

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

© 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.