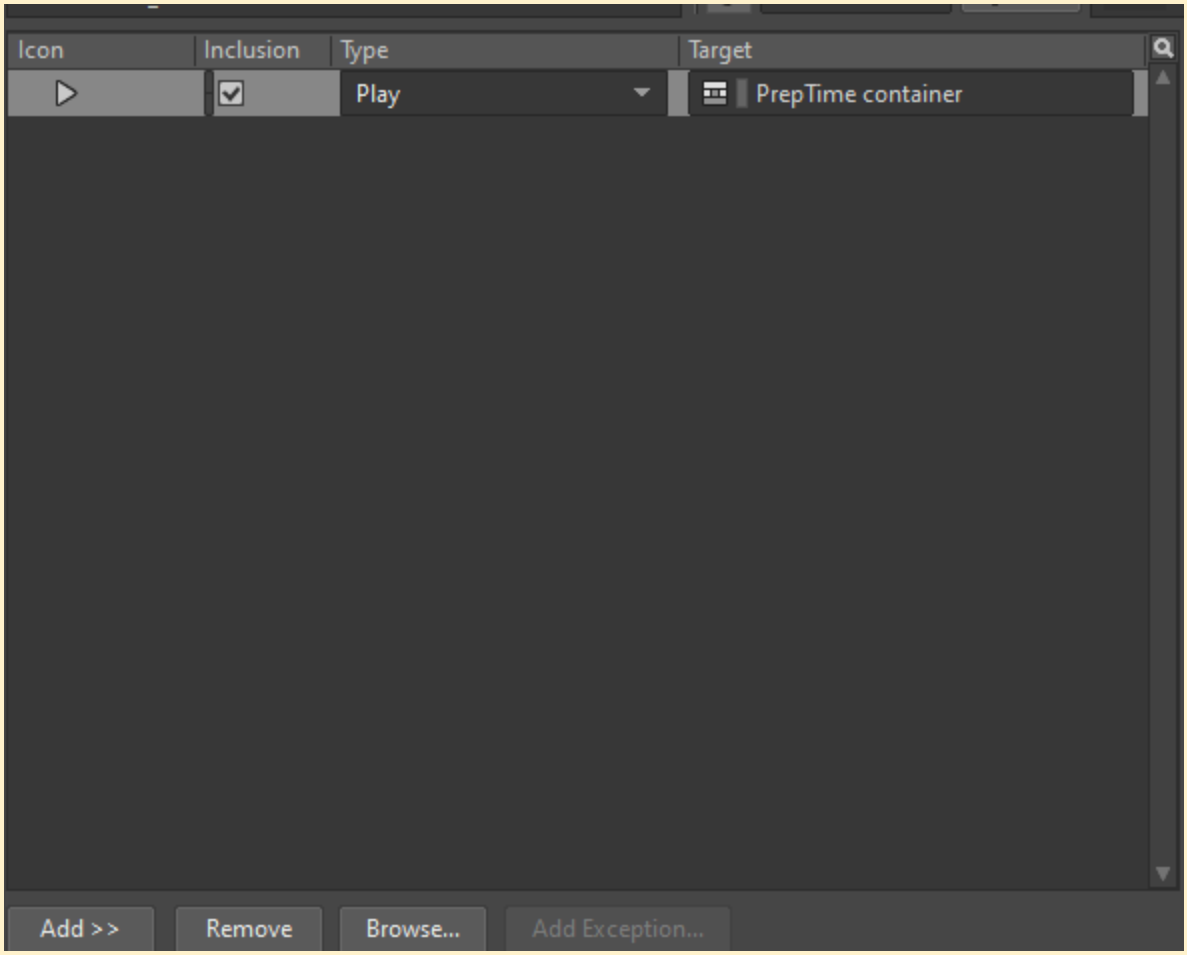


Now click on the blank area under target and click browse on the bottom.

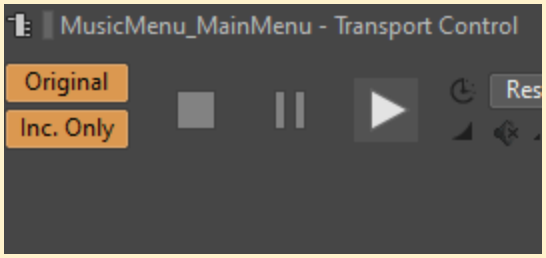


Click the arrow next to your virtual folder then click on the container and click okay

Should look like this



Cool beans now test it out by clicking out that window and clicking the big play button on the transport control window.

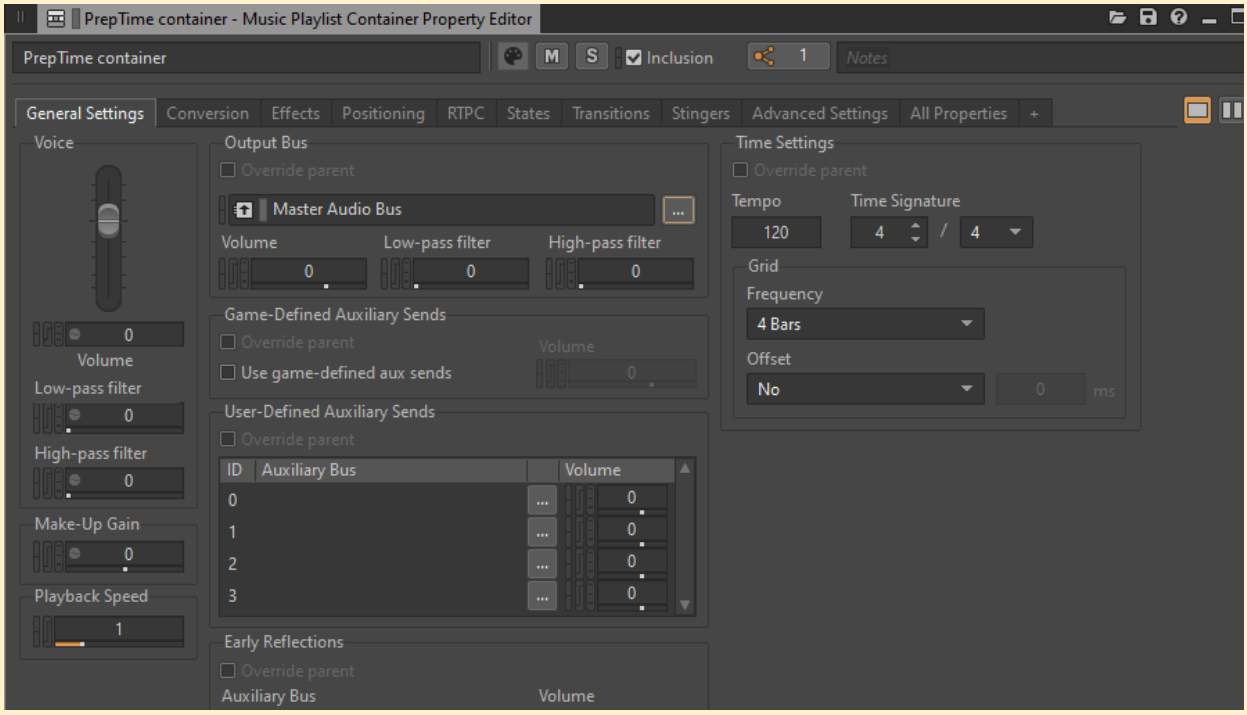


Happy? Wahoo

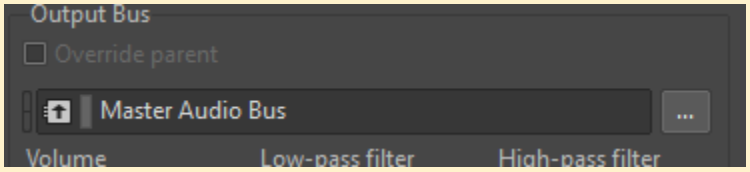
STEP 08: SETTING OUR VOLUME CONTROL

Now to connect our audio to the audio bus!

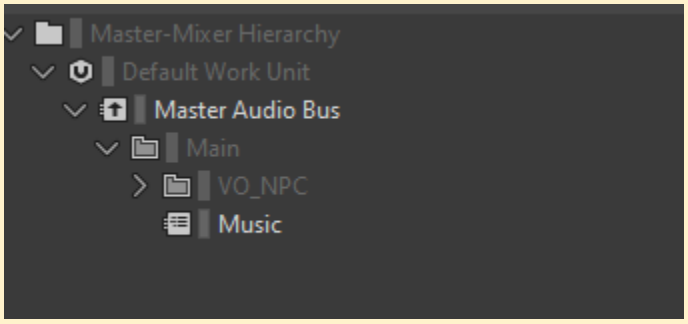
Go back to your audio tab and double click on your container.



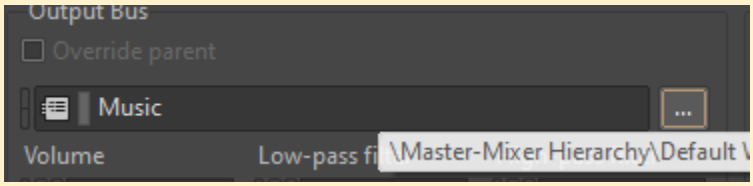
This window will pop up but we will only focus on this.



