Its a several step process:

First, temp a ammo preset the is similar to what you need and change it to make it more similar still.

Second, make a weapon temp and use the same guidelines. Something similar to the rate of fire and the style in which it's shot.

Third, in the weapons settings tab, change it's primary to your ammo type you temped in the first step. Secondary can bee blank or such and such.

Fourth, On your vehicles settings tab, change its primary/secondary to your new weapon temp and your almost home.

Fifth, using the same logic in steps one and two goto your sound presets for existing weapons and make a temp that fits your needs for each type of ammo state (fire/reload/empty) you can skip them if needed.

Sixth, the last thing you have to do is go back to your weapons temp and change its fire/reload/empty sounds to your new temps and you can leave them blank if you dont have a sound for something.

Its all off of memory but it should do it.