

Object Storage Service

FAQ

Issue 01
Date 2024-08-09



Copyright © Huawei Cloud Computing Technologies Co., Ltd. 2024. All rights reserved.

No part of this document may be reproduced or transmitted in any form or by any means without prior written consent of Huawei Cloud Computing Technologies Co., Ltd.

Trademarks and Permissions



HUAWEI and other Huawei trademarks are the property of Huawei Technologies Co., Ltd.

All other trademarks and trade names mentioned in this document are the property of their respective holders.

Notice

The purchased products, services and features are stipulated by the contract made between Huawei Cloud and the customer. All or part of the products, services and features described in this document may not be within the purchase scope or the usage scope. Unless otherwise specified in the contract, all statements, information, and recommendations in this document are provided "AS IS" without warranties, guarantees or representations of any kind, either express or implied.

The information in this document is subject to change without notice. Every effort has been made in the preparation of this document to ensure accuracy of the contents, but all statements, information, and recommendations in this document do not constitute a warranty of any kind, express or implied.

Contents

1 OBS Basics.....	1
1.1 How Can I Get Started with OBS?.....	1
1.2 What Are the Advantages of Object Storage over SAN and NAS Storage?.....	1
1.3 Which Types of Data Can Be Stored in OBS?.....	1
1.4 How Much Data Can I Store in OBS?.....	2
1.5 Does OBS Support Traffic Monitoring?.....	2
1.6 Can Folders in OBS Be Used the Same Way as in a File System?.....	3
1.7 Where Is Data Stored in OBS?.....	4
1.8 How Can I Determine Which Region to Store My Data In?.....	4
1.9 Does OBS Support Access over HTTPS?.....	4
1.10 Can Other Users Access My Data Stored in OBS?.....	4
1.11 Does OBS Support Resumable Transfer?.....	5
1.12 Does OBS Support Batch Upload?.....	5
1.13 Does OBS Support Batch Download?.....	5
1.14 Does OBS Support Batch Deletion of Objects?.....	6
1.15 What Are the Factors That Affect Upload and Download Speeds of OBS?.....	6
1.16 Why Did Some of My Data Stored on OBS Get Lost?.....	7
1.17 Can Deleted Data Be Recovered?.....	7
1.18 Will There Be Data Left Over in OBS After I Delete an Object?.....	7
1.19 What Can I Do If My Access to the OBS Domain Name Failed Due to a CA Certificate Connection Failure?.....	7
1.20 What Are the Differences Between OBS, EVS, and SFS?.....	8
1.21 Why Is an Alarm Reported When I Access an OBS URL?.....	10
1.22 How Do I Determine Whether I Am Accessing OBS over an Intranet?.....	11
1.23 Will My Bucket Performance Be Affected by Other Users' Services?.....	11
2 Billing.....	12
2.1 How Do I Purchase OBS?.....	12
2.2 Why Is OBS Still Unavailable Even Though My Account Is Topped Up and There Are No Outstanding Bills?.....	14
2.3 Why Does My Bucket Generate Storage Fees Even Though There Are No Objects in It?.....	14
2.4 Why Am I Still Being Billed for Pull Traffic Used by CDN Acceleration When I Already Have a Pull Traffic Package?.....	15
2.5 Why Am I Still Being Billed After I Purchased a Resource Package?.....	16
2.6 What Is a Standard Storage Package (Multi-AZ) Used For?.....	19

2.7 Do I Need to Purchase an Outbound Internet Traffic Package If I Already Have a Pull Traffic Package?	19
2.8 Why Does My Bucket Generate Traffic When There Are No Objects in It?.....	20
2.9 How Are Requests Counted?.....	20
2.10 Do I Have to Purchase a Resource Package? Can I Apply a Package to a Specific Bucket?.....	22
2.11 Can I Unsubscribe from or Modify a Resource Package?.....	22
2.12 Can I Purchase Requests?.....	22
2.13 Do Parallel File Systems Support Resource Packages?.....	23
2.14 Which Types of Resource Packages Will Reset Their Quota by Month and Which Types Will Not?....	23
2.15 Will the Remaining Package Quota in a Given Month Be Carried over to the Following Month?.....	23
2.16 Will My Data Write Be Restricted When My OBS Package Has Been Used Up?.....	24
2.17 Why Is There a Charge of \$0.01 USD on My OBS Bill?.....	24
3 Access Control.....	25
3.1 How Can I Control Access to OBS?.....	25
3.2 What Are the Differences Between Using an IAM Permission and a Bucket Policy in Access Control?	25
3.3 What Is the Relationship Between a Bucket Policy and an Object Policy?.....	26
3.4 Why Is the Message "Access denied" Still Appearing After OBS System Permissions Were Assigned by IAM?.....	26
3.5 Why Does Message "Access denied" Appear After I Was Granted the Read and Write Permissions for a Bucket?.....	27
3.6 Why Can't I Access OBS (403 AccessDenied) After Being Granted with the OBS Access Permission?...28	
3.7 How Do I Control Access to Folders in an OBS Bucket?.....	32
3.8 How Can I Check Whether My Bucket Policy Is Private, Public Read, or Public Read and Write?.....	32
4 Buckets and Objects.....	34
4.1 Why Am I Unable to Create a Bucket?.....	34
4.2 Why Am I Unable to Upload an Object?.....	35
4.3 Why Am I Unable to Download an Object?.....	36
4.4 Why Can't I Delete a Bucket?.....	38
4.5 Why Can't I Delete an Object?.....	42
4.6 What Is the Relationship Between Bucket Storage Classes and Object Storage Classes?.....	44
4.7 Can I Rename an Object?.....	44
4.8 Can I Modify the Region of a Bucket?.....	44
4.9 Can I Edit Objects in OBS Online?.....	45
4.10 How Do I Obtain the Access Path to an Object?.....	45
4.11 Why Can't I Search for Certain Objects in My Bucket?.....	46
4.12 How Do I Preview Objects in OBS in a Browser Online?.....	46
4.13 What Do I Do If I Encounter an Error While Trying to Access an Object URL with Full-Width Characters Using Internet Explorer?.....	47
4.14 With CDN Acceleration Enabled, Why Are the Objects in My OBS Bucket Directly Downloaded When I Access Them?.....	48
4.15 Why Is an Error Reported Even If CORS Has Been Configured?.....	49
4.16 How Do I Batch Delete a Large Number of Objects from a Bucket or Empty a Bucket?.....	50

4.17 How Do I Change the Enterprise Project Where My Bucket Belongs?.....	52
4.18 How Do I Upload Objects Larger Than 5 GB?.....	52
5 APIs and SDKs.....	55
5.1 What Are the Differences Between PUT and POST Upload Methods?.....	55
5.2 Failure with OBS SDK in Uploading a File Greater than 5 GB.....	55
5.3 What Can I Do When Error Message "okhttp3.RequestBody.create(java.lang.String,okhttp3.MediaType)" Is Displayed for Java SDK?.....	56
5.4 Why Don't the Signatures Match?.....	56
6 Security.....	59
6.1 How Is Data Security Ensured in OBS?.....	59
6.2 Does OBS Scan My Data for Other Purposes?.....	59
6.3 Can Engineers Export My Data from the Background of OBS?.....	59
6.4 How Does OBS Protect My Data from Being Stolen?.....	59
6.5 Can a Pair of AK and SK Be Replaced When It Is Being Used to Access OBS?.....	60
6.6 Can Multiple Users Share One Pair of AK and SK to Access OBS?.....	60
7 Durability and Availability.....	61
7.1 How Are the Durability and Availability of OBS?.....	61
7.2 What Redundancy Techniques Does OBS Use?.....	61
8 Data Migration and Backup.....	62
8.1 How Does OBS Implement Backup and Disaster Recovery?.....	62
8.2 How Can I Migrate Data Between SFS and OBS?.....	62
9 Fragment Management.....	64
9.1 Why Are Fragments Generated?.....	64
10 Versioning.....	65
10.1 Can I Upload Objects with the Same Name to the Same Folder?.....	65
10.2 Can I Recover a Deleted Object?.....	65
11 Tags.....	66
11.1 Can I Search for a Bucket by Tag?.....	66
11.2 What Can I Do with Tags?.....	66
12 How Do I Use Lifecycle Management?.....	67
12.1 What Are the Application Scenarios of Lifecycle Management?.....	67
13 How Do I Use Static Website Hosting?.....	69
13.1 Can I Host My Static Websites on OBS?.....	69
13.2 Which Types of Websites Can I Use OBS to Host?.....	69
13.3 How Do I Obtain the Static Website Hosting Address of a Bucket?.....	69
14 User-Defined Domain Name Configuration.....	70
14.1 Why Is the Message "NoSuchBucket" Displayed When I Use a User-Defined Domain Name to Access a Bucket That Can Be Accessed by the OBS Domain Name?.....	70
14.2 What Is the Relationship Between OBS Bucket Names and Domain Names?.....	70

14.3 Why Is the CNAME Resolution Status Unknown?.....	70
14.4 Why Can Only the Domain Names I Bought on Huawei Cloud Be Automatically Resolved?.....	71
15 Monitoring.....	72
15.1 Why Can't I Find the Statistics on OBS 5XX Status Codes on Cloud Eye?.....	72
16 Server-Side Encryption.....	73
16.1 How Do I Access or Download an Encrypted Object?.....	73
16.2 Why Cannot an Authorized Account or User Upload or Download KMS Encrypted Objects?.....	73
16.3 What Technologies Can I Use to Encrypt Data on OBS?.....	74
16.4 Will OBS Server-Side Encryption Encrypt My Existing Objects That Are Unencrypted?.....	74
16.5 Will I Be Billed for the Encryption Provided by OBS Server-Side Encryption?.....	74
16.6 Does OBS SSE-KMS Allow Anonymous Access?.....	75
17 Change History.....	76

1 OBS Basics

1.1 How Can I Get Started with OBS?

Create an account, add a payment method, and you can start using OBS.

If you use an IAM user, ensure that the user has been added to a user group that has the permissions required to use OBS.

For details about how to create buckets, upload objects, and perform operations on buckets and objects on OBS, see [Managing Buckets](#) and [Managing Objects](#).

1.2 What Are the Advantages of Object Storage over SAN and NAS Storage?

- SAN storage provides LUNs or volumes for applications. LUNs and volumes are forms of disk storage. Upper-layer applications use Fibre Channel or iSCSI protocols to access SAN storage. SAN storage focuses on disk management. For other purposes, SAN storage must rely on upper-layer applications.
- NAS storage provides file systems or folders for applications. Upper-layer applications use NFS or CIFS protocols to access NAS storage. Directory trees of file systems must be maintained.
- Object storage is suitable for web applications. A massive bucket storage space is provided based on a URL address to store a wide range of file objects. Object storage adopts a flat architecture. Users do not need to maintain complex file directories. There is no need to worry about running out of storage because the storage a bucket can provide is practically unlimited.

1.3 Which Types of Data Can Be Stored in OBS?

OBS can store all types of data.

1.4 How Much Data Can I Store in OBS?

There are no restrictions on the total capacity or number of objects or files that can be stored by the OBS system or in any single bucket. However, there are limitations on what you can upload to your bucket at a time.

- OBS Console supports batch upload in some regions. In a single batch upload, you can upload a maximum of 100 files, a total of no more than 5 GB. If you upload one file at once, the file cannot exceed 50 MB in size.
- If you use OBS Browser+, obsutil, an API, or an SDK, you can upload a single object of up to 48.8 TB.

The size of a resource package only relates to your billing, not the actual storage. Any usage beyond your package quota will be billed on a pay-per-use basis.

In addition, OBS bucket data is logically isolated. The performance of a bucket is independent of data volume in it.

1.5 Does OBS Support Traffic Monitoring?

Yes.

On Cloud Eye, you can monitor the OBS metrics described in the following table.

Metric ID	Metric	Description	Value Range	Monitored Entity	Monitoring Period (Original Metric)
download_bytes	Bytes Downloaded	Specifies the response bytes of all download requests made to all buckets in a region, including bytes in HTTP entity bodies. Unit: byte	≥ 0 bytes	Bucket	5 min
upload_bytes	Bytes Uploaded	Specifies the bytes of all upload requests made to all buckets in a region, including bytes in HTTP entity bodies. Unit: byte	≥ 0 bytes	Bucket	5 min

Metric ID	Metric	Description	Value Range	Monitored Entity	Monitoring Period (Original Metric)
get_request_count	GET Requests	Specifies the number of GET, HEAD, or OPTIONS requests made to all buckets and objects in the buckets of a region. Unit: count	≥ 0 counts	Bucket	5 min
put_request_count	PUT Requests	Specifies the number of PUT, POST, and DELETE requests made to all buckets and objects in the buckets of a region. Unit: count	≥ 0 counts	Bucket	5 min
first_byte_latency	First Byte Download Delay	Specifies the average time from receiving a GET, HEAD, or OPTIONS request to the time that the system starts to respond in a measurement period. Unit: ms	≥ 0 ms	Bucket	5 min
request_count_4xx	4xx Errors	Specifies the times that the server responds to requests whose error codes are 4xx. Unit: count	≥ 0 counts	Bucket	5 min
request_count_5xx	5xx Errors	Specifies the times that the server responds to requests whose error codes are 5xx. Unit: count	≥ 0 counts	Bucket	5 min

1.6 Can Folders in OBS Be Used the Same Way as in a File System?

No.

OBS does not involve files or folders like in a file system. For your convenience, OBS provides a way to simulate folders. On OBS Console, you can simulate a

folder by adding a slash (/) to the name of an object, which is then displayed as a folder.

1.7 Where Is Data Stored in OBS?

When creating a bucket on OBS, you can specify a region for the bucket. Then your data on OBS is stored on multiple storage devices in this region.

1.8 How Can I Determine Which Region to Store My Data In?

When selecting a region, consider the following factors:

- Location
Select a region close to you or your target users. This reduces network latency and improves access speed. However, Chinese mainland regions provide the same infrastructure, BGP network quality, as well as resource operations and configurations. If you or your target users are in the Chinese mainland, you do not need to consider differences in network latency when selecting a region.
 - If you or your target users are in the Asia Pacific region (excluding the Chinese mainland), select regions such as AP-Bangkok and AP-Singapore.
 - If you or your target users are in Africa, select the AF-Johannesburg region.
 - If you or your target users are in Europe, select the EU-Paris region.
- Relationships between cloud services
If you use multiple cloud services together, note that:
 - ECS, RDS, and OBS cannot communicate with each other over a private intranet if they are not in the same region.
 - ECSs in different regions cannot be deployed on the same load balancer.
- Resource prices
Resource prices may vary depending on different regions.

1.9 Does OBS Support Access over HTTPS?

Yes, OBS can be accessed over HTTPS.

- When accessing OBS using the allocated domain name, just replace **http** in the URL of the bucket or object with **https** in the browser.

1.10 Can Other Users Access My Data Stored in OBS?

Yes.

- Bucket ACLs and bucket policies can be used to grant other users read access to your buckets.

- You can grant other users read permissions for objects in your bucket by configuring object ACLs, object policies, or bucket policies. Alternatively, you can configure object sharing.

