

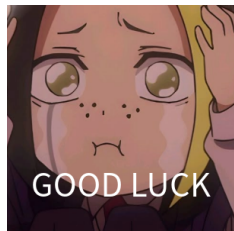
# ZeroZM0's Short guide on Main Menu



## 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

Unreal Engine Project Ready for this type of modding

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

If you need these items, I strongly advise you to follow the [Custom Heist Track Tutorial](#) by [Ershiozer](#) up to section three. This will give you what you need to set it up

Alright, hopefully you followed [Ershiozer](#)'s guide up to section three.

IF not please do so as i'll only cover the Wwise and Paking portion.

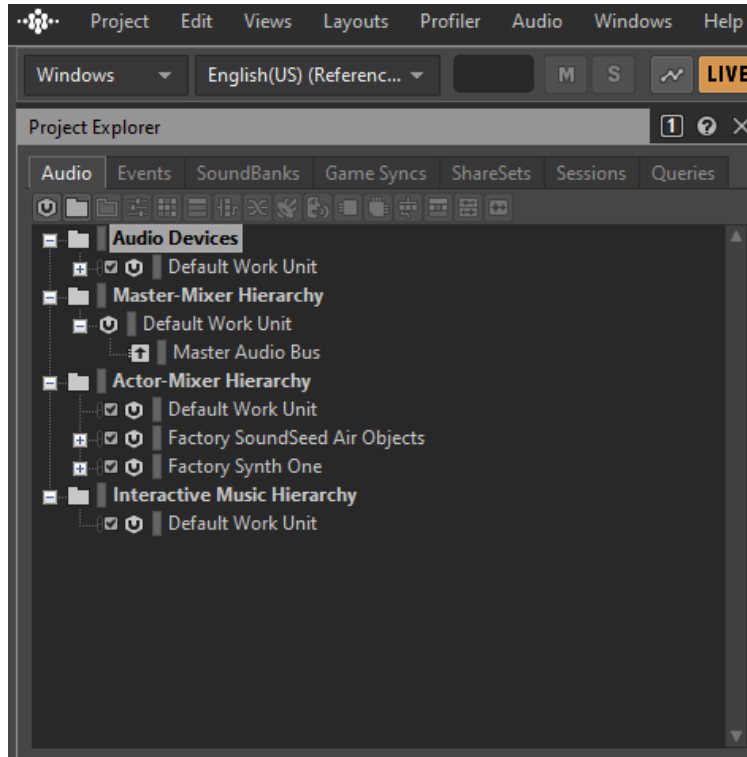
# WWISE TIME

## STEP 01: EVENT CREATION

So Firstly you should have Wwise opened up.

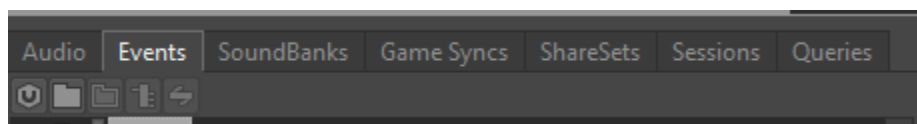
Looks crazy but i will simply tell you and provide photos on exactly what to do so you don't get overwhelmed.

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

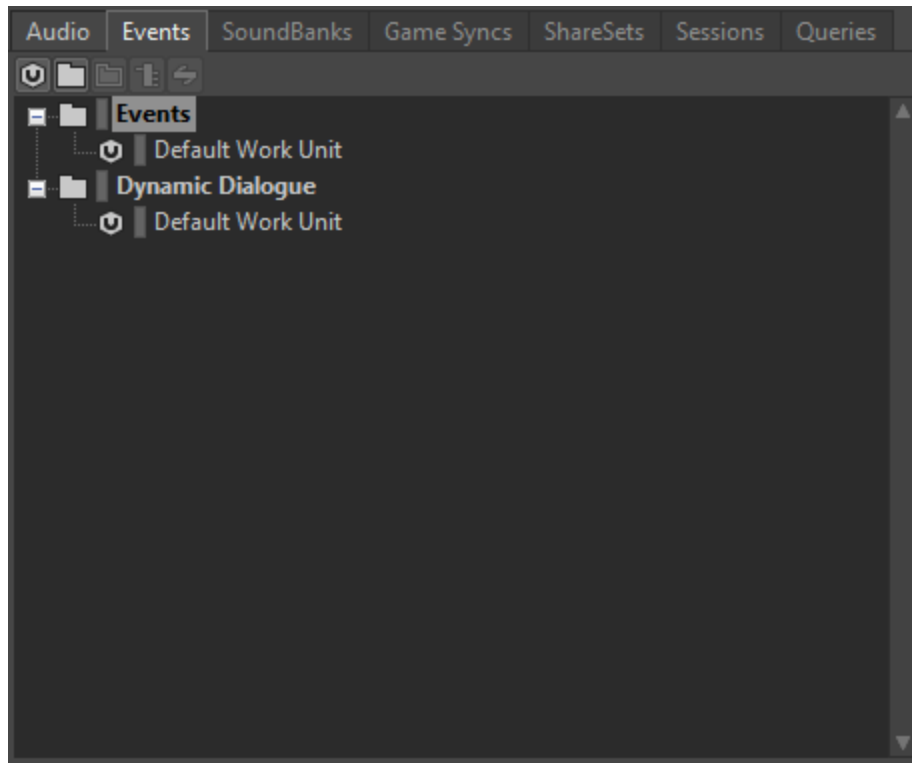


This is your project explorer. This can do alot of fun stuff in Payday 3 but since we are only gonna do a Main Menu Event Replacement, we are going to direct our focus on doing that. So we will first focus on the event tab.

So Click on the Events Tab



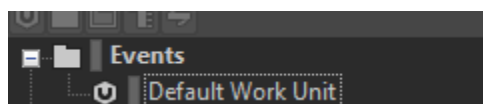
You should see this now



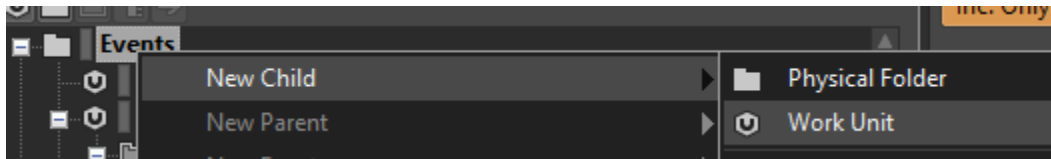
To Condense it, events is what PD3 calls upon for audio to play. For Instance, when the game is at the main menu, it calls the main menu event to play and control how the music plays. What we are about to do is replace that event with our own. So instead of playing by PD3 rules for the main menu, it'll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

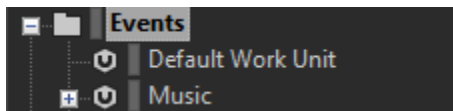
So First up, you see that events folder with something called the Default work unit?



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



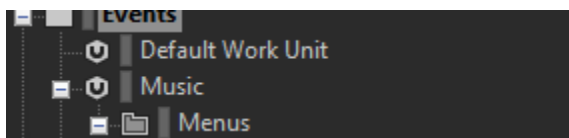
Title this Work Unit Music.



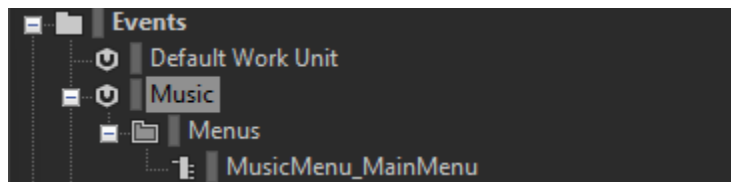
Should look like that. Yours will not have a plus sign yet next to it.

