

Alibaba Cloud Object Storage Service

Quick Start

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Document conventions

Style	Description	Example
	A danger notice indicates a situation that will cause major system changes, faults, physical injuries, and other adverse results.	 Danger: Resetting will result in the loss of user configuration data.
	A warning notice indicates a situation that may cause major system changes, faults, physical injuries, and other adverse results.	 Warning: Restarting will cause business interruption. About 10 minutes are required to restart an instance.
	A caution notice indicates warning information, supplementary instructions, and other content that the user must understand.	 Notice: If the weight is set to 0, the server no longer receives new requests.
	A note indicates supplemental instructions, best practices, tips, and other content.	 Note: You can use Ctrl + A to select all files.
>	Closing angle brackets are used to indicate a multi-level menu cascade.	Click Settings > Network > Set network type.
Bold	Bold formatting is used for buttons, menus, page names, and other UI elements.	Click OK .
Courier font	Courier font is used for commands.	Run the <code>cd /d C:/window</code> command to enter the Windows system folder.
<i>Italic</i>	Italic formatting is used for parameters and variables.	<code>bae log list --instanceid Instance_ID</code>
[] or [a b]	This format is used for an optional value, where only one item can be selected.	<code>ipconfig [-all -t]</code>

Style	Description	Example
{} or {a b}	This format is used for a required value, where only one item can be selected.	<code>switch {active stand}</code>

Contents

Legal disclaimer.....	I
Document conventions.....	I
1 Get started with Object Storage Service.....	1
2 Sign up for OSS.....	3
3 Create a bucket.....	4
4 Upload an object.....	9
5 Download an object.....	12
6 Delete an object.....	14
7 Delete a bucket.....	15

1 Get started with Object Storage Service

Alibaba Cloud Object Storage Service (OSS) provides you with network-based data access services. OSS allows you to store and retrieve a variety of unstructured data files, including text files, images, audio files, and video files, over the network at any time.

Before you use OSS, we recommend that you familiarize with OSS usage limits. For more information, see [Limits](#).

OSS uploads data files as objects to a bucket. You can perform the following operations in OSS:

- Create one or multiple buckets and upload one or multiple objects to each bucket.
- Share or download an object by using its URL assigned by OSS.
- Configure the ACL for a bucket or object by modifying its attributes or metadata.
- Perform basic and advanced OSS operations in the OSS console or by using various convenient tools and SDKs.

Use the OSS console

The following figure shows the steps to perform basic OSS operations in the OSS console.



1. [Activate OSS](#).
2. [Create a bucket](#).
3. [Upload an object](#).
4. [Download an object](#).
5. [Delete an object](#).
6. [Delete a bucket](#).

Use ossbrowser

ossbrowser is a graphical object management tool for OSS. This tool supports the Windows, Linux, and Mac operating systems. You can use ossbrowser to

view, upload, and download objects and folders, upload or download objects in resumable mode, or perform GUI-based policy authorization. As a desktop graphical tool, ossbrowser provides lower transmission speed and performance than ossutil. For more information, see [Quick start](#).

Use ossutil

ossutil allows you to use command lines to manage OSS data and supports the following operating systems: Windows, Linux, and Mac. ossutil provides simple commands to efficiently manage buckets and objects and supports concurrent upload tasks. ossutil supports the upload, download, and resumable transmission of objects and folders. For more information, see [Quick start](#).

Use APIs and SDKs

OSS provides APIs and SDKs in multiple programming languages to facilitate secondary development. For more information, see the following links:

- [Java SDK quick start](#)
- [Python SDK quick start](#)
- [PHP SDK quick start](#)
- [Go SDK quick start](#)
- [C SDK quick start](#)

For SDK examples in more programming languages, see [OSS SDK introduction](#). For more information about OSS APIs, see [OSS API introduction](#).

Subsequent operations

For more information about advanced OSS operations, see the [OSS Developer Guide](#).

2 Sign up for OSS

This topic describes how to sign up for OSS.