1.11 Does OBS Support Resumable Transfer?

Resumable transfer is supported for all transfer methods except API.

Table 1-1 Support for resumable transfer by different OBS tools

OBS Tool	Resumable Data Transfer
OBS Console	Not supported
APIs	Not supported

1.12 Does OBS Support Batch Upload?

The following table lists the batch upload support for different OBS tools.

Table 1-2 Support for batch upload by different OBS tools

Tool	Batch Upload
OBS Console	OBS Console allows you to upload files in a batch. Up to 100 files can be uploaded at a time, with the total size of no more than 5 GB. For details, see Uploading a File .
OBS Browser+	Supports batch upload of files and folders. A maximum of 500 files or folders can be uploaded at a time.
SDKs	Not supported
APIs	Not supported

1.13 Does OBS Support Batch Download?

The following table lists the batch download support for different OBS tools.

Table 1-3 Support for batch download by different OBS tools

Tool	Batch Download
OBS Console	Not supported
OBS Browser+	Supported
SDKs	Not supported
APIs	Not supported

1.14 Does OBS Support Batch Deletion of Objects?

The following table lists the batch deletion support for different OBS tools.

Table 1-4 Support for batch deletion by different OBS tools

Tool	Batch Deletion
OBS Console	Supported. A maximum of 100 objects can be deleted at a time. If you are deleting a folder, only one folder can be deleted at a time. For details, see Deleting an Object or Folder .
OBS Browser+	Supported. Files and folders can be deleted in a batch, and the number of files and folders to be deleted is not limited.
APIs	Supported. A maximum of 1,000 objects can be deleted at a time. For details, see Deleting Objects .

NOTE

The batch deletion performance is negatively correlated with the number of objects in a single request. When it comes to QPS, deleting N objects is counted as N operations. If a large number of objects named with prefixes in lexicographic order are deleted, lots of requests may be concentrated in a specific partition, which results in hot access. This limits the request rate in the hot partition and increases access latency.

To address this problem, you can reduce the number of objects in a single batch deletion request, initiate more concurrent requests, and name objects with random prefixes.

1.15 What Are the Factors That Affect Upload and Download Speeds of OBS?

The OBS upload and download speeds may be affected by:

- The default upper limit of the OBS read/write bandwidth allowed for a single Huawei Cloud account: 16 Gbit/s (which means the total GET and PUT bandwidths over both public and private networks)
If the actual bandwidth reaches this upper limit, flow control will be triggered.
- Bandwidth of the purchased VM NIC
If the NIC bandwidth is lower than 16 Gbit/s, the node bandwidth will be limited by the VM bandwidth. You need to purchase multiple VMs to run concurrently to reach 16 Gbit/s.
- Disk I/O and resources consumed by other processes

1.16 Why Did Some of My Data Stored on OBS Get Lost?

- Check whether there is a lifecycle rule configured to automatically delete objects after a certain date.
- Check whether the write permission to the bucket has been granted to other users. If it was, those other users can delete objects from the bucket. If you have enabled logging, you can check the logs to find out who deleted the objects.

1.17 Can Deleted Data Be Recovered?

- If versioning is enabled for a bucket, deleted objects are saved to the **Deleted Objects** list. You can recover objects from the **Deleted Objects** list. For details, see [Undeleting a File](#).
- If versioning is not enabled, deleted objects cannot be recovered.

1.18 Will There Be Data Left Over in OBS After I Delete an Object?

After you select the objects that you want to delete, OBS will delete the data completely, with nothing remaining. This protects against data leaks.

1.19 What Can I Do If My Access to the OBS Domain Name Failed Due to a CA Certificate Connection Failure?

If the certificate is untrusted, accessing the OBS domain name fails. You need to obtain the OBS certificate again and import it to the client trust store.

Step 1 Obtain the OBS certificate (using the Chrome browser as an example).


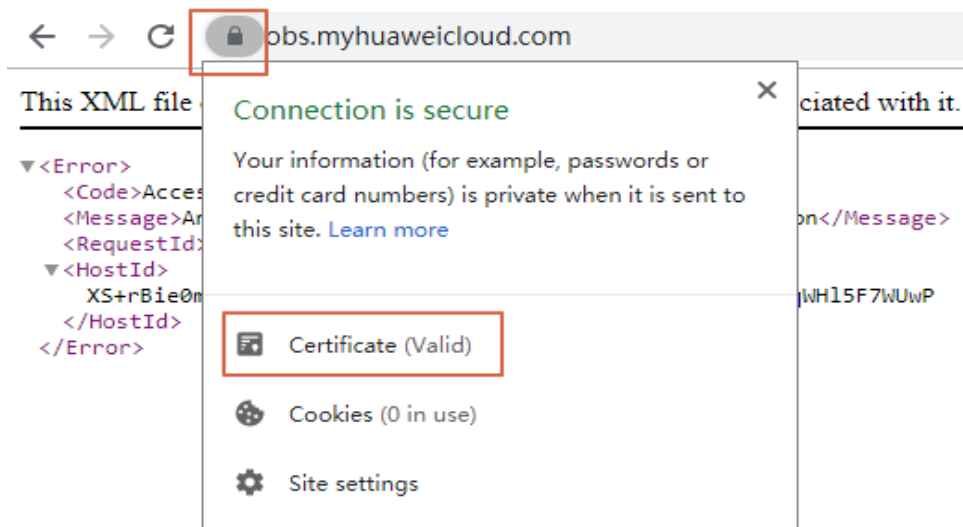
1. Enter the OBS domain name in the address box of a browser: **https://obs.myhuaweicloud.com**.
2. Click  on the left of the domain name and select **Certificate**.

Figure 1-1 Exporting a certificate



3. Click **Details** > **Copy to File** and obtain the OBS certificate (**obs.cer**) as prompted.

Step 2 Import the OBS certificate to the client trust store.

For example, if a Java runtime environment is used, you need to import the certificate to **cacerts**. In the following example, **d:\obs.cer** is where the certificate is stored.

NOTE

OBS certificate formats vary depending on the runtime environments. This example uses the Java runtime environment as an example. In other environments, convert the certificate format as required before the import.

```
keytool -import -alias cacerts -keystore cacerts -file d:\obs.cer
```

----End

1.20 What Are the Differences Between OBS, EVS, and SFS?

[Table 1-5](#) compares OBS, EVS, and SFS.

Table 1-5 Comparison between OBS, EVS, and SFS

Dimension	OBS	EVS	SFS
Concept	OBS provides massive, secure, reliable, and cost-effective data storage for users to store data of any type and size.	EVS provides scalable block storage that features high reliability, high performance, and robust specifications for ECSs to meet service requirements in different scenarios. An EVS disk is similar to a hard disk on a PC.	SFS provides on-demand high-performance file storage, which can be shared by multiple ECSs. SFS is similar to a remote directory for a Windows or Linux machine.
Data storage logic	Stores objects. Files can be stored directly to OBS. The files automatically generate corresponding system metadata. You can also customize the metadata if needed.	Stores binary data and cannot store files directly. To store files on an EVS disk, you need to format the file system first.	Stores files. Data is sorted and displayed in files and folders.
Access mode	You can access OBS over the Internet or using Direct Connect. Just specify the bucket address and use a transmission protocol, for example, HTTP or HTTPS.	EVS disks need to be attached to an ECS or BMS and initialized before they can be used and accessed by your applications.	SFS systems need to be mounted to an ECS or BMS and then they can be accessed using NFS or CIFS protocols. A network address must be specified or mapped to a local directory for access.

Dimension	OBS	EVS	SFS
Application scenario	Big data analysis, static website hosting, online video on demand (VoD), gene sequencing, and intelligent video surveillance	HPC, enterprise core cluster applications, enterprise application systems, and development and testing NOTE HPC: High-speed and high-IOPS storage is required, such as industrial design and energy exploration.	High-performance computing (HPC), media processing, file sharing, content management, and web services NOTE HPC: High bandwidth is required for shared file storage, such as gene sequencing and image rendering.
Capacity	Exabytes	Terabytes	Petabytes
Latency	Milliseconds	1 to 2 ms	3 to 10 ms
IOPS/TPS	Tens of millions	128,000 for a single disk	10,000 for a single file system
Bandwidth	TB/s	MB/s	GB/s
Data sharing supported	Yes	Yes	Yes
Remote access supported	Yes	No	Yes
Online editing supported	No	Yes	Yes
Used independently	Yes	No	Yes

1.21 Why Is an Alarm Reported When I Access an OBS URL?

Cause

Users are not allowed to upload violent or illegal content to OBS buckets. Such content will be detected and blocked by OBS and third-party platforms (such as WeChat, Alipay, and Baidu). When a third-party platform blocks such content, it also lists the OBS domain name as an untrusted domain name, so other users who access this domain name receive the alarm.

Solution

If you need to access OBS via a third-party platform or program, such as WeChat, Alipay, or Baidu, use a user-defined domain name to access OBS resources, to avoid receiving the alarm.

1.22 How Do I Determine Whether I Am Accessing OBS over an Intranet?

Suppose you have an ECS and an OBS bucket (named **example-bucket**) in the EU-Dublin region.

To check whether you are using an intranet for access, do as follows:

On the ECS, **ping** the global domain name of the bucket you are accessing. If the IP address that responds is in the IP address range starting with **100** or **214**, you are accessing the bucket from the ECS over a local intranet connection.

The global domain name of an OBS bucket is in the *Bucket name.obs.myhuaweicloud.com* format.

For example, you could ping **example-bucket.obs.myhuaweicloud.com** on the ECS.

Figure 1-2 Responses

```
[root@ecs-d5d2 ~]# ping example-bucket.obs.myhuaweicloud.com
PING obs.lz01.cn-north-4.myhuaweicloud.com (100.125.04.130) 56(84) bytes of data.
64 bytes from 100.125.04.130 (100.125.04.130): icmp_seq=1 ttl=60 time=0.359 ms
64 bytes from 100.125.04.130 (100.125.04.130): icmp_seq=2 ttl=60 time=0.292 ms
64 bytes from 100.125.04.130 (100.125.04.130): icmp_seq=3 ttl=60 time=0.172 ms
```

1.23 Will My Bucket Performance Be Affected by Other Users' Services?

No. OBS isolates the access from different accounts, so there is no performance interference or impact between different accounts.

2 Billing

2.1 How Do I Purchase OBS?

OBS provides the pay-per-use and yearly/monthly billing. You can purchase OBS with whichever billing mode you prefer.

Prerequisites

You have a cloud service account.

If you do not have an account, you can sign up for free:

Step 1 Visit the [Huawei Cloud official website](#).

Step 2 Click **Sign Up** in the upper right corner.

Step 3 Complete the account creation as instructed.

After the creation is complete, you will be navigated to your information page.

----End

Pay-per-Use

Pay-per-use billing is the default setting for OBS. With this billing mode, your service account is only billed for the amount of time (hours) resources actually used for. There is no minimum billing threshold.

After registering an account, top up your account and you can start using OBS.

Step 1 Log in to OBS Console.

Step 2 On the right of the top navigation bar, click **Billing & Costs** to go to the **Overview** page of Billing Center.

Step 3 In the navigation pane, choose **Funds Management > Top Up**.

Step 4 Top up the account as prompted.

----End

Yearly/Monthly

If you have a good idea of how much and how long you expect to use OBS for, you can save money by purchasing a yearly/monthly resource package.

OBS offers the following resource packages: Standard storage (single-AZ), Standard storage (multi-AZ), internet outbound traffic, and pull traffic.

For details about OBS resource packages, see [OBS Billing](#).

Step 1 Go to the [Buy Resource Packages](#) page.

Step 2 Set the parameters as prompted.

NOTE

A resource package can only be used to pay for bucket fees if the package's region and type match the bucket.

Availability: This parameter specifies which enterprise projects can use the purchased resource package. Only the buckets in the selected enterprise projects can use the package. Additionally, the package's region and type must match the bucket. This option is displayed for only enterprise accounts.

Step 3 Click **Add**.

Step 4 Confirm the resource package list on the right and click **Next**.

Step 5 Confirm the order information and click **Submit**.

If there is something wrong with the order, click **Previous** to modify it and then continue with your purchase.

Step 6 Complete the payment as instructed.

NOTE

Precautions for purchasing resource packages:

Package renewal is supported but unsubscription is not. When a package expires, you can still use OBS resources, and data security in OBS is ensured. Make sure that your account balance is sufficient and the system will automatically settle the charges on a pay-per-use basis.

Monthly reset rules for resource packages:

Reset by subscription period means that after a resource package is purchased, its quota will reset at 24:00:00 on the same day (the purchase day) of each month. For example, after you purchase an outbound Internet traffic package of 2 TB (each month) for 6 months on April 15, you will have 2 TB of outbound Internet traffic available to use from April 15 to 24:00:00 of May 15. Then, at 00:00:01 on May 16, another 2 TB outbound Internet traffic will be allocated to you, so you can use this 2 TB of traffic from 00:00:01 on May 16 to 24:00:00 on June 15. The following months follow the same rule until the purchased package expires. If you do not use up your quota in a given month, the remaining quota will not be carried over to the following month. The quota resets every month.

Step 7 Use OBS.

After a resource package is purchased, the system automatically matches it to a bucket based on the properties (including the region and storage class), so that you can just use OBS directly. If your resource package properties are consistent

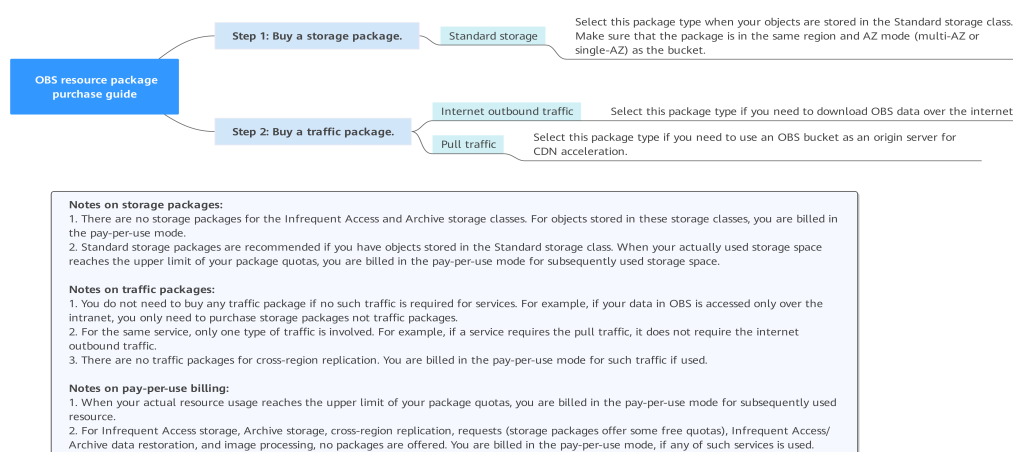
with the bucket properties, the system will apply the resource package to corresponding billing items. All other items are billed on a pay-per-use basis.

----End

Purchase Guide

Figure 2-1 explains how resource packages are purchased, so you can more easily select the right resource packages in different scenarios.