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

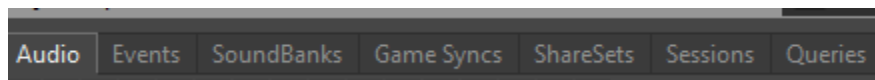


Cool Beans you just made your Event!

Now on to the audio!

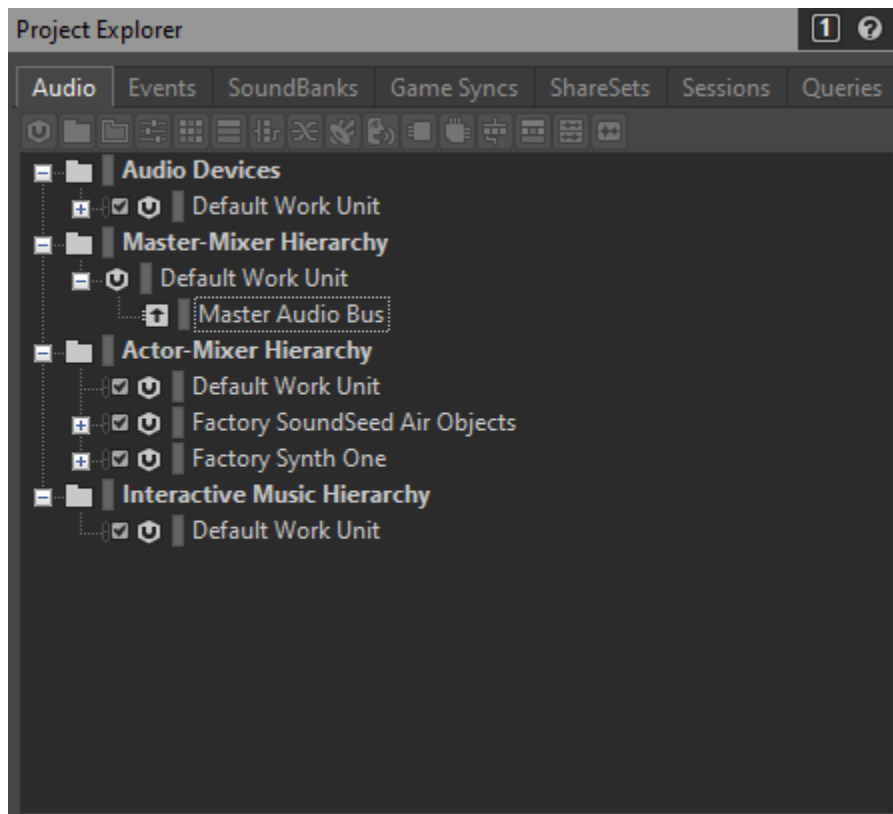
## **STEP 02: CREATING THE AUDIO BUS**

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

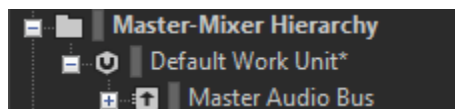


If this is your first Wwise set up, you will need to set a few things.

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



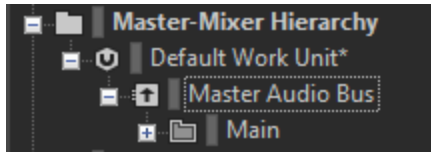
We are gonna focus on this area first



Right Click on the Master Audio Bus, hover over new child, and click on virtual folder.



Title this Main

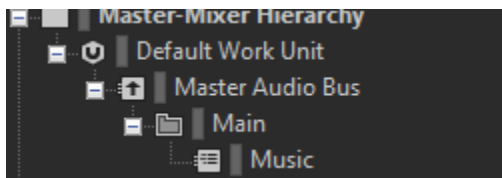


Now Right click on that virtual folder you just made, hover over new child, and click on Audio bus



Title this Music.

Should look like this now.



Cool beans.

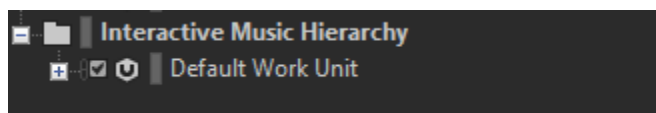
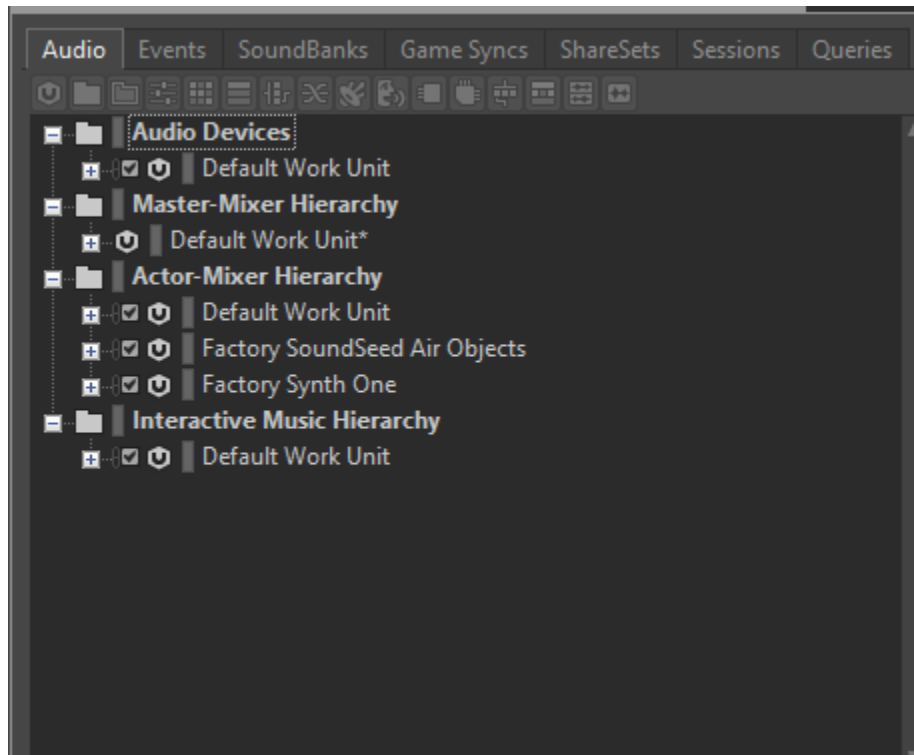
What we just did is make it so our music when done and set up, can actually get louder and quieter depending on the Music Volume slider.

Now To the Next Area.



