

BO3 | DLC Weapon Soundaliases



This page is still a work in progress.

Treyarch gave us a lot of DLC weapons in one of their updates, but most of them have missing sounds. This can be fixed by adding sounds manually.

In this list, you will find soundalias entries for:

- MX Garand
- FFAR
- PPSH-41
- M1927
- HG-40
- Thundergun
- Ray Gun Mark 3

We have not finished all the sounds yet, but we will aim to fix all of them, if Treyarch doesn't give us an update anytime soon.

NOTE: This is only for soundalias setup, there is no download for the soundfiles. For guide to adding/modifying soundaliases and adding new sounds, refer to this guide: [Creating/Modifying Soundaliases & Converting Sounds \[Not Finished\]](#)

MISSING SOUNDS: M1927 reload emptys last sound, HG-40 first raise, Thundergun's upgraded versions last fire sounds and Ray Gun Mark 3's reload sounds

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#MX Garand
wpn_ar_mlgarand_fire_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p_shot,,,,
90,90,,,,,2d,,,NONLOOPING,,,,,
wpn_ar_mlgarand_fire_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
wpn_ar_mlgarand_fire_pap_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p_shot,,,,
90,90,,,,,2d,,,NONLOOPING,,,,,
wpn_ar_mlgarand_fire_pap_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
wpn_ar_mlgarand_fire_last_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p_shot,,,,
90,90,,,,,2d,,,NONLOOPING,,,,,
wpn_ar_mlgarand_fire_last_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
fly_garand_bolt_back,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p,,,,
95,95,,,,,2d,,,,,
fly_garand_clip_in,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p,,,,
95,95,,,,,2d,,,,,
fly_garand_bolt_forward,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p,,,,
95,95,,,,,2d,,,,,
#FFAR
wpn_ar_famas_fire_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p_shot,,,,
90,90,,,,,2d,,,LOOPING,,,,,
wpn_ar_famas_fire_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,LOOPING,,,,,
wpn_ar_famas_fire_pap_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p_shot,,,,
90,90,,,,,2d,,,LOOPING,,,,,
wpn_ar_famas_fire_pap_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,LOOPING,,,,,
fly_famas_bolt_back,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p,,,,
95,95,,,,,2d,,,,,
fly_famas_mag_in,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p,,,,
95,95,,,,,2d,,,,,
fly_famas_mag_out,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p,,,,
95,95,,,,,2d,,,,,
#PPSh-41
wpn_smg_ppsh_fire_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p_shot,,,,
90,90,,,,,2d,,,LOOPING,,,,,
wpn_smg_ppsh_fire_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,LOOPING,,,,,
wpn_smg_ppsh_fire_pap_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p_shot,,,,
90,90,,,,,2d,,,LOOPING,,,,,
wpn_smg_ppsh_fire_pap_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,LOOPING,,,,,
#M1927
wpn_smg_thompson_fire_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_1p_shot,,,,
90,90,,,,,2d,,,LOOPING,,,,,
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wpn_smg_thompson_fire_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,LOOPING,,,,,
wpn_smg_thompson_fire_pap_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp_shot,,,,
90,90,,,,,2d,,,LOOPING,,,,,
wpn_smg_thompson_fire_pap_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,LOOPING,,,,,
fly_tommy_mag_out,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_tommy_mag_in,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_tommy_bolt_back,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_tommy_bolt_forward,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
#HG-40
fly_mp40_mag_out,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_mp40_mag_in,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_mp40_bolt_lock,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_mp40_bolt_release,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
#Thundergun
wpn_thundergun_fire_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp_shot,,,,
100,100,,,,,2d,,,NONLOOPING,,,,,
wpn_thundergun_fire_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
wpn_thundergun_fire_pap_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp_shot,,,,
100,100,,,,,2d,,,NONLOOPING,,,,,
wpn_thundergun_fire_pap_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
wpn_thundergun_fire_plr_last,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp_shot,,,,
100,100,,,,,2d,,,NONLOOPING,,,,,
wpn_thundergun_fire_npc_last,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
fly_thundergun_first_raise,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_thundergun_cell_replace,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_thundergun_cell_lock,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
fly_thundergun_cell_eject,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp,,,,
95,95,,,,,2d,,,,,
#Ray Gun Mark 3
wpn_rg_mk3_fire_rh_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp_shot,,,,
100,100,,,,,2d,,,NONLOOPING,,,,,
wpn_rg_mk3_fire_rh_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
wpn_rg_mk3_fire_rh_last_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp_shot,,,,
100,100,,,,,2d,,,NONLOOPING,,,,,
wpn_rg_mk3_fire_rh_last_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
wpn_rg_mk3_fire_lh_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp_shot,,,,
100,100,,,,,2d,,,NONLOOPING,,,,,
wpn_rg_mk3_fire_lh_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,
wpn_rg_mk3_fire_lh_last_plr,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon,snp_wpn_lp_shot,,,,
100,100,,,,,2d,,,NONLOOPING,,,,,
wpn_rg_mk3_fire_lh_last_npc,,,wpn\WEAPONSOUND_FILES_NAME.wav,,,UIN_MOD,,,,,grp_weapon_3p,snp_wpn_3p,,,,
83,85,1,1000,,,,,3d,,,NONLOOPING,,,,,

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Credits:

-HitmanVere: Writing this topic, making soundalias base, finding most of the names

-Ardivee: Helping with few sounds

-ZeRoY: Helping with few sounds