

How to Create Network Objects

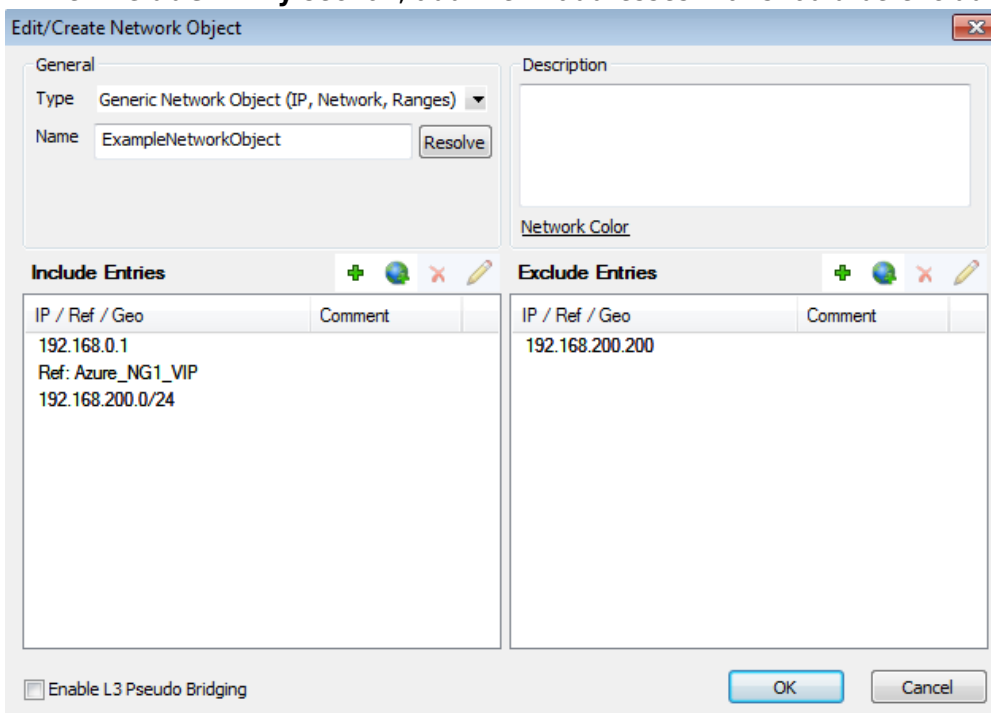
<https://campus.barracuda.com/doc/41115771/>

Create a network object containing an IP address, a reference to another network object and a network.

Do not change the dynamic network objects that are automatically generated by the Barracuda NG Firewall.

Create a Network Object

1. Open the **Forwarding Rules (Config > Full Config > Virtual Servers > your virtual server > Assigned Services > Firewall)**.
2. In the left navigation click on **Networks**.
3. Click **Lock**.
4. Right-click the table and select **New**. The **Edit/Create Network Object** window opens.
5. Enter a **Name** for the network object. E.g., ExampleNetworkObject
6. In the **Include Entries** section, click **+**, enter the IP address/es that should be included in the **IP** field and then click **Insert and Close**.
7. In the **Exclude Entry** section, add the IP addresses that should be excluded from the rule.



IP / Ref / Geo	Comment
192.168.0.1	
Ref: Azure_NG1_VIP	
192.168.200.0/24	

IP / Ref / Geo	Comment
192.168.200.200	

8. Click **OK**.
9. Click **Send Changes** and **Activate**.

You can now use the network object in your firewall rules. When creating or editing a firewall rule click on the **Object Viewer** in the left navigation to see a list of all available network objects.

Figures

1. FW_NetworkObject.png

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