### STEP 03: 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.

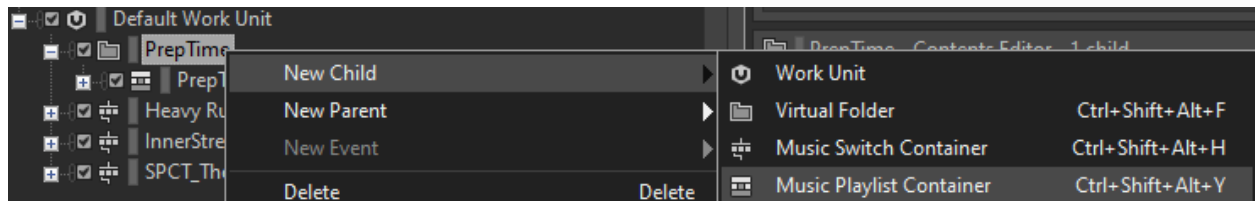


Name this folder whatever you want. I'll be naming my folder prep time as it's the music i'm

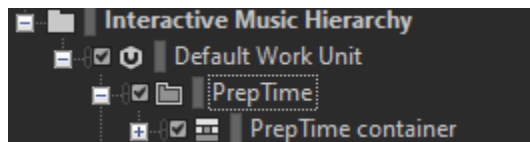


Cool

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

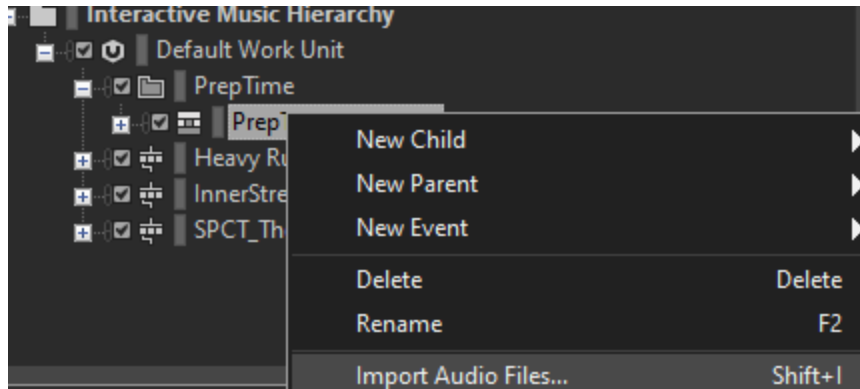


Name it whatever you want. Ill be naming it prep time container

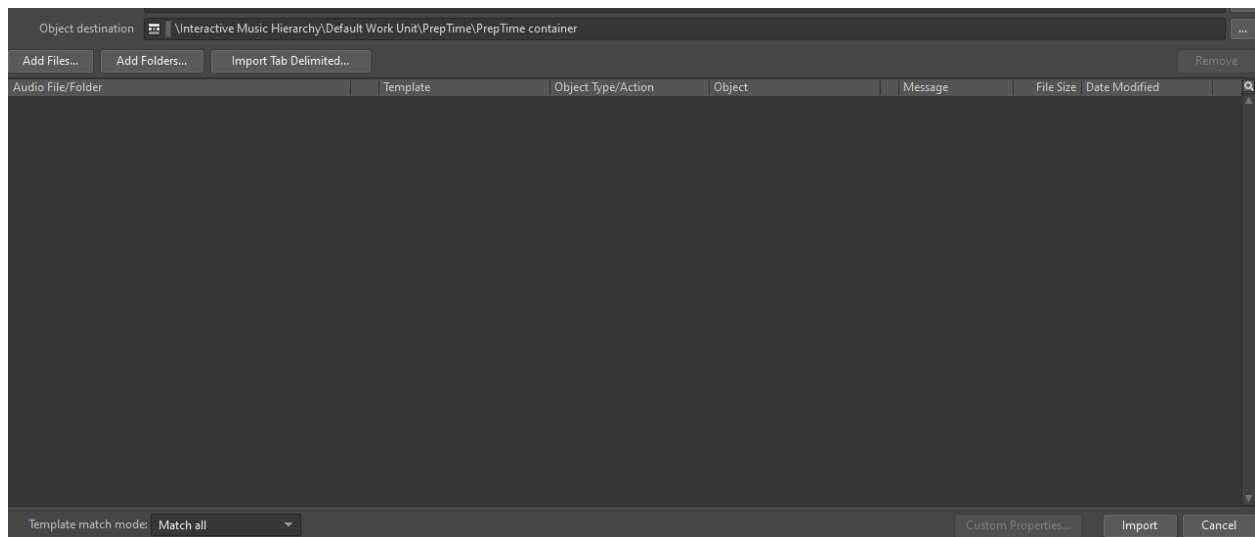


#### **STEP 04: IMPORTING THE AUDIO FOR THE CONTAINER**

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.

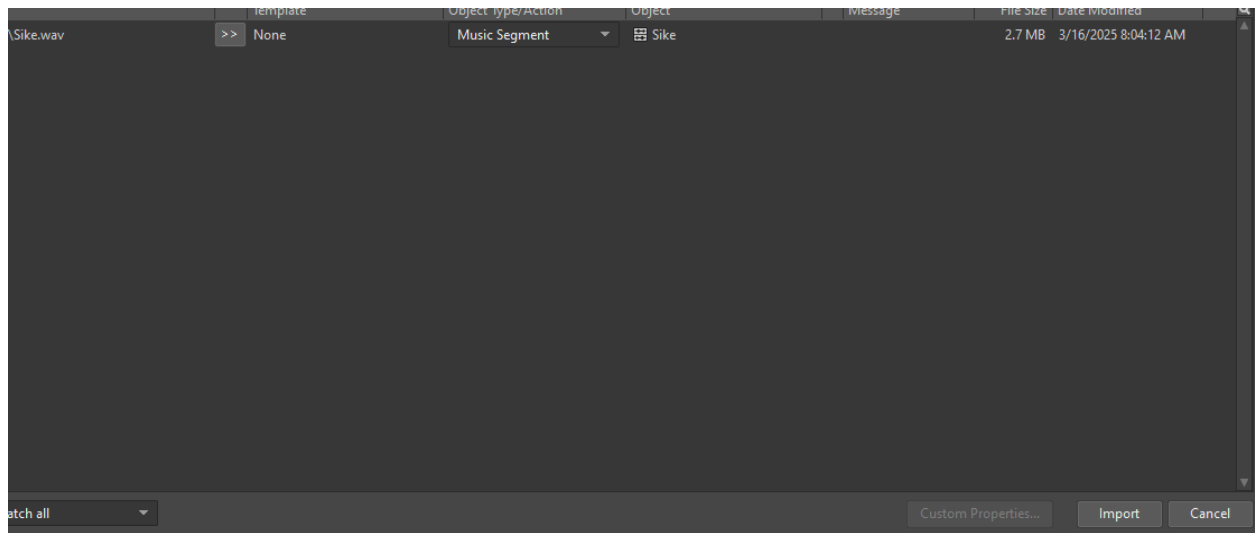


The audio file importer window should pop up.



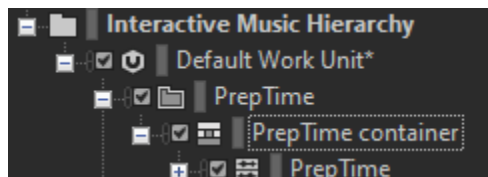
This is where you will just drag your audio file into. Or add it in using the buttons above.

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 itll look something like that.