Click on the three dots next to this and click on that music audio bus you made

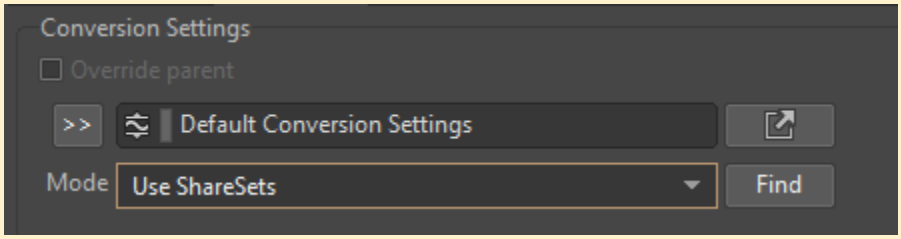


Click ok and now it should change to say music now

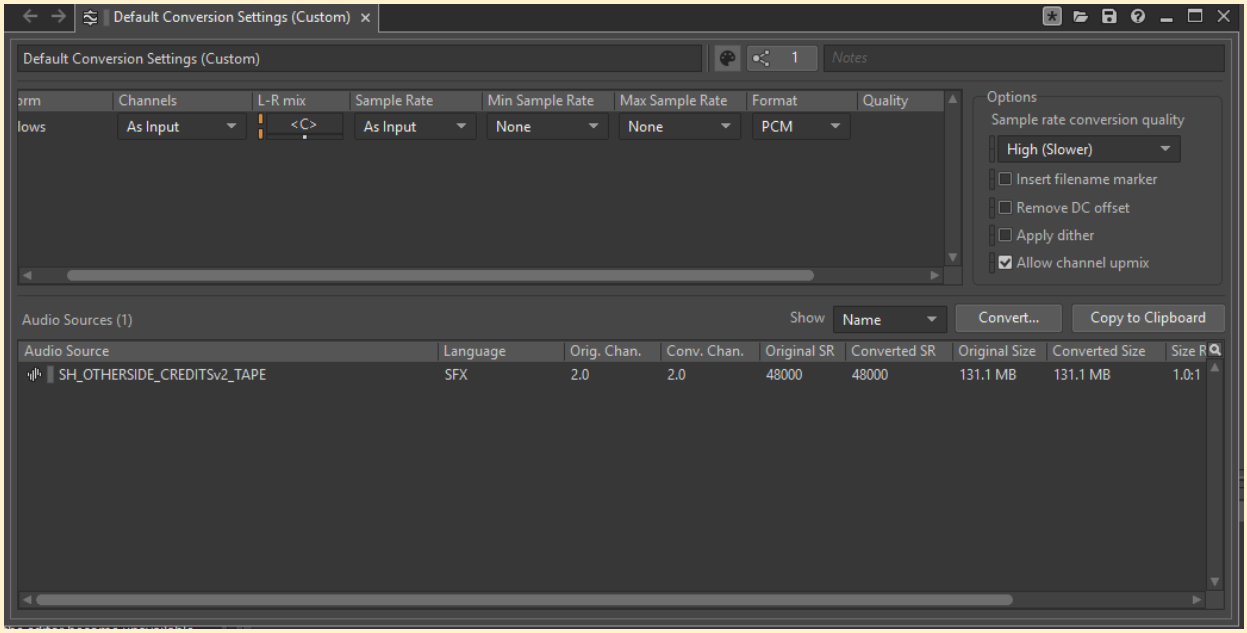


STEP 08 OPTIONAL: REDUCE FILE SIZE

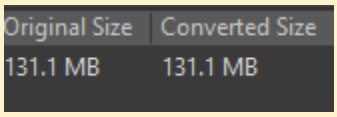
In addition to this, we can also take the time to reduce our file size so it isn't just large for the end user. In the same window, switch to the conversion tab!



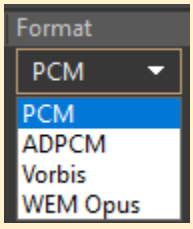
See that? Click on the box with the arrow to go to your conversion setting!



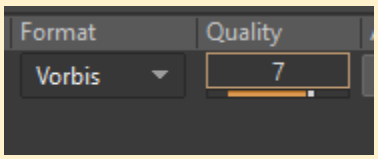
The window above shows your media imported into the container as well as its original size.



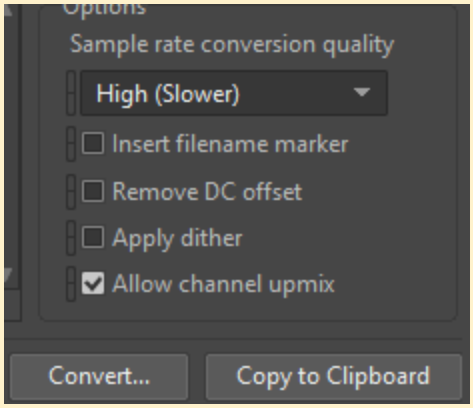
To keep a big explanation short, if you want to heavily reduce the size of the media you imported, go to the format section that is currently labeled pcm and switch it to vorbis or wem opus.



I usually do Vorbis and set the quality to 7 as seen below.

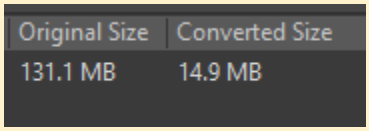


After that, have your options ticked like the image below and click convert!



And behold your new file size!

Here is a 12 minute menu track song converted to vorbis :D

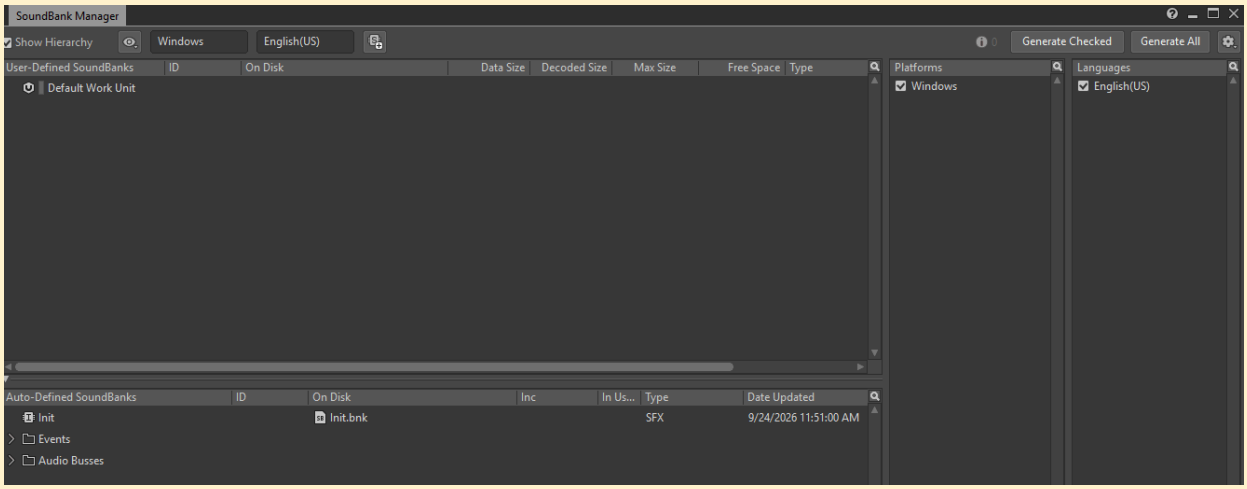


STEP 09: Soundbank Time

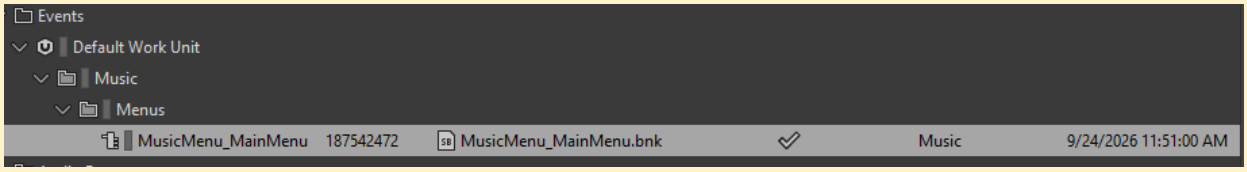
Due to how PD3 UE 5.5 works, we need to also replace the soundbank file. Think of the soundbank file as the file that contains our audio. Without it, our mod will not work.

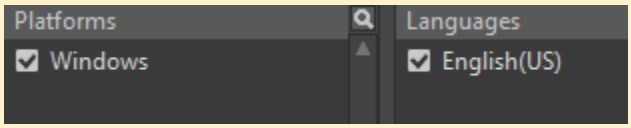
Good news is we ticked on Auto Defined soundbanks so we are 99% done!

Simply hit Shift + B and you will see the window below.



