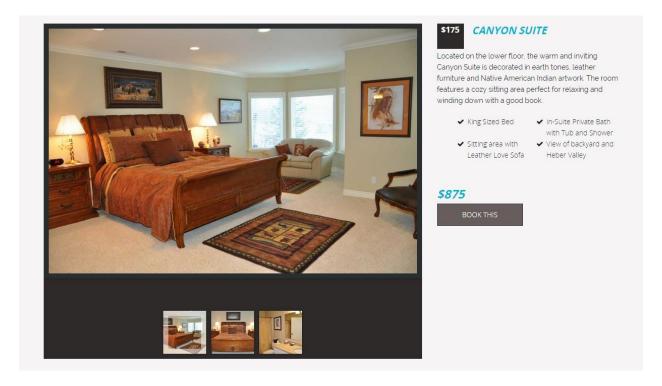
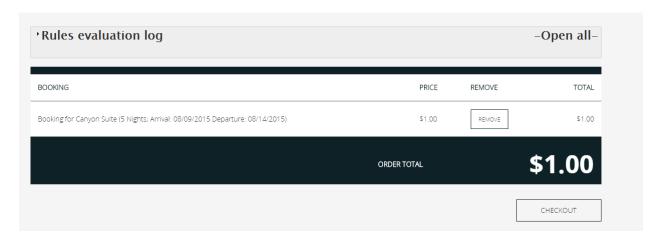
#### Rules.info

```
name = Rules
description = React on events and conditionally evaluate actions.
package = Rules
core = 7.x
files[] = rules.features.inc
files[] = tests/rules.test
files[] = includes/faces.inc
files[] = includes/rules.core.inc
files[] = includes/rules.event.inc
files[] = includes/rules.processor.inc
files[] = includes/rules.plugins.inc
files[] = includes/rules.state.inc
files[] = includes/rules.dispatcher.inc
files[] = modules/node.eval.inc
files[] = modules/php.eval.inc
files[] = modules/rules_core.eval.inc
files[] = modules/system.eval.inc
files[] = ui/ui.controller.inc
files[] = ui/ui.core.inc
files[] = ui/ui.data.inc
files[] = ui/ui.plugins.inc
dependencies[] = entity_token
dependencies[] = entity
; Information added by Drupal.org packaging script on 2015-01-08
version = "7.x-2.8"
core = "7.x"
project = "rules"
datestamp = "1420734780"
Rooms.info
name = Rooms
description = Provides basic underlying functionality and configuration options used by all Rooms modules.
core = 7.x
php = 5.3.9
files[] = includes/rooms.calendar.inc
files[] = includes/rooms.calendar_interface.inc
files[] = includes/rooms.event.inc
files[] = includes/rooms.event_interface.inc
package = Rooms
dependencies[] = libraries (>=2.x)
dependencies[] = jquery_update
dependencies[] = variable
; Information added by Drupal.org packaging script on 2015-01-30
version = "7.x-1.4"
core = "7.x"
project = "rooms"
datestamp = "1422616810"
```

# Search Availability Result



# Booking Confirmation/Checkout page



# **Rooms Product Configuration**



#### Line Item Type configuration

Line items represent anything on an order that affects the order total. Each line item must be of one of the line item types listed below, which define how these items interact with Add to Cart forms, the shopping cart, the order edit page, and more. Line item types are defined by modules, with some modules also allowing you to clone line item types through this interface.



#### **Rooms Product Types**



Modify the display(s) of your view below or add new displays.