When done click import on the bottom right

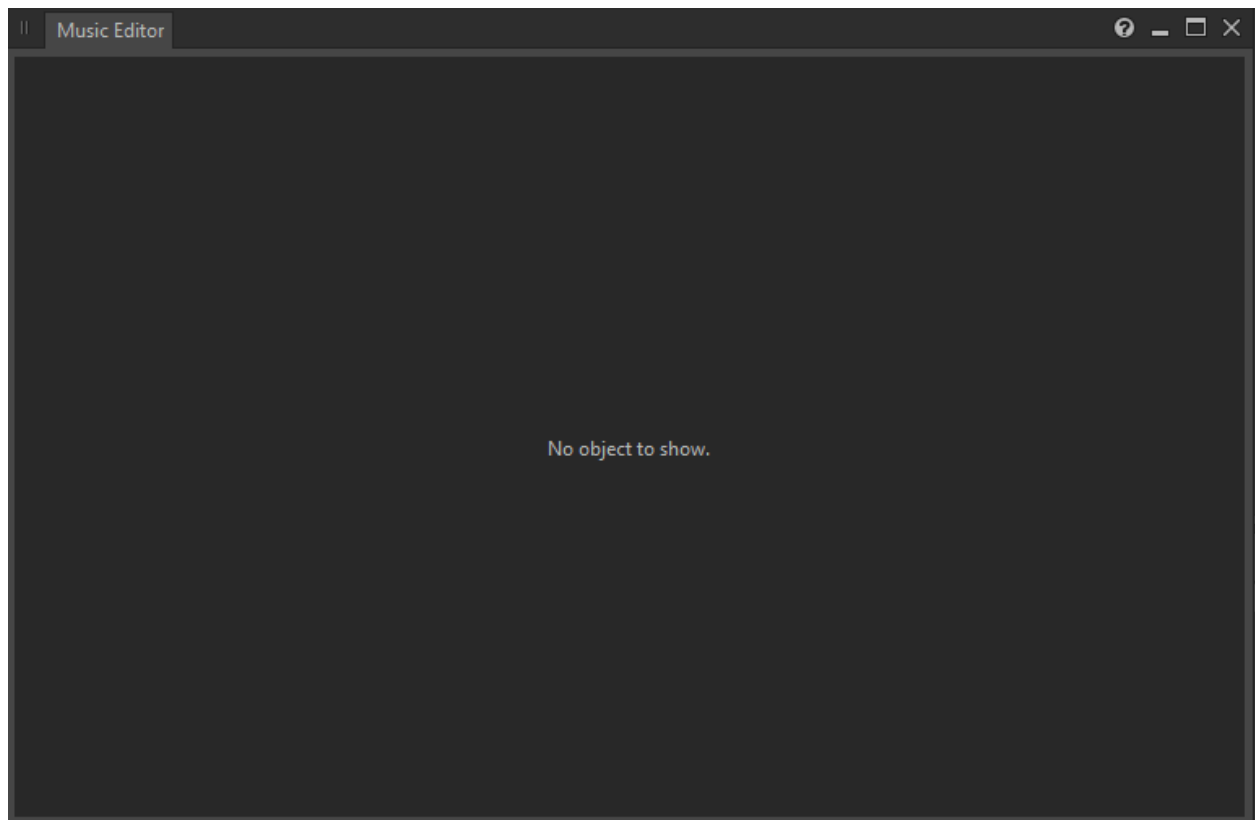


Should look like that now.

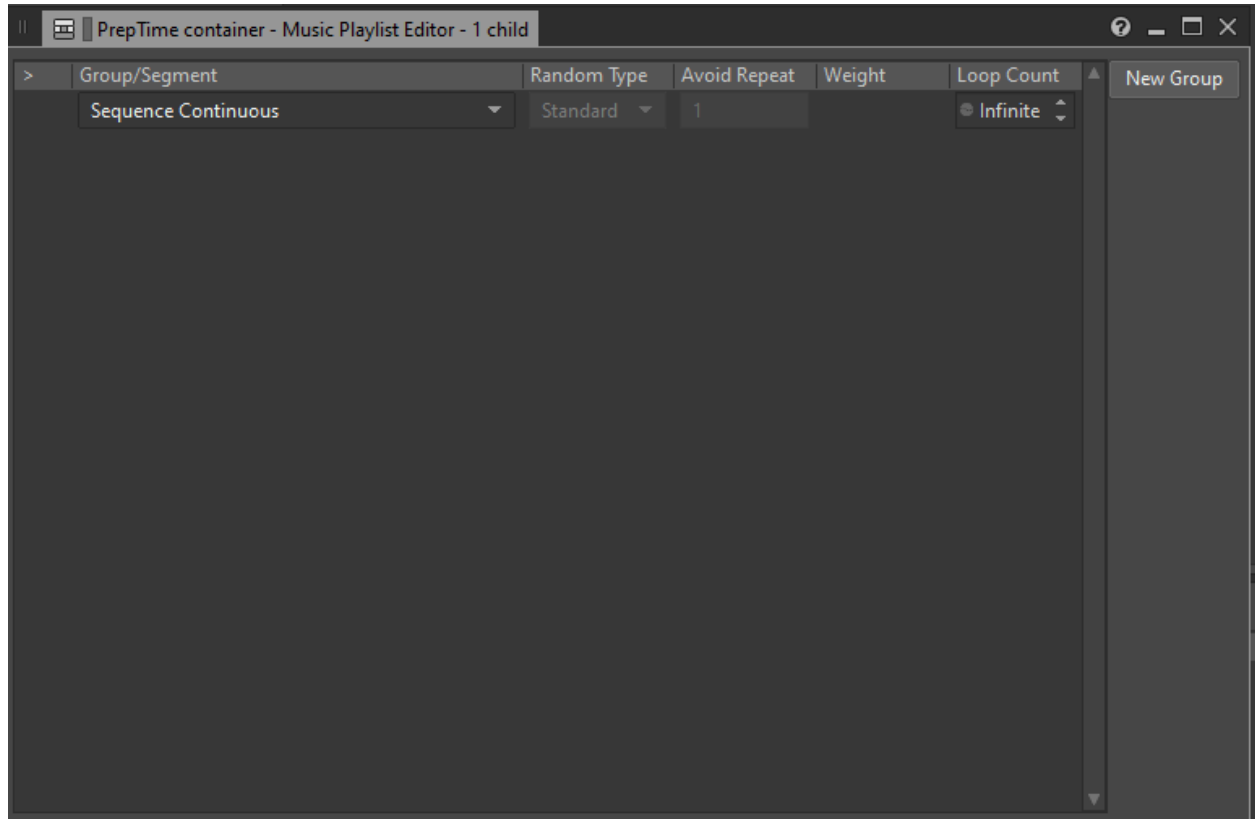
## **STEP 05: CREATING OUR MUSIC LOOP**

Now do Hold Shift and hit W.