Prerequisites

Before using OSS, you must [register an Alibaba Cloud account](#).

Procedure

1. Log on to the [Alibaba Cloud official website](#).
2. Click Object Storage Service in the Product list.
3. In the [Object Storage Service](#) page, click Buy Now.
4. Once OSS is activated, click Management Console in the Object Storage Service page to access the OSS console.

You can also click Console in the upper right corner to access the Alibaba Cloud console, and then select Object Storage Service in the left-side navigation pane to access the OSS console.

What's next

[Create a bucket](#)

3 Create a bucket

After activating Alibaba Cloud OSS, you must create a bucket in the OSS console to store objects.

Use the OSS console

To create a bucket from the OSS console, perform the following steps:

- 1. Log on to the [OSS console](#).**

- 2. If no bucket is available, click **Create Bucket** in the left-side bucket list. If you have created a bucket, click **+** in the left-side bucket list or click **Create Bucket** in the upper-right corner of the page. The **Create Bucket** dialog box appears.

Create Bucket ? Create a bucket ✕

Note: Storage Class and Region cannot be changed after the bucket is created.

Bucket Name 0/63

Region ▼
Alibaba Cloud services in the same region can communicate with each other over an internal network. The region cannot be changed after the purchase. Exercise caution when you select a region.

Endpoint oss-cn-shenzhen.aliyuncs.com

Storage Class
Standard: high reliability, high availability, and high performance. Data of this type is frequently accessed.
[How to Choose a Suitable Storage Class](#)

Access Control List (ACL)
Private: Authentication is required for users to read from or write to files.

Server-side Encryption
i After the file is uploaded to OSS, it will be automatically encrypted and stored in the bucket. Encryption is provided by KMS, and requires authorization. KMS provides only default CMKs for OSS. To use Bring Your Own Key (BYOK) to encrypt data, contact technical support. For more information, see [Server-side Encryption Guide](#).

Real-time Log Query
OSS is integrated with Log Service to provide real-time OSS log queries for the last seven days free of charge. After this function is enabled, users can query and analyze records of access to objects in OSS buckets in real time. [Learn more](#)

3. In the Bucket Name field, enter the bucket name.

- The bucket name must comply with the naming conventions.
- The bucket name must be unique among all existing buckets in Alibaba Cloud OSS.
- The name of a bucket cannot be changed after the bucket is created.
- For more information about the naming conventions for buckets, see [Basic concepts](#).

4. In the Region drop-down list, select the data center of the bucket.

The region of a bucket cannot be changed after the bucket is created. If you want to access OSS through the intranet, select the region that your ECS resides in. For more information, see [Endpoints](#).

5. In the Storage Class section, select a storage class for the bucket.



Note:

The storage class of a bucket cannot be changed after the bucket is created.

- **Standard:** provides highly reliable, highly available, and high-performance object storage services that support frequent data access.
- **IA:** suitable for data that needs to be stored for a long term and is not frequently accessed. Its unit price is lower than that of the Standard storage class.
- **Archive:** suitable for storing data that requires long-term persistence (more than half a year) and is rarely accessed during the storage period, such as medical images, scientific materials, and video footage. It takes approximately one minute to restore the data from the frozen state to the readable state.

6. In the Access Control List (ACL) section, select an access permission option for the bucket.

- **Private:** Only the bucket owner can perform read and write operations on the objects in the bucket. Other users cannot access the objects in the bucket.
- **Public Read:** Only the bucket owner can perform write operations on the objects in the bucket. Other users (including anonymous users) can perform only read operations on the objects in the bucket.
- **Public Read/Write:** All users (including anonymous users) can perform read and write operations on objects in the bucket.



Warning:

The fees incurred by the bucket operations are borne by the bucket owner. Therefore, use Public Read and Public Read/Write permissions with caution.

7. Click OK.

Use ossbrowser

ossbrowser is a graphical object management tool for OSS. You can use ossbrowser to create a bucket. For more information, see [Create a bucket](#).

