

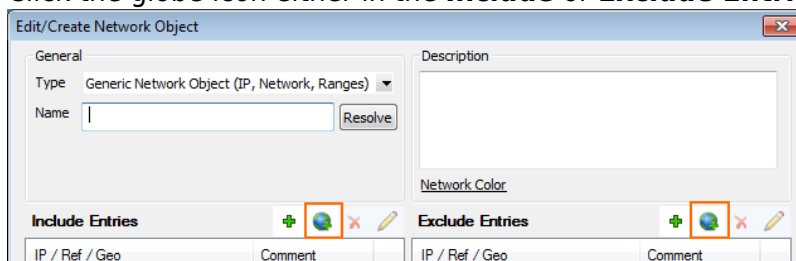
How to Create a Geolocation based Network Object

<https://campus.barracuda.com/doc/41115767/>The geolocation database included with the Barracuda NG Firewall can match the IP address and network to the country it was issued to. This enables you to create firewall rules based on the physical location of the source or destination. Lists of countries or regions are combined in a reusable network object. The geolocation database is updated with every firmware release.

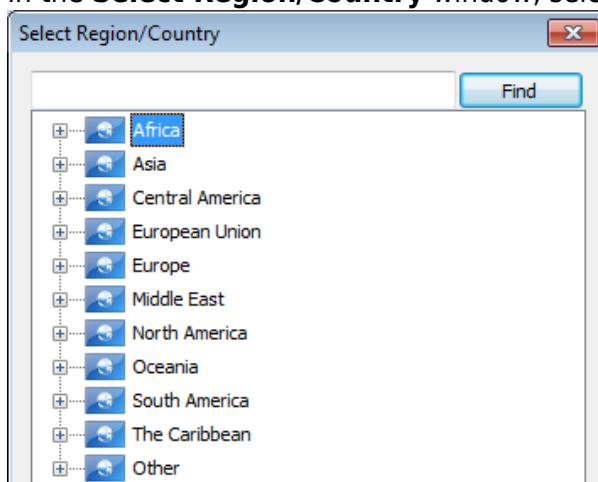
Create a Network Object

Create a network object and include all countries you want to use for your firewall rule.

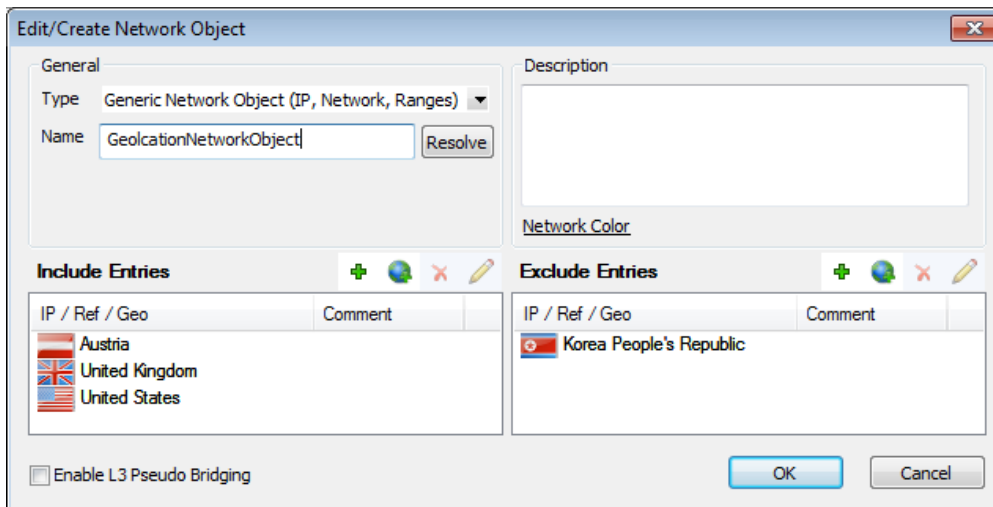
1. Open the **Forward Rules** page (**Config > Full Config > Virtual Servers > your virtual server > Assigned Services > Firewall**).
2. In the left pane, click on **Networks**.
3. Right click in the main area and select **New**. The **Edit/Create Network Object** window will open.
4. Enter a **Name**.
5. To include or exclude a region or country:
 1. Click the globe icon either in the **Include** or **Exclude Entries** section.



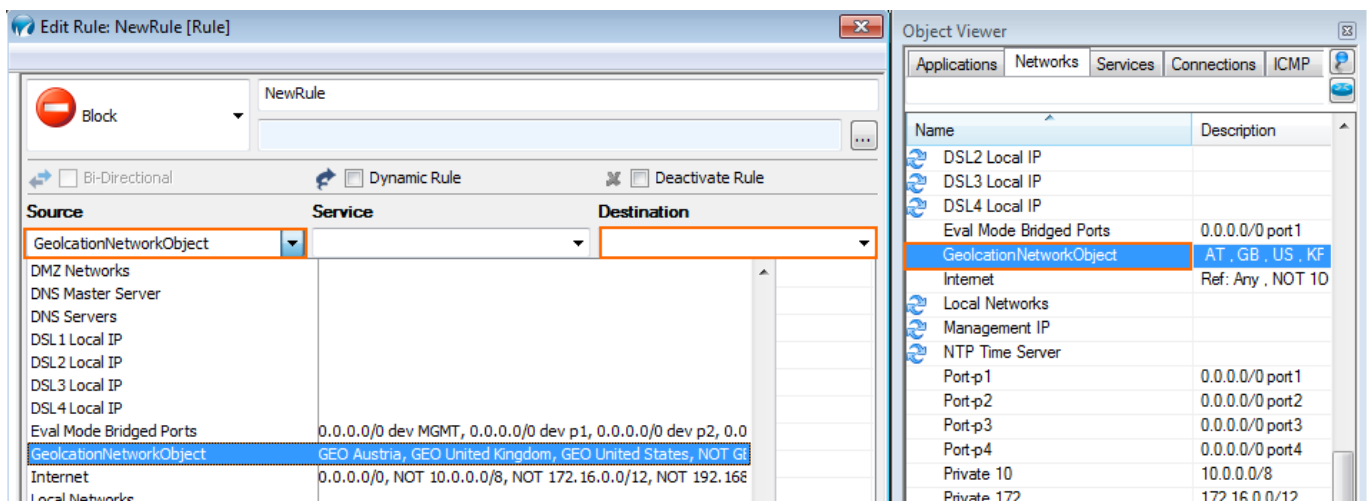
2. In the **Select Region/Country** window, select the region or country.



3. Click **OK**.
6. Click **Send Changes** and **Activate**.



You can now select the geolocation network object you just created from the **Source** and **Destination** dropdown lists when creating firewall rules. Alternatively you can find the network object in the Object Viewer in the **Networks > Network Objects** section.



Figures

1. FW_NO_gelocation01.png
2. FW_NO_gelocation02.png
3. FW_NO_gelocation03.png
4. FW_NO_gelocation04.png

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