You should see a Blank Music Editor

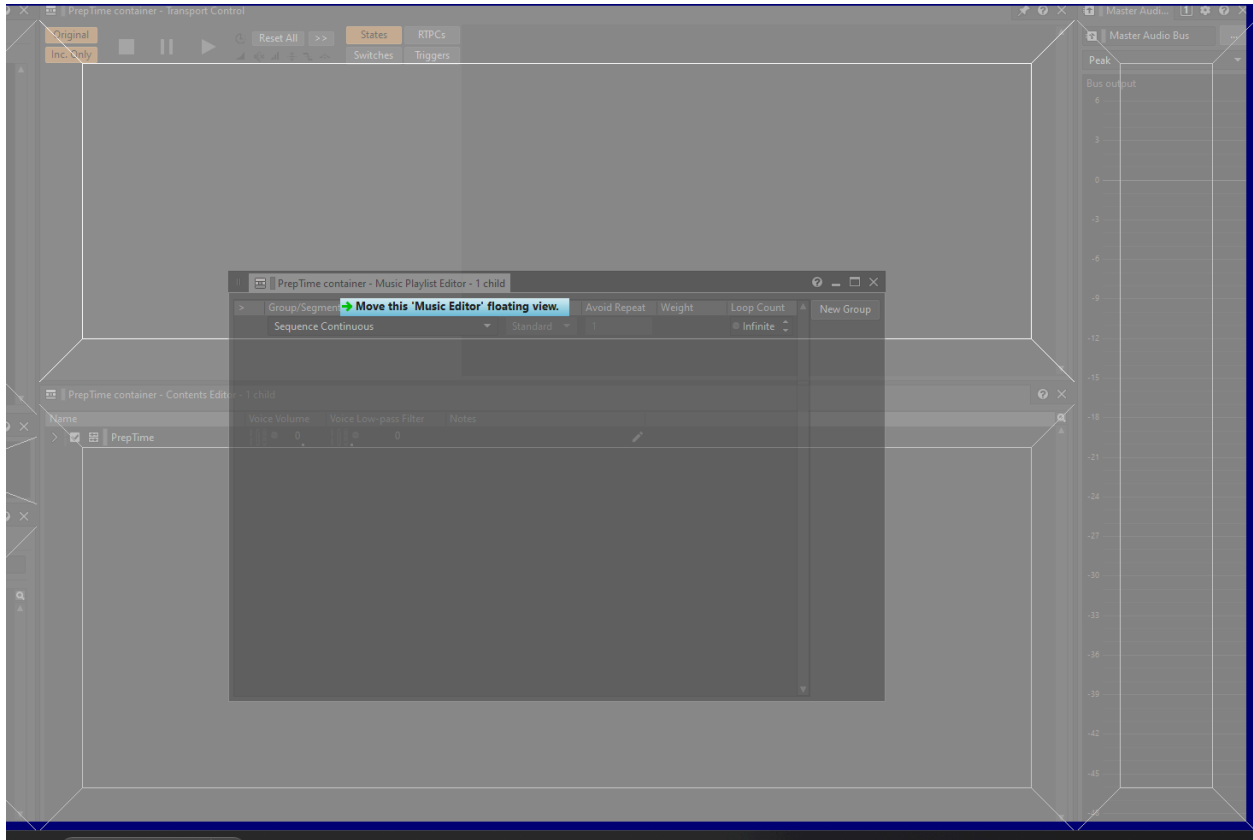


With this window open double click that music container you made and it will change to this



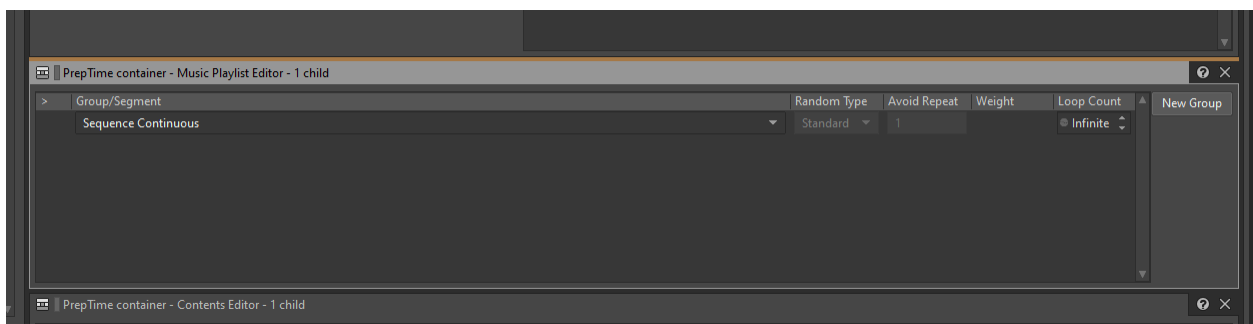
Tho for you its kinda floating freely, so let's do a quick QOL to make it snap to our program window. Click and hold the top of the Music editor window where it says Music playlist editor.

You should be seeing this while you do that



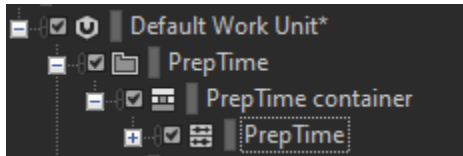
Those boxes you see are where you can snap it too.

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

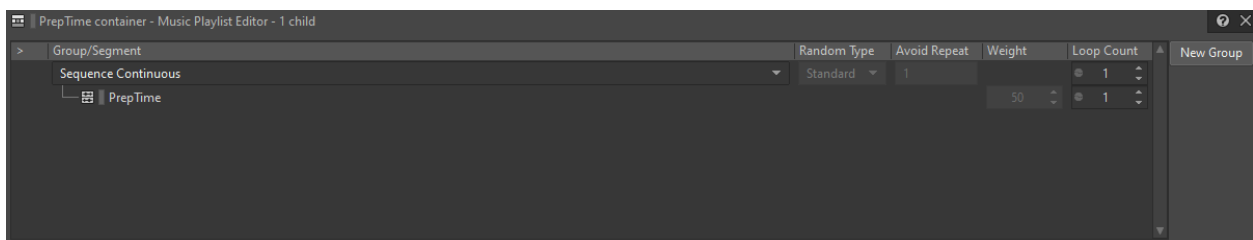


Play around with it and fit it so it's comfortable to read.

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.

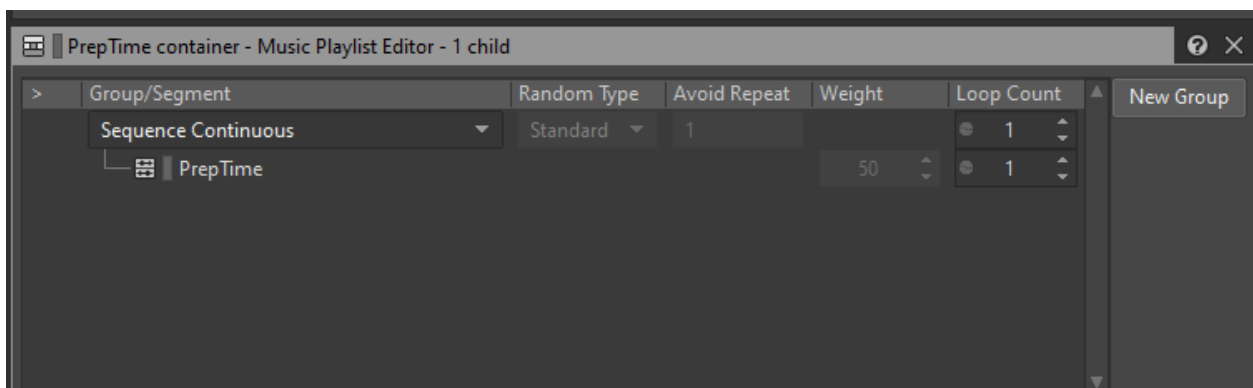


Drag that to the music editor window so it has it now. It should look like this now with your audio segment



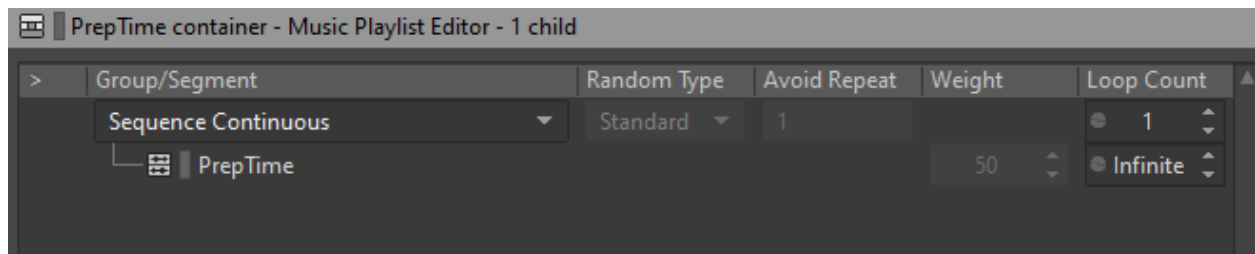
If you leave it as is, the music will play once and it will stop. We don't want that so let's fix it.

You see those loop counts?





