
How to Create Network Objects

<https://campus.barracuda.com/doc/72516162/>

Use network objects to reference networks, IP addresses, or interfaces when you create access rules. A network object can also include other existing network objects.

By using network objects instead of explicit IP addresses, access rule management is simplified. For example, if an IP address changes, you do not have to edit it in every rule that references it; you must only change the IP address in the network object. The IP address is then automatically updated for every rule that references the network object.

Create a Custom Network Object

Before you begin, list the network addresses and ports that you want to add to the network object.

1. Go to **FIREWALL > Network Objects**.
2. In the **Custom Network Objects** section, click **Add Network Object**. The **Add Network Object** window opens.
3. Enter a **Name** for the network object.
4. In the **Include Entries** section, either select existing network objects to add, or explicitly define the network that you want to add and then click the plus sign (+). You can add multiple entries. To explicitly specify an IP address, enter it in the **Network Address** field and then click the plus sign (+) . If applicable, you can also specify the **MAC Address** and **Interface** .

Add Network Object ?

Name:

Description:

Include Entries ?

Predefined Network Object: +
Include a set of networks, devices, interfaces or already existing network objects.

| Description | Network Address | MAC Address | Interface Name | |
|----------------------|---|----------------------|-----------------------------------|----------------|
| <input type="text"/> | <input type="text" value="172.16.0.1"/> | <input type="text"/> | <input type="text" value="None"/> | + |
| | 172.16.0.1 | | | - |

Exclude Entries ?

| Description | Network Address | MAC Address | Interface Name | |
|----------------------|----------------------|----------------------|-----------------------------------|----------------|
| <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text" value="None"/> | + |

Cancel

Save

- For any IP addresses and interfaces that must be excluded from the network object, add them to the **Exclude Entries** section.
- Click **Save**. The custom network object then appears in the **Custom Network Objects** section.

| NETWORK OBJECTS | | | | | | | Help |
|--|--|---------------------------|---------|-------------|----------------|---------|------|
| Name | Description | IP | Netmask | MAC Address | Interface Name | Actions | |
| <input type="checkbox"/> Private 10 | Private class A network | | | | | | |
| <input type="checkbox"/> CustomExternalObject2 | An externally provided set of addresses... | | | | | | |
| <input type="checkbox"/> DNS Servers | IP addresses of servers used by the ... | | | | | | |
| <input type="checkbox"/> WIFI2 Network | The network associated with Wi-Fi2 ... | | | | | | |
| <input type="checkbox"/> Local Networks | All locally attached static networks | | | | | | |
| <input type="checkbox"/> Trusted LAN | All network addresses that have a tr... | | | | | | |
| <input type="checkbox"/> CustomExternalObject1 | An externally provided set of addresses... | | | | | | |
| <input type="checkbox"/> Control Center | CC server and additional IP addresses | | | | | | |
| <input type="checkbox"/> DHCP3 Local IP | Assigned local IP for established DH... | | | | | | |
| <input type="checkbox"/> Trusted LAN Networks | All trusted local area networks | | | | | | |
| <input type="checkbox"/> Private 172 | 16 private class B networks | | | | | | |
| <input type="checkbox"/> DMZ HTTP Server | Web Server | → 172.16.0.1 | | | | | |

Edit a Custom Network Object

1. Go to **FIREWALL > Network Objects**.
2. In the **Custom Network Objects** section, click the edit symbol for the custom network object that you want to edit.
3. In the **Edit Network Object** window, edit the settings for the object.
4. Click **Save**.

Delete a Custom Network Object

1. Go to **FIREWALL > Network Objects**.
2. In the **Custom Network Objects** section, click the trash can icon for the custom network object that you want to delete.
3. Click **OK** to confirm.

Figures

1. create_network_object.png
2. network_object_created.png

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