

How to Create Network Objects

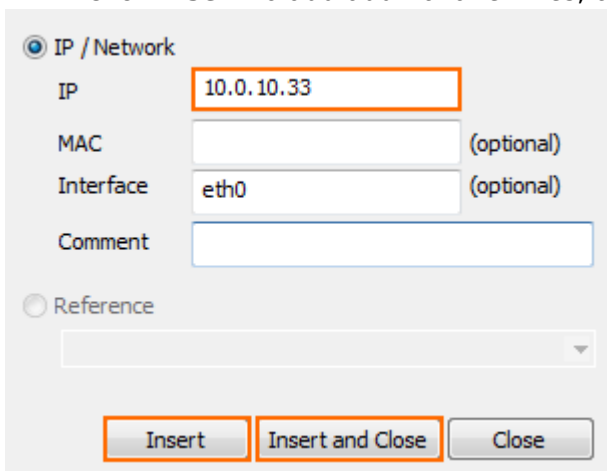
<https://campus.barracuda.com/doc/48202747/>

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

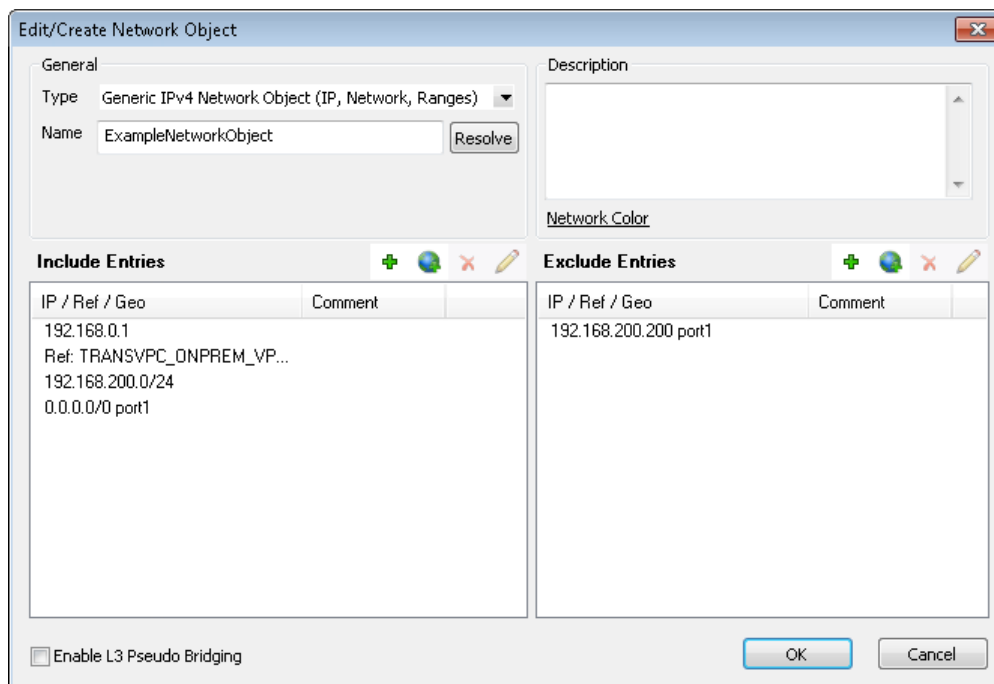
Do not change the dynamic network objects that are automatically generated by the F-Series Firewall or Control Center.

Create a Network Object

1. Go to **CONFIGURATION > Configuration Tree > Box > Virtual Servers > your virtual server > Assigned Services > Firewall > Forwarding Rules**.
2. In the left menu, 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 **+**. The **Edit/Create Include Entry** window opens.
7. For each **Include Entry**:
 1. Enter the IP address that should be included in the **IP** field.
 2. (optional) Enter the **MAC** address. This is evaluated only when the network object is used as the **Source** in an access rule.
 3. (optional) Enter the **Interface**. This is evaluated only when the network object is used as the **Source** in an access rule.
 4. Click **Insert** to add additional entries, or **Insert and Close** to insert when you are done.



8. In the **Exclude Entry** section, add the IP addresses that should be excluded from the rule.



Edit/Create Network Object

General

Type: Generic IPv4 Network Object (IP, Network, Ranges)

Name: ExampleNetworkObject

Description:

Network Color:

Include Entries

IP / Ref / Geo	Comment
192.168.0.1	
Ref: TRANSVPC_ONPREM_VP...	
192.168.200.0/24	
0.0.0.0/0 port1	

Exclude Entries

IP / Ref / Geo	Comment
192.168.200.200 port1	

☐ Enable L3 Pseudo Bridging

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

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

Figures

1. FW_NetworkObject00.png
2. FW_NetworkObject.png

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