Use ossutil

ossutil is a command line tool for OSS. You can use ossutil to create a bucket. For more information, see [Create a bucket](#).

Use APIs and SDKs

OSS provides APIs and SDKs in multiple programming languages to facilitate secondary development. For more information about the APIs and SDKs used to create a bucket, see the following links:

- **API:** [PutBucket](#)
- **Java SDK:** [Create a bucket](#)
- **Python SDK:** [Create a bucket](#)
- **PHP SDK:** [Create a bucket](#)
- **Go SDK:** [Create a bucket](#)
- **C SDK:** [Create a bucket](#)

For SDK examples in more programming languages, see [#unique_18](#).

Subsequent operations

[Upload an object](#)

4 Upload an object

After a bucket is created, you can upload any type of objects to it.

Prerequisites

A bucket has been created. For more information, see [Create a bucket](#).

Use the OSS console

To upload an object to OSS from the OSS console, perform the following steps:

1. Log on to the [OSS console](#).
2. In the left-side bucket list, click the name of the bucket that you want to upload an object to.
3. Click the Files tab.
4. Click Upload. The Upload dialog box appears.
5. In the Upload to section, set the directory to which the object will be uploaded.
 - **Current:** If you select this option, the object will be uploaded to the current directory.
 - **Specified:** If you select this option, you must specify a directory. OSS will automatically create the corresponding folder and upload the object to the folder.



Note:

For more information about folders, see [Create a folder](#).

6. In the File ACL section, select the ACL of the object to be uploaded. By default, an object inherits the ACL of the bucket to which it belongs.
7. In the Upload section, drag one or multiple objects to be uploaded to the Upload section, or click [click here for downloads](#) to select one or multiple objects to be uploaded.



Note:

- If the uploaded object has the same name as an existing object in the bucket, the existing object will be overwritten.
- During object upload, do not refresh or close the page. Otherwise, the upload queue will be interrupted and cleared.

Use ossbrowser

ossbrowser is a graphical object management tool for OSS. You can use ossbrowser to upload an object to OSS. For more information, see [Upload objects](#).

Use ossutil

ossutil is a command line tool for OSS. You can use ossutil to upload an object to OSS. For more information, see [Upload objects](#).

Use APIs and SDKs

OSS provides APIs and SDKs in multiple programming languages to facilitate secondary development. For more information about the APIs and SDKs used to upload an object, see the following links:

- **APIs:**
 - **Simple upload:** [PutObject](#)
 - **Append upload:** [#unique_34](#)
 - **Multipart upload:** [#unique_35](#)
- **Java SDK:** [Upload objects](#)
- **Python SDK:** [Upload objects](#)
- **PHP SDK:** [Upload objects](#)
- **Go SDK:** [Upload objects](#)
- **C SDK:** [Upload objects](#)

For SDK examples in more programming languages, see [#unique_18](#).

Notes

- **You can use the OSS console to upload an object no larger than 5 GB.**
- **You can use ossbrowser and ossutil to upload an object no larger than 48.8 TB.**
- **If you perform [simple upload](#), [form upload](#), and [append upload](#) by using APIs or SDKs, the uploaded object cannot exceed 5 GB.**
- **If you perform [multipart upload and resumable upload](#) by using APIs or SDKs, the uploaded object cannot exceed 48.8 TB**

Subsequent operations

- **After uploading images, you can process the images. For more information, see [Image processing](#).**

- **After uploading audio or video objects, you can process the objects. For more information, see [ApsaraVideo for Media Processing](#).**
- **After uploading objects to OSS, you can use [upload callback](#) to submit a callback request to a specified application server and perform subsequent operations.**
- **You can also download objects that have been uploaded to OSS as needed. For more information, see [Download an object](#).**

5 Download an object

After uploading an object to a bucket, you can obtain the URL of the object to download it or share it with other users.

Prerequisites

The object has been uploaded to the bucket. For more information, see [Upload an object](#).

