How to Import Network Objects from a CSV File

https://campus.barracuda.com/doc/53248933/

You can import and update existing static network objects from a CSV file containing the network object data in plain text. Each line in the CSV file contains one entry for the imported network object containing a single IP address, network in CIDR format or a reference to other networks objects. Mixing IP addresses, networks, and references is not allowed. For network objects containing multiple IP addresses or networks, create a line for each IP address, network, or reference. Network objects containing references are always created with the **Generic IPv4 Network Object** type. You can import firewall objects in the Forwarding, Host, or Distributed Firewall and the Global, Range, or Cluster Firewall objects on the NextGen Control Center. If the network object already exists, the user has the option to replace it with the data stored in the CSV file. Supported network object types:

- List of IP addresses
- List of network addresses

CSV File Formatting Guidelines

Use the following guidelines to create the CSV file:

- Each value must be placed in quotes. E.g., `"name_of_network_object"`
- Use a semicolon (**;**) to separate the values. E.g., `"value1";"value2";"value3"`

Each line is made up of the following information:

1. **Network Object Name** – Enter the name of the network object in quotes. Can be used multiple times to add more than one value to a network object. Names of the network objects may only contain ASCII characters.
2. **IP address, Network, or Existing Network Object** – Enter the IP address or network in CIDR format in quotes, or the name of the referenced network object.
3. **Network Object Type** – Enter one of the supported network object types in quotes:
   - **"iplist"** – **List of IP Addresses** Network Object.
   - **"netlist"** – **List of Network Addresses** Network Object.
   - **"ref"** – Reference to existing network object

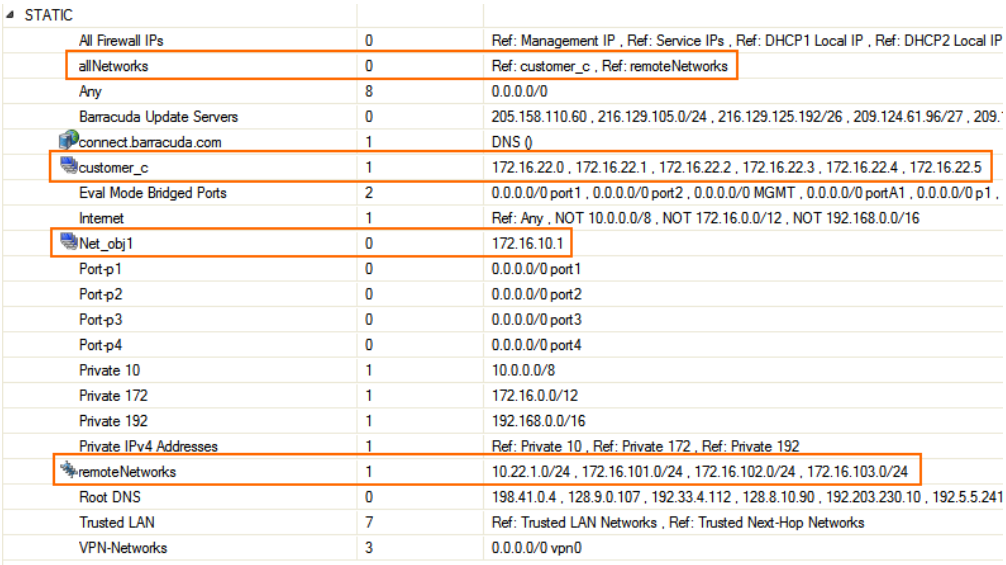
Example line:
`"NAME_OF_NETWORK_OBJECT";"IP_ADDRESS_OR_NETWORK";"NETWORK_OBJECT_TYPE"`

ImportNetworkObjects.csv file:

