

Object Storage Service

Quick Start

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Get started with Alibaba Cloud OSS

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

Before you use Alibaba Cloud OSS, you need to understand the basic concepts of OSS. OSS uploads data as objects to a bucket. You can create one or multiple buckets, and then add one or multiple objects to each bucket. After you upload an object to a bucket, you can share or download the object by getting the object address. You can also set the access permission of a bucket or an object by modifying its attributes.

You can execute basic and advanced OSS tasks on the Alibaba Cloud Console, by using the Alibaba Cloud development toolkit or calling the RESTful API in an application program. For details, refer to the Alibaba Cloud OSS Developer Guide.

This document describes how to complete the following basic tasks on the Alibaba Cloud 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 details about the functions and price of OSS, refer to the [Alibaba Cloud OSS Product page](#).

Sign up for OSS

Before you use OSS, make sure that you have registered an Alibaba Cloud account. If not, 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. Click **Purchase Now** on the OSS product detail page <https://intl.aliyun.com/product/oss/>.
3. After OSS is activated, click **Console** to access the OSS Console. You can also select **My Account > View Console** from the homepage, and then click **Object Storage Service** from the main Console.

Create a Bucket

After you activate Alibaba Cloud OSS, you need to use the OSS Console to create a bucket for objects.

Procedure

1. Go to the OSS Console.

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

Create Bucket

Bucket Name :

Rules for Bucket Naming :

- » 1. only contain lowercase letter, number and hyphen
- » 2. Must begin and end with lowercase letter(s) and number(s)
- » 3. Bucket name length should be in [3-63]

Region:

Product intranet in the same region is interconnected. The region cannot be changed after the purchase. Please select the region with caution.

ACL :

- » Private: all accesses to the object require authentication.
- » Public Read: authentication is required for writing objects (); anonymous read to objects is allowed.
- » Public Read/Write: everyone is allowed to read/write the object.

In the **Bucket Name** text box, enter the bucket name. The bucket name must comply with the naming rules 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. The region cannot be changed after being subscribed. To access OSS through the ECS intranet, you can select the same region with your ECS.

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

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

Upload an object

After you create a bucket, you can upload all types of objects to the bucket. By using the OSS Console, you can upload objects smaller than 500MB. For details about how to upload objects larger than 500MB, refer to [Multipart upload](#).

Procedure

1. Go to the OSS Console. The **Overview** page is displayed by default.
2. Click the target **Bucket Name**. The **Bucket Overview** page is displayed.
3. Click the **Object Management** menu. The **Object Management** page is displayed.
4. Click **Upload**. Then select the object to be uploaded and click **Open**. After the object is uploaded successfully, click **Refresh** to display the uploaded object.

Share an object

After you upload an object to a bucket, you can get the object address to share and download the object.

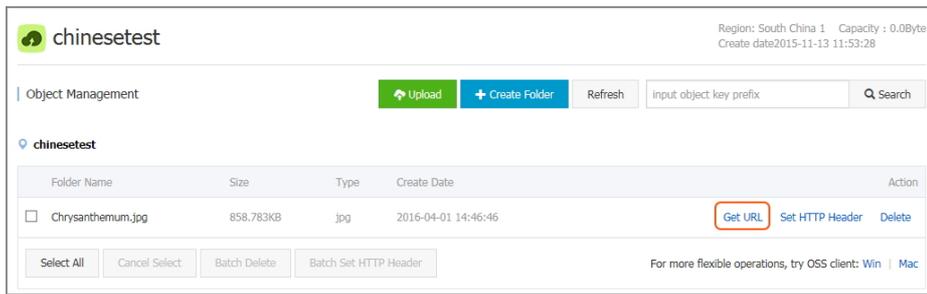
Procedure

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

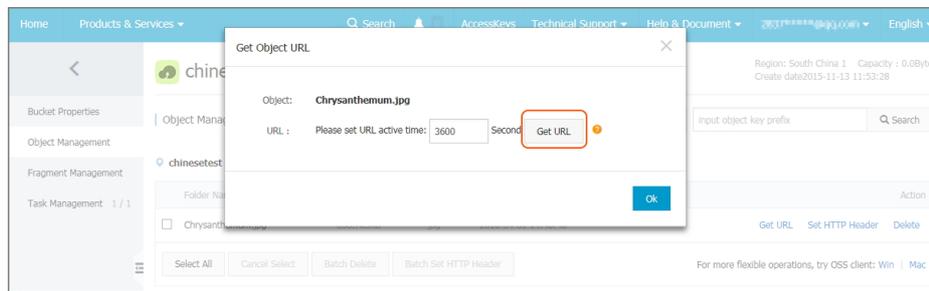
Click the target bucket name to open the bucket overview page.