We are gonna generate our soundbank here (can also do this in ue but meh this is my way)



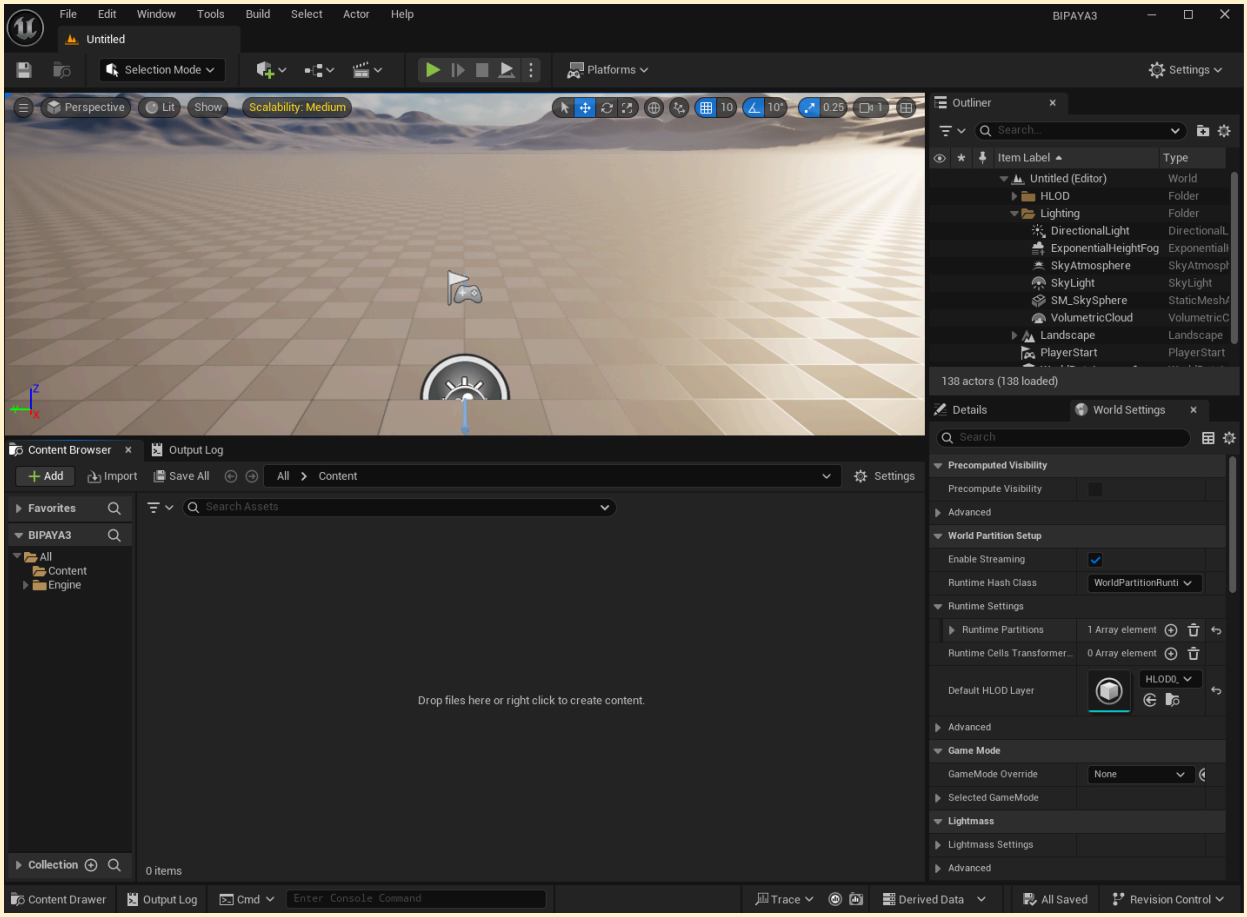


Click and tick on the above and hit click generate soundbank!

UNREAL ENGINE TIME

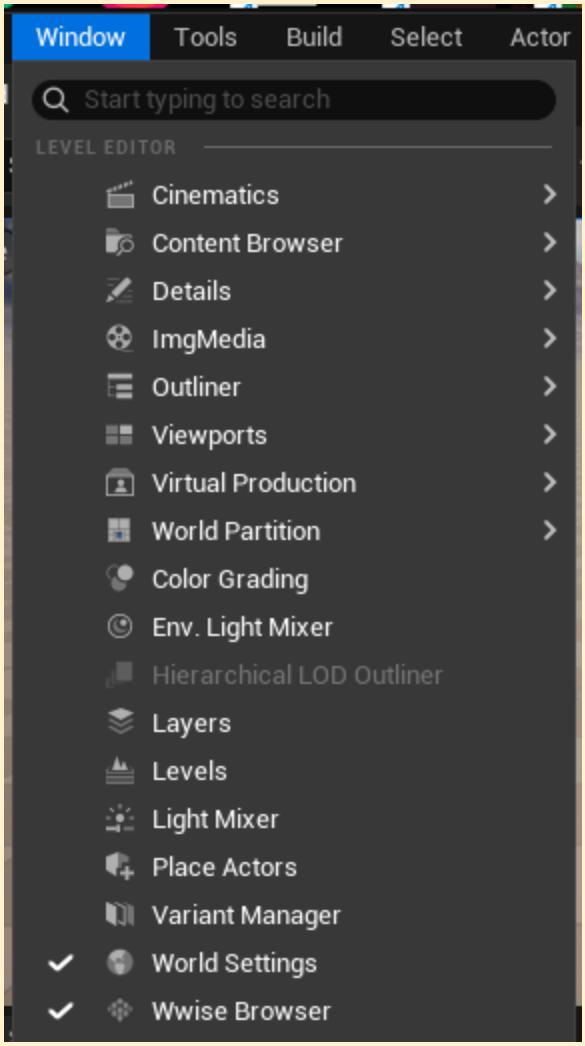
PART 01: Linking Our Wwise (again)

So open up your UE 5.5 Unreal Engine project that should be integrated with Wwise via the Audiokinetic Launcher. If not, please refer to the beginning section on **Wwise Integration.**

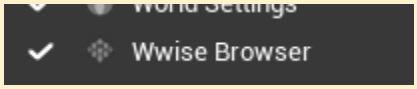


Lots of things here, but don’t focus on all that..

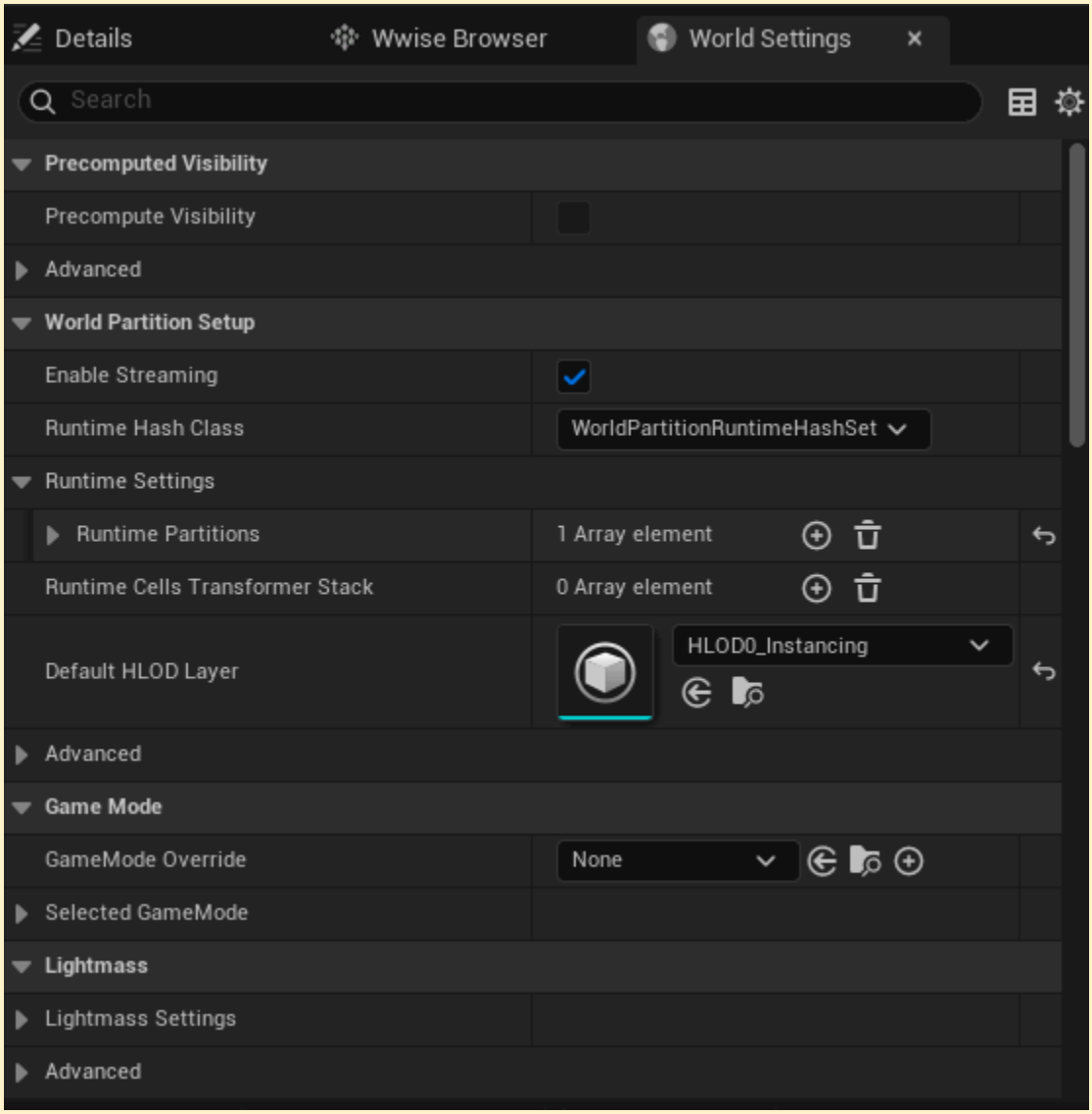
First, Go to your window tab on the top and click it open.



