

Live

Billing

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1 Billing Items

The billing items of Live cover the basic services and value-added services. See [Product Pricing Details](#) of Live. Low Latency Live (LLL) is now under Huawei Cloud SparkRTC. See [Product Pricing Details](#) of SparkRTC.

- Basic service fee: This part (live content distribution) is charged based on the traffic or bandwidth generated in the area where a user watches live video. The basic service fee covers Cloud Stream Live and Low Latency Live (LLL). The corresponding billing option is by traffic, daily peak bandwidth, or 95th percentile bandwidth. You can select a suitable billing option.
- Value-added service fee: This part covers the stream push to a third-party destination, Cloud Live transcoding, MediaLive transcoding, Cloud Live recording, and Cloud Live snapshot capturing. You can use these services as needed and pay for your actual usage.

For details, see [Table 1-1](#).

NOTICE

- If you change from billing by traffic or daily peak bandwidth to 95th percentile bandwidth, the change will take effect from in the current month. If you change from billing by 95th percentile bandwidth to other billing options, the change will take effect on the first day of the next month, and you are billed using the original option before the change takes effect.
- Live billing is global. All acceleration domain names under an account use the same billing mode.

Table 1-1 Billing items

| Type | Item | Description | Billing Mode | Reference |
|---------------------|--|---|---|--|
| Basic service | Cloud Stream Live | <p>Currently, you can pay by traffic, daily peak bandwidth, or 95th percentile bandwidth. By default, only output is billed.</p> <ul style="list-style-type: none"> Traffic: You are billed by the traffic used per hour. By peak bandwidth. The system measures and records a bandwidth value every 5 minutes, so 288 values are recorded every day. The largest value of each day is used as the billable bandwidth. By 95th percentile bandwidth: In each calendar month, the peak bandwidth is measured and recorded every 5 minutes on each valid day. At the end of the month, the records are sorted from the highest to the lowest, and the top 5% of the records are thrown away. Then the highest bandwidth value in the remaining records is the billable bandwidth of the month and a bill is generated based on the contract price. | <ul style="list-style-type: none"> Pay-per-use | Cloud Stream Live |
| | LLL | | | Low Latency Live (LLL) |
| Value-added service | Stream push to a third-party destination | The billing mode and fee are the same as those of Cloud Stream Live. | Pay-per-use | Stream Push to a Third-party Destination |

| Type | Item | Description | Billing Mode | Reference |
|---------------------|-------------------------------|--|--------------|---|
| | Cloud Stream Live transcoding | You are billed based on the output duration. | Pay-per-use | Cloud Live Transcoding |
| Value-added service | Cloud Live recording | <ul style="list-style-type: none"> Monthly recording: You are billed based on the peak number of concurrent recording streams in a month. Recording storage: You are billed based on the used storage space. If the recording is stored in an OBS bucket, the storage fee is charged by OBS. | Pay-per-use | Cloud Live Recording |
| | Cloud Live snapshot capturing | <ul style="list-style-type: none"> Snapshot capturing: You will be billed by Live based on the number of captured snapshots. Snapshot storage: You will be billed by OBS based on the used storage space. | Pay-per-use | Cloud Live Snapshot Capturing |

2 Basic Service Billing

2.1 Cloud Stream Live

By default, the fee is charged by downstream playback traffic. Currently, you can pay by traffic, daily peak bandwidth, or 95th percentile bandwidth.

NOTE

You can change the billing mode between billing by traffic and billing by daily peak bandwidth on the **Dashboard** page of the Live console. If billing by 95th percentile bandwidth needs to be changed, [submit a service ticket](#).

Billing by Traffic

This billing mode is applicable when the traffic fluctuates greatly.

- **Prices**
For details, see [Product Pricing Details](#).
- **Billing rules**

Table 2-1 Billing description

| Rule Item | Description |
|--------------|---|
| Billing Rule | <p>You are billed at a tiered price based on the traffic usage in different areas. The accumulation period is one calendar month. That is, if the usage reaches a traffic tier range in a calendar month, you are billed at the unit price of the traffic tier range.</p> <p>The traffic usage in different areas cannot be accumulated. After a calendar month, the traffic usage is cleared and accumulated again.</p> <p>The number system of traffic is 1,024. For example, 1 PB = 1,024 TB = 1,024 x 1,024 GB.</p> |

| Rule Item | Description |
|-------------------|--|
| Billing Cycle | A bill is generated on the hour. |
| Billing Direction | By default, only output is billed. If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit prices for input and output are the same. |
| Billing Mode | <ul style="list-style-type: none">• Pay-per-use• Prepaid resource package. |
| Bill Run Time | After the current billing cycle (hours) ends, the usage in an hour is usually billed four hours later (subject to the system). |
| Settlement Time | Fees are automatically deducted after bill run. |

- **Usage estimation**

Assume that you have 10 live sessions in a day. If the bitrate of each live session is 1 Mbit/s, there are 1,000 viewers, and each viewer watches for one hour on average, the consumed traffic is:

$$1 \text{ Mbit/s} / 8 \times 3,600\text{s} \times 1,000 \text{ (viewers)} \times 10 = 4,500,000 \text{ MB} / 1,024 = 4,395 \text{ GB}$$

- **Examples**

If you use Live within the billing cycle in **EU-Dublin**, the billing details are as follows:

Assume that traffic is consumed only from 20:00 to 21:00 on January 1 and 2.

- From 20:00 to 21:00 (one billing cycle) on January 1, the downstream traffic is 6 TB and the upstream traffic is 0.1 TB. In this case, upstream streaming/downstream playback $\leq 1/50$, you will not be billed for upstream streaming.
- From 20:00 to 21:00 (one billing cycle) on January 2, the downstream traffic is 7 TB and the upstream traffic is 1 TB. In this case, upstream streaming/downstream playback $> 1/50$, you will be billed for upstream streaming.

The traffic fees that you need to pay in the billing cycles on January 1 and 2 are calculated as follows:

Process: According to the tiered pricing table, the price of 0 TB to 10 TB (included) is \$0.03 USD/GB, and the price of 10 TB to 50 TB (included) is \$0.027 USD/GB. The 6 TB traffic generated on January 1 is priced at \$0.03 USD/GB. Of the 8 TB traffic generated on January 2, the pricing of 4 TB (10 TB minus the 6 TB generated on January 1) is \$0.03 USD/GB, and that of the remaining 4 TB (8 TB minus 4 TB) is \$0.027 USD/GB.

Results:

Bill from 20:00 to 21:00 on January 1: $6 \times 1,024 \text{ GB} \times \$0.03 \text{ USD/GB} = \$184.32 \text{ USD}$. Bills are generated in batches after each hour of playback.

