CodeArts

Price

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Contents

1 Overview

In this document, you will learn about the billing modes, billing items, renewal, and arrears of CodeArts.

- **Billing Modes**

  CodeArts uses yearly/monthly billing, which is a prepaid mode. You need to pay first, and will be billed based on the required duration in your order. Ensure that your account balance is sufficient.

- **Billing Items**

  The billing items of CodeArts include the number of users and number of parallel jobs. For details, see **Billing Items**.

- **Renewal**

  CodeArts cannot run after the yearly/monthly subscription expires. To continue using CodeArts, renew the subscription before it expires. Otherwise, the resources such as code repositories and build tasks will be automatically released, and your data may be lost. You can renew your subscription manually or automatically. For details, see **Introduction**.

- **Bills**

  To learn about your expenditures, go to **Billing Center** > **Billing**, and view the transactions and billing details related to CodeArts. For details, see **Bills**.

- **Arrears**

  If you also purchase pay-per-use resources of other services when using CodeArts, additional fees may be incurred. Your account goes into arrears when the balance is less than the bill to be settled. This may affect CodeArts package change and renewal. Top up your account in time. For details, see **Arrears**.

- **Stopping Billing**

  To avoid unexpected bills, you can unsubscribe from your CodeArts resources if they are no longer needed. For details, see **Stopping Billing**.

- **Cost Management**

  CodeArts does not support enterprise projects and tags, and costs cannot be allocated by resource. CodeArts can only be used as part of the public costs in your enterprise.

2 Billing Modes

2.1 Introduction

CodeArts uses yearly/monthly billing and provides CodeArts packages, resource extension, and value-added features. To learn about the price of CodeArts, visit **CodeArts Pricing Details**.

- CodeArts packages: available in the Free, Basic, Pro, and Enterprise editions. Before using CodeArts, you must purchase a CodeArts package.

- Resource extension: parallel jobs, storage, traffic, and execution duration. Before purchasing resource extension, purchase the CodeArts Basic or higher edition package.

- Value added feature: CodeCheck enhanced package. Before purchasing this package, purchase the CodeArts Pro or Enterprise package.

📖 **NOTE**

- Resource extension is unavailable in AF-Johannesburg and AF-Cairo.
- The value-added feature is unavailable in AF-Cairo.

2.2 CodeArts Packages

2.2.1 Introduction

Package Description

CodeArts uses yearly/monthly billing, and provides the Free, Basic, Pro, and Enterprise edition packages to meet the requirements of different user scales.

Each package contains resources of CodeArts Req, CodeArts Repo, CodeArts Pipeline, CodeArts Check, CodeArts Build, CodeArts Deploy, CodeArts TestPlan, and CodeArts Artifact. The functions and resource specifications of each service vary depending on the package edition. For details, see **Specifications**.

Billing Items

CodeArts packages are billed based on the number of users who use the service.

Billing Item	Description	Billing Formula
Number of users	Number of unique members in all of your projects in a region. This number includes your own members added to the projects and those invited from other accounts.	Unit price × Number of users × Purchased duration

Billing Cycle

The billing cycle of a CodeArts package is determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your package (accurate to seconds), and ends at 23:59:59 on the expiration day.

For example, if you purchased a CodeArts package for one month on Mar 08, 2023, 15:50:04, the billing cycle is from Mar 08, 2023, 15:50:04 to Apr 08, 2023, 23:59:59.

Billing Example

You purchased CodeArts Basic Edition with 5 users on Mar 8, 2023, 15:50:04. Assume that the subscription is for one month, and you manually renewed it for one month before it expires:

- The first billing period: Mar 08, 2023, 15:50:04–Apr 08, 2023, 23:59:59
- The second billing period: Apr 08, 2023, 23:59:59–May 08, 2023, 23:59:59

You need to pay for each billing cycle first. The billing formula is: Unit price × Number of users × Purchased duration.

Assume that the unit price of CodeArts Basic Edition is $9.43 USD/user/month, the total fee for the two billing cycles is: $9.43 USD × 5 × 2 = $94.3 USD.

> **NOTICE**
>
> The prices mentioned in this example are only for reference. For details, see **CodeArts Pricing Details**.

Impact on Billing After Specification Change

If the current CodeArts package does not meet your service requirements, initiate a change on the CodeArts console.

