
Firewall Objects

<https://campus.barracuda.com/doc/41115766/>

Firewall objects are named collections that represent specific networks, services, applications, user groups or connections. You can use the firewall objects that are preconfigured on the Barracuda NG Firewall, but you can also create custom firewall objects depending on your requirements. Firewall objects are re-usable which means that you can use one firewall object in as many rules as required. The following section explains the firewall objects that are available for use and configuration on the Barracuda NG Firewall and contains articles on how to create the different firewall objects for your firewall rules.

Advantages of Firewall Objects

Using firewall objects gives you the following advantages:

- Each firewall object has a unique name that is more easily referenced than, for example, an IP address or a network range.
- Maintenance of the firewall rule set is simplified. When you update a firewall object, the changes are automatically updated in every rule that refers to this object.

Firewall Object Types

The following types of firewall objects are available for use and configuration:

- **Connection Objects** — The egress interface and source (NAT) IP address for traffic matching a firewall access rule.
For more information, see [Connection Objects](#).
- **Proxy ARPs** - Resolve MAC addresses not physically on the Barracuda NG Firewall to the corresponding IP addresses.
For more information, see [Proxy ARPs](#).
- **Network Objects** — Networks, IP addresses, geolocation, host names, or interfaces when configuring firewall rules.
For more information, see [Network Objects](#).
- **Service Objects** — TCP/UDP ports for a service.
For more information, see [Service Objects](#).
- **User Objects** — Lists of users and/or user groups for use within firewall rules.
For more information, see [User Objects](#).
- **Time Objects** — Time restriction or scheduling tables that can be applied to firewall rules on an hourly, weekly, or calendar date basis.
For more information, see [Time Objects](#).

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- **Interface Groups** – A specific interface or interface group containing one or more interfaces. For more information, see [How to Create Interface Groups](#).
 - **Applications** – Lists of applications and/or sub-applications when creating application aware firewall rules. For more information, see [Application Objects](#) and [Application Control 2.0](#).
 - **URL Filter** – Access restrictions for web sites. The Barracuda NG Firewall provides a predefined list of URL categories that are available for blacklisting and whitelisting. For more information, see [How to Create an URL Filter Policy Object](#).

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