Bill from 20:00 to 21:00 on January 2: $4 \times 1,024 \text{ GB} \times \$0.03 \text{ USD/GB} + (6 + 7 - 10) \times 1,024 \text{ GB} \times \$0.027 \text{ USD/GB} = \$233.47 \text{ USD}$. Bills are generated in batches after each hour of playback.

Billing by Daily Peak Bandwidth

This billing mode is applicable when the traffic is relatively stable, that is, the playback traffic on a single day is evenly distributed in each time segment.

- **Prices**
For details, see [Product Pricing Details](#).
- **Billing rules**

Table 2-2 Billing description

| Rule Item | Description |
|-------------------|--|
| Billing Rule | <p>You are billed based on the daily peak bandwidth (in Mbit/s). The bandwidth usage of the billing cycle is calculated once every five minutes and 288 values will be obtained every day. The maximum value is used as the billing value of the current day.</p> <p>You are billed at a tiered price based on the bandwidth usage in different areas. That is, if the usage reaches a bandwidth tier range on a single day, you are billed at the unit price of the bandwidth tier range.</p> <p>The number system of bandwidth is 1,000. For example, 1 Gbit/s = 1,000 Mbit/s.</p> |
| Billing Cycle | <p>By day.</p> <p>The usage for each day (00:00:00 to 23:59:59) will be billed on the following day.</p> |
| Billing Direction | <p>By default, only output is billed.</p> <p>If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit prices for input and output are the same.</p> |
| Billing Mode | Pay-per-use |
| Bill Run Time | <p>After the current billing cycle (calendar day) ends, the system deducts fees at about 20:00:00 (GMT+08:00) the next day. The actual fee deduction time is subject to the system bill run time.</p> |
| Settlement Time | Fees are automatically deducted after bill run. |

- **Usage estimation**
Assume that you have a live session at 9:00, with a bitrate of 1 Mbit/s and 200 viewers at peak hours, and another live session at 14:00, with a bitrate of 1.5 Mbit/s and 200 viewers at peak hours:

- The peak bandwidth at 9:00 is about 200 Mbit/s (1 Mbit/s x 200 viewers).
- The peak bandwidth at 14:00 is about 300 Mbit/s (1.5 Mbit/s x 200 viewers).

In this case, the daily peak bandwidth on the current day is 300 Mbit/s.

- **Examples**

If you use Live within the billing cycle in , the billing details are as follows:

- On January 15, 2 Mbit/s bandwidth is used for upstream streaming, and 200 Mbit/s bandwidth is used for downstream playback. In this case, upstream streaming/downstream playback $\leq 1/50$, you will not be billed for upstream streaming.
- On January 16, 10 Mbit/s bandwidth is used for upstream streaming, and 300 Mbit/s bandwidth is used for downstream playback. In this case, upstream streaming/downstream playback $> 1/50$, you will be billed for upstream streaming.

The bandwidth fees that you need to pay on January 15 and 16 are calculated as follows:

$$(200 + 300 + 10) \text{ Mbit/s} \times \$0.082 \text{ USD/Mbit/s} = \$41.82 \text{ USD.}$$

Billing by 95th Percentile Bandwidth

This billing mode is applicable to customers who have a budget of more than \$15,000 USD each month. Contact your account manager and apply for this billing mode if you need it.

Table 2-3 Billing description

| Rule Item | Description |
|-------------------|---|
| Billing Rule | <p>In each calendar month, the bandwidth usage is measured and recorded every five minutes on each valid day. At the end of the month, the records are sorted from the highest to the lowest, and the top 5% of the recorded bandwidth values are thrown away. Then the highest bandwidth value in the remaining records is the billable bandwidth of the month.</p> <ul style="list-style-type: none">• Valid day: Any day when traffic is consumed for livestreaming acceleration is considered a valid day.• Measurement point: The bandwidth usage is calculated every five minutes. There are 288 data samples per day. <p>Take a 30-day month as an example. The following values are valid by default. There is one bandwidth value per 5 minutes, namely 12 value points per hour, so there are $12 \times 24 \times 30 = 8,640$ value points per month. All points are sorted from the highest to lowest, and the top 5% of the recorded bandwidth values are thrown away, that is, $8,640 \times 5\% = 432$ points, so the 433rd value is the billing point. Similarly, for a 31-day month, after all points are sorted from the highest to lowest, and the top 5% of the recorded bandwidth values are thrown away, the 447th value is the billing point.</p> <p>The peak bandwidth is charged at the contracted price.</p> <p>The number system of bandwidth is 1,000. For example, 1 Gbit/s = 1,000 Mbit/s.</p> |
| Billing Cycle | <p>By month.</p> <p>The usage for each month will be billed in the following month.</p> |
| Billing Direction | <p>By default, only output is billed.</p> <p>If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit prices for input and output are the same.</p> |
| Billing Mode | Pay-per-use |
| Bill Run Time | <p>After the current billing cycle (calendar month) ends, the system deducts fees at about 20:00:00 (GMT+08:00) on the first day of the next month. The actual fee deduction time is subject to the system bill run time.</p> |
| Settlement Time | <p>After a bill is generated, the system automatically deducts fees from your account balance.</p> |

2.2 Low Latency Live (LLL)

By default, the fee is charged by downstream playback traffic. Currently, you can pay by traffic, daily peak bandwidth, or 95th percentile bandwidth. Low Latency

Live (LLL) is now under Huawei Cloud SparkRTC. See [Product Pricing Details](#) of SparkRTC.

NOTE

You can change the billing mode between billing by traffic and billing by daily peak bandwidth on the **Dashboard** page of the Live console. If billing by 95th percentile bandwidth needs to be changed, [submit a service ticket](#).

Billing by Traffic

You are billed based on the prices of tiered downstream traffic.

- **Prices**

Table 2-4 Prices of downstream traffic

| Traffic Tier (USD/GB) | Chinese Mainland | Europe | Asia Pacific 1 | Asia Pacific 2 | Asia Pacific 3 | Middle East/Africa | South America |
|---------------------------|------------------|--------|----------------|----------------|----------------|--------------------|---------------|
| ≤ 10 TB | 0.06 | 0.144 | 0.176 | 0.176 | 0.236 | 0.24 | 0.398 |
| 10–50 TB (included) | 0.054 | 0.136 | 0.144 | 0.144 | 0.232 | 0.228 | 0.386 |
| 50–100 TB (included) | 0.046 | 0.104 | 0.128 | 0.128 | 0.206 | 0.196 | 0.35 |
| 100 TB to 1 PB (included) | 0.04 | 0.07 | 0.114 | 0.08 | 0.172 | 0.172 | 0.278 |
| > 1 PB | 0.034 | 0.054 | 0.106 | 0.07 | 0.156 | 0.11 | 0.26 |