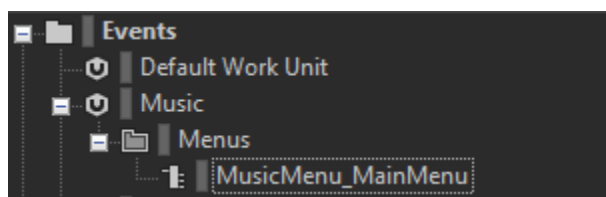
Click down on the arrow on either one so it says infinite like so



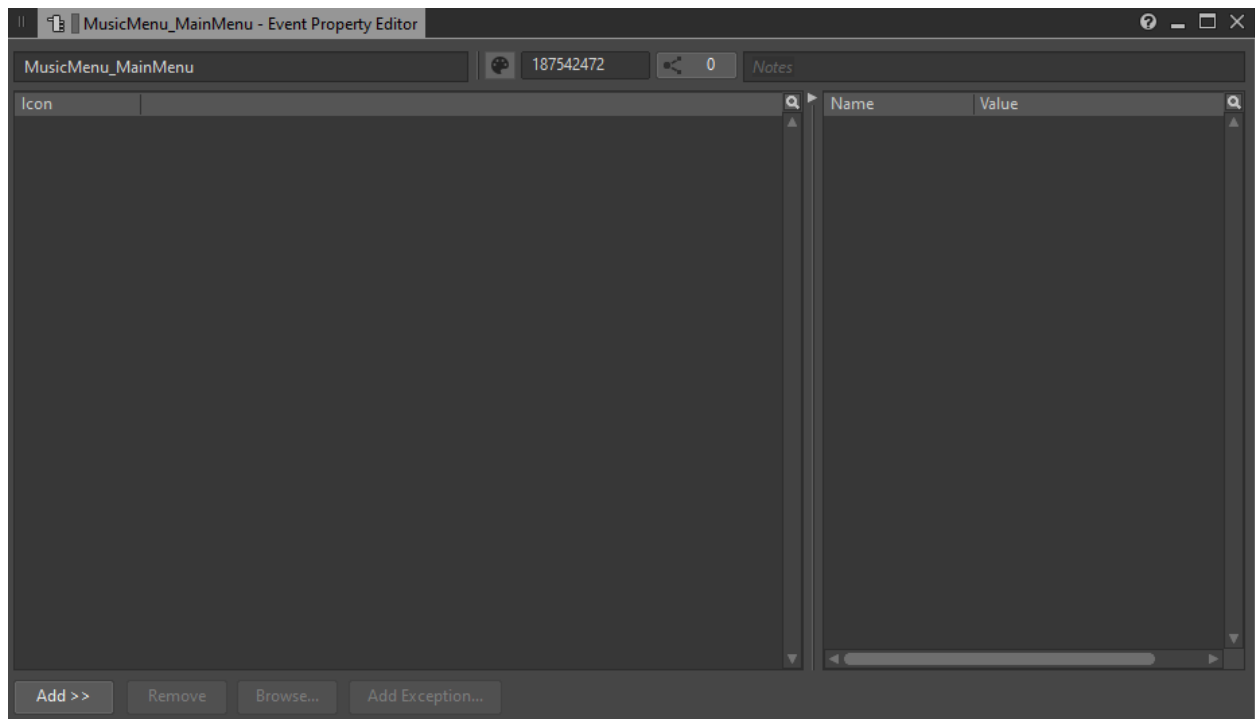
Cool the music will loop now when it's done. If you are doing 2 audio files you can have it so it plays an intro then goes into the loop you made by first dragging the intro in then the loop. Then leaving the loop count at one for the intro and setting the loop one to infinite. Heck. if you know how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

## **STEP 06: CONNECTING THE EVENT TO THE CONTAINER**

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

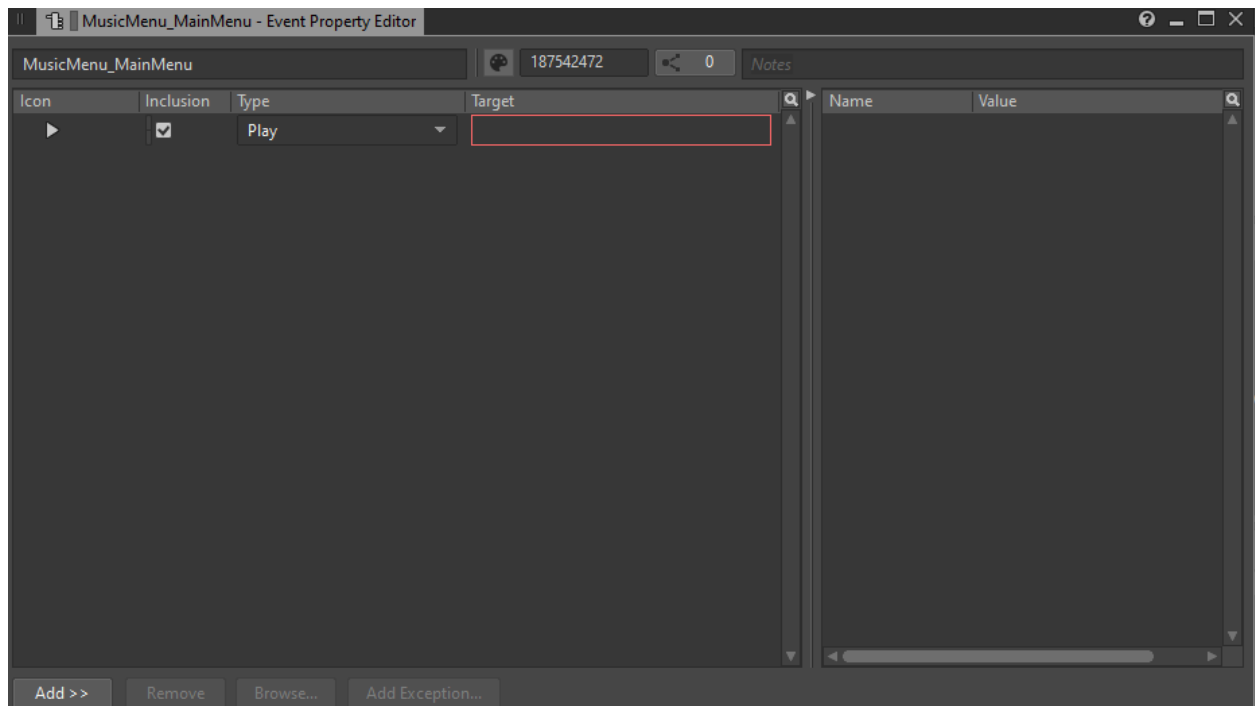


Now double click on that event you made earlier.



