

Service Objects

<https://campus.barracuda.com/doc/75696472/>

The **Services** view allows you to view and configure service objects. Create service objects to reference IP protocols and, if TCP/UDP is used, the destination port numbers, when configuring access rules. When creating a new service object, you can also include (reference to) other service objects that are already configured. To access the **Services** window, click **Services** under the **Configuration** menu on the left.

Service Objects [Local Machine]				
	Name ▾	Ref	Entries	Description
Firewall	Any	3	Ref: DHCPv6 , Ref: LLNMR , Ref: BOOTPS , Ref: DNS , Ref: ICMPv6 Neighbor Discovery , Ref: ICMPv6 Echo , Ref:	
Summary	BARRACUDA VPN	1	TCP 691 , UDP 691 , TCP 443 , TCP 3128 , TCP 8080 , UDP 500 , UDP 53	Barracuda VPN Tunnel
History	BOOTPS	5	UDP 68 , UDP 67	Bootstrap Protocol Server
Live Activity	CIFS	2	UDP 445 , TCP 445	Microsoft Windows 2000 SMB
Events	DHCPv6	3	UDP 547 , UDP 546	DHCPv6 Client
Configuration	DNS	4	UDP 53	Domain Name
Settings	ICMP Echo	1	Ref: ICMPv4 Echo , Ref: ICMPv6 Echo	ipv6 and ipv4 Echo reply and request
Rules	ICMP-ALL	2	ICMP: 18 , ICMP: 17 , ICMP: 16 , ICMP: 15 , ICMP: 14 , ICMP: 13 , ICMP: 8 , ICMP: 5 , ICMP: 0	
Adapters	ICMPv4 Echo	1	ICMP: 0 , ICMP: 8	ICMP Echo Request and Reply
Networks	ICMPv6 Advanced	0	ICMPv6: 138 , ICMPv6: 139 , ICMPv6: 140 , ICMPv6: 141 , ICMPv6: 142 , ICMPv6: 144 , ICMPv6: 145 , ICMPv6: 146 , ICMPv6: 129 , ICMPv6: 128	rarely needed ICMPv6 options
Services	ICMPv6 Echo	2	ICMPv6: 129 , ICMPv6: 128	ICMPv6 Echo reply and request
Applications	ICMPv6 Multicast Listener D...	2	ICMPv6: 130 , ICMPv6: 131 , ICMPv6: 132 , ICMPv6: 143	Multicast Listener Discovery Protocol (RFC 2710)
Users				
Rule Tester				
Test Report				

