

Alibaba Cloud Object Storage Service

Quick Start

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Generic conventions

Table -1: Style conventions

Style	Description	Example
	This warning information 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.
	This warning information 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 restore business.
	This indicates warning information, supplementary instructions, and other content that the user must understand.	 Notice: Take the necessary precautions to save exported data containing sensitive information.
	This indicates supplemental instructions, best practices, tips, and other content that is good to know for the user.	 Note: You can use Ctrl + A to select all files.
>	Multi-level menu cascade.	Settings > Network > Set network type
Bold	It is used for buttons, menus, page names, and other UI elements.	Click OK.
Courier font	It is used for commands.	Run the <code>cd / d C :/ windows</code> command to enter the Windows system folder.
<i>Italics</i>	It is used for parameters and variables.	<code>bae log list --instanceid Instance_ID</code>
[] or [a b]	It indicates that it is an optional value, and only one item can be selected.	<code>ipconfig [-all -t]</code>

Style	Description	Example
<code>{}</code> or <code>{a b}</code>	It indicates that it is a required value, and only one item can be selected.	<code>swich {stand slave}</code>

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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 create a bucket in the OSS console to store objects.

Procedure

1. Log on to the [OSS console](#).
2. Click Create Bucket to open the Create Bucket dialog box.
3. In the `Bucket Name` text box, enter a 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 bucket name cannot be changed after being created.
 - For more information about the naming conventions for buckets, see [Basic concepts](#).
4. In the `Region` drop-down box, select the data center of the bucket.

The region of a bucket cannot be changed after the bucket is created. To access OSS through the ECS intranet, select the same region as that of your ECS.

5. In the `Storage Class` drop-down box, select a storage class for the bucket.



Note:

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

- `Standard Storage` : provides highly reliable, highly available, and high-performance object storage services that support frequent data access.
- `Infrequent Access Storage` : suitable for data that is stored for a long term and infrequently accessed. Its unit price is lower than that of the Standard storage class.
- `Archive Storage` : suitable for storing archival data that requires long-term persistence (more than half a year). The data is infrequently accessed during the storage period and it may take about one minute to restore the data to a readable state. This storage class is suitable for storing archive data, medical images, scientific materials, and video footage for a long time period.

6. In the **ACL** drop-down box, select an access permission option for the bucket.

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



Notice:

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**.

4 Upload an object

After a bucket is created, you can upload any type of object (file) to it.

Prerequisites

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

Context

You can upload an object in any of the following ways:

- Use the OSS console to upload an object smaller than 5 GB. See the following steps.
- Use SDKs or APIs to upload an object larger than 5 GB. For more information, see [Multipart upload](#).
- Use the graphical management tool ossbrowser to upload an object. For more information, see [ossbrowser](#).

Procedure

1. Log on to the [OSS console](#).
2. In the bucket name list, click the name of the bucket that you want to upload a file to.
3. Click the Files tab.
4. Click Upload.
5. In the `Directory` `Address` box, set the directory where the file is uploaded.
 - `Current Directory` : If you select this option, the file will be uploaded to the current directory.
 - `Specify Directory` : If you select this option, you must specify a directory, and OSS will automatically create the corresponding folder and upload the file to the folder.



Note:

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

6. In the `File` `ACL` area, select the read/write permission of the file to be uploaded. By default, a file inherits the read/write permission of the bucket where it belongs.

7. In the `Upload` area, drag one or more files to be uploaded to this area, or click upload them directly to select one or more files to be uploaded.



Note:

- If the uploaded file has the same name as an existing file in the bucket, the original file will be overwritten.
- When uploading one or more files, do not refresh or close the page. Otherwise, the upload task is interrupted and the upload list is cleared.

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_27](#).
 - 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 [Quick start](#).

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_35](#)
- 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](#).