Figure 2-1 Guide for purchasing OBS resource packages



2.2 Why Is OBS Still Unavailable Even Though My Account Is Topped Up and There Are No Outstanding Bills?

Check that your account has been renewed on the **Overview** page of Billing Center. If the renewal is successful but the resource is still unavailable, submit a service ticket to contact customer service.

2.3 Why Does My Bucket Generate Storage Fees Even Though There Are No Objects in It?

OBS storage space is billable. Objects, deleted objects, and fragments in a bucket all consume storage space. If there are no objects in the bucket, check whether there are deleted objects or fragments in it.

Checking for Deleted Objects

What Is a Deleted Object?

Step 1 In the navigation pane of **OBS Console**, choose **Object Storage**.

Step 2 In the bucket list, click the bucket you want to operate to go to the **Objects** page.

Step 3 On the displayed page, click the **Deleted Objects** tab to view the deleted objects in the bucket.

To permanently delete these objects, select all deleted objects and click **Delete** above the list.

----End

Checking for Fragments

Managing Fragments

Step 1 In the navigation pane of **OBS Console**, choose **Object Storage**.

Step 2 In the bucket list, click the bucket you want to operate to go to the **Objects** page.

Step 3 On the displayed page, click the **Fragments** tab to view the fragments in the bucket.

To clear up fragments, select all fragments and click **Delete** above the list.

----End

2.4 Why Am I Still Being Billed for Pull Traffic Used by CDN Acceleration When I Already Have a Pull Traffic Package?

- Check whether the purchased pull traffic package and the bucket configured as the origin server on CDN are in the same region.
 - a. Log in to OBS Console.
 - b. In the navigation menu on the top, choose **Resources > My Packages** to check the region of your pull traffic package.
 - c. Log in to the CDN console. Click **Domain Name Management**, and click the domain name that uses the OBS bucket as its origin server. On the **Basic Settings** tab page, and under the **Primary Origin Server**, check the address of the bucket, which can tell you what region the bucket is in.
 - d. Check whether the pull traffic package and the bucket are in the same region. If they are in different regions, purchase another pull traffic package from the region where the bucket is located.
- Log in to the CDN console, check the configuration for domain name acceleration to see if the origin server type is an OBS bucket domain name. If the origin server type is an IP address or a domain name, the OBS pull traffic package will not cover the pull traffic.

2.5 Why Am I Still Being Billed After I Purchased a Resource Package?

Problem Description

You have purchased a yearly/monthly OBS resource package, but you are still being billed for pay-per-use usage.

Problem Analysis

Possible causes are described here in order of how likely they are to occur. To locate the root cause as fast as possible, go through the list in order, from most likely to least.

If the fault persists after a possible cause is rectified, move down the list to the next most likely cause.

Figure 2-2 Analysis process

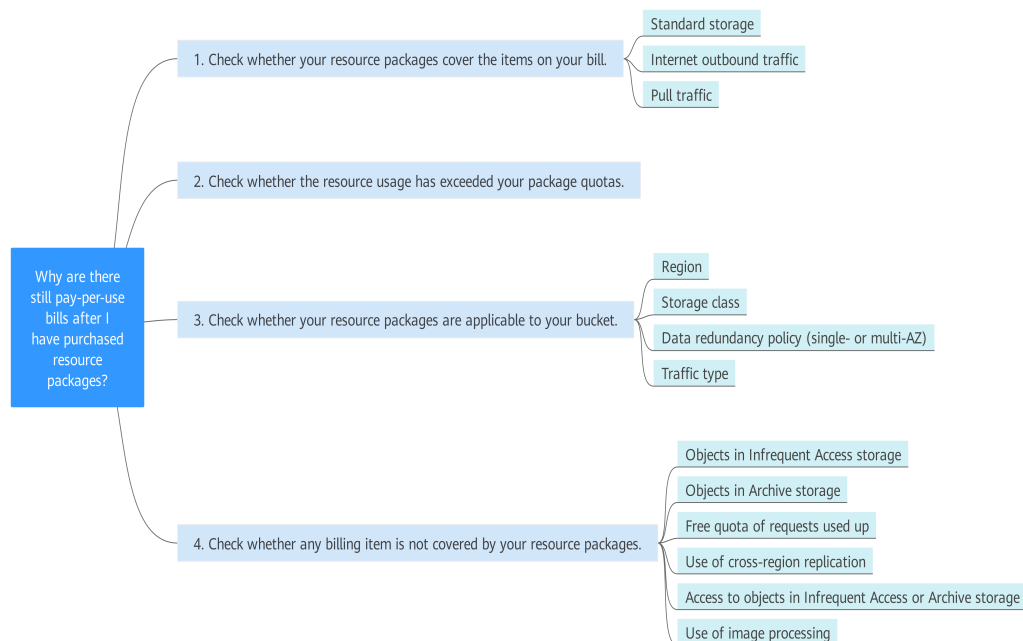


Table 2-1 Problem Analysis

Possible Cause	Solution
No applicable resource package was purchased.	For details, see Checking If There Are Applicable Resource Packages Available .
Your resource package quota has been used up.	For details, see Checking If a Resource Usage Has Exceeded Your Package Quota .

Possible Cause	Solution
Your resource package cannot be used for the billed bucket.	For details, see Checking If Your Resource Package Can Be Used for Your Bucket .
Your resource package does not cover all of the OBS billing items.	For details, see Checking If There Are Any Billing Items Not Covered by Your Resource Package .

Checking If There Are Applicable Resource Packages Available

Packages are provided only for Standard storage, outbound internet traffic, and data restoration traffic.

Resource packages can be used to cover the fees generated by only the corresponding billing items. For details, see [Resource Package Overview](#). Check whether you have purchased resource packages that can cover the items in the pay-per-use bills.

If you do not have such resource packages, you may be billed for pay-per-use usage. If you already have such resource packages, it may be a quota issue.

Checking If a Resource Usage Has Exceeded Your Package Quota

If the actual usage of the month exceeds your package quota, you will be billed for subsequently used resources on a pay-per-use basis.

You can use multiple resource packages together. If your package quota is insufficient, you can purchase additional resource packages to supplement your existing quota. However, quotas of newly purchased resource packages cannot be applied to resources that have already been used.

If your resource usage has exceeded your resource package quota, you will be billed for subsequent usage on a pay-per-use basis. If the resource usage is within your resource package quota, it may be that the package you purchased cannot be used with the bucket you intended to apply it to.

Checking If Your Resource Package Can Be Used for Your Bucket

For billing items that support yearly/monthly packages, the quotas can only be applied to a purchase where the region, storage class, and data redundancy policy of the resource package are consistent with those of the bucket. Otherwise, pay-per-use billing is used for your resource usage. A traffic package can be used to pay for traffic fees only in specific scenarios.

Check the following properties:

- Region**

The resource package and the bucket should be in the same region. If they are not, create a bucket in the resource package's region or purchase another resource package in the region where the bucket resides.

- Storage class**

OBS provides Standard resource packages, which can only be used for objects stored in Standard storage class. Objects in a bucket may have different

storage classes as the bucket. If you want to use your resource package quota for storage usage, make sure that the storage class of your resource package is same as that of the stored objects.

3. **Data redundancy policy (single-AZ or multi-AZ)**

A Standard storage package comes with either multi-AZ or single-AZ data redundancy policy. Check if your bucket data redundancy policy is consistent with that of your resource package. If they are not the same, then the package cannot be used for that bucket. For details about how to view the data redundancy policy of a bucket, see [Viewing Basic Information of a Bucket](#).

4. **Traffic type**

OBS provides outbound internet traffic packages and pull traffic packages.

- An outbound Internet traffic package can be used to cover the charges incurred by downloading data from OBS to a local device over the Internet.
- A pull traffic package can be used to cover the fees incurred by data transferred by CDN when an OBS bucket is used as a CDN origin server.

If you need to use the outbound Internet traffic or pull traffic, ensure that you have corresponding resource packages to cover these billing items.

Any of these issues can result in pay-per-use fees being generated. If you can rule out these four possibilities, the next step is to check if the charges are being generated by billing items not covered by your resource package.

Checking If There Are Any Billing Items Not Covered by Your Resource Package

OBS billing items include storage, Internet traffic, requests, data retrievals, and data processing.

However, packages are provided only for the following resources: Standard storage, internet outbound traffic, and data restoration traffic.

- Standard storage packages can offset the used Standard storage space.
- Internet outbound traffic packages and pull traffic packages can offset data traffic volume used for downloading data from OBS and pulling content from OBS over the internet.

Standard storage packages offer some free requests, but any other billing items are not covered by resource packages. These billing items include storage of objects in the Infrequent Access or Archive storage class, cross-region replication traffic, data retrievals, and data processing.

For details, see [OBS Billing Items](#).

Pay-per-use bills are generated if:

- you have objects stored in the Infrequent Access storage class.
- you have objects stored in the Archive storage class.
- your free quotas of requests are used up, but requests are still initiated. For details, see [Requests](#).
- you have used the cross-region replication function, with corresponding traffic being generated.

- you have accessed objects stored in Infrequent Access or Archive storage class.
- you have used the image processing function.

Submitting a Service Ticket

If the problem persists, submit a service ticket to contact Huawei Cloud customer service for assistance.

2.6 What Is a Standard Storage Package (Multi-AZ) Used For?

A Standard storage package (multi-AZ) provides cross-AZ storage space quota for buckets in the Standard storage class. Such packages are only available in regions that support data redundancy across AZs.

2.7 Do I Need to Purchase an Outbound Internet Traffic Package If I Already Have a Pull Traffic Package?

A pull traffic package can be used for data that CDN downloads from OBS buckets when those OBS buckets are used as origin sites for CDN.

An outbound Internet traffic package can be used to cover the charges incurred by downloading data from OBS to a local device over the Internet.

The following explains which type of data traffic is used in different scenarios:

- Outbound internet traffic is generated when you download objects from or otherwise query buckets (for instance, listing objects and obtaining bucket or object metadata) on OBS Console. Using various software tools or SDKs to download objects over the Internet without CDN acceleration will also generate outbound internet traffic.
- Accessing a bucket through its access domain name generates outbound internet traffic.
- Suppose that you use an OBS bucket as the origin server of a CDN acceleration domain name, and set the origin server type to **Domain name**. Accessing that accelerated domain name generates outbound internet traffic, which is then billed by OBS and CDN, when the CDN cache is not hit.
- If the origin server type is set to **OBS bucket**, accessing the accelerated domain name consumes the quota of your OBS pull traffic package and counts as CDN traffic when the CDN cache is not hit.

If your application scenario involves a lot of data being transferred over the internet, outbound internet traffic packages are also recommended. If you do not expect to generate much outbound internet traffic, you can choose to not buy a package and pay for traffic on a pay-per-use basis.

2.8 Why Does My Bucket Generate Traffic When There Are No Objects in It?

Principle for Generating Data Traffic

Sending requests to OBS generating data traffic when the requests or responses contain message bodies.

Traffic Types

OBS traffic is classified into inbound intranet traffic, outbound intranet traffic, inbound internet traffic, outbound internet traffic, cross-region replication traffic, and pull traffic. Not all traffic is billed. For details, see [Billing Overview](#).

In What Situations Is Traffic Generated When There Are No Objects in a Bucket?

- Traffic is tallied once every hour. During this period, another user may have uploaded an object to the bucket and then deleted it. You would be billed for that traffic even though the bucket is currently empty.
- There could be multipart upload fragments in the bucket. Though fragments have not yet been merged into objects, they still generate traffic. You can list multipart tasks in the bucket or go to OBS Console to check if there are fragments.
- When access requests fail, responses with 4xx errors (except error 403) are returned and the message bodies of these responses generate traffic.
- Operations, such as configuring bucket ACLs and configuring lifecycle rules, contain message bodies that generate data traffic.

Monitoring OBS Data Traffic

You can enable Cloud Eye to monitor OBS operations, so that you can have a clear understanding about statistics including data traffic. For details, see [Monitoring OBS](#).

Why Am I Billed on a Pay-per-Use Basis Even If I Have Resource Packages?

For more information, see [Why Am I Still Being Billed After I Purchased a Resource Package?](#)

2.9 How Are Requests Counted?

Each calling of an API is counted as a request. When you perform operations on OBS through OBS Console, tools, APIs, or SDKs, you are actually calling APIs.

Request Types

OBS requests fall into the following types:

- Read requests: GET (for downloading objects), HEAD (for obtaining bucket locations or bucket policies), LIST (for listing objects), and others
- Write requests: PUT/POST (for uploading objects), COPY (for copying objects), and others
- Delete requests: DELETE (for deleting objects or canceling multipart uploads) and others
- Storage class transition requests: requests generated when objects are transitioned from Standard to Infrequent Access or Archive or from Infrequent Access to Archive during the execution of a lifecycle rule

Billing

If you buy a Standard storage package, you will receive a free quota of read and write requests for each month. The free quota is used first. After the free quota is used up, subsequent requests are billed on a pay-per-use basis. If you continue to purchase additional Standard storage packages, the free requests rewarded to you will be accumulated.

NOTE

Except the requests whose status code returned by the server is 5XX or 403, all other requests are counted in the number of requests.

Examples

Example 1

Take object upload for example. Each time you upload an object or an object part is counted as a request. Assuming that a folder has 100 objects:

- If you call the PutObject API to upload all objects, sending 100 PUT requests means that the number of requests is 100.
- If you use multipart upload tasks to upload the large objects in the folder, the final number of requests is greater than 100, because the processing of object parts will increase the number of requests. In addition, extra requests are required for initializing multipart upload tasks and merging parts into objects.

Example 2

Each operation on OBS Console delivers a request that is counted for billing.

For example, when you open the home page of OBS Console, the list of buckets is loaded. In this process, requests are sent to obtain the bucket list and bucket locations. Then when you switch to the **Overview** page of a bucket, requests are sent to query bucket storage information and bucket metadata.

Example 3

Take object download as an example. Each time you download an object is counted as a request. Assume that you need to download 100 objects:

- Downloading 100 Standard or Infrequent Access objects will send 100 GET requests.

2.10 Do I Have to Purchase a Resource Package? Can I Apply a Package to a Specific Bucket?

You can use OBS even if you have not purchased any resource packages. Without using resource packages, you will be billed on a pay-per-use basis. After you purchase a resource package, you can use it to cover the fees for using OBS. Using resource packages is more cost-effective than the pay-per-use billing. It is recommended that you purchase resource packages based on your needs.

Resource packages are currently managed by type and region. For example, after you purchase a resource package in a region, this package can be used to cover the fees generated by all buckets in that region as long as these buckets meet certain requirements. Therefore, there is no mapping between resource packages and buckets, and you cannot apply a resource package to a specific bucket.

CAUTION

OBS has multiple billing items. Even if you already have a resource package, there may be also other fees generated before the resource package is used up. If you are still being billed for pay-per-use usage when you are using a resource package, see [Why Am I Still Being Billed After I Purchased a Resource Package?](#) for troubleshooting.

2.11 Can I Unsubscribe from or Modify a Resource Package?

Once a resource package is purchased, it cannot be unsubscribed from or modified. Resource packages are currently managed by region, storage class, and others. To use a resource package for fee deduction, ensure that the region and storage class of a bucket match those of the resource package, or you will be billed on a pay-per-use basis.