You can choose to change the specifications now or when renewed.

- **Now**: The change takes effect in the current package validity period. The system will calculate the change fee according to the following rules:

- – Specification upgrade: You need to pay the price difference.
  - – Specification downgrade: We will refund you the price difference.
- **When renewed**: The new package automatically takes effect when the current package expires.

Degrading resource specifications may affect functions and features. This operation is not recommended if not necessary.

In this example, you plan to upgrade the specifications now without any discounts. Assume that you purchased CodeArts Basic Edition (with 5 users) on Apr 8, 2023 for one month, and you changed the edition to Pro on Apr 18, 2023. If the price for the old specification is $9.43 USD/user/month and that for the new one is $31.45 USD/user/month, the calculation formula is as follows:

Specification upgrade fee = New specification price × Remaining period – Old specification price × Remaining period

The remaining period in the formula is the remaining days of each calendar month divided by the maximum days of the corresponding calendar month. In this example, Remaining period = 12 (Remaining days in April)/30 (Maximum number of days in April) + 8 (Remaining days in May)/31 (Maximum number of days in May) = 0.6581. Cost of specifications upgrade = $31.45 USD × 5 × 0.6581 – $9.43 USD × 5 × 0.6581 = $72.45681 USD.

For more information, see **Pricing of a Changed Specification**.

NOTICE

The prices mentioned in this example are only for reference. For details, see **CodeArts Pricing Details**.

Impact of Expiration

Figure 2-1 describes the status of service resources in the CodeArts package in each stage. After purchase, the services can be normally used within the billing cycle, and this period is the validity period. When the package expires and is not renewed, it goes into the grace period and then the retention period.

Figure 2-1 CodeArts package lifecycle
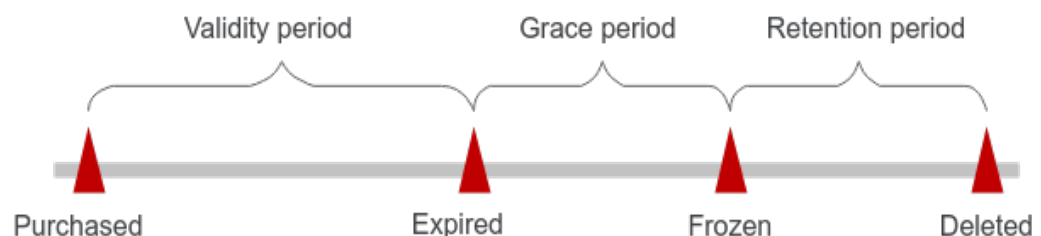
Expiration Reminder

From the 15th day before a CodeArts package expires, the system will send an expiration reminder to the creator of the account by email, SMS, and internal message.

Impact of Expiration

When your CodeArts package expires and is not renewed, it goes into the grace period and its status turns to **Expired**. During this period, you can still access CodeArts.

If your CodeArts package is not renewed before the grace period ends, it goes into the retention period and its status turns to **Frozen**. You cannot perform any operations on your yearly/monthly resources in the retention period.

📖 **NOTE**

- For details about renewals, see **Introduction**.

2.2.2 Specifications

Introduction

CodeArts packages are available in the Free, Basic, Pro, and Enterprise editions.

Each package contains resources of the Req, Repo, Pipeline, Check, Build, Deploy, TestPlan, and Artifact services. The functions and resource specifications of each service vary depending on the package edition.

CodeArts Req

Table 2-1 CodeArts Req specifications

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Scrum	An incremental, iterative software development method. Sprint planning, daily Scrum, sprint review, and sprint retrospectives are key to efficient project management.	√	√	√	√
Custom workflows	Canvas-based visual orchestration of requirement status transition and rule configuration powered by the in-house workflow engine.	√	√	√	√
Automation	Metadata-driven and low-code visualized rule orchestration for parent-child status rollup, owner update, and code association to facilitate requirement management.	×	√	√	√

