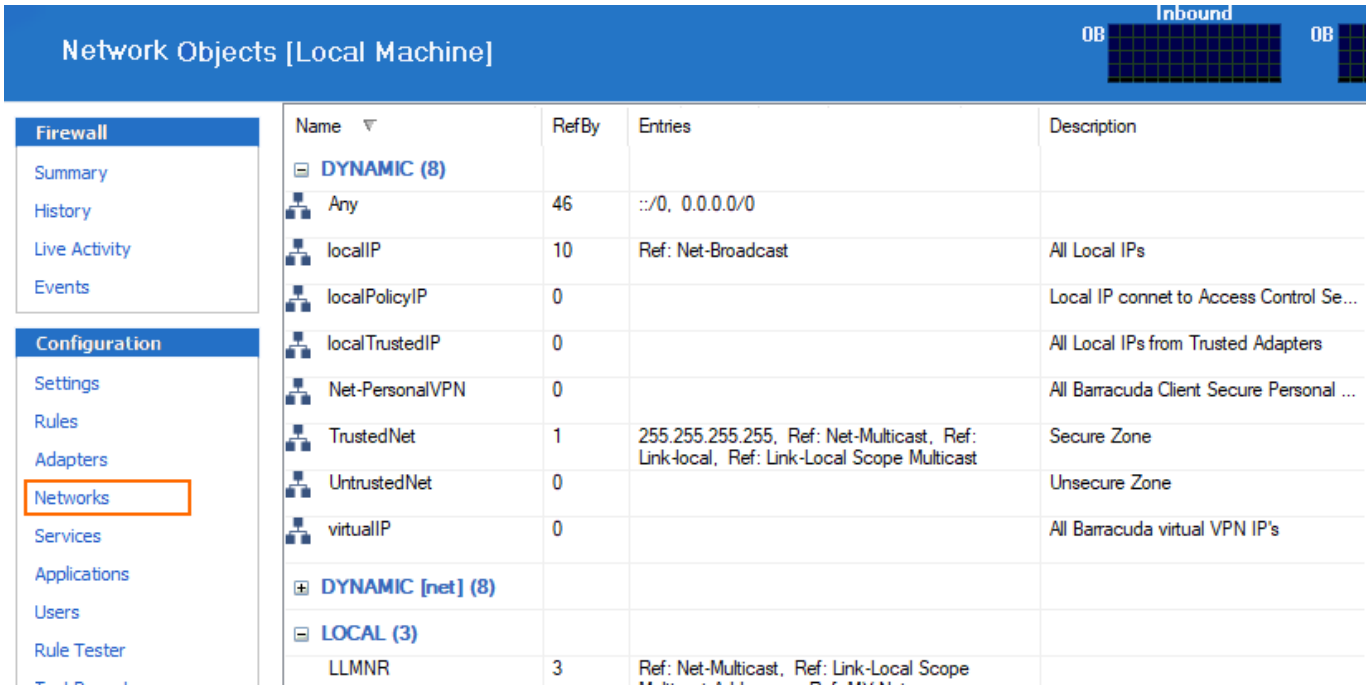
Network Objects

https://campus.barracuda.com/doc/75696474/

The Networks view allows you to view and configure network objects. Use network objects to reference networks, IP addresses, hostnames, or interfaces when you create access rules. A network object can also include other existing network objects. Access rule management is simplified with the use of network objects instead of explicit IP addresses. 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. To access the **Networks** window, click **Networks** under the **Configuration** menu on the left.



Default Network Objects

In the **Network Objects** list, a number of dynamic network objects, flagged with the respective icon, are preconfigured. For example:

Network Object	Description
localIP	This object contains all IP addresses that are configured on trusted adapters as well as a reference to the **Net-Broadcast** object.
virtualIP	This object contains the IP address assigned from the VPN server. The virtual IP address is only available while VPN connections are established.