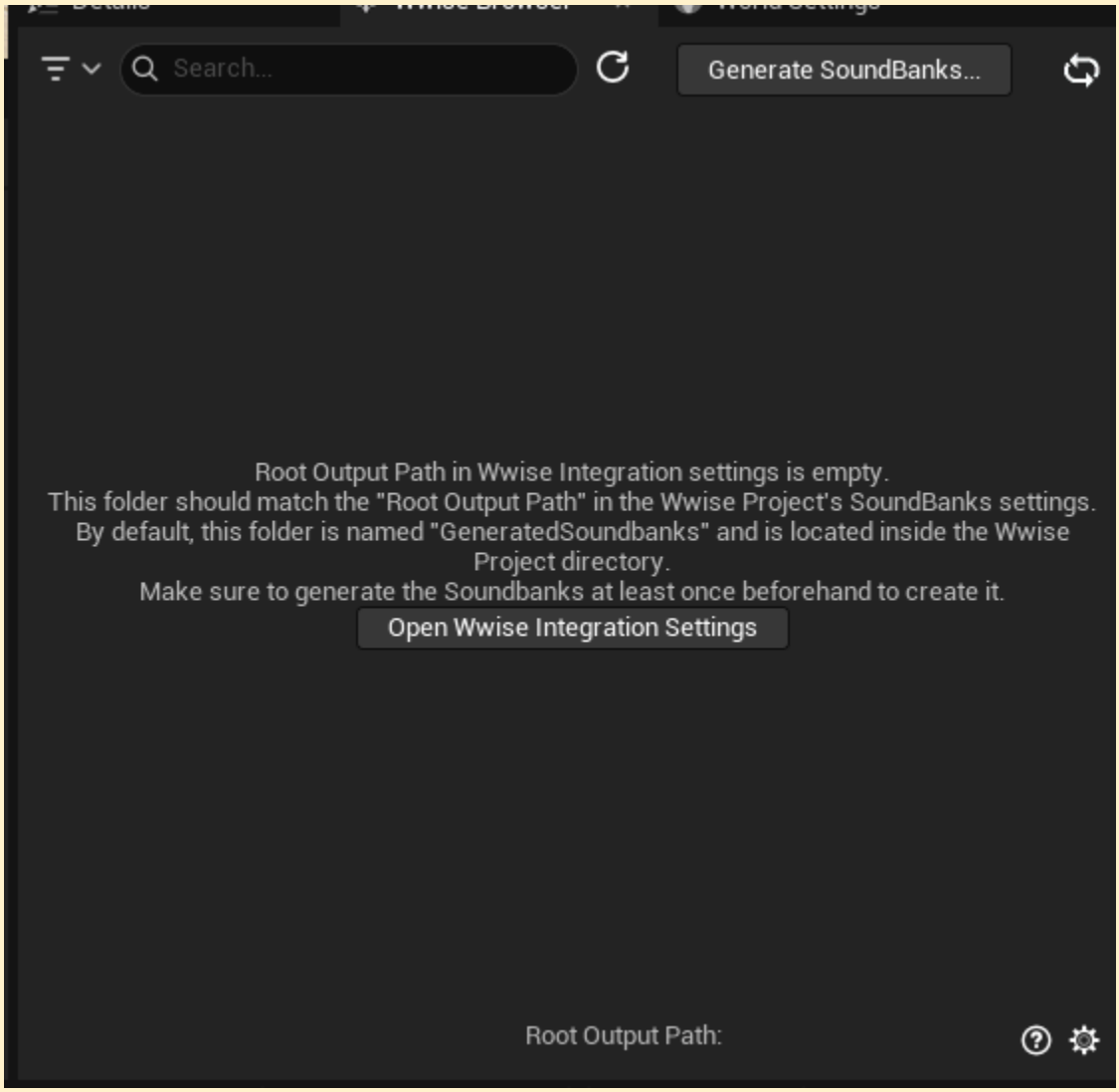
Make sure Wwise Browser is enabled.



Next! Go to the right side of the screen.



Click that Wwise Browser tab on the top!

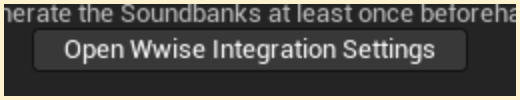


You should see some error like this. Currently, our UE 5.5 project doesn't know where to fetch the data from all that generation we did with the soundbanks and all that jazz.

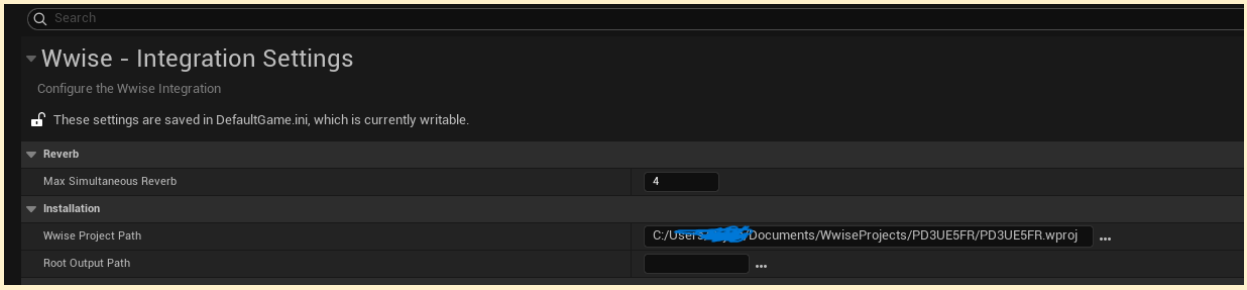
(even tho its integrated with it so like why but i mean im not emailing audiokinetic or tim sweeney im a introvert and i dont want the epic games mafia after me)

So let's fix that!

Click open Wwise Integration Settings

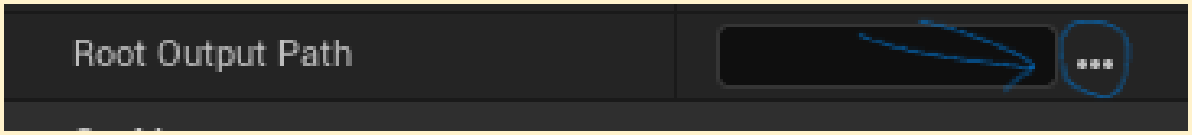


This window below should pop up.

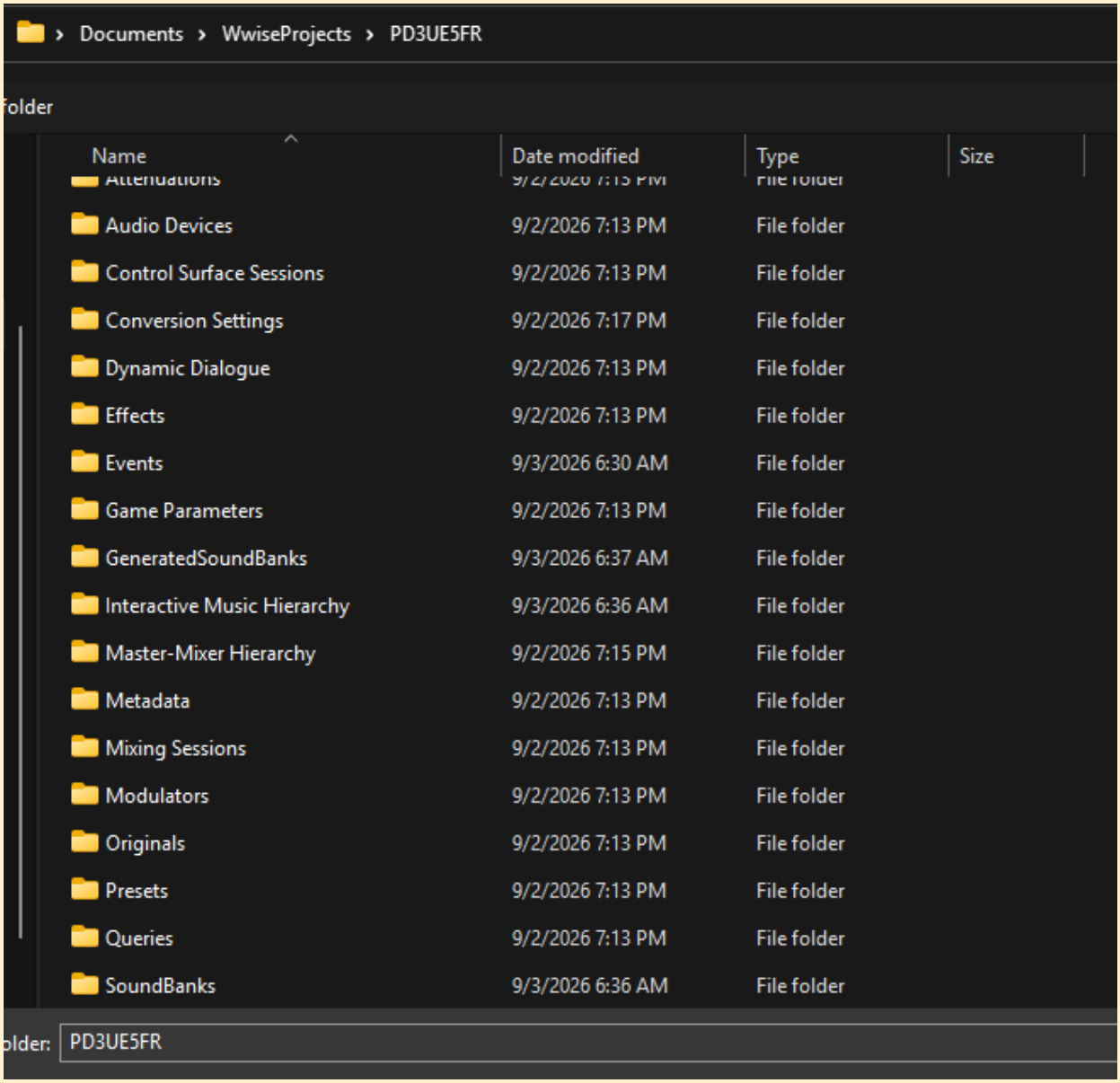


See that Root Output Path field?

