Create Custom Pictures by Waylon

Download XWA DAT Customizer from DarkSaber's Xwing Station
http://www.darksaber.pnma.co.uk/, open up the application and create
custom DAT for example ReduxTOD1.dat, right click on the ReduxTOD1.dat
and choose "add new item", select a 256 colour BMP file and enter group ID,
sub ID and type, then click "add". Rules for ID and resolution listed below:

Classification	Group ID	Sub ID	Type	BMP Resolution
Battle Picture	15210	20XX	23	510X260
Mission Picture (L)	15210	XX+1	23	260X260
Mission Picture (S)	15210	1XXX	23	100X75

Note: XX=mission slot # in mission.lst

Example 1:

!BATTLE_**8**_HEADER![Historical Missions: X-Wing]

61

* 1b**8**m1xwc.tie

!MISSION_**61**_DESC!Dev's Sidestep

Classification	Group ID	Sub ID	Type	Size
Battle Picture	15210	200**8**	23	510X260
Mission Picture (L)	15210	**62**	23	260X260
Mission Picture (S)	15210	10**61**	23	100X75

Example 2:

!BATTLE_**13**_HEADER![Tour III: The Gathering Storm]

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103

* 1b**13**m1xwc.tie

!MISSION_**103**_DESC!Guard Weapons Transfer

Classification	Group ID	Sub ID	Type	Size
Battle Picture	15210	20**13**	23	510X260
Mission Picture (L)	15210	**104**	23	260X260
Mission Picture (S)	15210	1**103**	23	100X75

Default maximum battle number is 8, mission number is 53. It requires
BinHexEdit please download required file from Darksaber's Xwing station
http://www.darksaber.pnma.co.uk/tutbhehelp1.html follow instruction for
the first section then select mission picture:
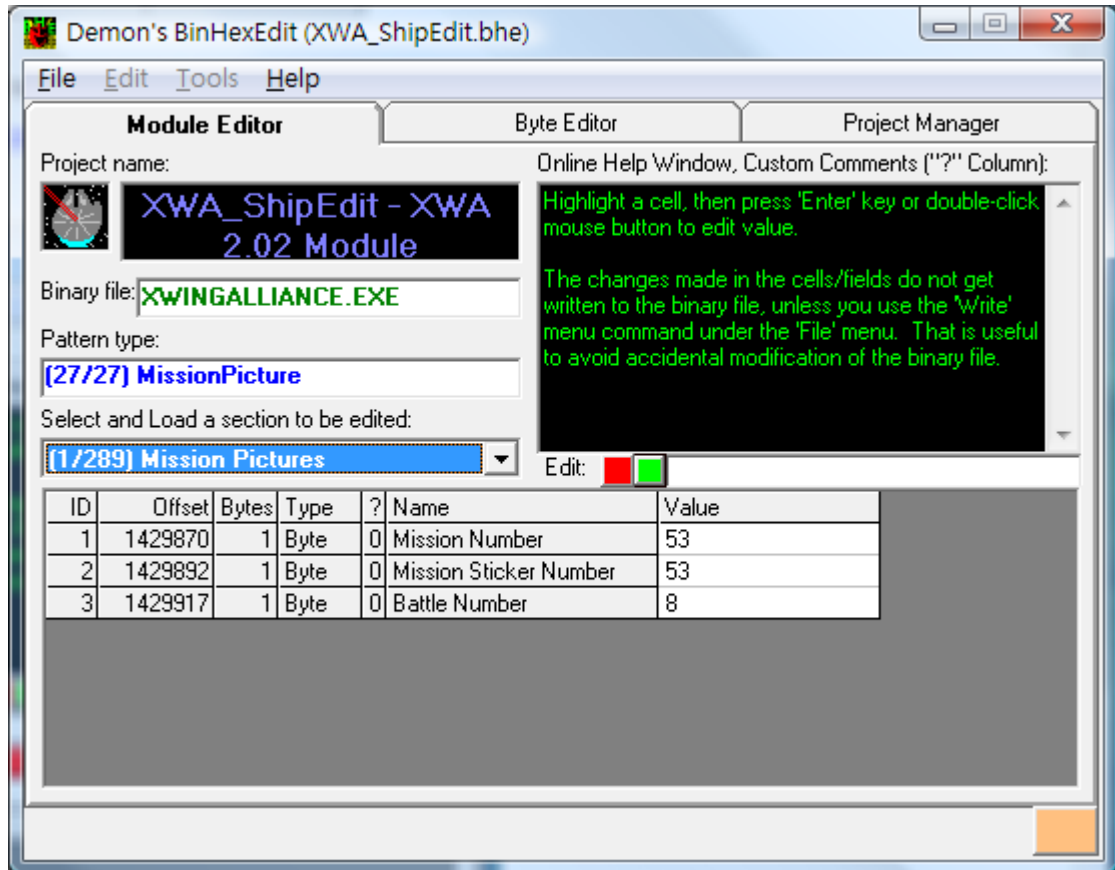
Double click the value you want to change, enter new value on edit entry, press green button to save change.

Then File → Wrtie to Binary → Save Section Modification Now → okay.