CodeArts Repo

Table 2-2 CodeArts Repo specifications

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Total repository storage	Total capacity of all code repositories in your account.	10 GB	50 GB	100 GB	500 GB
Single repository storage	Maximum capacity of a single repository.	1 GB	10 GB	20 GB	30 GB
Size of a single file	Maximum size of a single file in a repository.	200 MB	200 MB	300 MB	300 MB
Repository management	Repository list and basic information display, including creating, deleting, following, uploading, and downloading repositories, and configuring SSH and HTTPS settings.	√	√	√	√
Branch permission management	Configuration of default branches, protected branches, and protected tags; branch rule configuration to control access permissions.	√	√	√	√
File push control	Branch-based file push permission control, including the pusher, file size, and file type.	√	√	√	√
Work item association	Association of work items with each code commit, branch, or merge request (MR).	√	√	√	√
Repository statistics and logs	Repository-based commits, individual contributors, operations, and audit logs.	√	√	√	√
MR review	MR scoring and review; line-by-line review of file changes; code quality control through review and pipeline gates.	√	√	√	√
MR review enhancement	Review comment templates, review comment classification, and MR evaluation.	×	×	√	√
Template management	Repository creation with templates.	√	√	√	√

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
MR management	Branch merge control with multiple conditions, including pipeline gates, associated work items, code conflicts, and work-in-progress (WIP) limits.	√	√	√	√

CodeArts Pipeline

Table 2-3 CodeArts Pipeline specifications

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Parallel pipelines	Number of pipelines that can be executed in parallel in your account.	1	5	10	20
Pipeline execution duration	Time for which pipelines can be executed per month in your account.	1,800 min/month	Unlimited	Unlimited	Unlimited
Resource task execution duration	Total time for which resource-consuming tasks can be executed per month in your account. **NOTE** Resource-consuming tasks, such as running Shell commands and uploading reports, require built-in resources of the Pipeline service. Build and check tasks use quotas of the relevant services, so they are not resource-consuming tasks.	300 min/month	1,200 min/month	6,000 min/month	12,000 min/month
Pipeline management	Pipeline orchestration and execution, result view, and notification subscription.	√	√	√	√
Microservice change	Microservice-based development, testing, and release in DevOps mode.	√	√	√	√
Extensions	Custom pipeline extensions.	√	√	√	√
Custom pass conditions	Automated gate control based on custom pass conditions.	×	√	√	√

CodeArts Check

Table 2-4 CodeArts Check specifications

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Parallel check jobs	Number of check tasks that can be executed in parallel.	1	5	10	20
Code check	Maximum time for which code check tasks can be executed in your account per month.	1,800 min/month	Unlimited	Unlimited	Unlimited
Basic languages	Java, C/C++, Python, JavaScript, and TypeScript.	√	√	√	√
Advanced languages	C#, CSS, Go, HTML, and PHP.	×	√	√	√
CodeCheck enhanced package	You can purchase multiple such packages (see **CodeCheck Enhanced Package**) for in-depth code security risk check capabilities, including cross-file check, cross-function check, taint analysis, and semantic analysis.	×	×	√	√
Bug scanning	Detects hidden quality (such as style) and security bugs in code.	√	√	√	√
Bug fixing	Provides suggestions for team members to resolve problems and improve code quality.	√	√	√	√
Bug management	Automatically generates a problem list, provides an online dashboard that displays bugs based on multiple metrics, and allows you to export bug reports.	√	√	√	√
Notifications	Notifies you of task status dynamically by email, DingTalk, or WeCom, facilitating problem resolution.	√	√	√	√

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Quality gates	Provides multi-dimensional access control items (critical, major, minor, and suggestion) to help your team determine whether the project is ready for production.	√	√	√	√

CodeArts Build

Table 2-5 CodeArts Build specifications

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Parallel build jobs	Number of build jobs that can be executed in parallel.	1	5	10	20
Executor	Specifications of the built-in executors for build.	2 vCPUs | 8 GB	2 vCPUs | 8 GB	2 vCPUs | 8 GB	2 vCPUs | 8 GB
Total build duration	Maximum time for which build tasks can be executed in your account per month.	1,800 min/month	Unlimited	Unlimited	Unlimited
Single build duration	Maximum duration per build.	30 min	60 min	240 min	360 min
Build dependency cache	Size of third-party dependency cache for reuse to improve the build speed.	2 GB	10 GB	20 GB	50 GB
Build orchestration	Via a text or graphics editor.	√	√	√	√
Build triggering rules	Multiple build triggering rules, including manual, code change, scheduled, and API.	√	√	√	√
Build parameters	Build process control with external parameters.	√	√	√	√
Build snapshot	Records the configuration parameters used in each build to facilitate backtracking.	√	√	√	√