- **Billing rules**

Table 2-5 Billing description

| Rule Item | Description |
|--------------|---|
| Billing Rule | The tiered traffic is accumulated by calendar month. After a calendar month, the traffic usage is cleared and accumulated again. The number system of traffic is 1,024. For example, 1 PB = 1,024 TB = 1,024 × 1,024 GB. |

| Rule Item | Description |
|-------------------|--|
| Billing Cycle | A bill is generated on the hour. |
| Billing Direction | By default, only output is billed. If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit price of input is the same as that of the Cloud Stream Live output . |
| Billing Mode | Pay-per-use |
| Bill Run Time | After the current billing cycle (hours) ends, the usage in an hour is usually billed four hours later (subject to the system). |
| Settlement Time | Fees are automatically deducted after bill run. |

- **Examples**

If you use LLL in **EU-Dublin** on January 1 and 2, the generated downstream playback traffic is 6 TB and 7 TB, respectively. As the ratio between upstream streaming and downstream playback is less than 1/50, you are not billed for upstream streaming. The traffic fees that you need to pay are calculated as follows:

Process: According to the tiered pricing table, the price of ≤ 10 TB is \$0.176 USD/GB, and the price of 10–50 TB (included) is \$0.144 USD/GB. The 6 TB traffic generated on January 1 is priced at \$0.176 USD/GB. Of the 7 TB traffic generated on January 2, the pricing of 4 TB (10 TB minus the 6 TB generated on January 1) is \$0.176 USD/GB, and that of the remaining 3 TB (7 TB minus 4 TB) is \$0.144 USD/GB.

Results:

Bill on January 1: $6 \times 1,024 \text{ GB} \times \$0.176 \text{ USD/GB} = \$1,081.344 \text{ USD}$. Bills are generated in batches after each hour of playback.

Bill on January 2: $4 \times 1,024 \text{ GB} \times \$0.176 \text{ USD/GB} + (6 + 7 - 10) \times 1,024 \text{ GB} \times \$0.144 \text{ USD/GB} = \$1,163.264 \text{ USD}$. Bills are generated in batches after each hour of playback.

Billing by Daily Peak Bandwidth

The system measures and records a peak bandwidth (in Mbit/s) value every five minutes, so 288 records are collected per day. The highest peak bandwidth per day is used as the billable bandwidth.

- **Prices**

Table 2-6 Prices of daily peak bandwidth

| Peak Bandwidth Tier (USD/Mbit/s) | Chinese Mainland | Europe | Asia Pacific 1 | Asia Pacific 2 | Asia Pacific 3 | Middle East/Africa | South America |
|-----------------------------------|------------------|--------|----------------|----------------|----------------|--------------------|---------------|
| ≤ 100 Mbit/s | 0.172 | 0.55 | 1.044 | 1.044 | 1.166 | 1.689 | 1.78 |
| 100–500 Mbit/s (included) | 0.164 | 0.546 | 1.034 | 1.034 | 1.156 | 1.673 | 1.76 |
| 500 Mbit/s to 5 Gbit/s (included) | 0.154 | 0.502 | 0.905 | 0.905 | 1.046 | 1.535 | 1.69 |
| 5–20 Gbit/s (included) | 0.15 | 0.4 | 0.801 | 0.801 | 0.916 | 1.415 | 1.67 |
| > 20 Gbit/s | 0.146 | 0.352 | 0.671 | 0.671 | 0.88 | 1.357 | 1.62 |

- **Billing rules**

Table 2-7 Billing description

| Rule Item | Description |
|-------------------|---|
| Billing Rule | You are billed based on peak bandwidth tiers. The number system of bandwidth is 1,000. For example, 1 Gbit/s = 1,000 Mbit/s. |
| Billing Cycle | By day. The usage for each day (00:00:00 to 23:59:59) will be billed on the following day. |
| Billing Direction | By default, only output is billed. If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit price of input is the same as that of the Cloud Stream Live output . |
| Billing Mode | Pay-per-use |

| Rule Item | Description |
|-----------------|--|
| Bill Run Time | After the current billing cycle (calendar day) ends, the system deducts fees at about 20:00:00 (GMT+08:00) the next day. The actual fee deduction time is subject to the system bill run time. |
| Settlement Time | Fees are automatically deducted after bill run. |

- **Examples**

If 200 viewers watch a livestream at a bitrate of 1 Mbit/s, the consumed bandwidth is:

200 Mbit/s (1 Mbit/s x 200 viewers)

If 200 Mbit/s bandwidth is consumed during the billing cycle in **EU-Dublin** on January 15, you need to pay the following bandwidth fees on that day:

200 Mbit/s x \$1.034 USD/Mbit/s = \$206.8 USD

Billing by 95th Percentile Bandwidth

In each calendar month, the bandwidth usage is measured and recorded every five minutes on each valid day. At the end of the month, the records are sorted from the highest to the lowest, and the top 5% of the recorded bandwidth values are thrown away. Then the highest bandwidth value in the remaining records is the billable bandwidth of the month.

- **Valid day:** Any day when traffic is consumed for livestreaming acceleration is considered a valid day.
- **Measurement point:** The bandwidth usage is calculated every five minutes. There are 288 data samples per day.

 **NOTE**

This billing mode is applicable to customers who have a budget of more than \$15,000 USD each month. Contact your account manager and apply for this billing mode if you need it.

Table 2-8 Billing description

| Rule Item | Description |
|-------------------|---|
| Billing Rule | The peak bandwidth is charged at the contracted price. The number system of bandwidth is 1,000. For example, 1 Gbit/s = 1,000 Mbit/s. |
| Billing Cycle | By month. The usage for each month will be billed in the following month. |
| Billing Direction | By default, only output is billed. If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit price of input is the same as that of the Cloud Stream Live output . |

| Rule Item | Description |
|------------------|--|
| Billing Mode | Pay-per-use |
| Bill Run Time | After the current billing cycle (calendar month) ends, the system deducts fees at about 20:00:00 (GMT+08:00) on the first day of the next month. The actual fee deduction time is subject to the system bill run time. |
| Settlement Time | After a bill is generated, the system automatically deducts fees from your account balance. |

3 Value-added Service Billing

3.1 Stream Push to a Third-party Destination

Traffic or bandwidth fees generated when a streamer pushes streams to Huawei Cloud and then Huawei Cloud pushes the streams to a third-party destination.

The billing rules and prices are the same as those of Cloud Stream Live, as shown in [Cloud Stream Live](#).

3.2 Cloud Live Transcoding

Cloud Live provides standard transcoding and low-bitrate HD transcoding. The fee is calculated based on the actual codec standard, and the resolution and duration of the output video.