It's empty. Let's fix that

First click on add then play

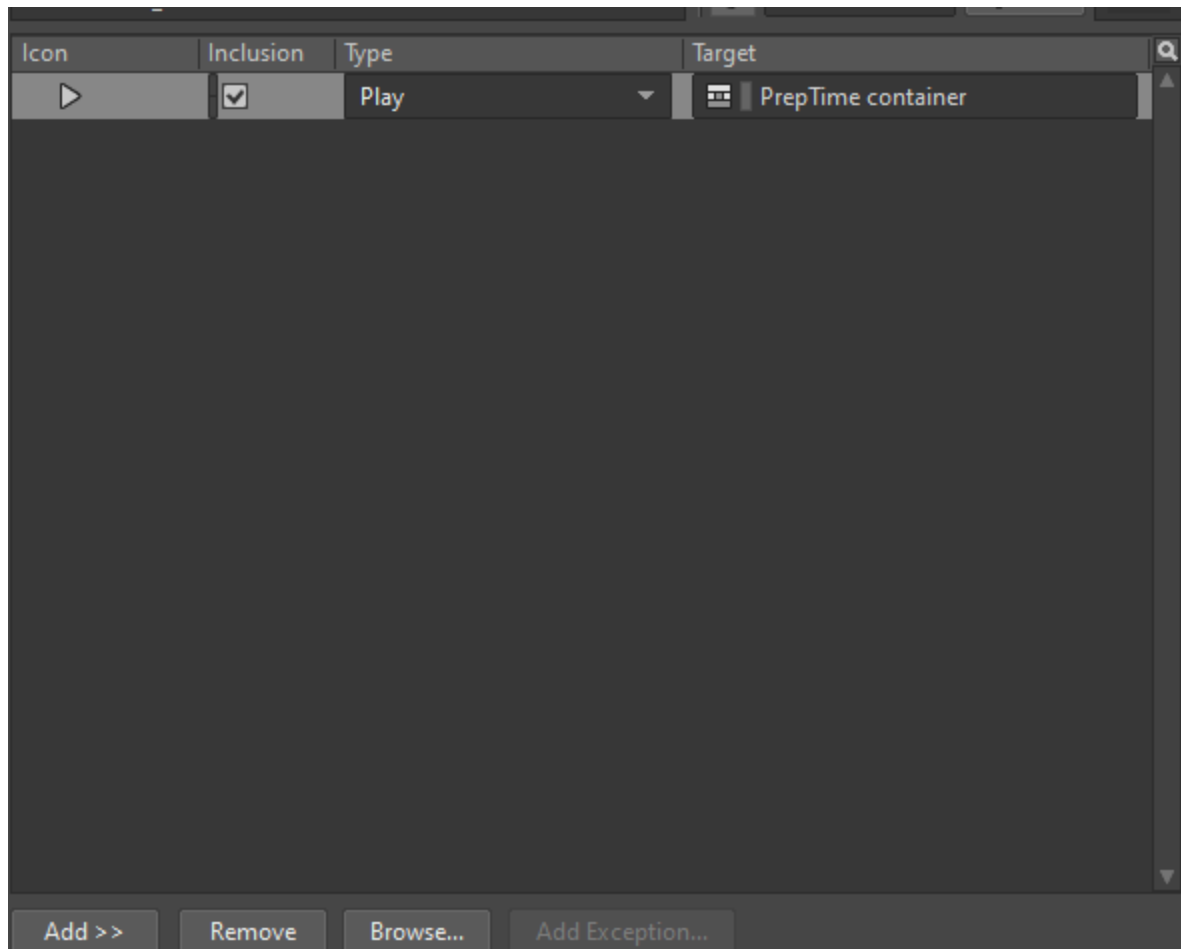


Now click on the blank area under target and click browse on the bottom.

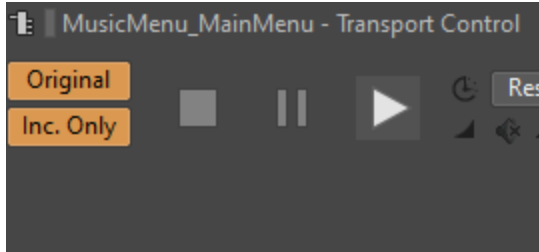


Click the arrow next to your virtual folder then click on the container and click okay

Should look like this



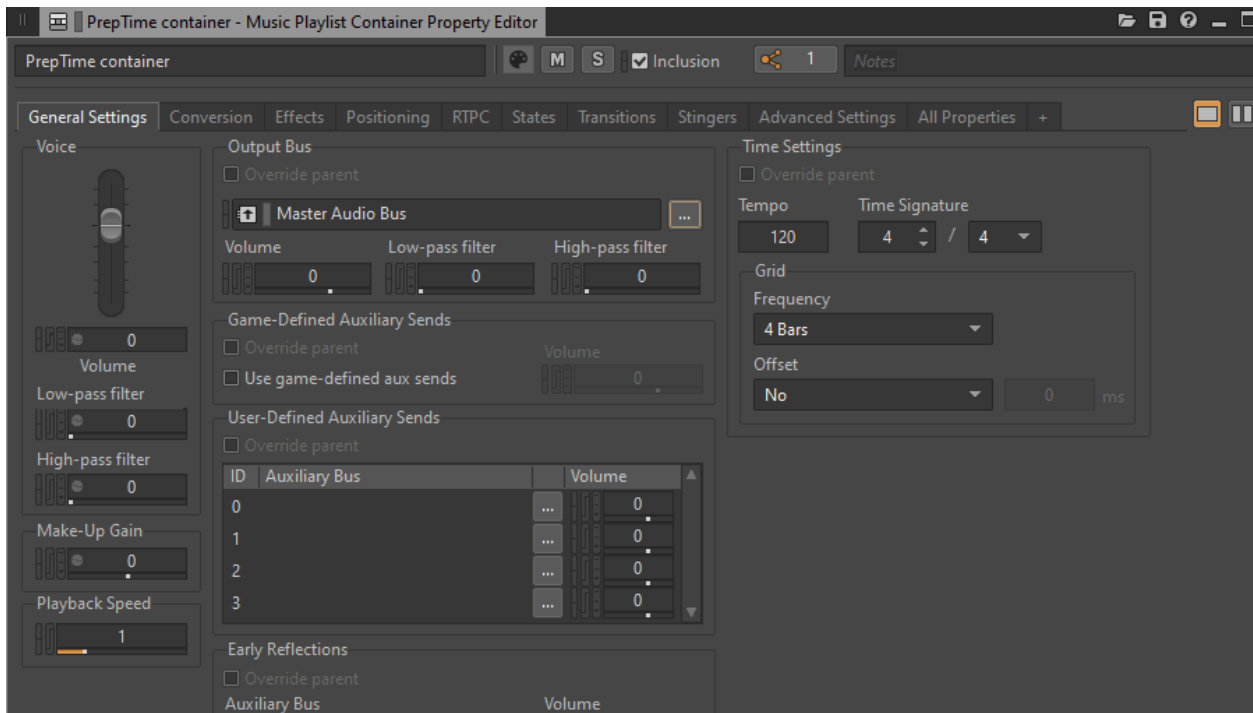
Cool beans now test it out by clicking out that window and clicking the big play button on the transport control window.



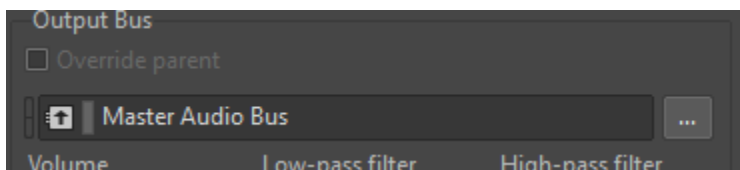
Happy? Wahoo

## **STEP 07: SETTING OUR VOLUME CONTROL**

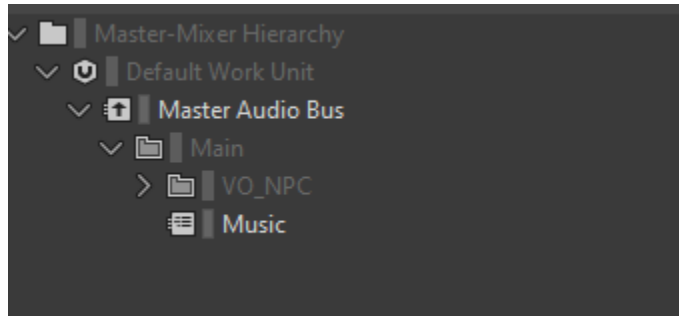
Lets make one quick thing before going to ue. Go back to your audio tab and double click on your container.