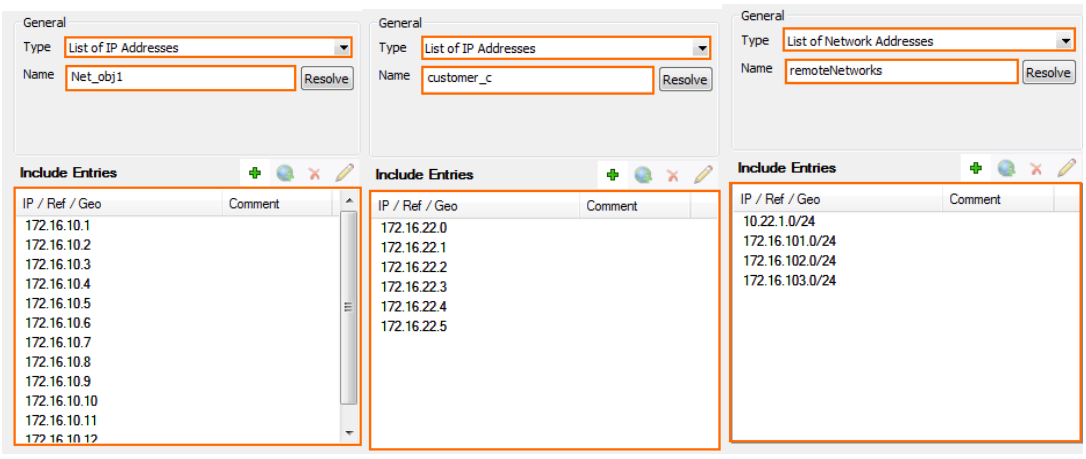
```
"Net_obj1";"172.16.10.1";"iplist" "customer_c";"172.16.22.0";"iplist"
```

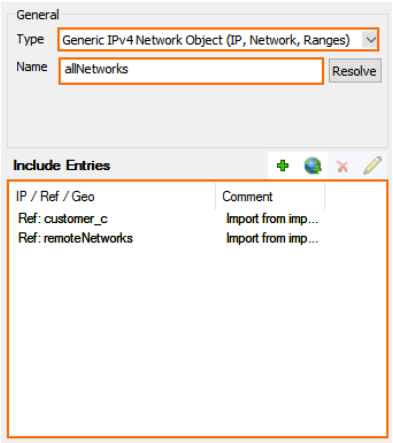
```
"customer_c";"172.16.22.1";"iplist" "customer_c";"172.16.22.2";"iplist"
"customer_c";"172.16.22.3";"iplist" "customer_c";"172.16.22.4";"iplist"
"customer_c";"172.16.22.5";"iplist" "remoteNetworks";"10.22.1.0/24";"netlist"
"remoteNetworks";"172.16.101.0/24";"netlist"
"remoteNetworks";"172.16.102.0/24";"netlist"
"remoteNetworks";"172.16.103.0/24";"netlist" "allNetworks";"customer_c";"ref"
"allNetworks";"remoteNetworks";"ref"
```

Resulting network objects after importing the CSV file:



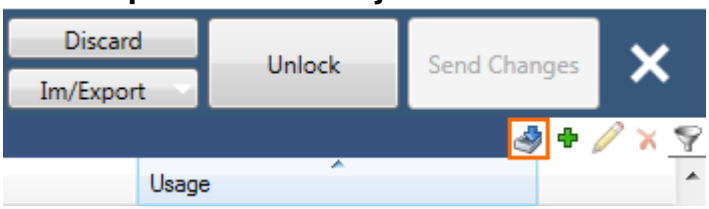
STATIC		
All Firewall IPs	0	Ref: Management IP , Ref: Service IPs , Ref: DHCP1 Local IP , Ref: DHCP2 Local IP
allNetworks	0	Ref: customer_c , Ref: remoteNetworks
Any	8	0.0.0.0/0
Barracuda Update Servers	0	205.158.110.60 , 216.129.105.0/24 , 216.129.125.192/26 , 209.124.61.96/27 , 209.
connect.barracuda.com	1	DNS ()
customer_c	1	172.16.22.0 , 172.16.22.1 , 172.16.22.2 , 172.16.22.3 , 172.16.22.4 , 172.16.22.5
Eval Mode Bridged Ports	2	0.0.0.0/0 port1 , 0.0.0.0/0 port2 , 0.0.0.0/0 MGMT , 0.0.0.0/0 portA1 , 0.0.0.0/0 p1 ,
Internet	1	Ref: Any , NOT 10.0.0.0/8 , NOT 172.16.0.0/12 , NOT 192.168.0.0/16
Net_obj1	0	172.16.10.1
Port-p1	0	0.0.0.0/0 port1
Port-p2	0	0.0.0.0/0 port2
Port-p3	0	0.0.0.0/0 port3
Port-p4	0	0.0.0.0/0 port4
Private 10	1	10.0.0.0/8
Private 172	1	172.16.0.0/12
Private 192	1	192.168.0.0/16
Private IPv4 Addresses	1	Ref: Private 10 , Ref: Private 172 , Ref: Private 192
remoteNetworks	1	10.22.1.0/24 , 172.16.101.0/24 , 172.16.102.0/24 , 172.16.103.0/24
Root DNS	0	198.41.0.4 , 128.9.0.107 , 192.33.4.112 , 128.8.10.90 , 192.203.230.10 , 192.5.5.241
Trusted LAN	7	Ref: Trusted LAN Networks , Ref: Trusted Next-Hop Networks
VPN-Networks	3	0.0.0.0/0 vpn0