- **Prices**
 - See [Product Pricing Details](#).
- **Billing rules**

Table 3-1 Billing description

| Rule Item | Description |
|-----------------|--|
| Billing Rule | <p>You are billed based on the encoding standard, output file resolution, and output file duration. The duration is precise down to two decimal places, and the second digit is rounded off based on the third digit. If there are multiple output specifications, the total transcoding fee covers each output specification.</p> <p>The number system of the transcoded stream bitrate is 1,024. For example, 1 Kbit/s = 1,024 bit/s.</p> <p>NOTE</p> <p>The output specifications are determined based on whether the width or height of an output video is within the specified range.</p> <p>For example, if the output resolution is HD (1,280 x 720), as long as the width is not greater than 1,280 or height is not greater than 720, you are billed based on HD (1,280 x 720). If the width of an output video is greater than 1,280 and its height is greater than 720, you are billed based on higher specifications.</p> |
| Billing Cycle | You are billed based on hour in real time. |
| Billing Mode | Pay-per-use |
| Bill Run Time | After the current billing cycle (hours) ends, the specific bill run time is subject to the system. |
| Settlement Time | Fees are automatically deducted after bill run. |

- **Examples**

Assume you use Cloud Live transcoding from 09:00 to 10:00 in **EU-Dublin**. Livestream 1 uses the H.265 encoding and is transcoded to 1,720 x 1,080 at a low bitrate (duration: 1 hour). Livestream 2 uses the H.264 encoding and is transcoded to 1,280 x 960 at a low bitrate (duration: 100 minutes). Livestream 3 uses the H.264 encoding and is transcoded to 480 x 480 (duration: 120 minutes). You need to pay the following fees for the transcoding service from 09:00 to 10:00 on that day:

$$\begin{aligned} & \$0.1088 \text{ USD/minute} \times 60 \text{ minutes} + \$0.019 \text{ USD/minute} \times 100 \text{ minutes} + \\ & \$0.0025 \text{ USD/minute} \times 120 \text{ minutes} = \$8.728 \text{ USD} \end{aligned}$$

3.3 Cloud Live Recording

The Cloud Live recording fee covers the monthly recording service and used storage space. You are billed based on the peak number of concurrent recording streams per month and storage fees generated when the live content is recorded and stored in Object Storage Service (OBS).

- **Prices**

- Recording storage fee. If the recording is stored in an OBS bucket, the fee is charged by **OBS**.
- **Billing rules**
Monthly recording: You are billed based on the peak number of concurrent recording streams in a month.

Table 3-2 Billing description

| Rule Item | Description |
|-----------------|---|
| Billing Rule | The maximum number of daily concurrent recording streams in a month is used as the billing point. NOTE If a stream is recorded in HLS, MP4, and FLV formats, the billing point applies to each recording format. |
| Billing Cycle | You are billed based on month in real time. |
| Billing Mode | Pay-per-use |
| Bill Run Time | After the current billing cycle (calendar month) ends, the specific bill run time is subject to the system. |
| Settlement Time | Fees are automatically deducted after bill run. |

- **Examples**

Assume that you use Cloud Live recording in **EU-Dublin** on January 1 and 2. On January 1, one 300-minute livestream is recorded in MP4 format. On January 2, one 300-minute livestream is recorded in MP4 and FLV formats, respectively, and the total output duration is 600 minutes.

Process: According to the **tiered pricing table**, the monthly recording service price is \$5.29 USD/stream/month.

Results: The monthly recording service fee generated in January is $2 \times \$5.29$ USD/stream/month = \$10.58 USD.

3.4 Cloud Live Snapshot Capturing

The Cloud Live snapshot capturing fee covers the number of snapshots and used storage space.

- **Prices**
 - Snapshot capturing is charged by **Live**.
 - Snapshot storage is charged by **OBS**.
- **Billing rules**

Table 3-3 Billing description

| Rule Item | Description |
|-----------------|---|
| Billing Rule | You are billed based on the number of snapshots. |
| Billing Cycle | You are billed based on calendar day in real time. |
| Billing Mode | Pay-per-use |
| Bill Run Time | After the current billing cycle (calendar day) ends, the specific bill run time is subject to the system. |
| Settlement Time | Fees are automatically deducted after bill run. |

- **Examples**

If you capture 2,300 snapshots in **EU-Dublin** on January 1, you need to pay the following fees on January 2:

$$2,300 \times \$0.0176 \text{ USD}/1,000 = \$0.04048 \text{ USD}$$

4 Billing Modes

4.1 Pay-per-Use Billing

Live supports pay-per-use billing (by default) and prepaid resource package. In each billing cycle, the fee is calculated based on the actual usage of each resource multiplied by the unit price. Then the fee is deducted from your account balance. You can select a billing mode as needed.

With pay-per-use billing, you can use Live resources as long as you have enough account balance.

Notes

- If you change from billing by traffic or daily peak bandwidth to another one, the change will take effect from 00:00:00 the next day after you submitted the change.
- If you change from billing by 95th percentile bandwidth to another one, the change will take effect from 00:00:00 the first day of the next month.

Billing Cycles

Time when a pay-per-use CDR is generated with different settlement modes:

- Settlement by hour: four hours later
- Settlement by day: after 16:00 on the next day
- Settlement by month: on the first three days of the next month

Billing Formulas

Fee = Resource usage x Unit price

For details, see [Product Pricing Details](#). You can use the price calculator of Live to quickly estimate the price for the resources that you select.

 **NOTE**

If you want the price per hour, make a conversion. Taking standard storage (single AZ) as an example. Its hourly unit price is: $\$0.0230 \text{ USD/GB/month} \times (1/24/30) = \$0.00003194 \text{ USD/GB/hour}$.

Billing Examples

Assuming that standard storage (single AZ) is used. The unit price is \$0.0230 USD/GB/month and there are 100,000 GB objects in the standard storage class in a single-AZ bucket. In this case, the fee for a settlement hour is: $\$0.0230 \text{ USD/GB/month} \times 100,000 \text{ GB} \times (1/24/30) = \3.19 USD .

5 Changing the Billing Option

Live CDN supports billing by traffic, daily peak bandwidth, or 95th percentile bandwidth. If you want to change the billing option to billing by 95th percentile bandwidth, [submit a service ticket](#). The change takes effect at 00:00 the next day. You can change the billing option on the Live console.

Notes

- If you change the billing option from **By traffic** to **By peak bandwidth** or by 95th percentile bandwidth, you cannot use the Live CDN traffic package to pay for downstream traffic.
- You can change the billing option multiple times before the system performs the change. The latest change takes effect.
- If you want to change the billing option to by 95th percentile bandwidth, [submit a service ticket](#).