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Extension integration	Multiple types of official extensions for compilation, packaging, and artifact operation.	√	√	√	√
Build templates	Available in popular languages, including C, C++, and Java.	√	√	√	√
Build executors	You can use the built-in execution environment or a custom one that connects to CodeArts Build.	√	√	√	√

CodeArts Deploy

Table 2-6 CodeArts Deploy specifications

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Parallel deployment jobs	Number of deployment jobs that can be executed in parallel.	1	5	10	20
Deployment duration	Maximum time for which deployment tasks can be executed in your account per month.	1,800 min/month	Unlimited	Unlimited	Unlimited
Host-based deployment	- Linux and Windows hosts supported. - Application deployment on hosts of Huawei Cloud or third-party platforms or your own hosts.	√	√	√	√
Container-based deployment	- Multiple tools, including Kubectl, Helm, and Docker. - Manifest and quick deployments. - Huawei Cloud CCE clusters, third-party platform clusters, and your own Kubernetes clusters.	√	√	√	√

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Template management	● Multiple languages and technology stacks, including Tomcat, Spring Boot, Go, and Node.js. ● Custom templates.	√	√	√	√
Basic resource management	Basic resource hosting and independent permission settings.	√	√	√	√
Environment management	Multi-environment management and independent permission settings.	√	√	√	√
Deployment capability integration	More than 40 deployment actions for different languages, technology stacks, and scenarios.	√	√	√	√

CodeArts TestPlan

Table 2-7 CodeArts TestPlan specifications

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Parallel API test jobs	Number of API test jobs that can be executed in parallel.	Not supported	1	2	5
API test duration	Maximum time for which you can execute API tests per month.	Not supported	30 min/month	Unlimited	Unlimited
Parallel cases per test suite	Number of cases that can be executed in parallel in a test suite.	Not supported	5	10	20
Test case versions	Number of version branches that can be created in each project.	1 (baseline) Trial use supported	1 (baseline) Trial use supported	50	50

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Test cases per version branch or in the baseline	Number of test cases that can be created in each version branch or in the baseline.	3,000	3,000	10,000	10,000
Test plans	Plan-based test case management and execution.	√	√	√	√
Test case management	Feature trees, case import/export, common/advanced filtering, batch editing, case result setting, requirement association, bug creation, and bug association.	√	√	√	√
Test case version management	Facilitates test case reuse between baseline libraries, branches, and sprints. (For trial use; not supported in Free and Basic editions)	×	×	√	√
Test execution	Test suite creation and management for test execution.	×	√	√	√
Test reports	Feature, manual testing, automated testing, requirement coverage, and scenario-specific reports.	×	√	√	√
API tests	Design of pre-, test, and post-steps, checkpoint configuration, visualized orchestration, and keyword-driving testing (keyword import and reuse).	×	√	√	√
Keyword library	More than 30 system keywords for databases, protocols, authentication, and middleware to facilitate API test case writing.	×	×	√	√
Test design	Generate test cases with a few clicks based on a mind map with heuristic test policies and design, improving test design efficient by 30% and reducing missing product tests. (This feature is for trial use and not included in the package.)	×	×	×	×

CodeArts Artifact

Table 2-8 CodeArts Artifact specifications

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Artifact storage	Total capacity of release and self-hosted repositories in your account	10 GB	50 GB	100 GB	500 GB
Artifact download	Public network download traffic	5 GB/month	20 GB/month	50 GB/month	100 GB/month
(Release repo) Single package size for build	Size of a single package that can be uploaded to a build task from a release repository	10 GB	10 GB	20 GB	20 GB
(Self-hosted repo) Single package size for build	Size of a single package that can be uploaded to a build task from a self-hosted repository	2 GB	2 GB	2 GB	2 GB
(Release repo) Single package size for upload	Size of a single package that can be uploaded on the page of a release repository	2 GB	2 GB	2 GB	2 GB
(Self-hosted repo) Single package size for upload	Size of a single package that can be uploaded on the page of a self-hosted repository	100 MB	100 MB	100 MB	100 MB
Repository quantity	8 self-hosted repositories (Maven, npm, Go, PyPI, NuGet, Conan, Debian, and RPM) and 1 release repository	100	100	Unlimited	Unlimited
Artifact management	Create, delete, upload, and download nine types of artifacts, including Maven, npm, RPM, Go, PyPI, NuGet, Conan, Debian, and release repository	√	√	√	√
Version management	Management of version status, historical versions, and version metadata	√	√	√	√
Repository statistics and logs	Artifact quantity and total storage statistics, and operation logs for audit	√	√	√	√