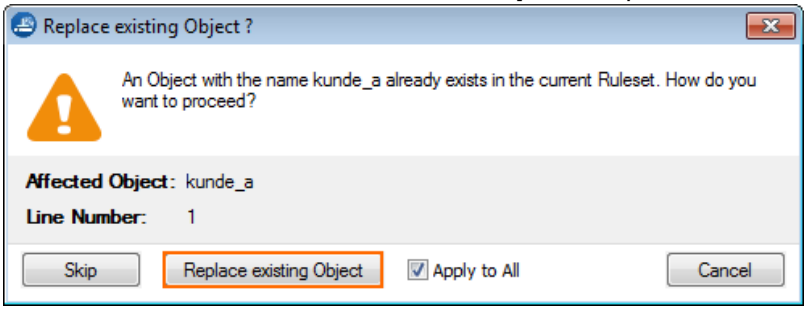


Import Network Objects from a CSV File

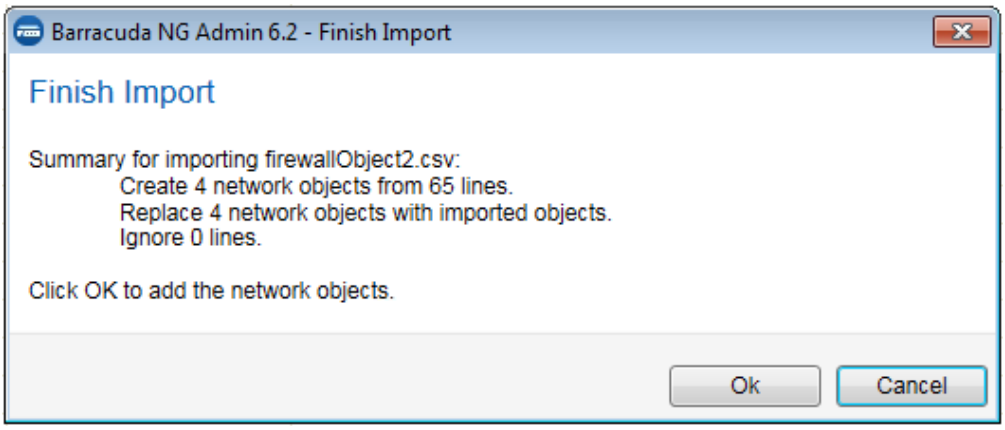
1. Go to **CONFIGURATION > Configuration Tree > Box > Virtual Servers > your virtual server > Assigned Services > Firewall > Forwarding Rules**.
2. Click **Lock**.
3. In the menu, click **Networks**.
4. On the top right, click the **import Network Object** icon, or right-click in the main area and select **Import Network Objects**.



5. Select the CSV file containing the network object definitions in the required format, and click **Open**.
6. If a network object of the same name already exists, click **Replace Existing Object** to use the data stored in the CSV file, or click **Skip** to keep the current network object.



7. Verify that the number of network objects to be created matches the content of your CSV file.
8. Click **OK**.



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

Figures

1. import_network_example_01.png
2. import_network_objects_example_02.png
3. import_network_objects_example_03.png
4. import_network_objects_example_04.png
5. import_network_example_04a.png
6. import_network_objects_01.png
7. import_network_objects_03.png
8. import_network_objects_04.png

© Barracuda Networks Inc., 2024 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.