Change Operations

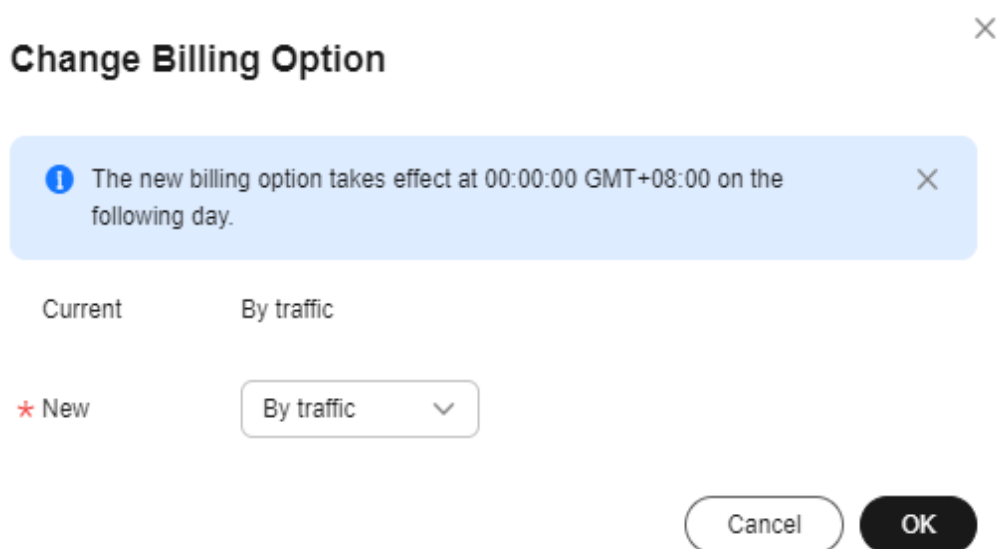
Step 1 Log in to the [Live console](#).

Step 2 In the navigation pane, choose **Dashboard**.

Step 3 In the **Billing Mode** area in the upper right corner, click **Change**.

In the dialog box displayed, select a new billing option.

Figure 5-1 Changing the billing option



Step 4 Click **OK**.

The new billing option takes effect at 00:00 (Beijing time) the next day. Before that, fees are still deducted based on the previous billing option.

----End

6 Bills

6.1 Billing Cycle

You can view the bill of a resource in the **Billing** section of Billing Center to learn about its usage and billing information in a certain period.

Bill Reporting Period

Pay-per-use: The usage of pay-per-use resources is reported to the billing system at a fixed interval for settlement. A pay-per-use resource is billed by hour, day, or month, depending on the resource's usage type. For details, see [Bill Run for Pay-per-Use Resources](#).

- Basic service billing
 - In the traffic-based billing mode, traffic used in an hour will be settled 4 hours later.
 - In the daily peak bandwidth billing mode, the system settles the bandwidth at about 20:00 (GMT+08:00) the next day.
 - In the 95th percentile bandwidth billing mode, the system settles the bandwidth at about 20:00 (GMT+08:00) on the first day of the next month.
- Value-added service billing
 - Stream push to a third-party destination: settlement method same as that of basic service billing
 - Cloud Live transcoding: billed by hour and deducted in real time (subject to the system)
 - MediaLive transcoding: billed by hour and deducted in real time (subject to the system) under pay-per-use billing; billed by the subscription term of the order but free of charge during the validity period of a package under yearly/monthly billing
 - Cloud Live recording: billed by month and deducted in real time (subject to the system)
 - Cloud Live snapshot capturing: billed by day and deducted in real time (subject to the system)

Example: If traffic-based billing is used, the fee generated from 08:00 to 09:00 is deducted at about 13:00.

6.2 Querying Bills

You can query bills of Live by following [Viewing Bills of a Specific Account](#) and [Viewing Bills of a Specified Enterprise Project](#).

Viewing Bills of a Specific Account

Live is billed by project. Bills cannot be queried by resource (domain name).

The resource ID in a Live bill is in the following format: *Project ID + Billing specifications*. *Project ID* is generated by project.

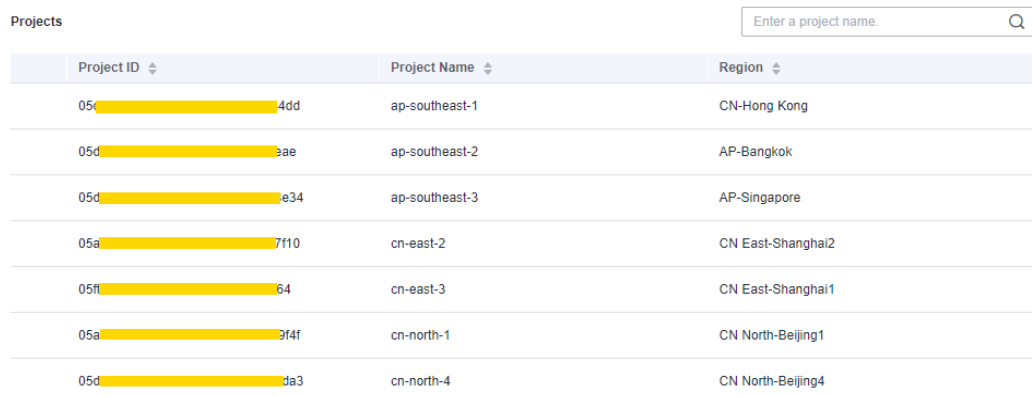
Project IDs are generated based on accounts and Huawei Cloud origin servers. The query method is as follows:

Step 1 Log in to the [Live console](#).

Step 2 Move the cursor to the username in the upper right corner of the page and select **My Credentials** from the drop-down list.

The **My Credentials > API Credentials** page is displayed, as shown in [Figure 6-1](#).

Figure 6-1 Projects



| Project ID | Project Name | Region |
|-------------------|----------------|-------------------|
| 05c[redacted]4dd | ap-southeast-1 | CN-Hong Kong |
| 05d[redacted]3ae | ap-southeast-2 | AP-Bangkok |
| 05d[redacted]e34 | ap-southeast-3 | AP-Singapore |
| 05a[redacted]7f10 | cn-east-2 | CN East-Shanghai2 |
| 05f[redacted]64 | cn-east-3 | CN East-Shanghai1 |
| 05a[redacted]3f4f | cn-north-1 | CN North-Beijing1 |
| 05d[redacted]da3 | cn-north-4 | CN North-Beijing4 |

----End

The resource ID is used only for billing. The resource ID information cannot be queried on the Live console.

[Table 6-1](#) describes the mapping between resource IDs and billing product types in Live bills.


NOTICE

- The project IDs of different resource IDs in a project are the same.
- The resource IDs of the bandwidth and traffic billing modes are the same. Therefore, the two billing modes cannot be identified by resource ID.