Default Service Objects

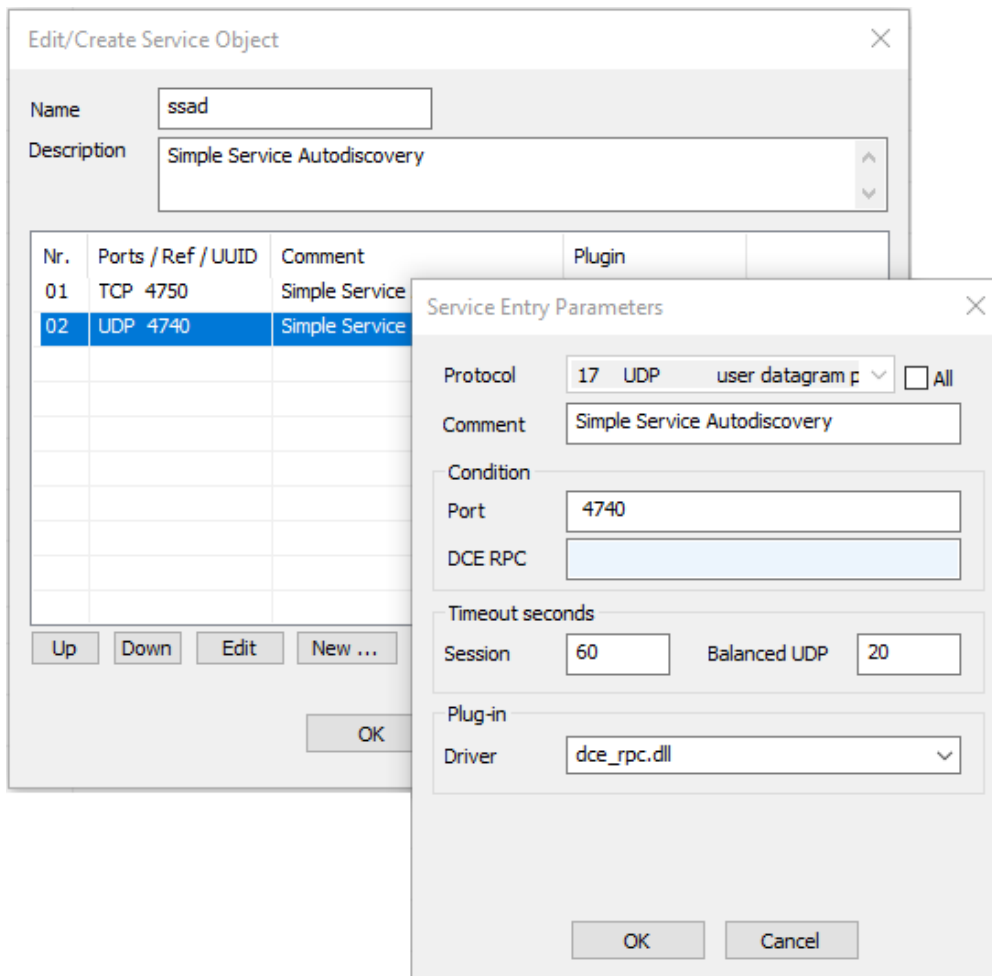
In the **Service Objects** list, a number of objects are available by default. For example:

Service Name	Port	Protocol	Connection	Description
-	-	ICMP	Out/In	Internet Control Message Protocol: ICMP messages, delivered in IP packets, are used for out-of-band messages related to network operation or misoperation.
DNS	53	TCP/UDP	Out	Domain Name Service: Method by which the Internet addresses in mnemonic form are converted into the equivalent numeric IP addresses.
BOOTPS	67	UDP	Out	Bootstrap protocol: Also used for DHCP (Dynamic Host Configuration).
Kerberos	88	TCP/UDP	Out	Authentication protocol: Used for authentication in Windows 2000 environments.

NTP	123	UDP	Out	Network Time Protocol: Used to synchronize the time of a computer client or server to another server or reference time source.
LOC-SRV/EPMAP	135	TCP	Out	NETBIOS: A very common protocol supported on both ethernet and TokenRing. In NetBIOS, TCP and UDP communication is supported. It supports broadcasts, multi-casting, and also three distinct services: Naming, Session, and Datagram.
NETBIOS-NS	137	UDP	Out/In	
NETBIOS-DGM	138	UDP	Out/In	
NETBIOS-SSN	139	TCP	Out/In	
SNMP	161	UDP	Out	Simple Network Protocol: Network management system containing two primary elements, the Manager (console to perform network management functions) and the Agents (entities that interface to the actual managed device). SNMP allows Managers and Agents to communicate.
LDAP	389	TCP/UDP	Out	Lightweight Directory Access Protocol: A set of protocols for accessing information directories.
CIFS	445	TCP	Out/In	The new SMB: Further development of the SMB protocol that also serves as an addition and improvement to the standard protocols FTP and HTTP.

Create a Service Object

1. Select **New** in the bottom bar or from the context menu in the **Service Objects** window.
2. Specify a **Name** for the service object.
3. Optionally, insert a **Description**.
4. Click **New Object**. The **Service Entry Parameters** window opens.



5. From the **Protocol** list, select the required protocol, or select **All** to use all protocols.
6. Fill in the required fields depending on the selected protocol.
7. Click **OK**.
8. Click **OK** to create the service object.

To save configuration changes made on the Barracuda CloudGen Firewall, click **Send Changes** and **Activate**. To save configuration changes made on the Barracuda Personal Firewall, use the option provided on the page, or click the **Alt** key, expand the **File** menu, and select **Save Configuration**.

Figures

1. service_objects_50.png
2. srv_obj.png

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