Click the 3 dots next to the empty field



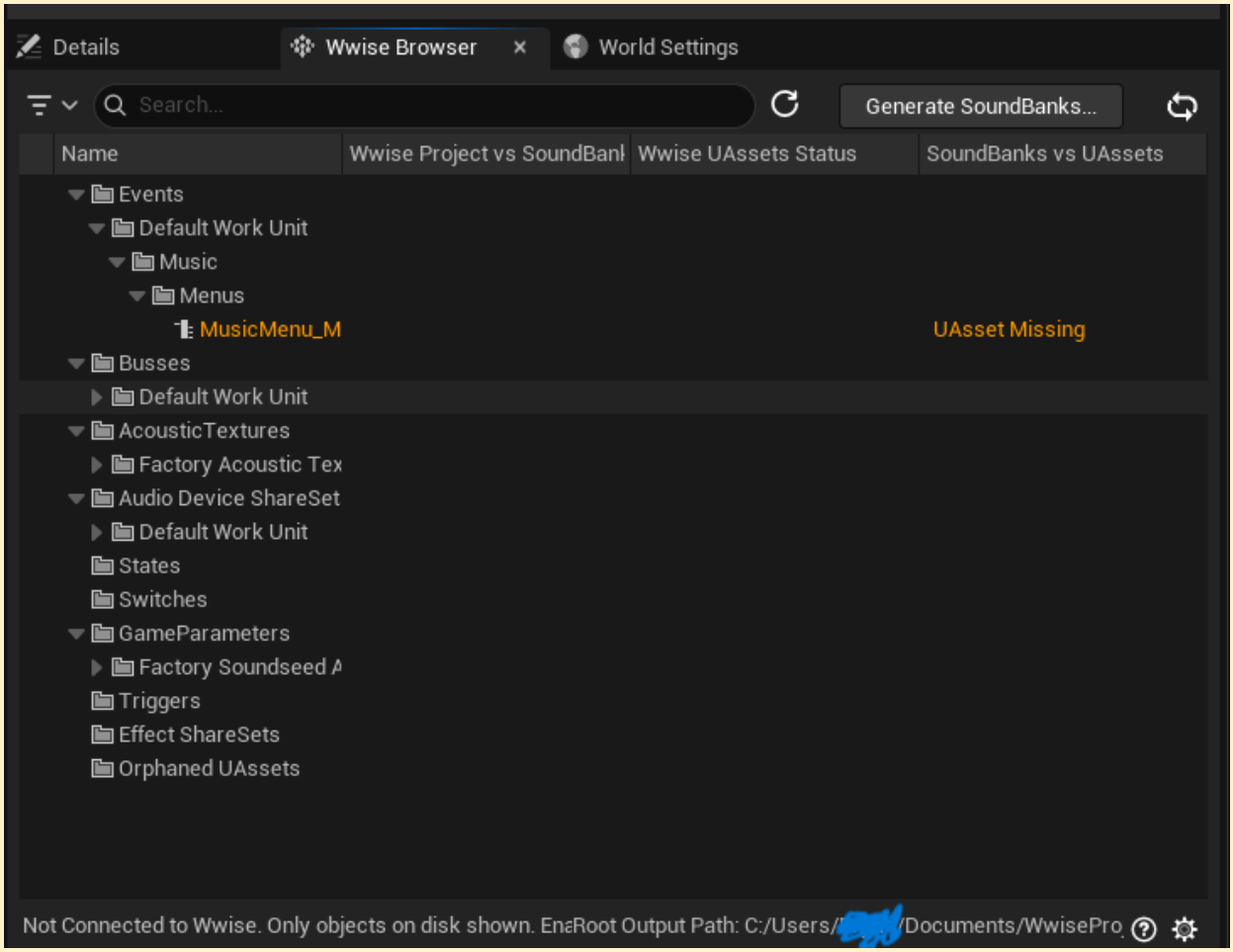
Next, you will go to the directory of your Wwise project wherever you put it for yourself.



In this area, you will select GeneratedSoundBanks as the folder you are pointing to and then hit Select.



And now your Wwise Browser should look something like this!

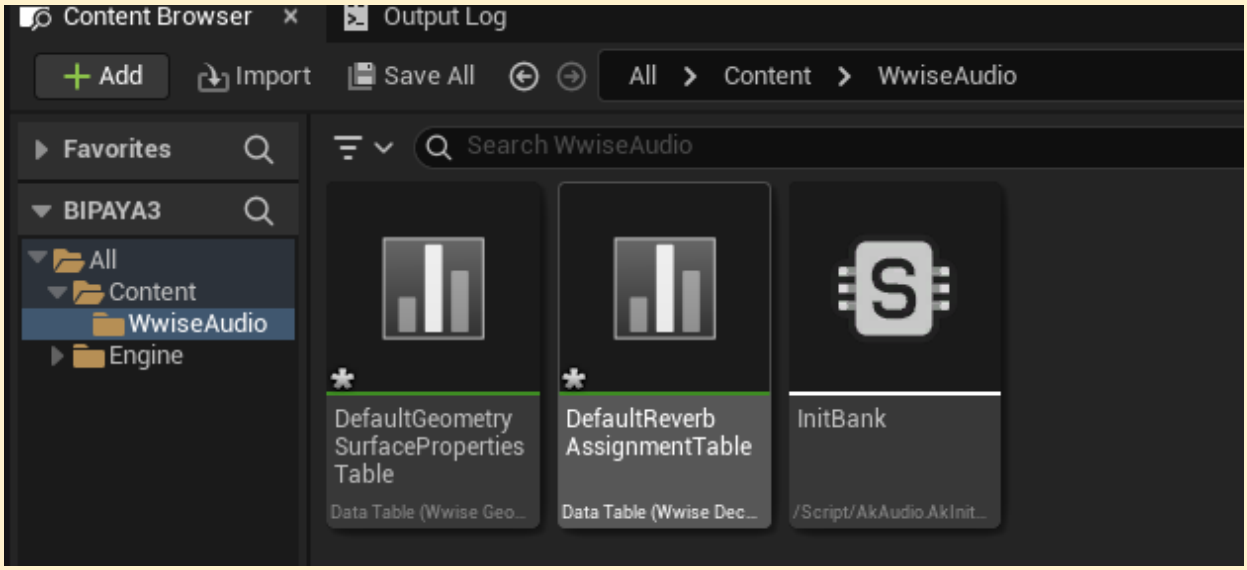


Epic.

PART 02: Setting our File path

Now, we should make a path in our UE that mimics the path we are replacing.

First, Go to your Content Browser and be in the WwiseAudio Folder.

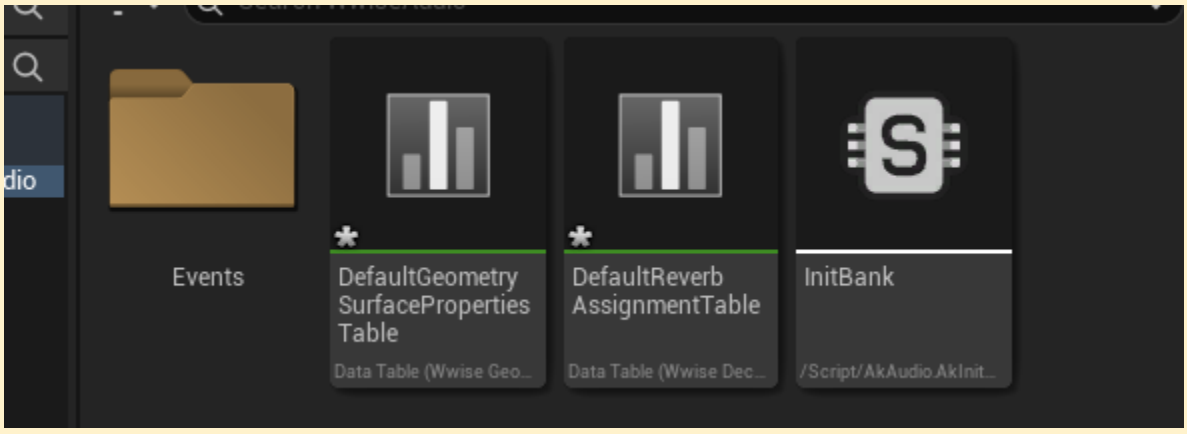


What we will do now is replicate the file path in PD3 for our project!

So, right click anywhere and create a new folder.



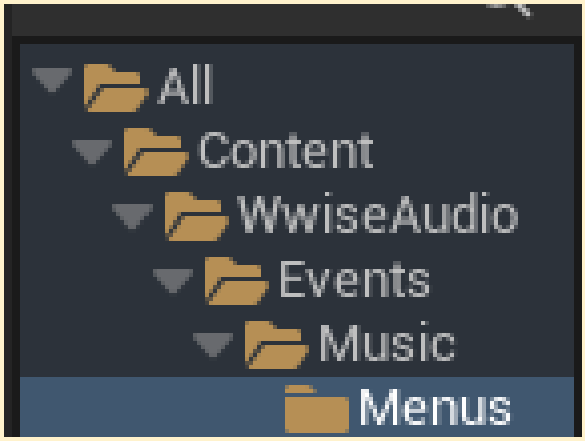
Call it Events.

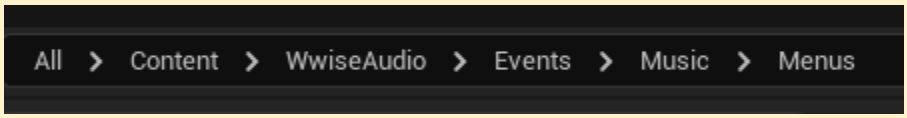


Open it, make a new folder in it, and call it Music.

