Object Storage Service

Quick Start

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Alibaba Cloud Object Storage Service (OSS) is a network-based data access service. OSS enables you to store and retrieve unstructured data including text files, images, audios, and videos.

OSS uploads data as objects to a bucket. You can:

- Create one or multiple buckets.
- Add one or multiple objects to each bucket.
- Share or download an object by using its address.
- Set access permission of a bucket or object by modifying its attributes.
- Execute basic and advanced tasks on the OSS console.
- Execute basic and advanced tasks by using the development toolkit or calling the RESTful API in an application program. For more information, see the Developer Guide.

This guide describes how to complete the following basic tasks on the OSS console:

1. Sign up for OSS
2. Create a bucket
3. Upload an object
4. Share an object
5. Delete an object
6. Delete a bucket

For more information about the functions and pricing, see the Alibaba Cloud OSS product page.

Service limits

OSS has the following service limits:

Item	Limits
Archive storage class	Wait for one minute to restore the stored data from the frozen state to the readable state.
Endpoint	Network domains in a VPC do not support HTTPS access for the time being.
Bucket	- A user is allowed to create a maximum of 30

	buckets. - After a bucket is created, its name and region cannot be modified. - A single bucket has a maximum of 2 PB storage capacity.
Object uploading	- The size of an object uploaded through the console cannot exceed 5 GB. - The size of an object for Simple Upload, Form Upload and Append Upload cannot exceed 5 GB. - You are only allowed to use Resumable Upload for uploading an object exceeding 5 GB in size. - OSS supports uploading an object with the same name as an existing object, but the newly uploaded object will overwrite the existing one.
Object deleting	- The object cannot be restored after deletion. - You can delete a maximum of 1,000 objects via the batch delete operation in the console. You must use the API or SDK to delete more buckets in a batch.
Domain name binding (CNAME)	A maximum of 20 domains can be bound to a single bucket.
Lifecycle rules	A maximum of 1000 lifecycle rules can be configured for a single bucket.

Sign up for OSS

Before using OSS, make sure that you have registered an Alibaba Cloud account. If you do not have one, the system will prompt you to register an account when you sign up for OSS.

Procedure

1. Log on to the Alibaba Cloud official website.
2. On the OSS product detail page, click Purchase Now.
3. Once OSS is activated, click Console to access the OSS console. You can also select My Account > Console from the homepage, and then click Object Storage Service from the main console.
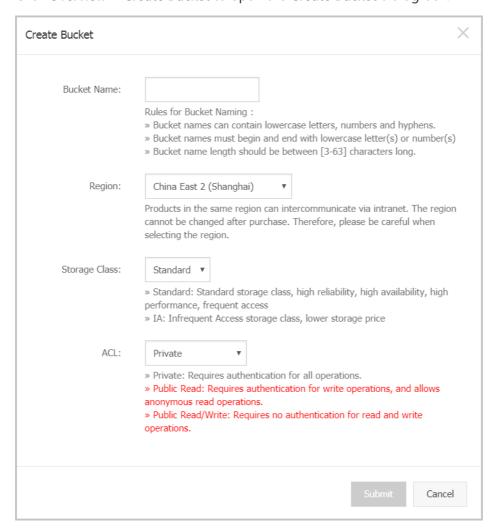
Create a bucket

After activating Alibaba Cloud OSS, you can use the OSS console to create a bucket in which you can

store objects.

Procedure

Go to the **OSS console**.

Click **Overview** > **Create Bucket** to open the **Create Bucket** dialog box.

In the **Bucket Name** text box, enter a bucket name.

Note: The bucket name must comply with the naming rules stated and must be unique among all existing buckets in Alibaba Cloud OSS. The bucket name cannot be changed after being created.

In the **Region** drop-down box, select the data center of the bucket.

> Note: The region cannot be changed after being subscribed. To access OSS through the ECS intranet, select the same region as your ECS.

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

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

Click **Submit**.
The bucket is successfully created.

Upload an object

After a bucket is created, you can upload objects to it. By using the OSS console, you can upload objects smaller than 500 MB. For details on how to upload objects larger than 500 MB, see **Multipart upload**.

Procedure

Go to the **OSS console**. The **Overview** page is displayed by default.

Click the target bucket name. The **Bucket Overview** page is displayed.

Click **Object**. The **Object** page is displayed.

Click **Upload**.

Select the object to be uploaded, and click **Open**.

Click **Refresh** to display the uploaded object.

After an object is uploaded to a bucket, the object can be shared and downloaded by others, using the object's address.

Procedure

Go to the **OSS console**. The **Overview** page is displayed by default.

Click the target bucket name to open the **Bucket Overview** page.

Click **Object** to open the **Object** page.

Click the **Get URL** link of the target object.

In the displayed dialog box, click **Get URL**.

> Note: If your bucket is set to **Private-read-write**, you must set the URL active time when getting an object URL.

Copy the file link and give it to any user who needs to browse or download the file.

Delete uploaded objects that are no longer required to avoid unnecessary fees. You can delete a single object or delete objects in batches using the OSS console.

Procedure

Delete a single object

Go to the **OSS console**.

Click the name of the target bucket to open the **Bucket Overview** page.

Click **Object** to open the **Object** page.

Click the **Delete** link of the target object.

In the **Delete Object** dialog box, click **Confirm** to delete the object.

Delete objects in batches

Go to the **OSS console**.

Click the name of the bucket where the object to be deleted is located to open the **Bucket Overview** page.

Click **Object** to open the **Object** page.

Select the objects to be deleted and click **Batch Delete**.

In the **Delete Object** dialog box, click **Confirm** to delete the objects.

> **Note:** Using the OSS console, you can delete up to 50 files at a time.

If you no longer need a bucket, delete it to prevent further charges.

> **Note:** A bucket cannot be deleted until all objects in it are deleted.

Procedure

Go to the **OSS console**.

Click the delete icon of the target bucket.

Click **Confirm** to delete the bucket.