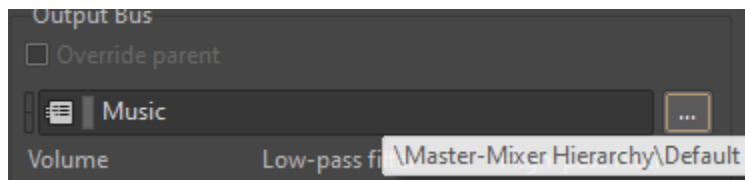
This window will pop up but we will only focus on this.



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



Now you are done Wwise! **DO NOT CLOSE IT YET**

save everything and have your UE PROJECT opened. **MAKE SURE WWISE IS**

**OPEN TOO**

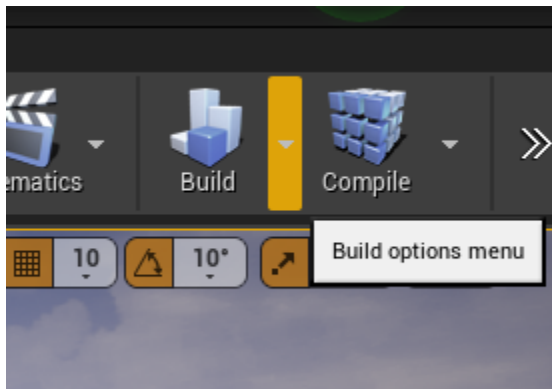
# UNREAL ENGINE TIME

## **PART 01: BUILDING**

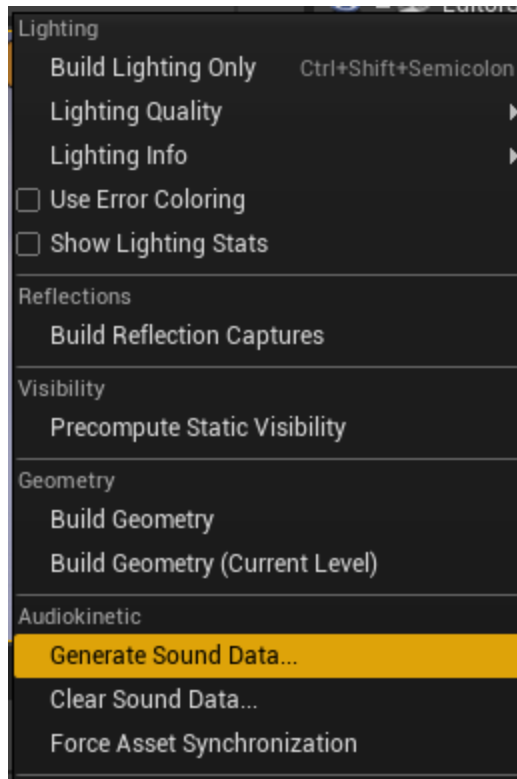
So open up your unreal engine project that should already be linked in wwise. If not follow [HERE](#) up to section 3 of the guide

FIRST:

Click on the dropdown arrow for build

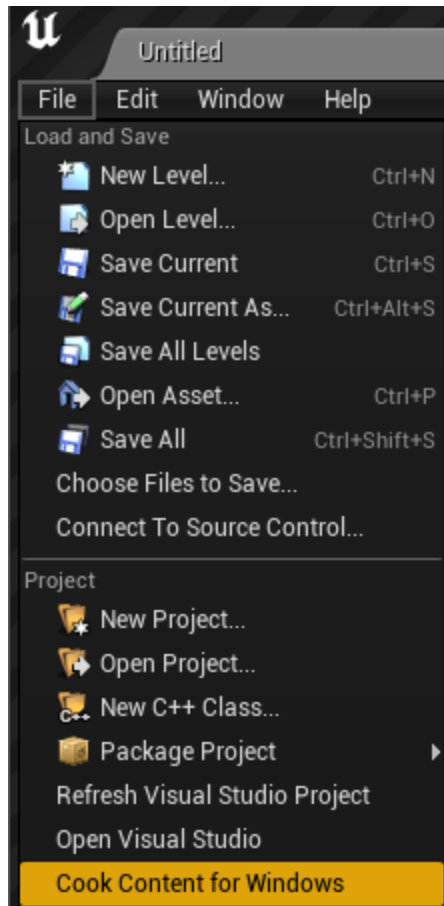


Go down the list and click generate sound data



Next SAVE ALL

Then Cook your project!



Click file on the top left and cook content for windows. Let it do its thing till it says cook finished

## **PART 02: PACKING**

Now time for the fun part, go into your cooked folder and grab these two files in your cooked folder. Follow this directory

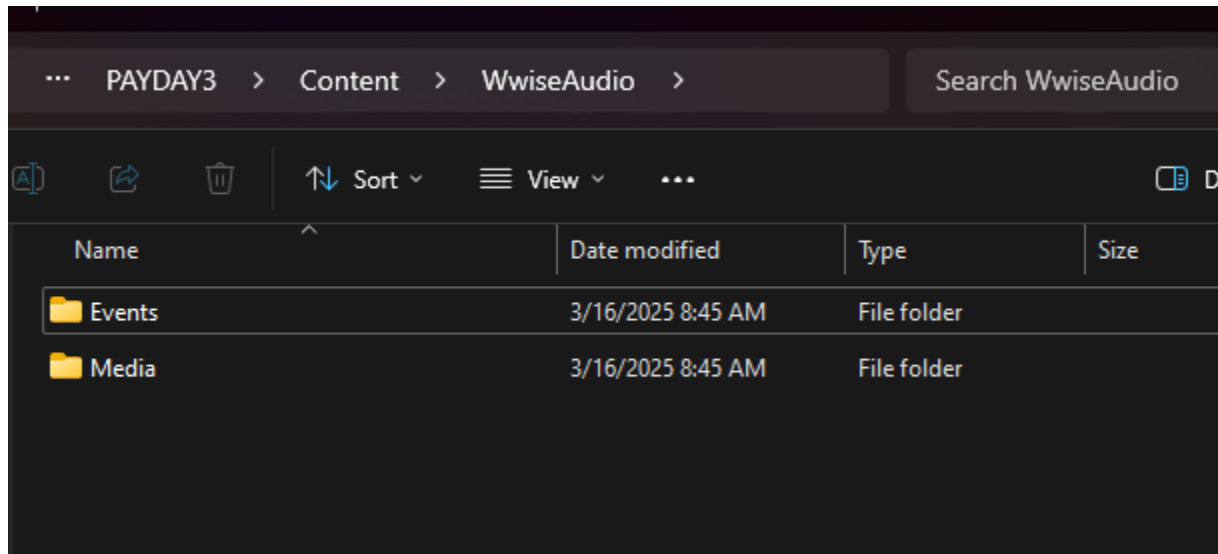
MoolahProject\Saved\Cooked\WindowsNoEditor\PAYDAY3\Content\WwiseAudio and you should see a bunch of folder but you just need the Events and Media Folder.

Copy those into your mod folder with this file structure

ModName\PAYDAY3\Content\WwiseAudio



Paste those in the Wwise Audio folder



Now pak the sucka and put it in your ~mods folder.

Go to pd3 and test it. Should be working and you now know how to do an event replacement.

Have fun 😊

Btw if you want more stuff like custom music, just continue ershiozer's guide. Enjoy!

WANT TO LEARN CUSTOM ENEMY AUDIO EVENT REPLACEMENT? CHECK OUT MY  
OTHER GUIDE [HERE](#)