CAUTION

- After a bucket is created, its data redundancy policy (single-AZ or multi-AZ storage) cannot be modified. Configure the data redundancy policy based on your service needs when purchasing or creating a bucket.
 - If the storage class of your resource package is different from that of the bucket, change the bucket's storage class to be the same as that of your resource package. For details, see [Configuring Storage Class for a Bucket](#).
-

2.12 Can I Purchase Requests?

Currently, requests cannot be purchased separately.

2.13 Do Parallel File Systems Support Resource Packages?

Parallel file systems currently support the following types of resource packages:

- Standard storage packages: including the types of single-AZ and multi-AZ
- Archive storage packages
- Outbound Internet traffic packages

NOTE

Cross-region replication traffic and pull traffic packages are currently not available for parallel file systems.

2.14 Which Types of Resource Packages Will Reset Their Quota by Month and Which Types Will Not?

Resource packages that will reset their quota by month:

- Outbound Internet traffic packages
- Pull traffic packages

The following resource packages are valid within a specific period and will not reset their quota by month.

- Standard storage packages

NOTE

- Monthly quota reset: For example, if you purchase a 10 TB outbound Internet traffic package for one year, you will have 10 TB traffic available **each month** in this year. After the 10 TB of a month is used up, you will be billed for the subsequent usage in that month on a pay-per-use basis. If you do not use up your quota in a given month, the remaining quota will not be carried over to the following month. The quota resets every month.
- No monthly quota reset: For example, if you purchase a 10 TB standard storage package for one year, it can be used to cover the fees for storing 10 TB data at most **within a year**. After this 10 TB quota is used up, you will be billed for the subsequent usage on a pay-per-use basis.

2.15 Will the Remaining Package Quota in a Given Month Be Carried over to the Following Month?

The remaining quota in a given month will not be carried over to the following month. After a resource package is purchased, its quota will reset at 24:00:00 on the same day (the purchase day) of each month.

2.16 Will My Data Write Be Restricted When My OBS Package Has Been Used Up?

No. An OBS bucket provides unlimited storage. Any usage beyond the package quota will be billed on a pay-per-use basis, but you can also purchase additional resource packages. For details, see [Purchase of Additional Resource Packages](#).

2.17 Why Is There a Charge of \$0.01 USD on My OBS Bill?

If your bill contains a record of \$0.01 USD, there may be small-amount accumulation.

The minimum cost billed is \$0.01 USD. If you spend less than \$0.01 USD per hour, small-amount accumulation will be triggered. If the accumulative amount is still less than \$0.01 USD at the end of the day, the amount accumulation continues the next day. There will not be any cost until the accumulative amount is greater than or equal to \$0.01 USD.

Suppose you send 10 upload requests and 10 download requests from 08:00 to 09:00 the first day, which incurs less than \$0.01 USD. At the end of the day and of the second day, the amount is still less than \$0.01 USD. At 09:00 of the third day, the accumulative amount reaches \$0.01 USD. The system then will deduct \$0.01 USD from your account at about 10:00.

There is an SDR delay. Generally, pay-per-use usage can be billed by hour, day, or month. After bills are created, corresponding costs will be deducted from your account. If no records can be found, the billing period might not have ended.

3 Access Control

3.1 How Can I Control Access to OBS?

You can use the following mechanisms to control access to OBS. For details, see [Introduction to OBS Permission Control](#).

- IAM permissions
IAM permissions define the actions that can be performed on your cloud resources, specifying what actions are allowed or denied.
IAM permissions can be used to grant access to various IAM users under the same parent account.
The process is as follows:
 - a. Create a user group and select an IAM permission set for it.
 - b. Create an IAM user and add it to the user group, and it will inherit the permissions of the user group you added it to.
- Bucket policies
A bucket policy applies to the configured OBS bucket and all the objects in the bucket. An OBS bucket owner can use a bucket policy to grant permissions on buckets and objects in the buckets to IAM users or other accounts.
- Access Control List (ACL)
ACLs control read and write permissions for accounts. ACL control is not as fine-grained as bucket policies and IAM permissions, so IAM permissions and bucket policies are recommended instead.

3.2 What Are the Differences Between Using an IAM Permission and a Bucket Policy in Access Control?

IAM permissions apply to cloud resources. With the OBS permissions, an IAM policy can be applied to all buckets and objects, or it can be applied only to specified buckets and objects. IAM policies are recommended if you assign permissions to IAM users of the same account.

A bucket policy only applies to the bucket the policy was configured for.

3.3 What Is the Relationship Between a Bucket Policy and an Object Policy?

An object policy takes effect on only one object in a bucket. A bucket policy can be applied to multiple or all objects in a bucket.

3.4 Why Is the Message "Access denied" Still Appearing After OBS System Permissions Were Assigned by IAM?

Cause

System permissions such as OBS ReadOnlyAccess, OBS OperateAccess, and OBS Buckets Viewer preset in IAM only allow certain OBS operations. For example, the OBS OperateAccess permission lets you list buckets, obtain basic bucket information, obtain bucket metadata, list objects (not the objects that have been versioned), upload objects, download objects, delete objects, and obtain object ACLs. Performing each operation requires calling an OBS API.

After your account has been granted system permissions, you can call these APIs directly or through SDKs. However, when you log in to OBS Console or use OBS Browser+, more APIs are called to load the bucket list or the bucket's overview page. If your permissions do not cover those APIs, your access is denied, or you receive a message indicating that the operation is not allowed. For example, loading the bucket's overview page involves API calls to query the configuration statuses of lifecycle and CORS rules. See [Figure 3-1](#). However, the preset system permissions do not cover these operations.

Figure 3-1 Basic bucket configurations

Basic Configurations

Lifecycle Rules	Not configured	Static Website Hosting	Not configured
CORS Rules	Not configured	URL Validation	Not configured
Event Notification	Not configured	Tags	Not configured

Solutions

Authorized permissions are valid, though operations on the console or client are restricted. You can call the APIs directly or through SDKs.

On OBS Console or OBS Browser+ (a client), the OBS OperateAccess permission allows you to upload and download objects.

If you do not want those error messages to appear, you can configure [OBS custom policies](#) on the IAM console to grant more OBS permissions to a user group, and add the user who requires the permissions to this group.

Why Can't I List Objects on OBS Console Even If I Have Been Granted the OBS OperateAccess and OBS ReadOnlyAccess Permissions?

System policies OBS OperateAccess and OBS ReadOnlyAccess contain only `obs:bucket:ListBucket` (used to list objects), but do not contain `obs:bucket:ListBucketVersions` (used to list multiple versions of objects).

If a bucket has multiple versions of objects, IAM users may fail to list objects in the bucket through OBS Console. In such case, IAM users need to be granted the `obs:bucket:ListBucketVersions` permission.

3.5 Why Does Message "Access denied" Appear After I Was Granted the Read and Write Permissions for a Bucket?

Cause

If you use a bucket policy to grant the IAM user the bucket read and write permissions, the IAM user has the permissions to call the following APIs:

- `GetObject`: downloading objects
- `GetObjectVersion`: downloading objects and their versions
- `PutObject`: uploading objects
- `DeleteObject`: deleting objects
- `DeleteObjectVersion`: deleting objects and their versions

Each API requires an operation permission. IAM users can call these APIs directly or through SDKs. However, when you log in to OBS Console or using a client tool such as OBS Browser+, more APIs (such as `ListAllMyBuckets` and `ListBucket`) are called to load the bucket list and object list. If your permissions do not cover those APIs, your access is denied, or you are informed that the operation is not allowed.

Solutions

Authorized permissions are valid, though operations on the console or client are restricted. You can call the APIs directly or through SDKs.

If you want to access OBS through OBS Console or OBS Browser+ (a client), you can configure [OBS custom policies](#) on the IAM console to grant more OBS permissions to a user group, and add the user who requires the permissions to this group.

3.6 Why Can't I Access OBS (403 AccessDenied) After Being Granted with the OBS Access Permission?

Problem Description

By configuring IAM permissions, bucket policies, or bucket ACLs, you have been granted the permissions needed to access OBS. However, when you try to access OBS, the error message **Access denied** or **403 AccessDenied** is displayed.

Problem Analysis

Possible causes are described here in order of how likely they are to occur. To locate the root cause as fast as possible, go through the list in order, from most likely to least.

If the fault persists after a possible cause is rectified, move down the list to the next most likely cause.

NOTE

OBS provides multiple ways to control permissions. To better understand how permissions management works, read [Introduction to OBS Permissions Management](#). For details about how to configure permissions for different scenarios, see [Typical Permissions Management Scenarios](#).

Figure 3-2 Analysis process

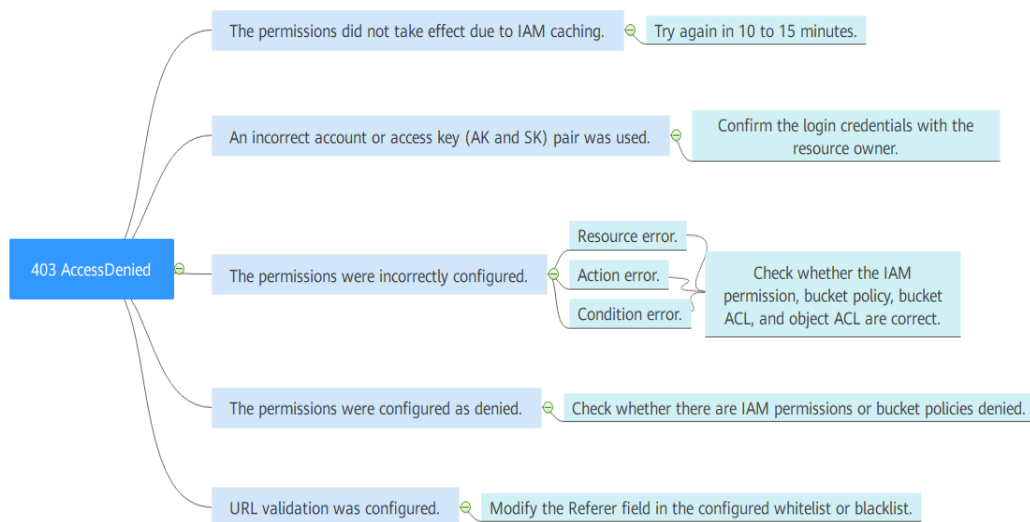


Table 3-1 Problem Analysis

Possible Cause	Solution
The permissions did not take effect due to IAM caching.	Due to data caching, it can take about 10 to 15 minutes for a new IAM permission configuration to take effect. Try again in 10 to 15 minutes.
An incorrect account or access key (AK or SK) was used to access OBS.	If you do not have the permissions needed to access OBS, the login information, such as the account or AK/SK used was likely incorrect. Incorrect use of AK/SK is more common. For example, you may be using an AK/SK or password for a different account. Confirm the login credentials with the resource owner.
The permissions were incorrectly configured.	For details, see Checking Whether Permissions Are Correctly Configured .
The permissions were configured as denied.	For details, see Checking Whether a Permission Is Configured as Denied .
URL validation was configured.	Modify the Referer field in the whitelist or blacklist by referring to Configuring URL Validation .

Checking Whether Permissions Are Correctly Configured

OBS provides multiple mechanisms for permissions management, and in some scenarios there may be dependencies involved. If you cannot access OBS, contact the person who assigned the permissions (usually the resource owner) to check whether the permissions were configured correctly. There are two critical elements to check: **Resources** (which resources access is granted to) and **Actions** (authorized operations). For commonly seen mistakes, see [Table 3-2](#). If **Condition** is configured in the IAM permission or bucket policy, check whether the specified rules are met.

Table 3-2 Commonly seen mistakes in configuring **Resources** and **Actions**

Type	Common Mistake
Resources	<ul style="list-style-type: none"> ● You were granted access to a given bucket but tried to access a different bucket. ● You were granted access to a bucket but not to the objects in that bucket. ● You were granted access to view a bucket but not to perform any operations (for example, listing objects in the bucket). ● You were only granted access to certain objects in a bucket but tried to access other objects.
Actions	<ul style="list-style-type: none"> ● Actions configured incorrectly: For example, the download permission (GetObject) may have been mistakenly assigned instead of the upload permission (PutObject). ● Required actions are missing from the configuration: Some permissions required by OBS Console and OBS Browser+ for other actions are often ignored. The most often ignored actions are ListAllMyBuckets and ListBucket, which are needed for viewing a list of the buckets and of the objects in those buckets. Typical examples are described in: <ul style="list-style-type: none"> - Why Is the Message "Access denied" Still Appearing After OBS System Permissions Were Assigned by IAM? - Why Does Message "Access denied" Appear After I Was Granted the Read and Write Permissions for a Bucket?

Checking IAM permissions

1. Use the resource owner's account to log in to Huawei Cloud and click **Console** in the upper right corner.
2. On the management console, hover over the username in the upper right corner, and choose **Identity and Access Management** from the drop-down list.
3. On the **Users** page, search for the name of the user that could not access OBS. Click the name to check which user group the user belongs to.
4. On the **User Groups** page, search for the user group to which the user belongs. In the **Operation** column of the user group, click **Manage Permissions** to see which IAM permissions have been granted.

Checking the bucket policy

1. Use the resource owner's account to log in to Huawei Cloud and click **Console** in the upper right corner.

2. In the service list, choose **Storage > Object Storage Service**.
3. In the bucket list, search for the bucket that fails to be accessed and click the bucket name. The **Objects** page is displayed.
4. In the navigation pane, choose **Permissions > Bucket Policy** to view the configured bucket policies.

Checking the bucket ACL

1. Use the resource owner's account to log in to Huawei Cloud and click **Console** in the upper right corner.
2. In the service list, choose **Storage > Object Storage Service**.
3. In the bucket list, search for the bucket that fails to be accessed and click the bucket name. The **Objects** page is displayed.
4. In the navigation pane, click **Permissions**. The **Bucket Policies** tab page is displayed. Then go to the **Bucket ACLs** page to view the configured bucket ACLs.

Checking the object ACL

1. Use the resource owner's account to log in to Huawei Cloud and click **Console** in the upper right corner.
2. In the service list, choose **Storage > Object Storage Service**.
3. In the bucket list, search for the bucket that fails to be accessed and click the bucket name. The **Objects** page is displayed.
4. In the object list, search for the object that fails to be accessed and click the object name. On the page that is displayed, view the object ACL configuration on the **Object ACL** tab.

Checking Whether a Permission Is Configured as Denied

If the required permissions are correctly configured but OBS still cannot be accessed, the possible cause is that the permission effect is configured as denied.

Based on the [principle of least-privilege](#), decisions default to deny, and an explicit deny statement always takes precedence over an allow statement. If there are multiple IAM permissions or bucket policies, as long as there is an explicit deny statement, it will take precedence over allow statements, even the denied permissions are allowed in other bucket policies.

Both IAM permissions and bucket policies can include deny statements, so you need to check these configurations separately.

Checking IAM permissions

1. Use the resource owner's account to log in to Huawei Cloud and click **Console** in the upper right corner.
2. On the management console, hover over the username in the upper right corner, and choose **Identity and Access Management** from the drop-down list.
3. On the **Users** page, search for the name of the user that could not access OBS. Click the name to check which user group the user belongs to.

