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THESE SCREENSHOTS ARE FOR USE IN THE WWE 2K15 COMMUNITY CREATIONS FOR PC. If you are playing a copy of the game on a different platform then these screenshots should be taken into account. You can find a list of what is similar to what is listed below, but the general rule is, if you have the item in the screenshot, then it is similar and supported by the community. If a game says it has a specific item, then it probably should be supported (Note: a green screen doesn't mean it is supported). These are screenshots from WWE 2K15 that have been tampered with. (Use the search function on the left to find a specific type of image.) As you'll notice the windows looks really sloppy. Even though some of the pieces are off-screen the opacity for these parts is set way too high. This is how the actual in-game window looks like. These are some of the lines used in the community for using the fan-created sections of the game. These sections will be used in place of the default logo and loading screen, the in-game layout, and any custom arena maps the player chooses to use (in both GameData and .map files). These files are used to create custom layouts, logos, and arena maps. These are the basic photo collages used as the loading screen and fan-created sections of the game. All of these collages are capable of being resized and mirrored to fill the amount of space you have available. All of these collages are currently in PNG format, but there may be some that are in JPG format as well. These are the camera views that can be used to show various parts of the game. If you would like to view other camera views such as the camera view with the floor tiles from where the camera would be viewed if you were watching a match, or the close up of the camera view, these are the textures you can use. I do not own or have any rights to these textures. All credit goes to the original photoshop artist, Daniel Johnson-Poirier. You can find out more about these textures here: On the left you will notice two folders. One of the folders is named icons and the other one is named textures. You can take either of these folders and put them in the C\