Specifications/Feature	Description	Free	Basic	Pro	Enterprise
Proxy and virtual repositories	Open-source or third-party proxies for Maven and npm repositories; unified virtual repository address for accessing multiple local and proxy repositories	×	√	√	√

2.3 Resource Extension

2.3.1 Parallel Jobs

CodeArts supports parallel job extension for the Build, Check, and other services.

CodeArts Build

Table 2-9 Parallel build extension

Billing Mode	Yearly/Monthly
Scenario	If the number of parallel build jobs in your CodeArts package does not meet your requirements, purchase parallel build extension.
	You can choose custom or built-in executors.
	● If you choose built-in executors, you can only increase the number of parallel build jobs to that of the corresponding executor type. For details about how to configure build hosts, see **Configuring the Build Environment**.
	● Built-in executor types:
	– x86: 2 vCPUs | 8 GB, 4 vCPUs | 8 GB, 8 vCPUs | 16 GB, 16 vCPUs | 32 GB, 16 vCPUs | 64 GB
	– Arm: 2 vCPUs | 8 GB, 4 vCPUs | 8 GB, 8 vCPUs | 16 GB, 16 vCPUs | 32 GB, 16 vCPUs | 64 GB
	● Built-in executor specifications:
	– 2 vCPUs | 8 GB memory | 60 GB disk space
	– 4 vCPUs | 8 GB memory | 100 GB disk space
	– 8 vCPUs | 16 GB memory | 100 GB disk space
	– 16 vCPUs | 32 GB memory | 500 GB disk space
	– 16 vCPUs | 64 GB memory | 1,000 GB disk space
Resource Specifications	1 parallel job

Purchase Limits	● Before purchasing parallel build extension, purchase the CodeArts Basic or higher edition package. ● Max. 50 extensions at a time
Billing Formula	Unit price × Quantity × Purchased duration
Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your parallel build extension (accurate to seconds), and ends at 23:59:59 on the expiration day. For example, if you purchased parallel build extension for one month on Mar 08, 2023, 15:50:04, the billing cycle is from Mar 08, 2023, 15:50:04 to Apr 08, 2023, 23:59:59.
Configuration Change	Not supported. If your configuration is incorrect, unsubscribe from the feature and purchase it again.
Impact of Expiration	The parallel build extension will become invalid if not renewed before expiration.

CodeArts Check

Table 2-10 Parallel check extension

Billing Mode	Yearly/Monthly
Scenario	If the number of parallel check jobs in your CodeArts package does not meet your requirements, purchase parallel check extension.
Billing Item	Number of parallel jobs
Purchase Limits	● Before purchasing parallel check extension, purchase the CodeArts Basic or higher edition package. ● Max. 100 parallel jobs at a time
Billing Formula	Unit price × Number of parallel jobs × Purchased duration
Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your parallel check extension (accurate to seconds), and ends at 23:59:59 on the expiration day. For example, if you purchased parallel check extension for one month on Mar 08, 2023, 15:50:04, the billing cycle is from Mar 08, 2023, 15:50:04 to Apr 08, 2023, 23:59:59.

Configuration Change	Supported. The system will calculate the change fee according to the following rules: • Specification upgrade: You need to pay the price difference. • Specification downgrade: We will refund you the price difference. For more information, see **Pricing of a Changed Specification**.
Impact of Expiration	The parallel check extension will become invalid if not renewed before expiration.