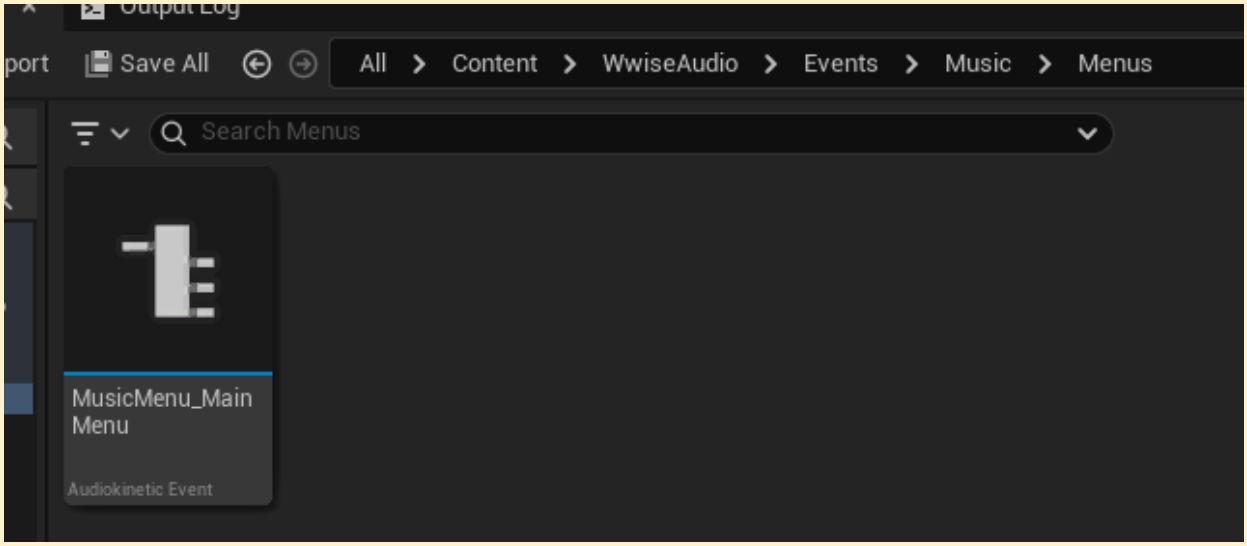
Then open it, make new folder in it, and call it Menus.

So it should look like this!





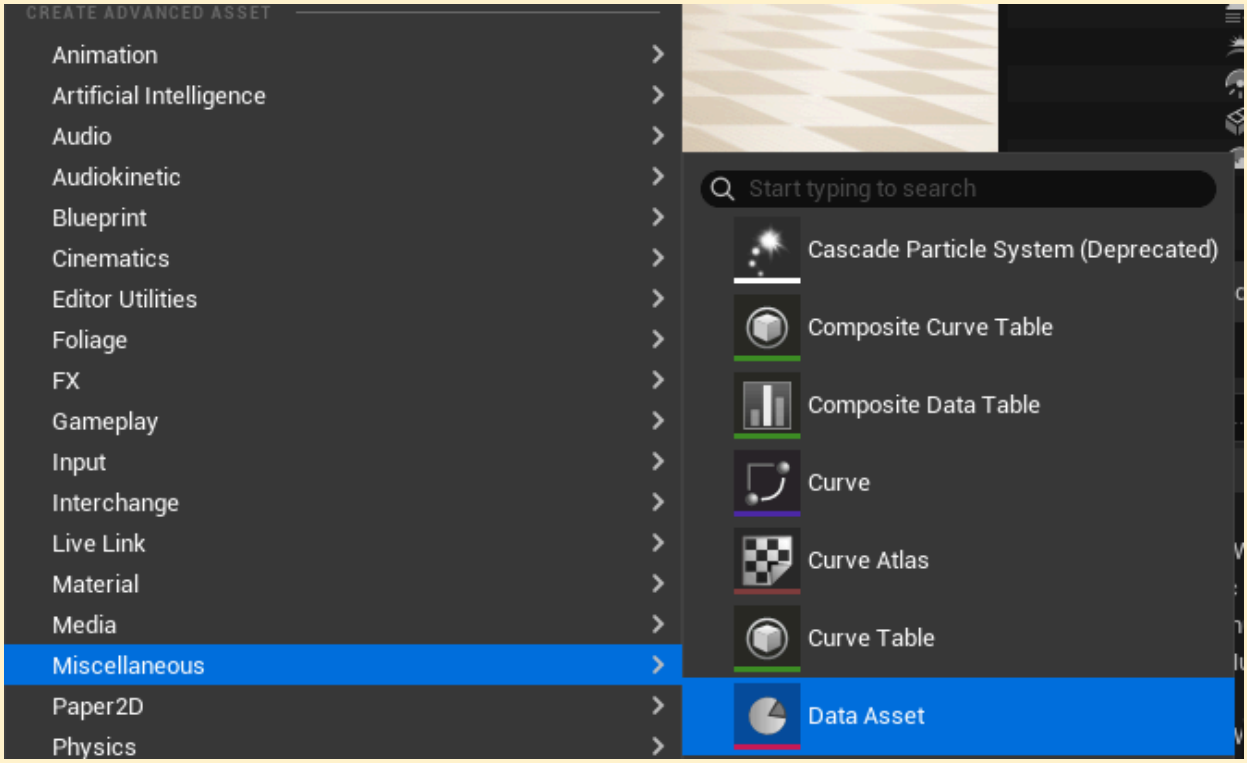
In this Menus folder, you will now click and drag the Event from the Wwise Browser in here.



Nice.

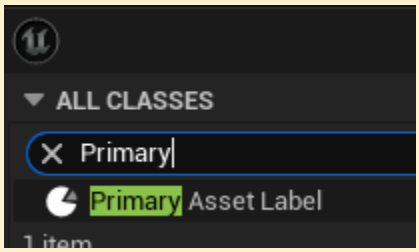
One Final thing, we need to add a data Asset.

Right Click anywhere

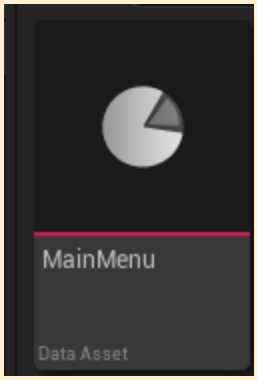


Hover over Miscellaneous, and click on Data Asset.

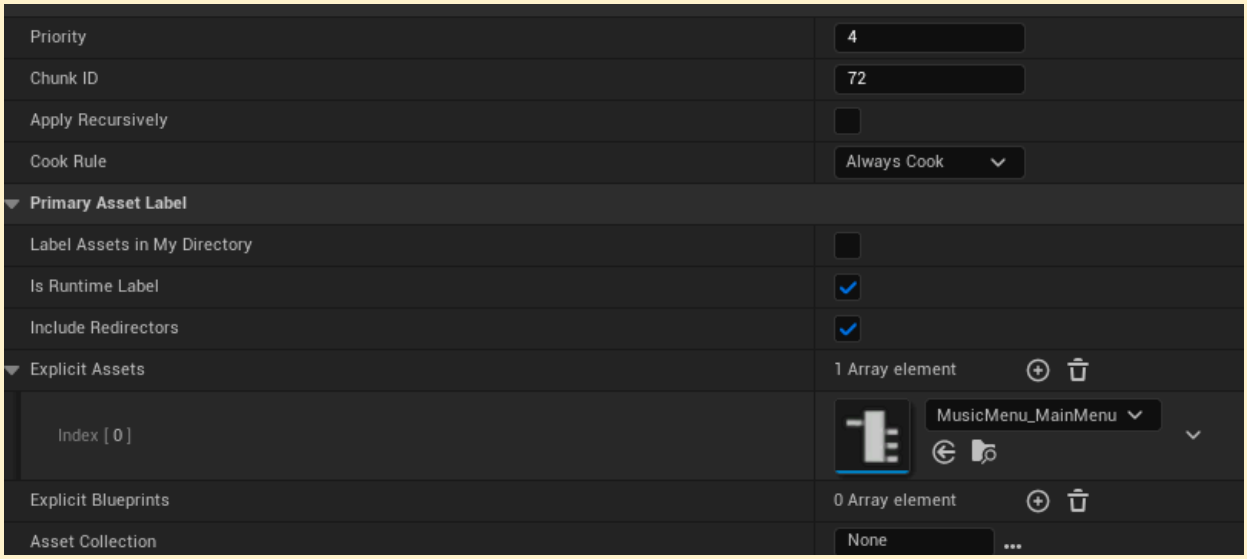
Create a new Primary Asset Label



Call it whatever.



Open that Data Asset you made and follow these settings.

