

How to Create Network Objects

<https://campus.barracuda.com/doc/96026247/>

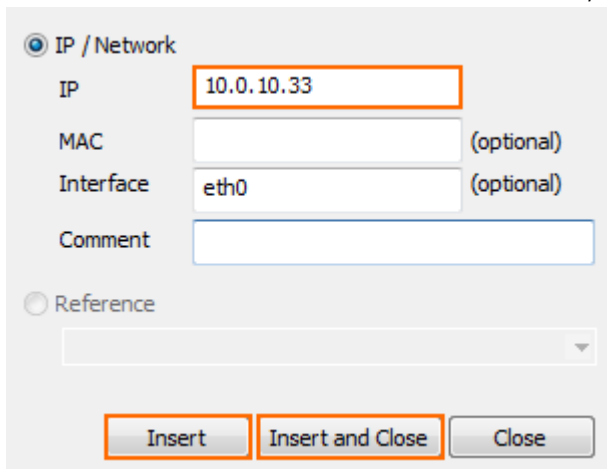
Create a network object containing an IP address, a reference to another network object, and a network.

Do not change the dynamic network objects that are automatically generated by the CloudGen Firewall or Control Center.

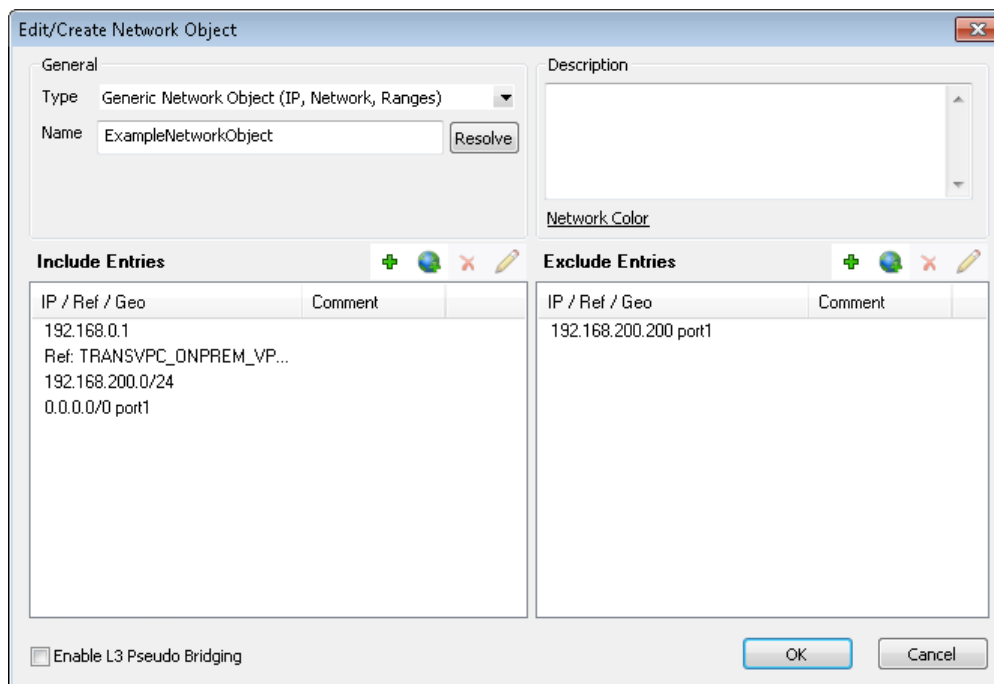
Create a Network Object

1. Go to **CONFIGURATION > Configuration Tree > Box > Assigned Services > Firewall > Forwarding Rules**.
2. In the left menu, click **Networks**.
3. Click **Lock**.
4. Right-click the table and select **New**. The **Edit/Create Network Object** window opens.
5. Enter a **Name** for the network object. E.g., ExampleNetworkObject
6. In the **Include Entries** section, click **+**. The **Edit/Create Include Entry** window opens.
7. For each **Include Entry**:
 1. Enter the IP address that should be included in the **IP** field.
 2. (optional) Enter the **MAC** address.
 3. (optional) Enter the **Interface**.

The final output interface might not be known at the time of access ruleset evaluation. Using **Interface** or **MAC** in the destination can therefore lead to unexpected results.
4. Click **Insert** to add additional entries, or **Insert and Close** to insert when you are done.



8. In the **Exclude Entry** section, add the IP addresses that should be excluded from the rule.



Edit/Create Network Object

General

Type: Generic Network Object (IP, Network, Ranges)

Name: ExampleNetworkObject Resolve

Description:

Network Color:

Include Entries

IP / Ref / Geo	Comment
192.168.0.1	
Ref: TRANSVPC_ONPREM_VP...	
192.168.200.0/24	
0.0.0.0/0 port1	

Exclude Entries

IP / Ref / Geo	Comment
192.168.200.200 port1	

☐ Enable L3 Pseudo Bridging

OK Cancel

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

You can now use the network object in your access rules. When creating or editing an access rule, click **Object Viewer** in the left menu to see a list of all available network objects.

Figures

1. FW_NetworkObject00.png
2. FW_NetworkObject.png

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