CodeArts Pipeline

Table 2-11 Parallel pipeline extension

Billing Mode	Yearly/Monthly
Scenario	If the number of parallel pipeline jobs in your CodeArts package does not meet your requirements, purchase parallel pipeline extension.
Billing Item	Number of parallel jobs
Purchase Limits	• Before purchasing parallel pipeline extension, purchase the CodeArts Basic or higher edition package. • Max. 100 parallel jobs at a time
Billing Formula	Unit price × Number of parallel jobs × Purchased duration
Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your parallel pipeline extension (accurate to seconds), and ends at 23:59:59 on the expiration day. For example, if you purchased parallel pipeline extension for one month on Mar 08, 2023, 15:50:04, the billing cycle is from Mar 08, 2023, 15:50:04 to Apr 08, 2023, 23:59:59.
Configuration Change	Supported. The system will calculate the change fee according to the following rules: • Specification upgrade: You need to pay the price difference. • Specification downgrade: We will refund you the price difference. For more information, see **Pricing of a Changed Specification**.
Impact of Expiration	The parallel pipeline extension will become invalid if not renewed before expiration.

CodeArts Deploy

Table 2-12 Parallel deployment extension

Billing Mode	Yearly/Monthly
Scenario	If the number of parallel deployment jobs in your CodeArts package does not meet your requirements, purchase parallel deployment extension.
Billing Item	Number of parallel jobs
Purchase Limits	● Before purchasing parallel deployment extension, purchase the CodeArts Basic or higher edition package. ● Max. 100 parallel jobs at a time
Billing Formula	Unit price × Number of parallel jobs × Purchased duration
Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your parallel deployment extension (accurate to seconds), and ends at 23:59:59 on the expiration day. For example, if you purchased parallel deployment extension for one month on Mar 08, 2023, 15:50:04, the billing cycle is from Mar 08, 2023, 15:50:04 to Apr 08, 2023, 23:59:59.
Configuration Change	Supported. The system will calculate the change fee according to the following rules: ● Specification upgrade: You need to pay the price difference. ● Specification downgrade: We will refund you the price difference. For more information, see **Pricing of a Changed Specification**.
Impact of Expiration	The parallel deployment extension will become invalid if not renewed before expiration.

2.3.2 Storage

CodeArts supports storage capacity extension for the Artifact and Repo services.

CodeArts Artifact

Table 2-13 CodeArts Artifact storage extension

Billing Mode	Yearly/Monthly

Scenario	If the CodeArts Artifact storage in your CodeArts package does not meet your requirements, purchase CodeArts Artifact storage extension.
Billing Item	Storage (GB)
Purchase Limits	● Before purchasing CodeArts Artifact storage extension, purchase the CodeArts basic or higher edition package. ● Single purchase: 10–10,000 GB, incremented by 10 GB.
Billing Formula	Unit price × Storage capacity × Purchased duration
Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your CodeArts Artifact storage extension (precise to seconds), and ends at 23:59:59 on the expiration day. For example, if you purchase CodeArts Artifact storage extension for one month on Mar 08, 2023 15:50:04, the billing cycle is from Mar 08, 2023 15:50:04 to Apr 08, 2023 23:59:59.
Configuration Change	Supported. The system will calculate the change fee according to the following rules: ● Specification upgrade: You need to pay the price difference. ● Specification downgrade: We will refund you the price difference. For more information, see **Pricing of a Changed Specification**.
Impact of Expiration	The CodeArts Artifact storage extension will become invalid if not renewed before expiration.

CodeArts Repo

Table 2-14 CodeArts Repo storage extension

Billing Mode	Yearly/Monthly
Scenario	If the code repository storage in your CodeArts package does not meet your requirements, purchase CodeArts Repo storage extension.
Billing Item	Storage (GB)
Purchase Limits	● Before purchasing CodeArts Repo storage extension, purchase the CodeArts basic or higher edition package. ● Single purchase: 10–5,000 GB, incremented by 10 GB.
Billing Formula	Unit price × Storage capacity × Purchased duration

Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your CodeArts Repo storage extension (precise to seconds), and ends at 23:59:59 on the expiration day.
	For example, if you purchase CodeArts Repo storage extension for one month on Mar 08, 2023 15:50:04, the billing cycle is from Mar 08, 2023 15:50:04 to Apr 08, 2023 23:59:59.
Configuration Change	Supported. The system will calculate the change fee according to the following rules: ● Specification upgrade: You need to pay the price difference. ● Specification downgrade: We will refund you the price difference. For more information, see **Pricing of a Changed Specification**.
Impact of Expiration	The CodeArts Repo storage extension will become invalid if not renewed before expiration.

2.3.3 Traffic

CodeArts supports traffic extension for artifact download.

