

# Manipulate – discrete values with names + images.

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I have two different requirements for Manipulate which I dont see covered in the Mathematica 6 documentation.

1) First problem.

I'm basically looking for

- \* A variable to be called 'density'
- \* The Manipulate control to be labelled with the Greek letter rho.
- \* Tabs to be labeled "mercury" and "water"
- \* Values of density to be 1 or 13.6 depending whether user selects water (1) or mercury (13.6)

Can this be done?

2) Second problem.

I'd like a variable 'vehicle' to have user selectable values of car and bike. But when 'car' is selected, a picture (car.jpg) is shown, and if bike is selected, a picture bike.jpg is shown. Is this possible? Can the contents of the jpeg be stored in the source, so a binary image does not need to be loaded from disk?