Table 6-1 Mapping between resource IDs and billing product types in Live bills

| Billing Item | Billing Specifications | Resource ID |
|--------------------|--|---|
| Live CDN traffic | Live CDN acceleration in the Chinese mainland | {ProjectID}live.flow.cdn |
| | Live CDN acceleration for stream push to a third-party destination in the Chinese mainland | {ProjectID}live.flow.pushthird |
| | Live CDN acceleration in Asia Pacific 1 | {ProjectID}live.overseas.eastasia |
| | Live CDN acceleration in Asia Pacific 2 | {ProjectID}live.overseas.asiapacific |
| | Live CDN acceleration in Middle East and Africa | {ProjectID}live.overseas.mideast.africa |
| | Live CDN acceleration in Latin America | {ProjectID}live.overseas.southamerica |
| | Live CDN acceleration in Europe | {ProjectID}live.overseas.europe |
| | Live CDN acceleration in Asia Pacific 3 | {ProjectID}live.overseas.asia3 |
| | LLL acceleration in the Chinese mainland | {ProjectID}live.flow.lll |
| Snapshot capturing | Number of snapshots | {ProjectID}live.snapshot |

To query Live bills by resource ID, perform the following steps:

- Step 1** Log in to the console. On the top menu bar, choose **Billing > Bills**.
- Step 2** In the navigation pane, choose **Billing > Expenditure Details**.
- Step 3** Choose **Bill Details**, enter the ID of the resource to be queried in the search box, and click  to search for the bill of the specified resource.

By default, the bill details are displayed by usage and billing cycle. You can choose other display options as required. For details, see [Bills](#).

----End

Viewing Bills of a Specified Enterprise Project

If you configured an enterprise project when [adding a domain name](#), bills are split by enterprise project.

Currently, the following bills can be split by enterprise:


- Traffic-billed Live CDN bills
- Cloud Live snapshot capturing bills
- Cloud Live transcoding bills

Live CDN bills by daily peak bandwidth and 95th percentile bandwidth are still generated by project, as shown in [Viewing Bills of a Specific Account](#).

To query Live bills by enterprise project, perform the following steps:

Step 1 Log in to the console. On the top menu bar, choose **Billing > Bills**.

Step 2 In the navigation pane, choose **Billing > Expenditure Details**.

Step 3 Select the following items in the filter criteria, and click  to search for bills of a specified enterprise project.

- **Enterprise Project: Non-project** indicates that the current bill does not belong to any enterprise project. **Default** indicates the default enterprise project. Select an enterprise project name as required.
- **Service Type:** Select **Live**.

By default, the bill details are displayed by usage and billing cycle. You can choose other display options as required. For details, see [Bills](#).

----End

6.3 Resource Reconciliation

Live can check whether a bill is consistent with the actual resource usage.

Checking the Consistency of the Actual Usage and Billed Usage

To check whether the usage of Live is consistent with that in bills, log in to the Live console, choose **Dashboard** in the navigation pane, and check the billing option on the right. The following table lists whether a billing mode supports Live usage check and the check methods.

| Billing Option | Usage Type | Usage Check Method |
|--------------------------------------|--|---|
| Billing by traffic | Traffic | <ul style="list-style-type: none">For details, see Checking the Resource Usage – Traffic-based Billing.Usage cannot be checked by enterprise project, domain name, or tag. |
| Billing by daily peak bandwidth | Daily peak bandwidth | <ul style="list-style-type: none">The total usage cannot be checked.This billing option does not support cost splitting. |
| Billing by 95th percentile bandwidth | 95th percentile bandwidth | Usage cannot be checked by enterprise project, domain name, or tag. |
| Value-added service | Cloud Live transcoding: You are billed based on the encoding standard, output resolution, and output duration. | The methods for checking the usage are the same for all value-added services. See Checking the Resource Usage – Live Snapshot Capturing Fee . |
| | Cloud Live recording: The number of concurrent recording streams is calculated every day and the peak value in the current month is used as the billing point. | |
| | Cloud Live snapshot capturing: You are billed based on the number of snapshots. | |

Checking the Resource Usage – Traffic-based Billing

Assume that account A is billed by traffic every hour on August 21, 2023. The following example shows how to check the resource usage in one hour:

- Log in to the Live console and choose **Service Monitoring**. The **Downstream Bandwidth/Traffic** tab page is displayed by default. Set the parameters for querying the traffic usage as follows:
 - Time: Select **Custom** and set the time to **2023/08/21 11:00:00 - 2023/08/21 11:59:59**.
 - Domain name: Select a Live domain name of the current region (CN North-Beijing4).
 - Region: Select **China**.

- Province: Select **All provinces/states**.
 - Carrier: Select **All carriers**.
 - Application name: No setting is required.
 - Stream name: No setting is required.
 - Interval: Select **Every 5 minutes**.
 - Protocol: Select **All Protocols**.
2. Select **Traffic** in the right pane. As shown in **Figure 6-2**, the resource usage is 187.08 MB.
- Convert MB to GB and round the conversion result to three decimal places. The converted value is 0.1827 GB (187.08 MB/1024).


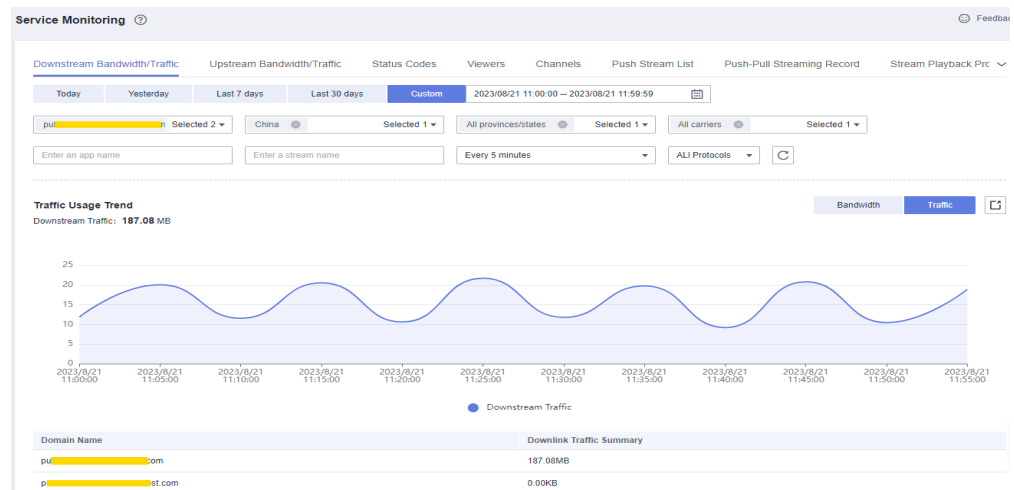
You can also click  on the right of the page to download the queried downstream traffic result to your local PC.