Table 2-15 Traffic extension for artifact download

Billing Mode	Yearly/Monthly
Scenario	If the traffic for artifact download in your CodeArts package does not meet your requirements, purchase artifact traffic extension.
Resource Specifications	Traffic (GB/month)
Purchase Limits	● Before purchasing artifact download traffic extension, purchase the CodeArts basic or higher edition package. ● Single purchase: 10–10,000 GB, incremented by 10 GB.
Billing Formula	Unit price × Traffic × Purchased duration
Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your artifact download traffic extension (precise to seconds), and ends at 23:59:59 on the expiration day.
	For example, if you purchase artifact download traffic extension for one month on Mar 08, 2023 15:50:04, the billing cycle is from Mar 08, 2023 15:50:04 to Apr 08, 2023 23:59:59.

Configuration Change	Supported. The system will calculate the change fee according to the following rules:
	● Specification upgrade: You need to pay the price difference.
	● Specification downgrade: We will refund you the price difference.
	For more information, see **Pricing of a Changed Specification**.
Impact of Expiration	The artifact download traffic extension will become invalid if not renewed before expiration.

2.3.4 Execution Duration

CodeArts provides execution duration extension for resource-consuming pipeline tasks.

Table 2-16 Execution duration extension for resource-consuming pipeline tasks

Billing Mode	Yearly/Monthly
Scenario	If the execution duration of resource-consuming pipeline tasks in your CodeArts package does not meet your requirements, purchase execution duration extension for resource-consuming pipeline tasks.
Resource Specifications	Duration (min/month)
Purchase Limits	● Before purchasing pipeline execution duration extension, purchase the CodeArts basic or higher edition package.
	● Single purchase: 100–100,000 minutes/month, incremented by 100 minutes/month
Billing Formula	Unit price × Duration × Purchased duration
Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your pipeline execution duration extension (precise to seconds), and ends at 23:59:59 on the expiration day.
	For example, if you purchased pipeline execution duration extension for one month on Mar 08, 2023, 15:50:04, the billing cycle is from Mar 08, 2023, 15:50:04 to Apr 08, 2023, 23:59:59.

Configuration Change	Supported. The system will calculate the change fee according to the following rules: • Specification upgrade: You need to pay the price difference. • Specification downgrade: We will refund you the price difference. For more information, see **Pricing of a Changed Specification**.
Impact of Expiration	The pipeline execution duration extension will become invalid if not renewed before expiration.

2.4 Value-Added Features

CodeArts provides value-added features. To use these features, you can purchase value-added feature packages on top of your CodeArts package.

CodeCheck Enhanced Package

Table 2-17 CodeCheck enhanced package

Billing Mode	Yearly/Monthly
Scenario	CodeArts Check provides more than 100 code check rules. To use these rules, purchase the CodeCheck enhanced package.
Resource Specifications	1 parallel job
Purchase Limits	• Before purchasing the CodeCheck enhanced package, purchase the CodeArts Pro or Enterprise Edition. • Max. 100 packages at a time
Billing Formula	Unit price × Quantity × Purchased duration
Billing Cycle	Determined by the purchased duration (GMT+08:00). The billing cycle starts from the time you activate or renew your CodeCheck enhanced package (accurate to seconds), and ends at 23:59:59 on the expiration day. For example, if you purchased a CodeCheck enhanced package for one month on Mar 08, 2023, 15:50:04, the billing cycle is from Mar 08, 2023, 15:50:04 to Apr 08, 2023, 23:59:59.
Configuration Change	Not supported. If your configuration is incorrect, unsubscribe from the package and purchase it again.

Impact of Expiration	The number of parallel jobs in your CodeCheck enhanced package will become invalid if the package is not renewed before expiration.

3 Billing Items

3.1 Number of Users

Billing Description

This refers to the total number of unique members in all of your projects.

To learn about the price of CodeArts, visit **CodeArts Pricing Details**.

Table 3-1 Billing by number of users

Billing Item	Description	Billing Formula
Number of users	Number of unique members in all of your projects in a region. ● This number includes your own members added to the projects and those invited from other tenants. ● Each user added to any of your projects is counted no matter whether the user has logged in or not.	Unit price × Number of users × Purchased duration

Calculation Example

● Scenario Description

Assume that tenant **X** has four IAM users **a**, **b**, **c**, and **d**, and two projects **M** and **N**. Tenant **Y** has three IAM users **e**, **f**, and **g**, and two projects **S** and **T**.

