

Service Objects

<https://campus.barracuda.com/doc/46208969/>

Service objects, when applied to an access rule, define which destination and client TCP/UDP ports and/or IP protocols that the service applied to the rule can use. By default, the Barracuda NextGen Firewall F-Series contains a set of pre-configured service objects. You can edit these service objects for a custom setup or use of a non-standard port, or you can create new services objects to reference IP protocols and, if TCP/UDP is used, the destination port numbers.

A service object can consist of the following:

- **IP Protocol** - The required protocol (e.g. TCP) for the service used by an access rule.
- **Ports and Port Ranges** - The ports or port ranges that the service can use for the protocol.
- **Dynamic Services** - Dynamic services.
- **Plugin Modules** - Plugins for shared service objects (see [Shared Service Objects](#)).
- **Port Protocol Protection** - Policies for handling prohibited services.

Shared Service Objects

Shared service objects refer to services using dynamic port allocation. The Firewall service uses firewall plugin modules to dynamically open and close required ports.

For more information, see [Firewall Plugin Modules](#).

Create a New Service Object

For instructions on how to create a new service object, see [How to Create Service Objects](#).

© Barracuda Networks Inc., 2020 The information contained within this document is confidential and proprietary to Barracuda Networks Inc. No portion of this document may be copied, distributed, publicized or used for other than internal documentary purposes without the written consent of an official representative of Barracuda Networks Inc. All specifications are subject to change without notice. Barracuda Networks Inc. assumes no responsibility for any inaccuracies in this document. Barracuda Networks Inc. reserves the right to change, modify, transfer, or otherwise revise this publication without notice.