Figure 6-2 Resource usage shown on the Live console



3. Go to Billing Center, choose **Billing > Transactions and Detailed Bills** in the navigation pane, and click **Bill Details**.
- Set **Settings** to **Usage**, **Data Period** to **Details**, **Service Type** to **Live (Live)**, and **Resource Type** to **Live CDN Flow**.
- The resource usage from 11:00 to 12:00 on August 21, 2023 is 0.1827 GB, as shown in the following figure.

Figure 6-3 Resource usage shown in Billing Center

| Service... | Resour... | Billing... | Expenditure Time | Order ... | Bill Type | Transaction ... | Resou... | Resou... | Specificat... | Region | AZ | Usage... | Unit P... | Unit | Total ... | Usage Unit (#) |
|-------------|---------------|-------------|--|-----------|--------------|-----------------|----------|----------|---------------|-------------------|----|----------|-----------|----------|-----------|----------------|
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 11:00:00 G. Aug 21, 2023 12:00:00 G. | 20764... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.1827 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 10:00:00 G. Aug 21, 2023 11:00:00 G. | 7e159... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.1878 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 09:00:00 G. Aug 21, 2023 10:00:00 G. | 6e9e7... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.2123 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 08:00:00 G. Aug 21, 2023 09:00:00 G. | 74cb... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.2034 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 07:00:00 G. Aug 21, 2023 08:00:00 G. | 40533... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.2134 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 06:00:00 G. Aug 21, 2023 07:00:00 G. | 002e8... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.219 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 05:00:00 G. Aug 21, 2023 06:00:00 G. | e77eb... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.2277 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 04:00:00 G. Aug 21, 2023 05:00:00 G. | 3e2f11... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.2084 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 03:00:00 G. Aug 21, 2023 04:00:00 G. | 45e15... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.1994 | GB |
| Live (Live) | Live CDN Flow | Pay-per-Use | Aug 21, 2023 02:00:00 G. Aug 21, 2023 03:00:00 G. | 0531c... | Expendtur... | Aug 21, 2023... | 05ded... | -- | Live CDN ... | CN North-Beijing4 | -- | flow | 0.225 | YUANV... | 0.1826 | GB |

- Since Billing Center's billing unit for Live CDN traffic is GB, compare the resource usage shown in Billing Center with the converted value obtained in step 2. They are the same. The usage check is complete.

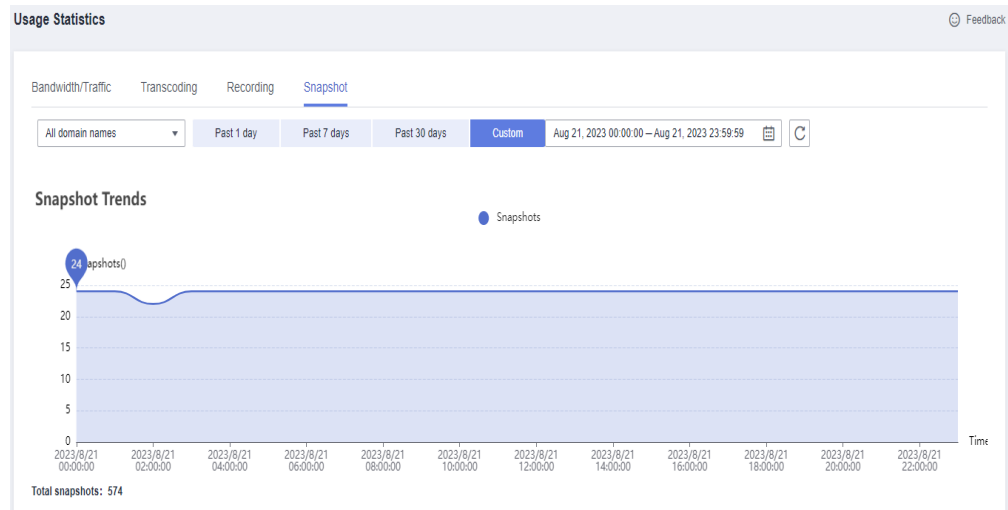
Checking the Resource Usage – Live Snapshot Capturing Fee

The following example shows how to check account A's snapshot capturing fee (settled by day) in the CN North-Beijing 4 region on August 21, 2023.

- Log in to the Live console and select **CN North-Beijing4**.
- Choose **Usage Statistics** in the left navigation pane, click the **Snapshot** tab, and set the parameters as follows:
 - Domain name: Select **All domain names**.
 - Time: Select **Custom** and set the time to **2023/08/21 00:00:00 - 2023/08/21 23:59:59**.
- The total number of snapshots is 574, as shown in the trend chart in **Figure 6-4**.

Convert the unit to 1000 and the converted value is 0.574 (574/1000).

Figure 6-4 Snapshot quantity shown on the Live console



4. Go to Billing Center, choose **Billing > Transactions and Detailed Bills** in the navigation pane, and click **Bill Details**.

Set **Settings** to **Usage**, **Data Period** to **By day**, **Service Type** to **Live (Live)**, and **Resource Type** to **Live Snapshot**.

The number of snapshots in CN North-Beijing4 on August 21, 2023 is 0.574k, as shown in the following figure.

Figure 6-5 Snapshot quantity shown in Billing Center

The screenshot shows the 'Transaction Bills' page with 'Bill Details' selected. The table below lists bill details for various dates and resources. The row for August 21, 2023, in the CN North-Beijing4 region is highlighted with a red box.

| Date | Enterp... | Accoun... | Servic... | Resour... | Billing... | Bill Type | Resou... | Resou... | Specif... | Region | AZ | Usage Type | Unit P... | Unit | Total ... | Usage Unit (for Pri |
|--------------|-------------|---------------|-------------|---------------|-------------|--------------|----------|----------|-----------|-------------------|----|----------------|-----------|---------|-----------|---------------------|
| Aug 21, 2023 | default | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 05963... | -- | Live S... | CN East-Shanghai1 | -- | Live Snapshot | 0.10 | YUAN... | 0.609 | THOUSAND PCS |
| Aug 21, 2023 | echo-test | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 05a8a... | -- | Live S... | CN North-Beijing1 | -- | Live Snapshot | 0.10 | YUAN... | 0.904 | THOUSAND PCS |
| Aug 21, 2023 | Non-project | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 0596a... | -- | Live S... | CN North-Beijing4 | -- | Number of s... | 0.00 | YUAN... | 0.574 | THOUSAND PCS |
| Aug 20, 2023 | default | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 05963... | -- | Live S... | CN East-Shanghai1 | -- | Live Snapshot | 0.10 | YUAN... | 0.627 | THOUSAND PCS |
| Aug 20, 2023 | Non-project | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 0596d... | -- | Live S... | CN North-Beijing4 | -- | Number of s... | 0.00 | YUAN... | 0.571 | THOUSAND PCS |
| Aug 20, 2023 | echo-test | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 05a8a... | -- | Live S... | CN North-Beijing1 | -- | Live Snapshot | 0.10 | YUAN... | 1.147 | THOUSAND PCS |
| Aug 19, 2023 | default | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 05963... | -- | Live S... | CN East-Shanghai1 | -- | Live Snapshot | 0.10 | YUAN... | 0.62 | THOUSAND PCS |
| Aug 19, 2023 | echo-test | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 05a8a... | -- | Live S... | CN North-Beijing1 | -- | Live Snapshot | 0.10 | YUAN... | 1.818 | THOUSAND PCS |
| Aug 19, 2023 | Non-project | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 0596d... | -- | Live S... | CN North-Beijing4 | -- | Number of s... | 0.00 | YUAN... | 0.576 | THOUSAND PCS |
| Aug 18, 2023 | echo-test | hustaff_pu... | Live (Live) | Live Snapshot | Pay-per-Use | Expendtur... | 05a8a... | -- | Live S... | CN North-Beijing1 | -- | Live Snapshot | 0.10 | YUAN... | 1.103 | THOUSAND PCS |