4. On the **User Groups** page, search for the user group to which the user belongs. In the **Operation** column of the user group, click **Manage Permissions** to see which IAM permissions have been granted.

Checking the bucket policy

1. Use the resource owner's account to log in to Huawei Cloud and click **Console** in the upper right corner.
2. In the service list, choose **Storage > Object Storage Service**.
3. In the bucket list, search for the bucket that fails to be accessed and click the bucket name. The **Objects** page is displayed.
4. In the navigation pane, choose **Permissions > Bucket Policy** to view the configured bucket policies.

Submitting a Service Ticket

If the problem persists, submit a service ticket to contact Huawei Cloud customer service for assistance.

3.7 How Do I Control Access to Folders in an OBS Bucket?

You can customize a bucket policy and specify a prefix in it to control access to folders.

For example, if the prefix is set to **abc/**, configured permissions will apply to folder **abc**.

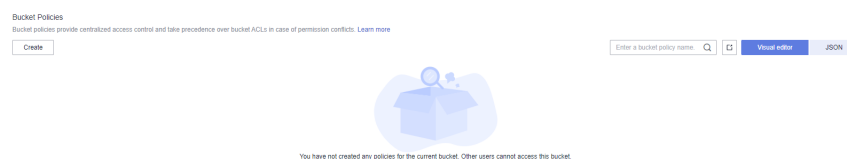
For details, see [Creating a Custom Bucket Policy \(Visual Editor\)](#).

3.8 How Can I Check Whether My Bucket Policy Is Private, Public Read, or Public Read and Write?

Procedure

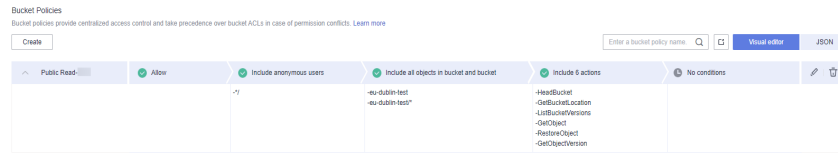
- Step 1** In the navigation pane of OBS Console, choose **Object Storage**.
- Step 2** In the bucket list, click the bucket name you want to go to the **Objects** page.
- Step 3** In the navigation pane, choose **Permissions > Bucket Policy**.
- Step 4** Check your bucket policy.
 - Private
If there is no bucket policy configured, the bucket is private and can be accessed only by the bucket owner.

Figure 3-3 Private



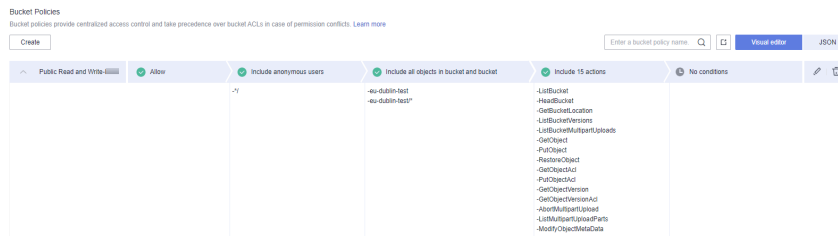
- **Public Read**
If there is a Public Read policy, anyone can access the bucket and download objects in it.

Figure 3-4 Public Read



- **Public Read and Write**
If there is a Public Read and Write policy, anyone can access the bucket and upload, download, or delete objects in it.

Figure 3-5 Public Read and Write



----End

4 Buckets and Objects

4.1 Why Am I Unable to Create a Bucket?

- If the number of created buckets has reached 100 (the maximum number allowed), delete some unneeded buckets and try again.
- If the new bucket name already exists, use another one and try again. Each OBS bucket name must be globally unique. Specifically, it must be different from that of buckets created by its owner or by any other users (including those under other Huawei Cloud accounts).
- The name of a deleted bucket cannot be reused immediately after the deletion. It can be reused for a bucket or a parallel file system at least 30 minutes later after the deletion.
- If message "A conflicting operation is being performed on this resource. Try again later." is displayed when you are creating a bucket, it is because that there is a bucket with the same name as the bucket you are creating in OBS and the existing bucket has been released due to arrears in a short period. In such case, try another bucket name.
- Check whether the account has required permissions. If not, grant the account permissions as needed.
 - a. Log in to the management console.
 - b. On the top navigation menu, click the username and select **Identity and Access Management** to log in to the IAM console and verify the permissions of the user.
 - i. On the **Users** page, search for the username.
 - ii. Click the username to view details for that user, and check the user groups where the user belongs. If the user is not a member of any user group, click **Modify** and select a user group.
 - iii. In the navigation pane, click **User Groups** and find the user group to which the user belongs. Click the icon of the downward arrow next to the user group name to view user group permissions. Find **OBS** under the **Project Name** column and click **View** under the **Operation** column, to check whether the user group has the permission required to create buckets. If not, [create a user group](#),

configure a policy that grants the user group the bucket creation permission, and add the user to this group.

- Check whether the account is in arrears or the account balance is insufficient. If this is the case, pay off the outstanding balance or top up the account.
 - a. Log in to OBS Console.
 - b. On the top navigation menu, click **Billing & Costs** to go to Billing Center.
 - c. On the **Overview** page, you can view the balance of the account.
 - d. If your account is in arrears, top it up by referring to [Renewal Management](#).
 - e. If your object upload still fails after the account is brought current, contact customer service.
- Check whether the network connectivity between the local computer and OBS is normal. If the network is faulty, restore the network connection.
- If the failure is not caused by any of the described reasons, you can check the returned error code to try to find the reason.

4.2 Why Am I Unable to Upload an Object?

- Check whether the size or number of objects to be uploaded exceeds what is supported.

OBS Console puts limits on the size and number of files you can upload.

 - In regions that support batch uploads, a maximum of 100 files can be uploaded at a time, with a total size of no more than 5 GB.
 - In regions that do not support batch uploads, only one file can be uploaded at a time, with a size of no more than 50 MB.

A single file as large as 5 GB can be uploaded as part of a batch upload. For a single file upload, it cannot exceed 50 MB.

If a file is larger than 5 GB, but no larger than 48.8 TB, you can use OBS Browser+, obsutil, or the multipart upload of OBS SDKs or APIs to upload the file.

OBS Browser+ allows you to upload up to 500 files at a time. There is no limit on the number of files you can upload using obsutil at a time.
- Check whether the network connectivity between the local computer and OBS is normal. If the network is faulty, restore the network connection.
- If a message indicating "service unavailable" is displayed when objects are being uploaded, try again later.
- Check whether the account is in arrears or the account balance is insufficient. If this is the case, pay off the outstanding balance or top up the account.
 - a. Log in to OBS Console.
 - b. On the top navigation menu, click **Billing & Costs** to go to Billing Center.
 - c. On the **Overview** page, you can view the balance of the account.
 - d. If your account is in arrears, top it up by referring to [Renewal Management](#).
 - e. If your object upload still fails after the account is brought current, contact customer service.

- Check whether the account has the permissions required to upload objects. This check should cover the IAM permissions, bucket policies, and bucket ACLs. If the account does not have the required permissions, grant the permissions first.
 - a. Log in to the management console.
 - b. On the top navigation menu, click the username and select **Identity and Access Management** to log in to the IAM console and verify the permissions of the user.
 - i. On the **Users** page, search for the username.
 - ii. Click the username to view details for that user, and check the user groups where the user belongs. If the user is not a member of any user group, click **Modify** and select a user group.
 - iii. In the navigation pane, click **User Groups** and find the user group to which the user belongs. Click the icon of the downward arrow next to the user group name to view user group permissions. Find **OBS** under the **Project Name** column and click **View** under the **Operation** column, to check whether the user group has the permission required to upload objects. If not, [create a user group](#), configure a policy that grants the user group the object upload permission, and add the user to this group. Alternatively, you can configure a bucket policy to grant the IAM user the permission to upload objects to the bucket. Refer to [c](#) for more information.
 - iv. If the account that attempted to upload files is not the owner of the bucket, take the actions described in [c](#) to check the bucket policy.
 - c. On the top navigation menu, click **Service List** and choose **Object Storage Service**. On the OBS Console page, check whether the bucket to which the object is to be uploaded prevents users from uploading objects.
 - i. In the navigation pane, choose **Permissions > Bucket Policy** and check whether there is a policy preventing the account or IAM user from uploading objects. If yes, modify the bucket policy to grant the account or IAM user the permission. For details, see [Granting Specific Operation Permissions on a Bucket to Other Accounts](#) or [Granting an IAM User the Permissions Required to Perform Specific Operations on a Specific Bucket](#).
 - ii. Alternatively, you can also use the bucket ACL to grant the account write permissions for the bucket. For details, see [Configuring a Bucket ACL](#).
- If the fault persists, contact customer service.

4.3 Why Am I Unable to Download an Object?

- Check whether the network connectivity between the local computer and OBS is normal. If the network is faulty, restore the network connection.
- Check whether the account is in arrears or the account balance is insufficient. If this is the case, pay off the outstanding balance or top up the account.
 - a. Log in to OBS Console.
 - b. On the top navigation menu, click **Billing & Costs** to go to Billing Center.

- c. On the **Overview** page, you can view the balance of the account.
 - d. If your account is in arrears, top it up by referring to [Renewal Management](#).
 - e. If your object upload still fails after the account is brought current, contact customer service.
- Check whether the account has the permissions needed to download objects from the bucket. This check should cover IAM permissions, bucket policies, object policies, bucket ACLs, and object ACLs. If the account does not have the required permissions, grant the permissions first.
 - a. Log in to the management console.
 - b. On the top navigation menu, click the username and select **Identity and Access Management** to log in to the IAM console and verify the permissions of the user.
 - i. On the **Users** page, search for the username.
 - ii. Click the username to view details for that user, and check the user groups where the user belongs. If the user is not a member of any user group, click **Modify** and select a user group.
 - iii. In the navigation pane, click **User Groups** and find the user group to which the user belongs. Click the icon of the downward arrow next to the user group name to view user group permissions. Find **OBS** under the **Project Name** column and click **View** under the **Operation** column, to check whether the user group has the permission required to download objects. If not, [create a user group](#), configure a policy that grants the user group the object download permission, and add the user to this group. Alternatively, you can configure a bucket policy to grant the IAM user the permission to download objects from the bucket. Refer to [c](#) for more information.
 - iv. If the account that attempted to download files is not the owner of the bucket, take the actions described in [c](#) to check the bucket policy.
 - c. On the top navigation menu, click **Service List** and choose **Object Storage Service**. On the OBS Console page, check whether the bucket from which the object is to be downloaded restricts users from downloading objects.
 - i. In the navigation pane, choose **Permissions** > **Bucket Policy** and check whether there is a policy that prevents the account or IAM user from downloading objects. If there is, modify the bucket policy to grant the account or IAM user the required permissions. For details, see [Granting Specific Operation Permissions on a Bucket to Other Accounts](#) or [Granting an IAM User the Permissions Required to Perform Specific Operations on a Specific Bucket](#).
 - ii. Alternatively, you can also use the bucket ACL to grant the account write permissions for the bucket. For details, see [Configuring a Bucket ACL](#).
 - Check whether the current object is encrypted with KMS. If the object is encrypted, downloading it from OBS Console, OBS Browser+, or obsutil will fail. To download it by using an SDK or API, the decryption key must be provided.
 - Check whether the object is in the Archive storage class. If it is and the status is **Unrestored**, restore the object first.

- If the fault persists, contact customer service.

4.4 Why Can't I Delete a Bucket?

Problem Description

A bucket cannot be deleted.

Problem Analysis

Possible causes are described here in order of how likely they are to occur. To locate the root cause as fast as possible, go through the list in order, from most likely to least.

If the fault persists after a possible cause is rectified, move down the list to the next most likely cause.

Figure 4-1 Analysis process

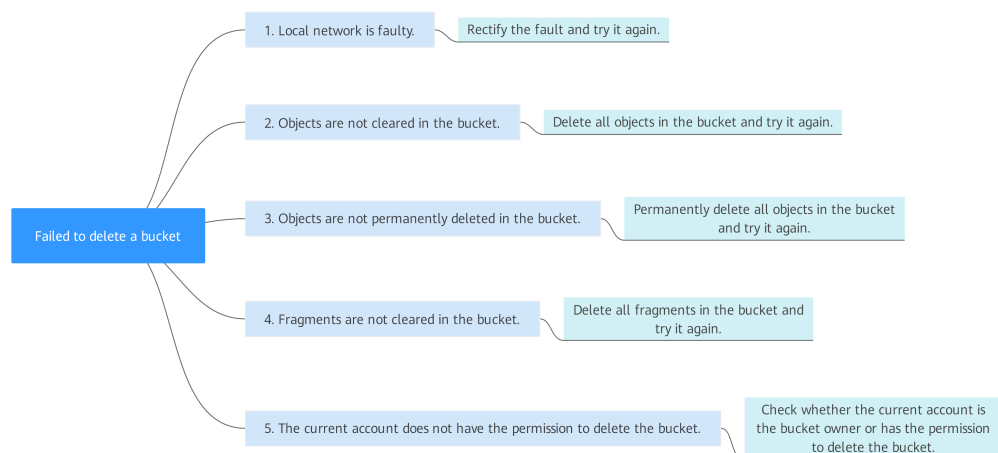


Table 4-1 Problem Analysis

Possible Cause	Solution
Local network is faulty.	Check whether the network connectivity between the local computer and OBS is normal. If the network is faulty, restore the network connection.
There are objects in the bucket.	For details, see Deleting Objects in a Bucket .
There are objects that were not permanently deleted from the bucket.	For details, see Permanently Deleting Deleted Objects from a Bucket .

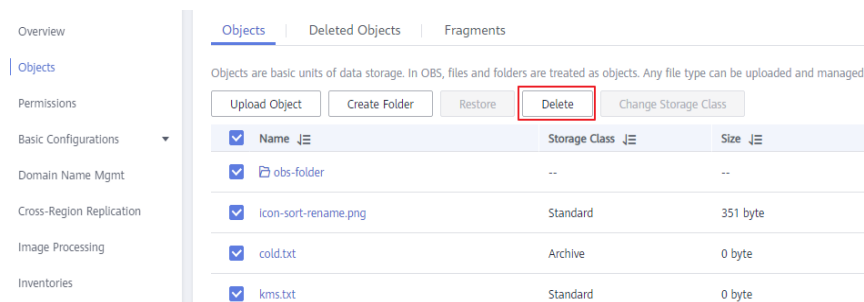
Possible Cause	Solution
There are object fragments in the bucket.	For details, see Deleting Fragments from a Bucket .
The current account does not have the permissions required to delete the bucket.	For details, see Checking Whether the Current Account Has the Permission to Delete the Bucket .

Deleting Objects in a Bucket

The following procedure describes how to manually empty a bucket on OBS Console. For details about how to empty a bucket using other methods (obsutil or SDKs), see [Deleting Objects](#). You can also use the [lifecycle management](#) to batch delete all objects in a bucket.

