

## Network Objects

<https://campus.barracuda.com/doc/41091169/>

Use network objects to reference networks, IP addresses, or interfaces when you create access rules. A network object can also include other existing network objects.

By using network objects instead of explicit IP addresses, access rule management is simplified. For example, if an IP address changes, you do not have to edit it in every rule that references it; you must only change the IP address in the network object. The IP address is then automatically updated for every rule that references the network object.

### Create a Custom Network Object

Before you begin, list the network addresses and ports that you want to add to the network object.

To create the network object:

1. Go to the **FIREWALL > Network Objects** page.
2. In the **Custom Network Objects** section, click **Add Network Object**. The **Add Network Object** window opens.
3. Enter a **Name** for the network object.
4. In the **Include Entries** section, either select existing network objects to add or explicitly define the network that you want to add and then click the plus sign (+). You can add multiple entries. To explicitly specify an IP address, enter it in the **Network Address** field and then click the plus sign (+). If applicable, you can also specify the **MAC Address** and **Interface**.

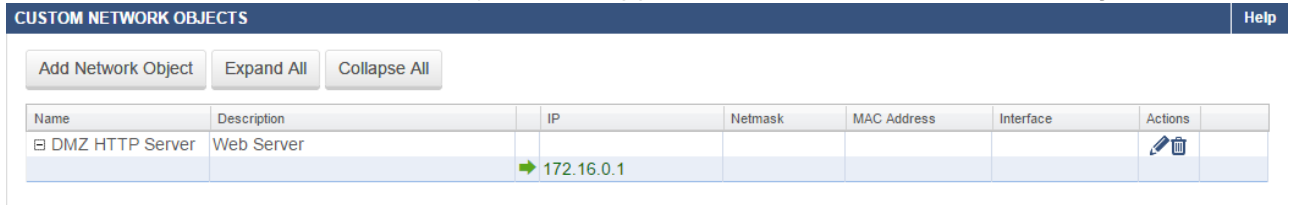
#### Add Network Object ?



Name:	<input type="text" value="DMZ HTTP Server"/>			
Description:	<input type="text" value="Web Server"/>			
<b>Include Entries</b> <span>?</span>				
Existing Network Object:	<input type="text" value="Any"/> <input type="button" value="+"/> <small>Include a set of networks, devices, interfaces or already existing network objects.</small>			
<b>Description</b>	<b>Network Address</b>	<b>MAC Address</b>	<b>Interface</b>	
<input type="text"/>	<input type="text" value="172.16.0.1"/> <input type="text" value="172.16.0.1"/>	<input type="text"/>	<input type="text" value="None"/>	<input type="button" value="+"/> <input type="button" value="-"/>

5. For any IP addresses and interfaces that must be excluded from the network object, add them

to the **Exclude Entries** section.

6. Click **Save**. The custom network object then appears in the **Custom Network Objects** section.



Name	Description	IP	Netmask	MAC Address	Interface	Actions
DMZ HTTP Server	Web Server	172.16.0.1				 

## Edit a Custom Network Object

To edit a custom network object:

1. Go to the **FIREWALL > Network Objects** page.
2. In the **Custom Network Objects** section, click the edit symbol for the custom network object that you want to edit.
3. In the **Edit Network Object** window, edit the settings for the object.
4. Click **Save**.

## Delete a Custom Network Object

To delete a custom network object:

1. Go to the **FIREWALL > Network Objects** page.
2. In the **Custom Network Objects** section, click the trash can icon for the custom network object that you want to delete.
3. Click **OK** to confirm.

## Figures

1. network\_object\_67\_01.png
2. network\_object\_67\_02.png

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