
Connection Objects

<https://campus.barracuda.com/doc/43846951/>

A connection object defines the egress interface and source (NAT) IP address for traffic matching the firewall access rule. If a source IP address is specified, the appropriate link will be used based on the routing table. If an interface is specified, the appropriate source IP address will be used based on the routing table. You can use the predefined connection objects or you can create new connection objects.

Connection Objects

- **Dynamic SNAT** - The firewall uses the routing table to find a suitable interface for routing the packet and uses the IP address of the relevant interface as the new source IP address.
- **No SNAT** - The original source IP address of the packet is not changed.
- **SNAT with 3G IP** - Source NAT is using the first IP address on the ppp5 device.
- **SNAT with DHCP IP** - Source NAT is using the first IP address on the dhcp device.
- **SNAT with DSL IP** - Source NAT is using the first IP address on the ppp1 device.
- **Custom Connection Objects (explicit-conn)** - Create your own custom connection objects, to define the explicit source address for this connection.
 - **NAT Tables** - NAT Table are a expanded type of source NAT for a network or IP address range.

For more information, see [How to Create a Custom Connection Object](#) and [How to Create NAT Tables \(Translation Maps\)](#).

Failover and Link Load Balancing

For every custom connection objects you create a failover and link/load balancing can be defined.

For more information, see [How to Configure Link Balancing and Failover for Multiple WAN Connections](#).

Multipath Routing

Multipath routing is used when multiple paths are used to route traffic through a single target network. Multipath routing offers benefits such as increased bandwidth. When a session is established, the Barracuda NG Firewall assigns a network path to the session based on the source

address.

For more information, see [How to Configure Multipath Routing](#).

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