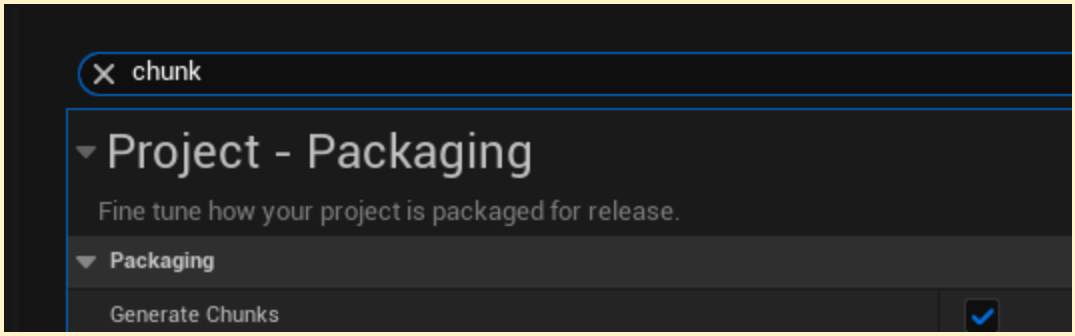


REMEMBER THE PAKCHUNK NUMBER IT IS IMPORTANT

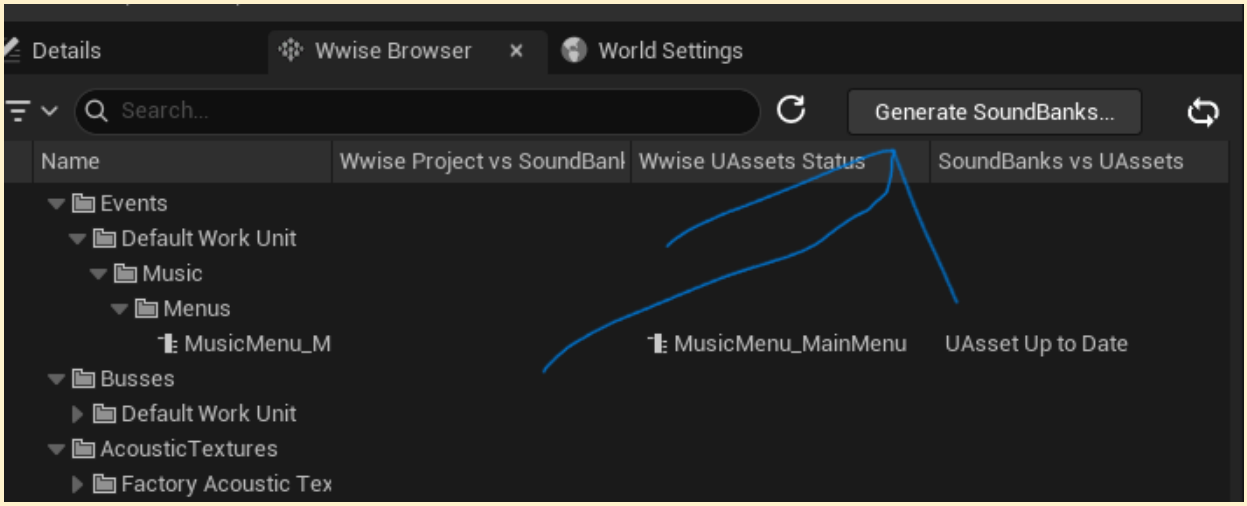
PART 03: Packing!

Just in case, close and reopen your Wwise and UEPROJECT cause sometimes it can be stubborn and not update!

ALSO! You need to enable chunk generation via the project settings, otherwise the pal and the bnk will not import.



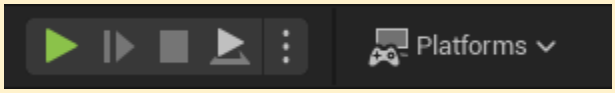
Now, go to your Wwise Browser in UE5, and click on generate soundbanks if it calls for it. If not, ignore this.



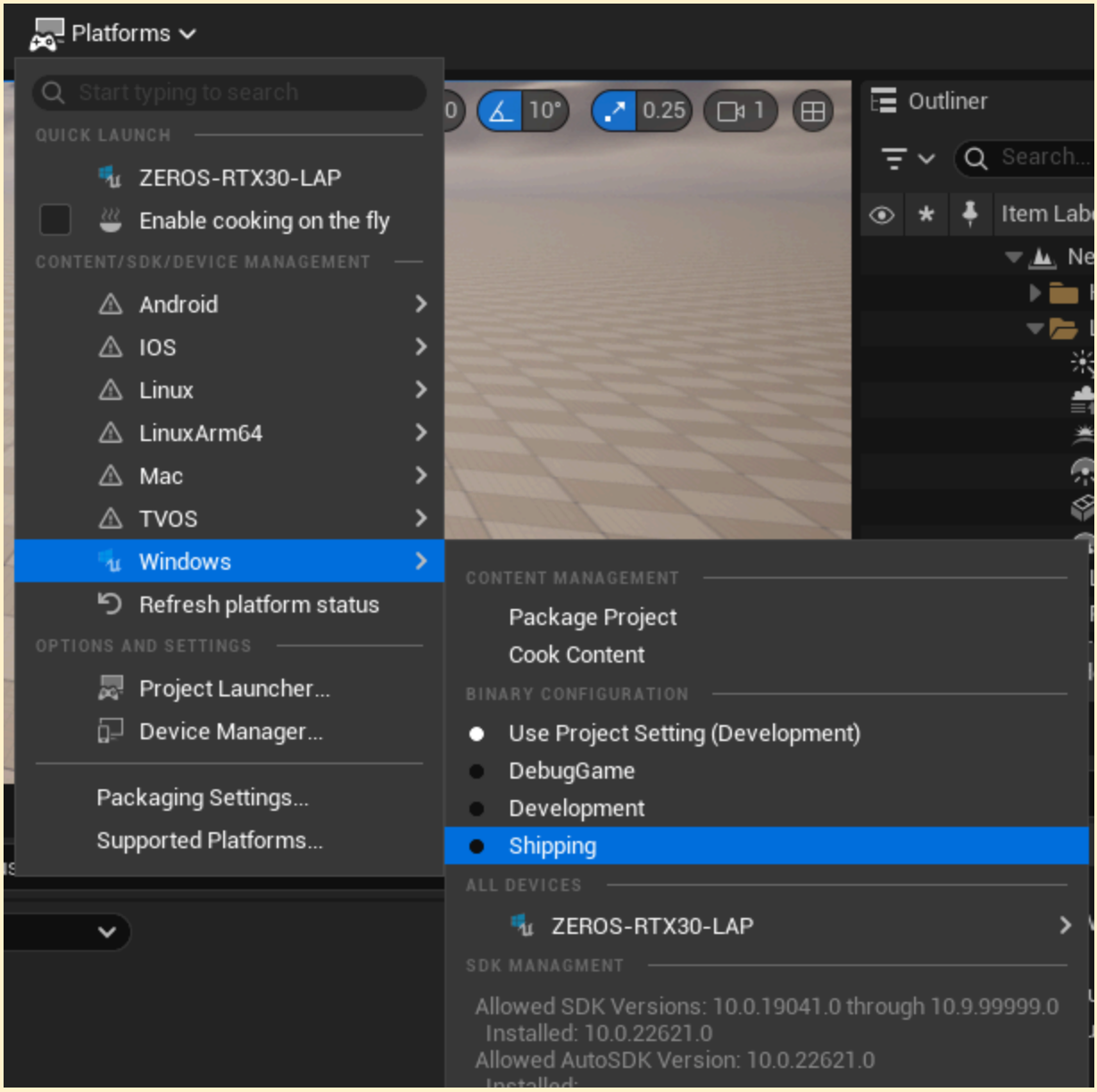
And well. Generate them.

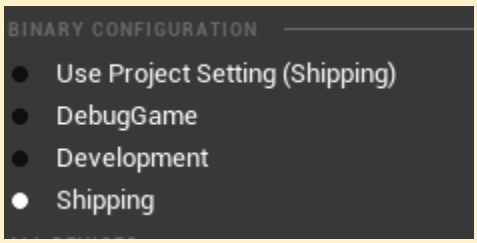
Finally!

Go to your Platforms button



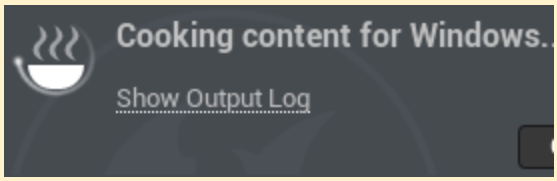
Click it open then hover over Windows, and set Binary Configuration to Shipping.

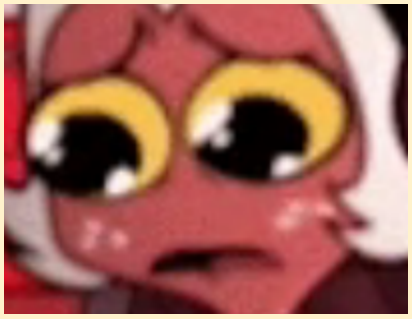




Then Package it!

Wait for it to PACKAGE



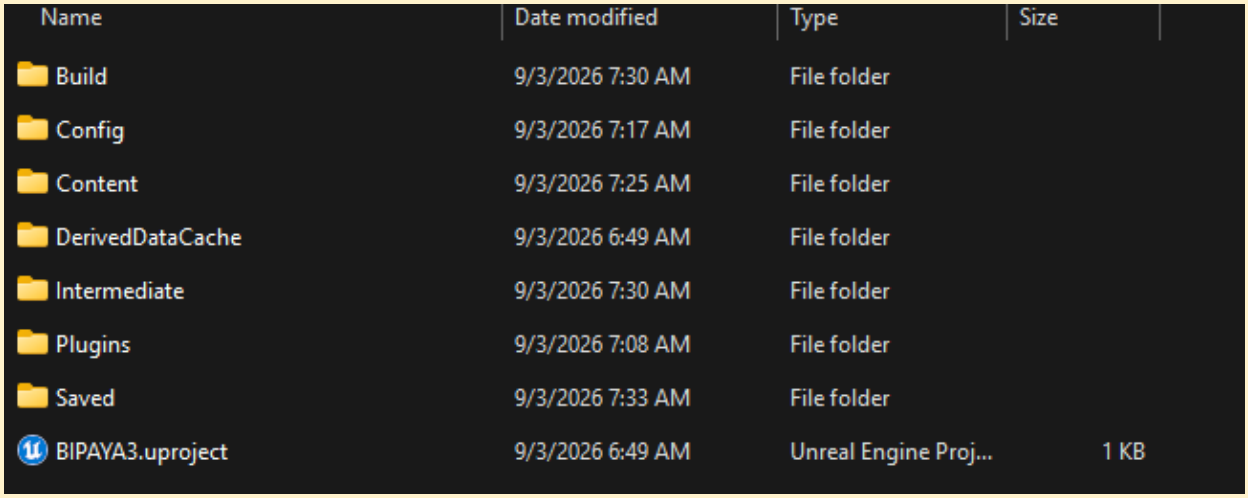


(its ok its Packing. Dont panic just let it Packing…. Unless its been like a hour then maybe panic abit. In a room maybe. Panic room. Panic room!? Like the Payday The Heist Map?! PANIC ROOM TONIGH)

You cooked it! Congrats!

