

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](#).

Prerequisites

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

Go to the [OSS product details page](#).

Click **Buy Now**.

Once OSS is activated, click **Management Console** to access the OSS console.

You can also select **My Account > Console** at the upper right of 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

Log on to the OSS console.

Click the **+** icon on the left pane, or click the **Create Bucket** button on the right-side pane 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 **OK**. The bucket is successfully created.

After a bucket is created, you can upload objects to it in either of the following ways:

Upload files smaller than 5 GB by using the OSS console.

Upload files larger than 5 GB by using SDKs or APIs. For more information, see [Multipart upload](#).

Procedure

Log on to the OSS console.

Click to open the target bucket.

Click the **Files** tab.

Click **Upload**.

Note: You can upload a file to a specified folder or the default folder. By clicking **Create Directory** before clicking **Upload**, you can upload a file to a specified folder. By directly clicking **Upload**, you can upload a file to the OSS default folder.

In the **Directory Address** box, set the path under which the file is uploaded to OSS.

Current Directory: The default path for file uploading. You cannot change the path if selecting this option.

Specify Directory: If you want to upload a file to a certain folder, you must enter the path name. OSS automatically creates the directory and uploads the file to the directory.

Note: For the description of and operations on a folder, see [Create a folder](#).

In the **File ACL** region, select the read/write permissions of the file. The read/write permissions of the bucket where the file belongs are inherited by default.

In the **Upload** region, drag the file to be uploaded to this region, or click **upload them**

directly to select the file to be uploaded.

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

Procedure

Log on to the OSS console.

Click to open the target bucket.

Click the **Files** tab.

Click the name of the target file.

The **Preview** page is displayed.

Copy File URL: used to download the file.

Copy File Path: used to search a file or watermarking an image file.

Click **Copy File URL** and give it to any user who needs to browse or download the file.

If your bucket is set to **Private**, you must set the **Validity** when getting a file URL.

Note: The link validity period for URL signature is calculated based on NTP. You can give this link to any visitor who can then use it to access the file within the validity period. If the bucket has a private permission, the obtained addresses are generated by adding a signature to URL.

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

Note: You can delete up to 1000 files in batches. If you want to delete more files in batches, see [Delete an Object](#).

Procedure

Go to the OSS console.

Click the name of the target bucket to open the bucket overview page.

Click **Files**, choose the target file, then click **Delete**.

In the **Delete File** dialog box, click **OK** to delete the file.

If you no longer need a bucket, delete it to avoid paying further fees.

Prerequisite

Before deleting a bucket, make sure that all files in it are cleared, including file fragments caused by incomplete multipart upload. Otherwise, the bucket cannot be deleted.

Procedure

Go to the OSS console.

In the bucket name list, choose the bucket that you want to delete.

Click **Delete Bucket** in the upper right corner, then click **OK**.

Note: Buckets cannot be restored after deletion.