1. In the bucket list on OBS Console, click the bucket you need to delete objects from. The **Objects** page is displayed.
2. Select all of the objects and click **Delete** above the object list.

Figure 4-2 Deleting all objects

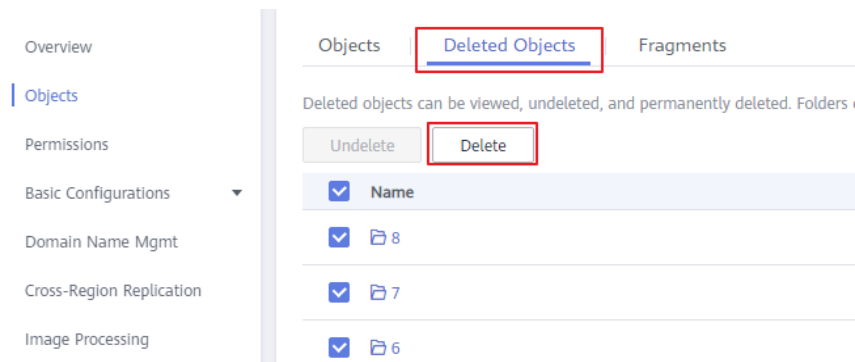


After all objects are deleted, try to delete the bucket again. If the bucket still cannot be deleted, go to the next step.

Permanently Deleting Deleted Objects from a Bucket

If versioning is or was enabled for a bucket, deleted objects may still exist in the bucket. In this case, you need to permanently delete deleted objects in the bucket. For details about deleted objects, see [Deleting Objects When Versioning Is Enabled](#).

1. In the bucket list on OBS Console, click the bucket you want to permanently delete the deleted objects from. The **Objects** page is displayed.
2. Click the **Deleted Objects** tab. The deleted object list is displayed.
3. Select all deleted objects and click **Delete** above the list.

Figure 4-3 Deleting all deleted objects

After all deleted objects are permanently deleted, try to delete the bucket again. If the bucket still cannot be deleted, check the bucket for fragments.

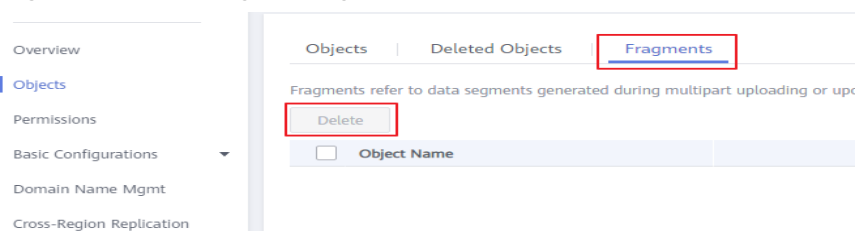
Deleting Fragments from a Bucket

Fragments refer to incomplete data in a bucket. Data is uploaded to OBS in multipart mode. In the following common and other scenarios, an upload fails and fragments are generated. You can clear these fragments to free up storage space.

- The network is in poor conditions, and the connection to the OBS server is interrupted frequently.
- The upload task is manually suspended.
- The device is faulty.
- The device is powered off suddenly.

The following describes how to manually delete fragments on OBS Console.

1. In the bucket list on OBS Console, click the bucket containing fragments. The **Objects** page is displayed.
2. Click the **Fragments** tab. The fragment list is displayed.
3. Select all fragments and click **Delete** above the list.

Figure 4-4 Deleting all fragments

After deleting all fragments, try deleting the bucket again. If the bucket still cannot be deleted, you may need to check the permissions.

Checking Whether the Current Account Has the Permission to Delete the Bucket

By default, only the bucket owner has the permission needed to delete a bucket. However, the bucket owner can also grant other users this permission (**DeleteBucket**).

Submitting a Service Ticket

If the problem persists, submit a service ticket to contact Huawei Cloud customer service for assistance.

4.5 Why Can't I Delete an Object?

Problem Description

An existing object cannot be deleted.

Problem Analysis

Possible causes are described here in order of how likely they are to occur. To locate the root cause as fast as possible, go through the list in order, from most likely to least.

If the fault persists after a possible cause is rectified, move down the list to the next most likely cause.

Table 4-2 Problem analysis

Possible Cause	Solution
Local network is faulty.	Check whether the network connectivity between the local computer and OBS is normal. If the network is faulty, restore the network connection.
The current account does not have the permissions required to delete the object.	For details, see Checking Whether the Current Account Has the Permission to Delete the Object .
The bucket where the object is stored has versioning enabled.	For details, see Permanently Deleting an Object from the Deleted Objects List .
Other	For details, see Submitting a Service Ticket .

Checking Whether the Current Account Has the Permission to Delete the Object

If the "Insufficient permissions. Contact the administrator." message is displayed when you are trying to delete the object, do as follows:

1. Check whether the ACL of the bucket has write access configured.
 - a. In the bucket list on OBS Console, click the bucket you need to delete the object from. The **Objects** page is displayed.
 - b. In the navigation pane, choose **Permissions** > **Bucket ACLs**.
 - c. In the **Access to Bucket** column, check whether the **Write** access is configured for the required user type.

- If the write access is displayed but the object still cannot be deleted, go to [Step 3](#).
 - If there is no write access displayed, go to [Step 2](#).
2. Grant the write access to the required user type.
 - a. Locate the user type and click **Edit** in the **Operation** column.
 - b. In the dialog box that is displayed, select **Write** for **Access to Bucket**.
 - c. Click **OK**.
 3. Ask the bucket owner whether the **DeleteObject** or **DeleteObjectVersion** permission is granted in the bucket policy.
 - If the required permission is not granted, ask the bucket owner to grant them.
 - If the object still cannot be deleted after the required permission is granted, [submit a service ticket](#) for help.

Permanently Deleting an Object from the Deleted Objects List

NOTE

If an object is stored in a bucket with versioning enabled, deleting this object will only move the object to the **Deleted Objects** list, and the object will still incur charges. To stop being billed, you need to delete the object permanently.

1. Check whether the bucket where the object is stored has versioning enabled.
 - a. In the bucket list on OBS Console, click the bucket you need to delete the object from. The **Objects** page is displayed.
 - b. In the navigation pane, choose **Overview**.
 - c. In the **Basic Configurations** area, check the versioning status.
 - If versioning is enabled for the bucket, go to the next step.
 - If versioning is disabled or suspended for the bucket but the object still cannot be deleted, [submit a service ticket](#) for help.
2. Permanently delete an object.
 - a. Click the **Deleted Objects** tab. The deleted object list is displayed.
 - b. Locate the object and click **Permanently Delete** in the **Operation** column.
 - c. Click **OK**.

Submitting a Service Ticket

If the problem persists, [submit a service ticket](#) to contact Huawei Cloud customer service for assistance.

4.6 What Is the Relationship Between Bucket Storage Classes and Object Storage Classes?

When an object is uploaded, it inherits the storage class of the bucket by default, but you can change the default storage class when you upload the object.

Changing the storage class of a bucket does not change the storage classes of existing objects in the bucket, but newly uploaded objects will inherit the new storage class.

4.7 Can I Rename an Object?

Yes. If you encounter an error when calling the API for renaming an object, handle it by referring to [Error Codes](#).

Renaming an Object in a Bucket

You can rename a single object on OBS Browser+.

The specific steps are as follows:


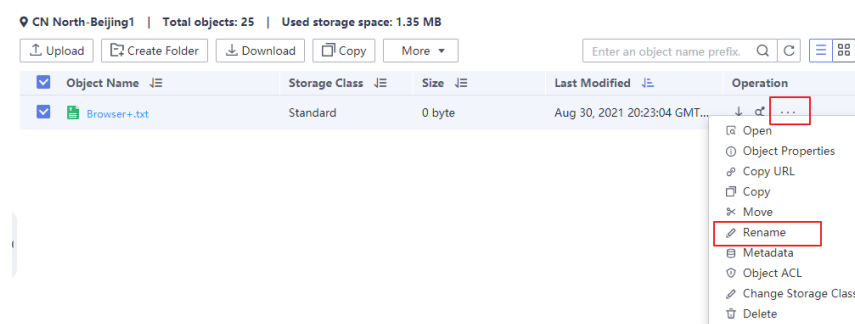
- Step 1** In the bucket list, click the name of the bucket that contains the object you want to rename.
- Step 2** In the object list, locate the object to be renamed and click  in the **Operation** column.
- Step 3** Click **Rename**.

Figure 4-7 Renaming an object



- Step 4** In the displayed dialog box, enter a new object name and click **OK**.

----End

4.8 Can I Modify the Region of a Bucket?

No. After a bucket is created, the region cannot be changed.

4.9 Can I Edit Objects in OBS Online?

OBS is a cloud storage service. It provides massive, secure, highly reliable, and low-cost data storage capabilities.

Generally, OBS does not support online editing of object content. You can download the object that you want to edit to a local path, modify the object, and then upload it to OBS again.

There are a few exceptions. Online, you can use OBS to:

1. [Modify object metadata](#), such as **ContentDisposition** and **ContentLanguage**.
2. Add data to the end of an object. For details, see [Appending an Object](#) in the *Object Storage Service API Reference*.

4.10 How Do I Obtain the Access Path to an Object?

Object access paths use the following format: **https://{bucket name}.{domain name}/{object name}**. The following is an example: **https://bucketname.obs.eu-west-101.myhuaweicloud.eu/objectname**.

You can combine a path manually or use the tools in the following table to obtain it.

Table 4-3 How to obtain an object URL

Tool	Object URL
OBS Console	Click the object and copy the URL for the detailed information of the object.
OBS Browser+	Click the Attribute button of the object and then you can copy the URL displayed in the detailed information about the object.
obsutil	Not supported
SDKs	You can get the URL of an object by calling the getObjectUrl interface. NOTE When uploading an object, you can obtain its URL from the returned value. The URL of an existing object in the bucket cannot be obtained.
APIs	Not supported

NOTE

If the object access path is user-assembled, you need to escape the object name by referring to the URL encoding rules.

4.11 Why Can't I Search for Certain Objects in My Bucket?

On OBS Console and OBS Browser+, you can search for objects by object name prefix. For example, if you search for **test**, you will find all objects whose name starts with **test**. However, if the keyword entered is in the middle or at the end of the object name, the search will not return those results. For example, you want to search for **testabc** and you enter **abc** in the search box, **testabc** will not be found. Only objects whose name starts with the prefix **abc** will be found.

4.12 How Do I Preview Objects in OBS in a Browser Online?

Context

For security and compliance purposes, Huawei Cloud OBS prohibits the preview of objects in a bucket by using the default OBS domain name ([a bucket domain name or static website domain name](#)). When you use such a domain name to access objects (such as videos, images, and web pages) in a browser, no content will be displayed. Instead, the content is downloaded as an attachment.

Troubleshooting

Use a user-defined domain name to preview objects.

NOTE

If you have bound a user-defined domain name to a bucket and enabled CDN acceleration, but the objects are still directly downloaded without object preview, handle the problem by referring to [With CDN Acceleration Enabled, Why Are the Objects in My OBS Bucket Directly Downloaded When I Access Them?](#)

Solution: Use a User-Defined Domain Name

NOTE

Solution advantages and restrictions

- The bucket policy must be public read, so that all objects in the bucket can be accessed by anonymous users.
- Only HTTP requests are supported.

Procedure

Step 1 Bind a user-defined domain name to the OBS bucket.

For details, see [Configuring a User-Defined Domain Name](#). During the configuration, add a CNAME record for the OBS bucket domain name.

Step 2 Check whether objects can be previewed in a browser online.

Share an object link formatted in **`http://User-defined domain name/Object access path`** with other users for them to preview the object.

If the object still cannot be previewed, check whether the value of the object metadata **ContentType** is supported by the browser.

For example, **ContentType** should be set to **video/mp4** for an MP4 video or set to **image/jpeg** for a JPG image. For details about all supported **ContentType** values, see [Object Metadata Content-Type](#).

You can configure **ContentType** on OBS Console, or using APIs and SDKs.

----End

4.13 What Do I Do If I Encounter an Error While Trying to Access an Object URL with Full-Width Characters Using Internet Explorer?

Problem Description

HTTP 400 error is returned when using the Internet Explorer to access an object URL that contains Chinese characters?

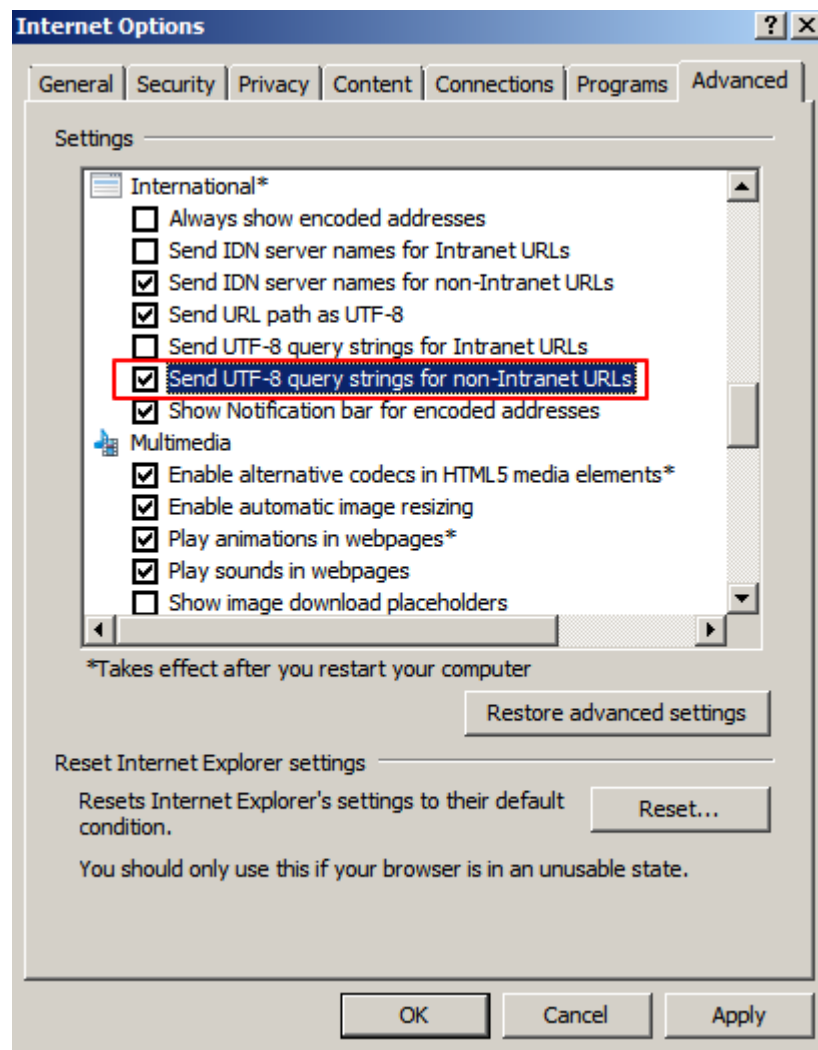
Handling Method

By default, the Internet Explorer does not use the UTF-8 to send query strings. To solve this problem, change the default configuration of the Internet Explorer.