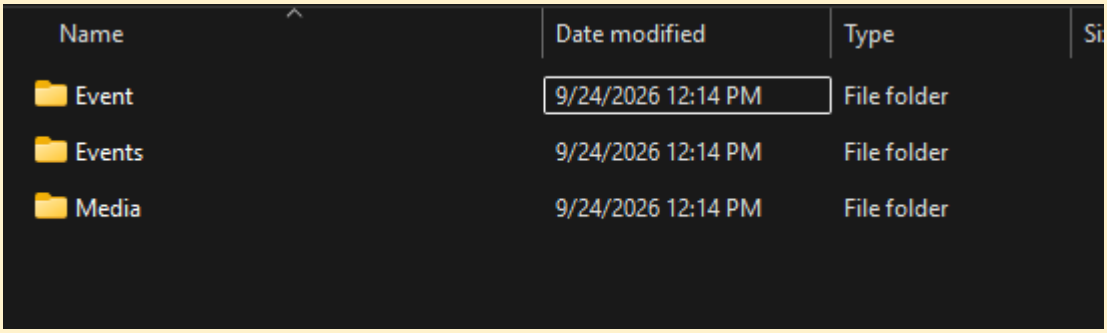
PART 04: Yoinking the AUDIO

Head to your Unreal Engine Project Root folder.



Name	Date modified	Type	Size
Build	9/3/2026 7:30 AM	File folder	
Config	9/3/2026 7:17 AM	File folder	
Content	9/3/2026 7:25 AM	File folder	
DerivedDataCache	9/3/2026 6:49 AM	File folder	
Intermediate	9/3/2026 7:30 AM	File folder	
Plugins	9/3/2026 7:08 AM	File folder	
Saved	9/3/2026 7:33 AM	File folder	
BIPAYA3.uproject	9/3/2026 6:49 AM	Unreal Engine Proj...	1 KB

Now go to your Saved folder and follow this path D:\ROOTFOLDER\PROJECTNAME\Saved\Cooked\Windows\PROJECTNAME\Content\Wwise



Name	Date modified	Type	Si
Event	9/24/2026 12:14 PM	File folder	
Events	9/24/2026 12:14 PM	File folder	
Media	9/24/2026 12:14 PM	File folder	

Audio

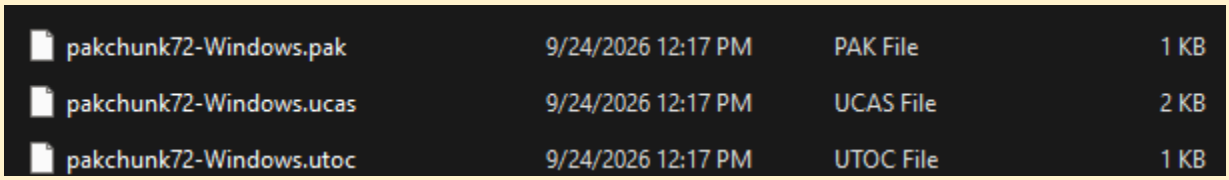
See that? Thats the stuff you made in wwise! Yippe! Great! You will yoink all of these now.

PART 05: YOINK THE PAKCHUNK!

D:\ROOTFOLDER\PROJECTNAME\PACKAGEFOLDER\Windows\PAYDAY3\Content\Paks

Find the pakchunk number you put for your pal

Will be three folders like so



I put my pal as 72 so yoink it too

PART 06: Packing!

Now for the final step!

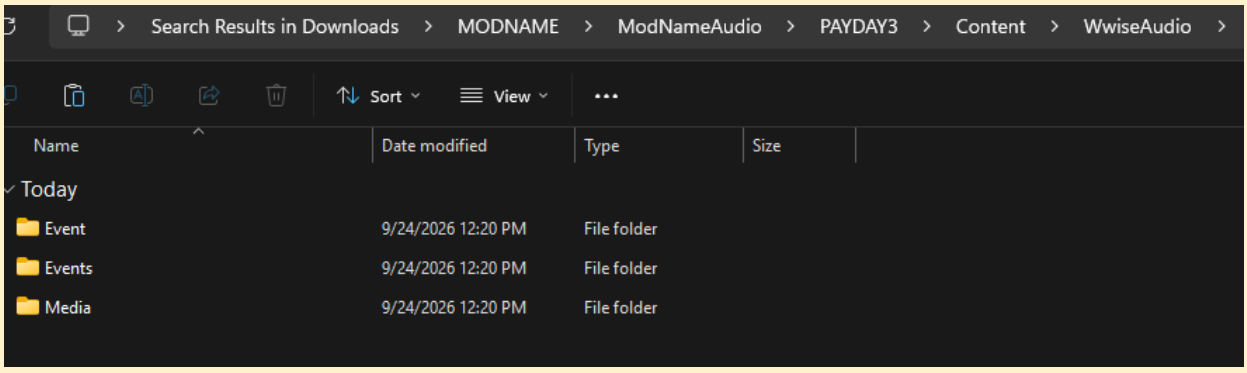
You will need to make a mod folder template that matches PAYDAY3 structure (or just download this zip that has a template done for you ig….but like…dont you wanna type alot???)

Next! Move all the wwise stuff

Cool!

In the ModNameAudio Folder, move all the wwise stuff into WwiseAudio

That will be the Events, Event, and Media folder.

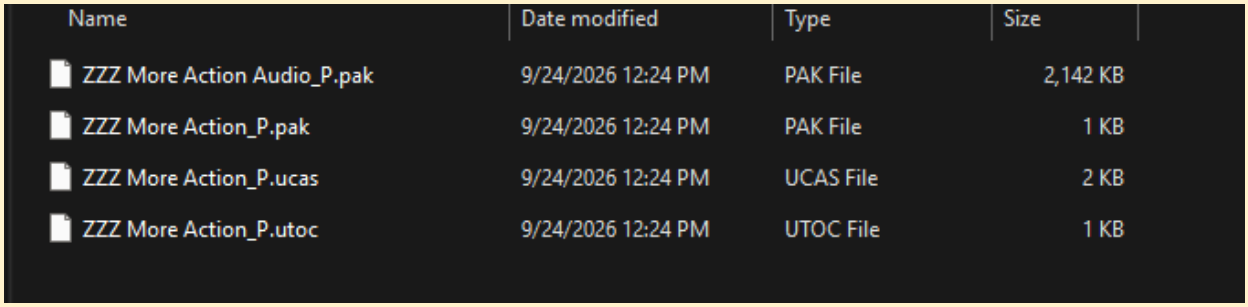


Rename The ModNameAudio folder to the name of your mod but specify its audio. (if you want)

Now pak it!

(if you dont have repak, a very cool person made this tool https://modworkshop.net/mod/50337 and it is very convenient)

Lastly place the Pakchunk you took and rename it the mod or whatever

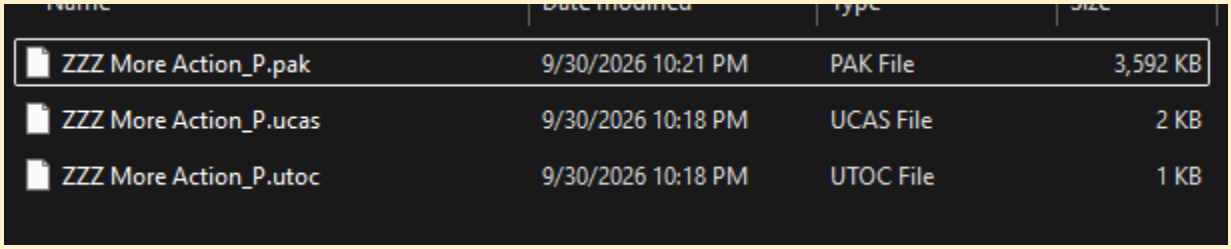


Name	Date modified	Type	Size
ZZZ More Action Audio_P.pak	9/24/2026 12:24 PM	PAK File	2,142 KB
ZZZ More Action_P.pak	9/24/2026 12:24 PM	PAK File	1 KB
ZZZ More Action_P.ucas	9/24/2026 12:24 PM	UCAS File	2 KB
ZZZ More Action_P.utoc	9/24/2026 12:24 PM	UTOC File	1 KB

Place the folder with all this in your ~mods and you are done!

(you can also like. Delete the pak file thats 1kb and just rename that one the audio one if you want one pak instead of two so uhhhhh yeah)

Have fun now!



ZZZ More Action_P.pak	9/30/2026 10:21 PM	PAK File	3,592 KB
ZZZ More Action_P.ucas	9/30/2026 10:18 PM	UCAS File	2 KB
ZZZ More Action_P.utoc	9/30/2026 10:18 PM	UTOC File	1 KB