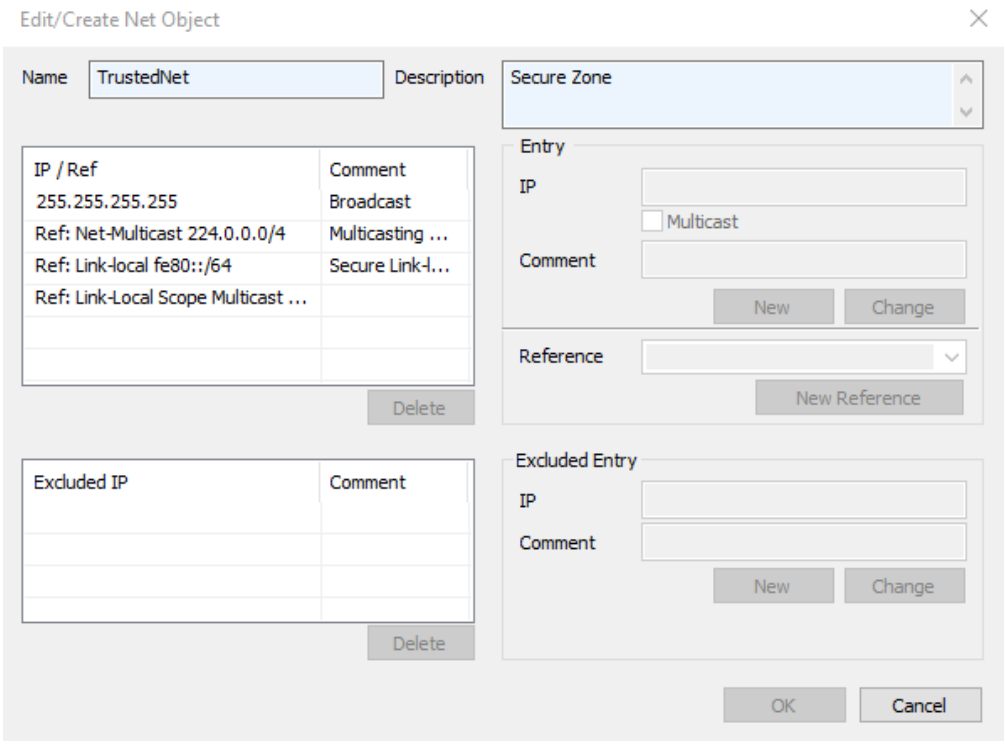
Net-[Network Connection name]	These objects contain the network addresses of each specific adapter available on the system. The **Network Connection** name is retrieved from the Microsoft Windows **Network Connections** view (available within **Start > Control > Network Connections**). The 'logical' Microsoft Windows name, depending on the operating system's language version (but not the device name), is applicable for object naming. Net-[Network Connection name] objects may be used to set up abstract rulesets.
InterNet	The **InterNet** object may be used for outbound connections to the Internet (the 0.0.0.0/0 network).
TrustedNet	Use the **TrustedNet** object to refer to trustworthy networks. The content of this object is dependent on assignment of an adapter as trusted or untrusted (see Adapter Objects). If an adapter is specified as **trusted**, the IP addresses living on it are added to the **TrustedNet** object. They are then deleted from it as soon as the trust assignment changes to **untrusted**. The **TrustedNet** object is also updated when the IP address configuration of a trusted adapter changes.
Net-PersonalVPN	The **Net-PersonalVPN** object contains the address of the network the **virtualIP** object is living in. (Secured routes are assigned to the **Net-PersonalVPN** object).
Net-Broadcast	This object contains the broadcast addresses of IP addresses configured on trusted adapters. The broadcast addresses are calculated directly from the IP addresses.
Net-Multicast	This object includes the multicast network 239.255.0.0/16.

Dynamic objects are updated at runtime as soon as network configuration changes appear. They cannot be edited manually.

DNS resolution is done during object creation. Hostnames, once resolved, never get changed or updated at runtime.

Create a Network Object

1. Select **New** in the bottom bar or from the context menu in the **Network Objects** window.
2. Enter a **Name** for the network object.
3. Optionally, enter a **Description**.
4. In the **Entry** section:
   - Enter **IP** and network address(es) of the new **Net Object**. Click **New** after each entry.
   - Specify a **Reference** to the **Net Object** if applicable. For example, select an existing **Net Object** to refer to a new one. C lick **New Reference** after each entry.
5. In the **Excluded Entry** section, you can exclude specific addresses from the network object. Click **New** after each entry.



6. Click **OK**.

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. net_local_50.png
2. net_obj.png