5. Since Billing Center's billing unit for Live snapshot capturing is thousand, compare the snapshot quantity shown in Billing Center with the converted value obtained in step 2. They are the same. The quantity check is complete.

7 Arrears

Handling Arrears

- If your account is in arrears, your cloud resources will enter a grace period and then retention period. For details about how to handle service suspension due to arrears, see [Resource Suspension and Release](#).
- View the outstanding amount of your account in [Billing Center](#) and [make repayments](#).

Description

- With pay-per-use billing, fees are deducted based on the billing cycle of each billing item. If the account balance is insufficient, the fee cannot be deducted in the previous billing cycle, resulting in arrears of Live.
- If Live is in arrears, the resource retention period starts. The data configured in Live is retained, but you cannot access or use Live. If the outstanding payment is not cleared before the retention period expires, data stored in Live will be deleted and cannot be restored.

8 Billing Termination

Live is pay-per-use. You can select a mode of terminating billing for a domain name:

1. Suspend billing: **Disable a domain name.**
After a domain name is disabled, it is no longer billed. You can **enable the domain name** again.
2. Permanently stop billing: **Delete a domain name.**
After a domain name is deleted, all configurations of the domain name are deleted from the Live console. The domain name will no longer be billed by Live.

9 Billing FAQs

9.1 Common Cases

9.1.1 What Do I Need to Pay?

Live prices consist of two parts: basic service fee and value-added service fee. For details, see .

- Basic service fee refers to the traffic or bandwidth fee generated when livestreaming acceleration is enabled. You can choose to be billed by traffic or bandwidth on the Live console.
- Value-added services include recording, transcoding, and snapshot capturing. You pay only for what you use.

9.1.2 Do I Need to Buy the CDN Service Before Using Live?

No. The Live service provides live streaming acceleration. After the ingest domain name and streaming domain name are configured, Live automatically enables acceleration.

9.1.3 How Do I Change the Billing Option?

Live provides the following billing options (post payment): **by traffic**, **by peak bandwidth**, and **by 95th percentile bandwidth**. To be billed by **95th percentile bandwidth**, submit a service ticket.

You can change the CDN billing mode on the **Dashboard** page of .

9.1.4 Do I Need to Delete Resources If I Don't Want to Use Live Any More?

No. If you do not use Live, you will not be billed by Live. However, if you have recorded live videos to Object Storage Service (OBS), you will be billed by OBS.

9.1.5 How Do I View the Usage and Expenditure of Pay-per-Use Live Resources?

Log in to the Huawei Cloud , choose **Billing > Bills > Bill Details**, and set **Bill Type** to **Pay-per-Use** to view the usage and expenditure of pay-per-use resources.

9.1.6 Is Downstream Traffic or Upstream Traffic Billed?

If the ratio between the number of live streams and number of viewers is equal to and less than 1:50, only downstream traffic is billed:

Downstream traffic = Live video bitrate/8 x Length of a live video x Average number of viewers

If the ratio between the number of live streams and number of viewers is greater than 1:50, upstream traffic is also billed:

Upstream traffic = Live video bitrate/8 x Length of a live video x Number of channels

For details, see .

9.1.7 Will I Be Billed for URL Validation?

No. You can use URL validation for free. However, if the authentication URL is used to play live videos, the downstream traffic or bandwidth fee will be generated. For details, see .

9.1.8 How Is Transcoding Billed?

- If a transcoding template is configured, live streams are transcoded when being pushed, and the transcoding fee is generated. The fee is calculated based on the actual encoding standard, resolution, and duration of transcoding. The duration is rounded off to two decimal places.
- If multiple output specifications are configured, you will pay for multiple outputs. The transcoding duration is the time used to push a stream, not the total time the stream is played. The transcoding is billed once even when multiple users watch a same stream at the same bitrate. For details, see .

9.1.9 Does the Daily Peak Bandwidth Mean the Upstream Bandwidth or Downstream Bandwidth?

By default, downstream bandwidth is billed:

Daily peak bandwidth = Live video bitrate x Number of concurrent viewers during peak hours

If the ratio between the number of live streams and number of viewers is greater than 1:50, upstream bandwidth is also billed:

Daily peak bandwidth = Live video bitrate x Number of channels

For details, see .

9.1.10 Why Is a Recording Fee Deducted on the First Day of Each Month?

This fee is the monthly fee for live stream recording, which is billed based on the peak number of concurrent recording channels in each month. If two live streams are recorded at the same time or a live stream is recorded in two formats (occupying two recording channels) in this month, (/channel/month x 2 channels x 1 month) will be deducted on the first day of the next month. You can log in to the , choose **Billing > Bills**, and click the **Bill Details** tab to view the bill details of live stream recording. Click **Details** in the **Operation** column to view the actual peak number of recording channels in the last month. For details, see .

9.2 Arrears

9.2.1 How Do I Know Whether My Account Is in Arrears?

You can log in to the to view the available quota on the **Overview** page.

To prevent resources from being frozen due to arrears, top up your account and back up your data promptly. It is recommended that you set **Balance Alert** in the Billing Center. Estimate the alert threshold according to your resource usage.

On the **Overview** page, turn on the **Balance Alert** switch to enable the function. Click **Modify** and you can set a desired threshold.

With the Balance Alert function, the system automatically sends an SMS message to you when the total amount of the available credit, cash coupons, and flexi-purchase coupons decreases to the threshold.

After receiving a balance alert, top up your account or disable unnecessary resources promptly to avoid affecting the normal use of cloud resources or stop unnecessary fees from being generated.

9.2.2 Why Charges Are Still Debited to My Account Even Though My Account Is in Arrears?

If your account is in arrears, you cannot perform certain operations on the Live console. However, online live streaming will not be automatically stopped. Therefore, related fees will be generated.