Procedure

- Step 1** Open Internet Explorer, for example, IE 11.
- Step 2** Click **Settings** in the upper right corner of the browser and choose **Internet Options > Advanced**.
- Step 3** Select **Send UTF-8 query string for non-Internet URLs**, as shown in the following figure.

Figure 4-8 Changing IE default settings



Step 4 Click **Apply**, and then click **OK**.

Step 5 Restart Internet Explorer.

Then, you can properly access the object URL.

----End

4.14 With CDN Acceleration Enabled, Why Are the Objects in My OBS Bucket Directly Downloaded When I Access Them?

Symptoms

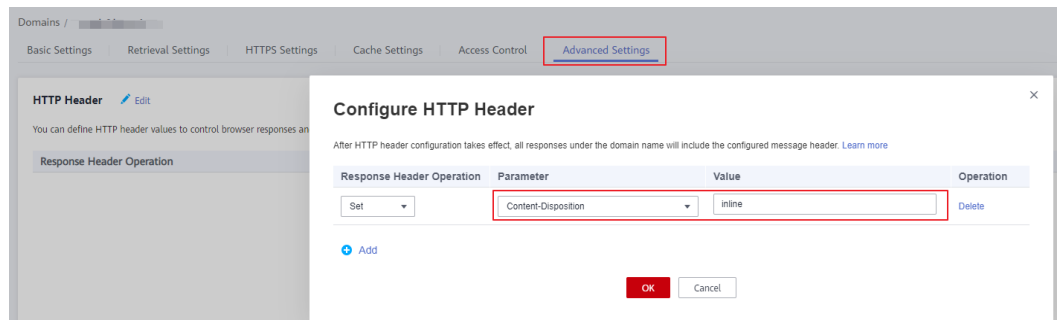
After CDN acceleration is enabled for a user-defined domain name on OBS Console or the origin server address for an acceleration domain name added through the CDN console is set to an OBS bucket domain name, the objects stored in OBS cannot be previewed, but are directly downloaded when they are accessed.

Solutions

You can use the following two methods to fix this issue:

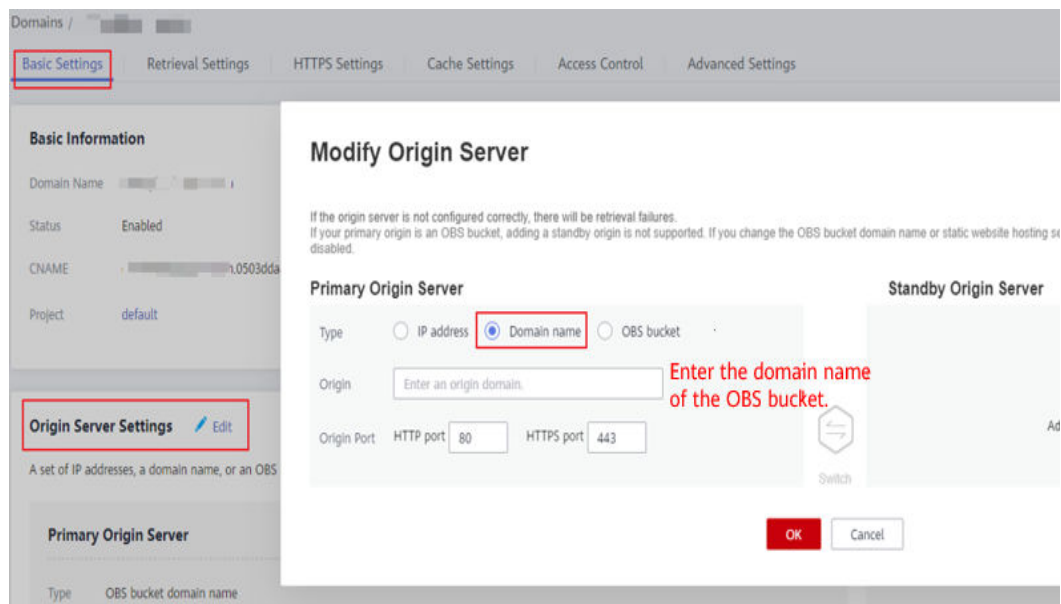
Method 1

Log in to the CDN console and go to the **Domains** page. On the **Domains** page, click the target domain name and then the **Advanced Settings** tab. Add the **Content-Disposition** response header and set its value to **inline**.



Method 2

Log in to the CDN console and go to the **Domains** page. On the **Domains** page, click the target domain name, then the **Basic Settings** tab, and click **Edit** next to **Origin Server Settings**. In the displayed dialog box, change the value of **Type** from **OBS bucket** to **Domain name**, configure **Origin** to the OBS bucket domain name, and set **HTTP port** and **HTTPS port** to **80** and **443** respectively.



4.15 Why Is an Error Reported Even If CORS Has Been Configured?

- Response headers are cached for the same URL. The result of the first simple request will be cached even if the request does not contain the CORS header. When the URL is accessed for the second time, the first response result is used and CORS is generated. This issue is caused by the browser mechanism.

Use either of the following methods to try to resolve this issue:

- a. Add random parameters to the end of the requested resource URL. For example, **1.html?a=1** is displayed after a random parameter is added to **1.html**.
- b. Set **CacheControl** to **no-cache** in the object metadata.
- c. Press **Ctrl+Shift+Delete** to clear the browser cache.

4.16 How Do I Batch Delete a Large Number of Objects from a Bucket or Empty a Bucket?

You can batch delete a large number of objects from a bucket or empty a bucket by referring to the procedure below:

Method: Using Lifecycle Rules

You can use the OBS [lifecycle management](#) to periodically empty all objects in a bucket at a time or batch delete objects based on a specified prefix.

Step 1 [Log in to OBS Console](#).

Step 2 In the navigation pane of [OBS Console](#), choose **Object Storage**.

Step 3 In the bucket list, click the bucket you want to operate to go to the **Objects** page.

Step 4 In the navigation pane, choose **Overview**.

Step 5 In the **Basic Configurations** area, click **Lifecycle Rules**. The **Lifecycle Rules** page is displayed.

Step 6 Click **Create**. A dialog box shown in [Figure 4-9](#) is displayed.

Figure 4-9 Creating a lifecycle rule

Create Lifecycle Rule [Learn more](#)

i In a lifecycle rule, the required minimum storage period for objects in the Infrequent Access, or Archive storage class is 30, or 90 days respectively. If they are stored for less time than this minimum, you will be billed for the full minimum storage period.

Once a lifecycle rule is enabled, objects under the rule will be transitioned to the specified storage class or deleted automatically after the specified expiration time. As a result, your costs may change due to changes of storage space and storage classes. [Pricing details](#)

Basic Information

Status Enable Disable

Rule Name

Prefix ?

Current Version

Transition to Infrequent Access After (Days) 30 ?

Transition to Archive After (Days) 30 ?

OK **Cancel**

Step 7 Configure a lifecycle rule for emptying a bucket or batch deleting objects with a specified prefix.

Table 4-4 Lifecycle rule parameters

Category	Parameter	Description
Basic information	Status	Select Enable .
	Rule Name	User-defined. It identifies a lifecycle rule.
	Prefix	Optional. <ul style="list-style-type: none"> If this parameter is configured, objects with the specified prefix will be deleted in a batch. If this parameter is not configured, all objects in the bucket will be deleted.
Current version/ Historical version	Transition to Infrequent Access After (Days)	Do not select this parameter.
	Transition to Archive After (Days)	Do not select this parameter.

Category	Parameter	Description
	Delete Objects After (Days)	Select this parameter and specify a number. It indicates the number of days after the last update when objects are automatically deleted. The minimum value is 1 day. If any of the transition operations is configured, this parameter must be set to a number larger than that specified for any of the transition operations. NOTE If versioning is not enabled for the current bucket, specified objects will be automatically deleted after they expire and cannot be recovered.
	Delete Fragments After (Days)	This parameter is only available for current version. It indicates the number of days after creation when fragments in the bucket are automatically deleted. The minimum value is 1 .

 **NOTE**

- **Current version** and **Historical version** are two concepts for **Versioning**. If versioning is enabled for a bucket, uploading objects with the same name to the bucket creates different object versions. The object uploaded lastly is called **Current Version**, and the object uploaded previously is called **Historical Version**.
- Either the **Current Version** or **Historical Version** must be configured, or you can configure both of them. If you want to empty the bucket, configure both of them.
- There may be a delay for deleting objects after the objects expire. The delay generally does not exceed 48 hours. If you change the configurations of an existing lifecycle rule, the rule will take effect again.

Step 8 Click **OK** to complete the configuration.

----End

4.17 How Do I Change the Enterprise Project Where My Bucket Belongs?

You can group your OBS buckets using enterprise projects or change the enterprise project where your bucket belongs as needed.

4.18 How Do I Upload Objects Larger Than 5 GB?

Context

OBS Console puts limits on the size and number of files you can upload.

- In regions that support batch uploads, a maximum of 100 files can be uploaded at a time, with a total size of no more than 5 GB.

- In regions that do not support batch uploads, only one file can be uploaded at a time, with a size of no more than 50 MB.

Therefore, for a single file to be uploaded, its maximum size can be 5 GB in a batch upload or 50 MB in a single upload.

Methods

- **5 GB < Object ≤ 48.8 TB**

If an object is larger than 5 GB, you can use OBS Browser+ or obsutil to upload it. Or you can use the OBS SDKs or API to upload the object (up to 48.8 TB) with a multipart upload.

- Using OBS Browser+

Files are uploaded using multipart upload on OBS Browser+. With multipart upload, you can upload a single file with the maximum size of 48.8 TB.

OBS Browser allows up to 500 files to be uploaded at a time.

For details about using OBS Browser+ to upload objects, see [Uploading a File or Folder](#).

- Using obsutil

With multipart upload, you can upload a single file with the maximum size of 48.8 TB. There is no limit on the number of files that can be uploaded at a time.

For details about using obsutil to upload objects, see [Uploading an Object](#).

- Using OBS SDKs

OBS SDK supports uploading a large object with a multipart upload. A multipart upload consists of initiating a multipart upload, uploading parts one by one or concurrently, and assembling parts.

Table 4-5 Multipart upload using OBS SDKs

Language	References
Java	Multipart Upload (SDK for Java)
Python	Multipart Upload (SDK for Python)
C	Multipart Upload (SDK for C)
Go	Multipart Upload (SDK for Go)
BrowserJS	Multipart Upload (SDK for BrowserJS)
.NET	Multipart Upload (SDK for .NET)
Android	Multipart Upload (SDK for Android)
iOS	Multipart Upload (SDK for iOS)
PHP	Multipart Upload (SDK for PHP)
Node.js	Multipart Upload (SDK for Node.js)

- Using OBS APIs
You can upload a large object with a multipart upload API. A multipart upload consists of:
 - i. **Initiating a multipart upload**
 - ii. **Uploading parts**
 - iii. **Completing a multipart upload**

5 APIs and SDKs

5.1 What Are the Differences Between PUT and POST Upload Methods?

Parameters are passed through the request header if the PUT method is used to upload objects; if the POST method is used to upload objects, parameters are passed through the form field in the message body.

With the PUT method, you need to specify the object name in the URL, but object name is not required with the POST method, which uses the bucket domain name as the URL. Request lines of these two methods are given as follows:

```
PUT /ObjectName HTTP/1.1  
POST / HTTP/1.1
```

Either PUT or POST method allows the object size of [0, 5 GB] for each upload. If you need to upload an object greater than 5 GB, use the multipart upload method.

For details about PUT and POST APIs, see [Uploading Objects - PUT](#) and [Uploading Objects - POST](#).

5.2 Failure with OBS SDK in Uploading a File Greater than 5 GB

OBS server has a restriction on the object upload API, which only allows a maximum of 5 GB for an upload. If you want to upload a file greater than 5 GB, use the multipart upload API. Operations are detailed in the following procedure:

1. Call the OBS API for initializing a multipart upload task to generate a multipart upload ID (Upload ID).
2. Call the OBS API for uploading parts one by one or in parallel. The size of each part can be up to 5 GB.
3. After parts are uploaded, call the OBS API to merge parts to generate the complete object.

OBS SDKs support atomic operations. In the section "Multipart Upload" of *OBS SDK Reference* in different programming languages, you can find more information about how to implement multipart upload using OBS SDKs.

5.3 What Can I Do When Error Message "okhttp3.RequestBody.create(java.lang.String,okhttp3.MediaType)" Is Displayed for Java SDK?

Symptom

Error message "okhttp3.RequestBody.create(java.lang.String,okhttp3.MediaType)" is reported for Java SDK.

Cause

Spring Boot specifies the version of third-party dependencies. For details, see [Spring Boot Managed Dependency Coordinates](#). When the OBS SDK is introduced to a Spring Boot framework, the version of OkHttp3 (dependency specified by the SDK) will be changed from 4.8.0 to 3.14.9. As a result, the specified method cannot be obtained. To avoid this issue, you can use the bundle SDK that integrates third-party dependencies, or explicitly reference OkHttp3 4.8.0 in your project.

Solution

Use the following code to import the bundle SDK to replace the original one.

```
<dependency>
  <groupId>com.huaweicloud</groupId>
  <artifactId>esdk-obs-java-bundle</artifactId>
  <version>[3.21.8,)</version>
</dependency>
```

5.4 Why Don't the Signatures Match?

Symptom

The following error is reported during an OBS API call.

Status code: 403 Forbidden

Error code: SignatureDoesNotMatch

Error message: The request signature we calculated does not match the signature you provided. Check your key and signing method.

Possible Causes

The provided signature does not match the signature calculated by the system.

Solution

Step 1 Check the endpoint.

Check the endpoint if you are using the OBS SDK.

The correct endpoint format is **obs.regionID.myhuaweicloud.com**. If the endpoint is set to a bucket domain name (*bucketname.obs.regionID.myhuaweicloud.com*), a signature mismatch error will also be reported.

Step 2 Check the AK and SK.

Ensure that the AK and SK you entered are correct, so they can match those used in the request.

Step 3 Check HTTP-Verb.

Ensure that the **HTTP-Verb** in the signature is the same as that in the request.

Step 4 Check Date and Expires.

- Signature in a header: Check whether the **Date** in the signature is the same as that in the request header.
- Signature in a URL: Check whether the **Expires** in the signature is the same as that in the request URL.

NOTE

If the URL signature generator is used, the **Expires** is set to a value in seconds, for example, **3600** for one hour. The value of **Expires** in the generated URL is the last point in time of the validity period.

Step 5 Check headers.

Check **Content-MD5**, **Content-Type**, and **Canonicalized Headers**. If any of them are contained during signature calculation, they must be also contained in the request.

NOTE

If a URL with a signature contained is used to access OBS resources through a browser, the header parameters above cannot be contained during signature calculation.

Step 6 Check Canonicalized Resource.

Canonicalized Resource indicates the OBS resources that are requested. Configure this parameter based on the requirements in the API reference. For details, see [Authentication of Signature in a Header](#) or [Authentication of Signature in a URL](#).

Step 7 Check StringToSign.