Click **Object Management** to open the **Object Management** page. Click the **Get URL** link of

the target object. A dialog box is displayed, showing the URL used to access the file.



NOTE: If your bucket is set to **Private-read-write**, you must set the URL active time when getting an object URL. Click **Get URL** to get the file link.



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

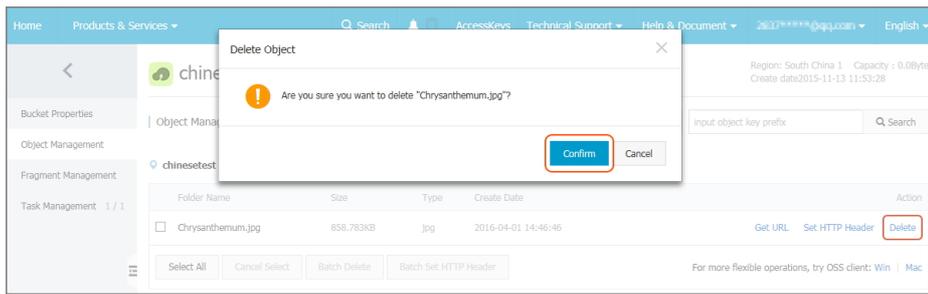
NOTE: If your bucket is not bound to a domain name, after you open the file link, you will download the file by default, but cannot directly view it.

Delete an object

If you do not need to store uploaded files any longer, delete them to avoid further fees. You can delete a single file or delete files in batches on the OSS Console.

Operation procedure

1. Go to the OSS Console.
2. Click the name of the bucket where the file to be deleted is located to open the bucket management page.
3. Click **Overview** to open the object management page.
4. Click the **Delete** link of the target file.



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

To delete files in batches, select the files to be deleted and click **Batch Delete**. Using the OSS Console, you can delete up to 50 files at a time. For details about how to delete selected files, refer to the relevant chapter of the Alibaba Cloud OSS Developer Guide.

Delete a bucket

If you do not need a bucket, delete it to prevent further charges. Before you delete a bucket, make sure that all files in the bucket are cleared; otherwise, the bucket cannot be deleted.

Operation procedure

1. Go to the OSS Console.
2. Click the **Delete** icon of the target bucket.
3. Click **Confirm** to delete the bucket.

Next step

The preceding example shows how to execute basic OSS tasks on the OSS Console. Using the OSS Console, you can complete basic OSS tasks without coding. You can also execute basic and advanced OSS tasks by calling the RESTful API, using the software development kits (SDKs) based on major languages, or using the command line interface (CLI).

OSS is applicable in the following scenarios:

- Data backup and file storage: OSS is suitable for storing massive volumes of images, audio/video files, logs, and other files. It supports various devices and direct data read/write from/to OSS by websites and mobile APPs.
- Separation of static and dynamic resources for websites and APPs: You can manage images, scripts, videos, and other static resources on your website as you deal with folders. The Border Gateway Protocol (BGP) network or Content Delivery Network (CDN) provides users

with close proximity to these resources, thereby effectively reducing the Elastic Compute Service (ECS) load and improving user experience.

- Cloud-based data processing: After uploading files to OSS, you can use the Media Transcoding Service (MTS), Image Service (IMG), BatchCompute Service, and MaxCompute service to fully explore the value of your data.
- Data download acceleration: OSS supports ultralow-latency direct data download based on BGP bandwidth. Combined with the robust Alibaba Cloud CDN, OSS increases the delivery speed of your images, audio/video files, and mobile APP updates, thereby optimizing user experience.

The following table lists the resources you may need when using OSS:

Resource	Description
Alibaba Cloud OSS Developer Guide	Describes the core concepts, functions, and operation procedures of OSS, as well as examples about how to use APIs and SDKs.
Alibaba Cloud OSS Console User Guide	Describes all operations supported by the OSS Console. Using the OSS Console, you can perform partial OSS functions.
Alibaba Cloud OSS Best Practice	Describes the application scenarios and configuration practices of OSS.
Alibaba Cloud OSS API Manual	Describes the RESTful API operations supported by OSS and provides related examples.
Alibaba Cloud OSS SDK Manual	Describes the SDK development and related parameters based on major languages.