Procedure

1. Log on to the [OSS console](#).
2. In the left-side bucket list, click the name of the bucket that you created.
3. In the overview page of the bucket, click the Files tab.
4. Click the name of the object that you want to download or share, or click Preview on the right of the object. In the Preview page, you can see the following options:

- **Download:** Download the object to your local storage device.

Depending on how many objects you require, you can also download objects by using the following methods:

- **Download multiple objects:** On the Files tab page, select multiple objects, and then choose Batch operation > Download.
- **Download a single object:** On the Files tab page, select an object, and then choose More > Download.
- **Open File URL:** View an object in a browser. The object that cannot be viewed in a browser (such as Excel files) is downloaded when the URL is opened.



Warning:

If the bucket is configured with Referer Whitelist and Empty Referer is not allowed, then the URL cannot be opened directly in a browser.

- **Copy File URL:** Copy the URL of the object and share it with other users, so that they can use the URL to view or download the object.

You can also obtain the URL of an object in the following methods:

- **Obtain the URL of one or more objects:** On the Files page, select one or more objects, and then select Batch operation > Export URL List.
- **Obtain the URL of a single object:** On the Files page, select More > Copy File URL.

If you want to share the URL of an object whose ACL is Private, you must set the Validity Period on the Preview page when you want to obtain the URL of an object. The default value of the validity period is 3,600 seconds, and the maximum value is 64,800 seconds.



Note:

- **The validity period of a signed URL is calculated based on NTP. You can share the signed URL of an object to other users so that they can use the URL to access the object within the validity period. If your object ACL is Private, a signature is added to the URL of the objects stored in the bucket. For more information, see [#unique_48](#).**
 - **For more information about how to change buckets and objects ACL, see [Change bucket ACL](#) and [Change object ACL](#).**
- **Copy File Path:** Copy the path of the object. You can use the path when searching for the object or adding watermarks to the object (if it is a picture).

6 Delete an object

If you no longer need to store an object in OSS, delete it to avoid further charges.

Context

You can delete a single object or multiple objects in the OSS console. You can delete up to 1,000 objects at a time in the console. If you want to delete only the selected objects or delete more than 1,000 objects, see [Delete objects](#) in the *OSS Developer Guide*.



Warning:

The deleted object cannot be recovered. Perform this operation with caution.

Procedure

1. Log on to the [OSS console](#).
2. In the bucket name list, select the name of the bucket that you want to delete an object from.
3. Click Files.
4. Select one or multiple objects, and then click Delete to open the Delete File dialog box.
5. Click OK.

7 Delete a bucket

You can delete a bucket that is no longer need to save storage cost.



Warning:

Delete a bucket with caution because a deleted bucket cannot be restored.

Prerequisites

Before deleting a bucket, ensure that all objects (including fragments generated in multipart upload tasks) in the bucket are deleted. For more information, see [Delete an object](#).

Delete a bucket in the OSS console

Follow these steps to delete a bucket in the OSS console:

- 1. Log on to the [OSS console](#).**
- 2. In the left-side bucket list, click the bucket that you want to delete, and then click the Basic Settings tab.**
- 3. In the Bucket Management area, click Delete Bucket.**
- 4. In the displayed dialog box, click OK.**

Delete a bucket by using ossutil

You can also use ossutil, which is a command line tool, to delete a bucket. For more information, see [Delete a bucket](#).

Delete a bucket by using ossbrowser

You can also use ossbrowser, which is a graphical management tool, to delete a bucket. For more information, see [Delete a bucket](#).

Delete a bucket by using OSS API/SDK

You can use OSS API and SDKs in different languages to delete a bucket. For more information, see the following URLs:

- **API:** [#unique_56](#)
- **Java SDK:** [Delete a bucket](#)
- **Python SDK:** [Delete a bucket](#)
- **PHP SDK:** [Delete a bucket](#)

- **Go SDK:** [Delete a bucket](#)
- **C SDK:** [Delete a bucket](#)

For SDK demos in more languages, see [Introduction](#).