Check whether **StringToSign** is constructed based on the following rules:

- Signature in a header:
HTTP-Verb + "\n" + Content-MD5 + "\n" + Content-Type + "\n" + Date + "\n" + CanonicalizedHeaders + CanonicalizedResource
- Signature in a URL:
HTTP-Verb + "\n" + Content-MD5 + "\n" + Content-Type + "\n" + Expires + "\n" + CanonicalizedHeaders + CanonicalizedResource

 **NOTE**

If a parameter is left blank, put it in a new line.

Step 8 Check the signature calculation.

Check whether the signature is calculated as follows:

1. Construct the request string **StringToSign**.
2. Perform UTF-8 encoding on the result in the **1**.
3. Use the SK to perform the HMAC-SHA1 signature calculation on the result in **2**.
4. Perform Base64 encoding on the result in **3**. If the signature is contained in a header, this step generates the final signature and no further actions are required.
5. If the signature is contained in a URL, perform the URL encoding on the result in **4** to obtain the final signature.

Step 9 Verify the signature by referring to [User Signature Verification](#).

----End

6 Security

6.1 How Is Data Security Ensured in OBS?

OBS is secure. It provides end-to-end security services. For example, if a bucket or an object is undisclosed when you access the bucket or object, only the owner of the bucket or object can access it. Further, the access to the bucket or object requires access keys (AK/SK). You can also use various access control mechanisms (such as bucket policies and ACLs) to select users and user groups and grant them permissions. OBS supports data transfer over the HTTPS/SSL protocol. Data encryption prior to upload is available to meet your higher security requirements.

6.2 Does OBS Scan My Data for Other Purposes?

OBS only determines whether data blocks exist or are damaged (repairs data if damaged) by scanning for the data. It does not read specific data.

6.3 Can Engineers Export My Data from the Background of OBS?

No. Background engineers cannot export your data. For example, if a bucket or an object is undisclosed when you access the bucket or object, only the owner of the bucket or object can access it. Further, the access to the bucket or object requires access keys (AK/SK).

6.4 How Does OBS Protect My Data from Being Stolen?

Only the owner of a bucket or an object can access it. Accessing a bucket or object requires access keys (AK/SK). In addition, multiple access control mechanisms such as the ACLs, bucket policies, and URL validation are used to ensure data access security.

6.5 Can a Pair of AK and SK Be Replaced When It Is Being Used to Access OBS?

Yes. The pair of AK and SK can be replaced at any time.

6.6 Can Multiple Users Share One Pair of AK and SK to Access OBS?

Yes. Different users can use the same pair of AK and SK to access the same resources in OBS.

7 Durability and Availability

7.1 How Are the Durability and Availability of OBS?

OBS provides multi-level reliability assurance for storage media, servers, cabinets, data centers, and regions by leveraging the following technologies: slow disk or bad sector detection, intra-AZ device and data redundancy, cross-AZ data disaster recovery, cross-region replication, and more. OBS delivers up to 99.9999999999% (12 nines) of data durability, and up to 99.995% of availability, far higher than a conventional architecture would offer.

NOTE

OBS data durability and availability vary depending on the storage class and redundancy storage policy. For details, see [Comparison of Storage Classes](#).

The 12 nines of durability means that the average annual loss rate of objects is expected to be 0.0000000001%. For example, if you store 100 million objects in OBS, only one object may be lost every 10,000 years.

Availability is the service continuity. A 99.995% availability means that if you keep accessing OBS for 100,000 minutes (about 69 days), you can expect no more than 5 minutes of unavailability.

7.2 What Redundancy Techniques Does OBS Use?

OBS uses the erasure coding (EC) algorithm, instead of multiple copies, to ensure data redundancy.

Compared with the multi-copy redundancy, EC delivers a higher storage space utilization while maintaining the same reliability level.

8 Data Migration and Backup

8.1 How Does OBS Implement Backup and Disaster Recovery?

OBS implements backup and disaster recovery in the following ways:

- You can also download data from OBS to your local host and back up data locally.

8.2 How Can I Migrate Data Between SFS and OBS?

Background Information

OBS is a stable, secure, efficient, and easy-to-use cloud storage service provided by Huawei Cloud. It supports standard REST APIs and can store unstructured data of any amount and format.

SFS is a high-performance file storage (NAS) provided by Huawei Cloud. It can provide storage sharing among multiple ECSs, CCEs, CCI, and BMSs on the cloud.

How to Migrate?

SFS file systems are mounted ECSs, containers, or BMSs. Data migration between SFS and OBS is actually the data migration between servers/containers and OBS. Data in servers or containers is stored in the mounted SFS file systems.

Therefore, after an SFS file system is mounted to a server or container, you can log in to the server or container and use OBS tools, APIs, or SDKs to migrate data. If you want to migrate data from SFS to OBS, you use the OBS upload function on the server or container to upload data to OBS. If you want to migrate data from OBS to SFS, you can use the OBS download function on the server or container to download data to the SFS file system mounted on the server or container.

As listed in [Table 8-1](#), OBS provides various methods for data migration. Select a proper migration method based on your operating system and business needs,

and migrate data by referring to the upload and download sections in the guide manual.

 **NOTE**

The supported operating systems, data volume, and operation complexity vary according to the migration mode. obsutil is recommended.

Table 8-1 OBS data migration tools

Tool	Supported OS (Refer to each tool guide to check supported versions)	Guide Manual
OBS Console	Windows	Console Operation Guide
APIs	All	API Reference

9 Fragment Management

9.1 Why Are Fragments Generated?

Fragments are incomplete data in buckets generated due to data upload failures.

Data can be uploaded to OBS using multipart uploads. There will be fragments generated, if a multipart upload fails because of the following causes (included but not limited to):

- The network is in poor conditions, and the connection to the OBS server is interrupted frequently.
- The upload task is manually suspended.
- The device is faulty.
- The device is powered off suddenly.

10 Versioning

10.1 Can I Upload Objects with the Same Name to the Same Folder?

When versioning is enabled for a bucket, OBS automatically assigns a unique version ID to each object uploaded to the bucket. Objects with the same name are stored in OBS with different version IDs.

If versioning is not enabled for a bucket, a newly uploaded object in the folder will overwrite the previously uploaded object with the same name.

10.2 Can I Recover a Deleted Object?

When versioning is enabled, if you delete an object without specifying a version ID, the object is tagged with a delete marker and displayed in the list of **Deleted Objects**. You can recover the object from that list.

If you delete an object with a version ID specified when versioning is enabled or you delete an object when versioning is not enabled, OBS permanently deletes the object, and you cannot recover it.

For details, see [Versioning Overview](#).

11 Tags

11.1 Can I Search for a Bucket by Tag?

No. This function is not supported yet.

11.2 What Can I Do with Tags?

If you add tags to a bucket, service detail records (SDRs) generated for it will be labeled with these tags. You can classify SDRs by tag for cost analysis. For example, if you have an application that uploads its running data to a bucket, you can tag the bucket with the application name. In this manner, the costs on the application can be analyzed using tags in SDRs.

12 How Do I Use Lifecycle Management?

12.1 What Are the Application Scenarios of Lifecycle Management?

You may configure lifecycle rules to:

- Periodically delete logs that are only meant to be retained for a specific period of time (a week or a month).
- Transition documents that are seldom accessed to the Infrequent Access or Archive storage class or delete them.

If you want to delete a large number of objects from a bucket, you can configure a lifecycle rule to automatically delete the expired objects. [Table 12-1](#) lists the parameters for configuring such a lifecycle rule on OBS Console.

Table 12-1 Parameters for deletion upon expiration

Parameter		Value
Status		Enable
Rule Name		Example: rule-delete
Prefix		Optional. <ul style="list-style-type: none">• If this parameter is configured, objects with the specified prefix will be deleted in a batch.• If this parameter is not configured, all objects in the bucket will be deleted.
Current Version	Delete Objects After (Days)	1 day

Parameter		Value
Historical Version	Delete Objects After (Days)	1 day

One day later, objects in the bucket are successfully deleted based on the rule. If you no longer need this lifecycle rule, you can disable it or delete it.

13 How Do I Use Static Website Hosting?

13.1 Can I Host My Static Websites on OBS?

OBS supports static website hosting. You can configure the static website hosting function for your buckets on OBS Console. When a client accesses objects from the website address of a bucket, the browser can directly resolve the web resources and present them to end users.

13.2 Which Types of Websites Can I Use OBS to Host?

Static websites contain static web pages and some scripts that can run on clients, such as JavaScript and Flash.

13.3 How Do I Obtain the Static Website Hosting Address of a Bucket?

You can obtain the static website hosting address of the bucket on OBS Console.

You can also get the address according to the following rule and format. Address format: `https://Bucket name.Domain name of the hosted static website`

For example, if the static website hosting has been configured for bucket **testbucket** in region EU-Dublin, the static website access address of the bucket is **https://testbucket.obs-website.eu-west-101.myhuaweicloud.eu**.

For more information about static website hosting, see [Using a User-Defined Domain Name to Host a Static Website](#).

14 User-Defined Domain Name Configuration

14.1 Why Is the Message "NoSuchBucket" Displayed When I Use a User-Defined Domain Name to Access a Bucket That Can Be Accessed by the OBS Domain Name?

The CNAME resolution is not configured, after the domain name is bound to your OBS bucket.

14.2 What Is the Relationship Between OBS Bucket Names and Domain Names?

An OBS bucket name is the name of the bucket you created.

The domain name is the endpoint of the region where the bucket is located.

The domain name of your bucket is the bucket name plus the regional domain name (*bucket_name.domain_name*).

14.3 Why Is the CNAME Resolution Status Unknown?

If the domain name you bound to a bucket is not provided by Huawei Cloud Domains, your ownership for this domain name cannot be confirmed. This results in an unknown CNAME resolution status. To handle this, you need to configure a resolution rule. For details, see [onfiguring a CNAME Record](#).

14.4 Why Can Only the Domain Names I Bought on Huawei Cloud Be Automatically Resolved?

A user-defined domain name bought on Huawei Cloud can be bound to an OBS bucket and assigned a CNAME record set with just one click. If you are using a domain name from any other DNS provider, Huawei Cloud is unable to detect whether the domain name can be resolved to the target bucket's domain name, so you need to configure a resolution rule. For details, see [Configuring a CNAME Record](#).

15 Monitoring

15.1 Why Can't I Find the Statistics on OBS 5XX Status Codes on Cloud Eye?

OBS metrics on Cloud Eye are displayed based on your requests. Once you perform a request or storage action, Cloud Eye will display the corresponding request or storage metric. For instance, if the server returns a 5XX status code to you, the metric for measuring the number of 5XX status codes will appear on Cloud Eye.

16 Server-Side Encryption

16.1 How Do I Access or Download an Encrypted Object?

Encrypting an Object

Method 1: Enable server-side encryption when you create a bucket. Then, all types of objects uploaded to the bucket will be automatically encrypted with the KMS key you specified during bucket creation.

Method 2: Specify a KMS key for encryption when you upload an object.

Accessing or Downloading an Encrypted Object

When an object is encrypted with SSE-KMS, it cannot be accessed directly, even if it has a public read policy (which grants anonymous users access to an object) configured. To access or download an encrypted object, use either of the following methods:

Access the encrypted object as a user with the **KMS CMKFullAccess** permission. The region where your **KMS CMKFullAccess** permission applies must be the one where the bucket storing the object is located. For details about how to grant users the **KMS CMKFullAccess** permission, see [Assigning Permissions to an IAM User](#).

16.2 Why Cannot an Authorized Account or User Upload or Download KMS Encrypted Objects?

Before using the server-side encryption of OBS, ensure that the **OBS OperateAccess** and KMS-related permissions have been granted to the account or user on IAM. If the current account or user is the grantee, it also requires the **OBS OperateAccess** permission. Contact your delegating party for authorization. For details, see [Account Delegation](#).

 CAUTION

- To access OBS, you need to [obtain a temporary access key pair and a security token using an agency](#).
- DEW is not a global service and KMS is a sub-service of it, so the **KMS Administrator** permission must be configured for the region where the bucket is located.
- The agency information is stored on IAM. The configuration takes effect approximately 15 minutes after the configuration is complete.

16.3 What Technologies Can I Use to Encrypt Data on OBS?

Before uploading your data to OBS, you can encrypt the data to ensure security during transmission and storage. OBS support various encryption technologies used on clients.

OBS allows you to encrypt objects with server-side encryption so that the objects can be securely stored in OBS.

The objects to be uploaded can be encrypted using SSE-KMS. You need to create a key using KMS or use the default key provided by KMS. Then you can use the KMS key to perform server-side encryption when uploading objects to OBS.

After server-side encryption is enabled, objects to be uploaded will be encrypted and stored on the server. When objects are downloaded, they will be decrypted on the server first and then returned in plaintext to you.

OBS provides SSE-KMS and SSE-C that can be configured by calling APIs. With SSE-C, OBS uses the customer-provided keys and their MD5 values for server-side encryption.

16.4 Will OBS Server-Side Encryption Encrypt My Existing Objects That Are Unencrypted?

No. OBS encrypts only objects that are uploaded after the server-side encryption configuration is effective. If you want to encrypt existing objects, delete them and upload them again.

16.5 Will I Be Billed for the Encryption Provided by OBS Server-Side Encryption?

When using SSE-KMS, you are billed for both storage and KMS key requests.

When using SSE-C, you are only billed for storage.

To learn the billing for KMS key requests, see [How Is DEW Charged?](#)

To learn the billing for storage, see [Storage Space](#).

16.6 Does OBS SSE-KMS Allow Anonymous Access?

No. Anonymous users do not have access to KMS, so SSE-KMS does not allow anonymous access.

17 Change History

Released On	Description
2024-02-21	This is the seventh official release. This issue incorporates the following change: <ul style="list-style-type: none">Added Why Can't I Delete an Object?
2024-01-15	This is the sixth official release. This issue incorporates the following change: <ul style="list-style-type: none">Added How Do I Upload Objects Larger Than 5 GB?
2023-11-03	This is the fifth official release. This issue incorporates the following changes: <ul style="list-style-type: none">Added Why Is the CNAME Resolution Status Unknown?Added Why Can Only the Domain Names I Bought on Huawei Cloud Be Automatically Resolved?
2023-10-26	This is the fourth official release. This issue incorporates the following changes: <ul style="list-style-type: none">Added Why Is There a Charge of \$0.01 USD on My OBS Bill?Updated How Do I Batch Delete a Large Number of Objects from a Bucket or Empty a Bucket?Updated What Are the Application Scenarios of Lifecycle Management?Added Will OBS Server-Side Encryption Encrypt My Existing Objects That Are Unencrypted?Added Will I Be Billed for the Encryption Provided by OBS Server-Side Encryption?Added Does OBS SSE-KMS Allow Anonymous Access?
2023-06-16	This is the third official release. <ul style="list-style-type: none">Added Why Can't I Find the Statistics on OBS 5XX Status Codes on Cloud Eye?

Released On	Description
2023-03-15	This is the second official release. This issue incorporates the following change: <ul style="list-style-type: none"><li data-bbox="587 421 1428 488">• Added section "How Do I Preview Objects in OBS in a Browser Online?"
2022-09-30	This is the first official release.