Members in the projects are shown in the following table.

Table 3-2 Project member distribution

Project Name	Member Name
M	a and b
N	b and c
S	d and e
T	f and g

- Calculation Method Analysis
    - Tenant **X**: **b** has joined both projects and is counted as 1 user. So this tenant has 3 users.
    - Tenant **Y**: Although **d** belongs to tenant **X**, it has joined project **S** of tenant **Y**, so this tenant has 4 users.

3.2 Number of Parallel Jobs

Billing Description

CodeArts parallel job extension is billed by the number of parallel jobs.

To learn about the price of CodeArts, visit **CodeArts Pricing Details**.

Table 3-3 Billing by number of parallel jobs

Billing Item	Description	Resource Extension Type	Billing Formula
Parallel check jobs	Total number of parallel executions for all your code check tasks in a region.	Parallel check extension	Unit price × Number of parallel jobs × Purchased duration
Parallel pipeline jobs	Total number of parallel executions for all your pipeline tasks in a region. **NOTE** This takes effect only for pipeline tasks. Code check and deployment in these tasks consume the parallel job quota of the corresponding service.	Parallel pipeline extension	
Parallel deployment jobs	Total number of parallel executions for all your deployment tasks in a region.	Parallel deployment extension	

Calculation Example

- Scenario Description

  Pipelines **X** and **Y** are both started for a tenant.

  - Pipeline **X**: consists of check task **a** and deployment task **c**.

  - Pipeline **Y**: consists of check tasks **a** and **b**, which are executed in parallel.

- Calculation Method Analysis

  - Code check: Task **a** is executed in both pipelines, consuming 2 parallel check jobs. Task **b** is also executed, consuming 1 parallel check job. So 3 parallel check jobs are used in total.

  - Deployment: Deployment task **c** consumes 1 parallel deployment job.

  - Pipeline: Both pipelines are executed, consuming 2 parallel pipeline jobs.

3.3 Storage Capacity

Billing Description

CodeArts storage extension is billed by storage capacity.

To learn about the price of CodeArts, visit **CodeArts Pricing Details**.

Table 3-4 Storage capacity billing

Billing Item	Description	Resource Extension Type	Billing Formula
CodeArts Artifact storage	Total capacity of release and self-hosted repos of your account in a region.	Storage extension for CodeArts Artifact	Unit price × Storage capacity × Purchased duration
CodeArts Repo storage	Total capacity of all code repositories of your account in a region.	Storage extension for CodeArts Repo	

3.4 Traffic

Billing Description

CodeArts traffic extension is billed by traffic.

To learn about the price of CodeArts, visit **CodeArts Pricing Details**.

Table 3-5 Traffic billing

Billing Item	Description	Resource Extension Type	Billing Formula
Traffic	Traffic of your account for artifact download through the public network in a region.	Traffic extension for artifact download	Unit price × Traffic × Purchased duration

Calculation Example

- Scenario Description

  A tenant has a 5 MB software package **X** in release repos and a 10 MB software package **Y** in self-hosted repos.

  The user performs the following operations:

  – Downloads software package **X** to the local host.

  – Creates and executes build task **a**, obtains software package **Y** based on the configuration, generates software package **Z** (15 MB), and uploads it to release repos.

  – Creates and executes a deployment application, obtains software package **Z**, and deploys it to an Elastic Cloud Server (ECS).

- Calculation Method Analysis

  In the preceding three operations, software packages **X**, **Y**, and **Z** are downloaded from CodeArts Artifact, so the consumed traffic is 5 MB + 10 MB + 15 MB = 30 MB.

3.5 Execution Duration

Billing Description

CodeArts execution duration extension is billed by duration.

To learn about the price of CodeArts, visit **CodeArts Pricing Details**.

Table 3-6 Execution duration billing

Billing Item	Description	Resource Extension Type	Billing Formula
Duration	Total time for which resource-consuming tasks are executed in your account per month. **NOTE** Resource-consuming tasks, such as running Shell commands and uploading reports, require built-in resources of the Pipeline service. Build and check tasks use quotas of the relevant services, so they are not resource-consuming tasks.	Execution duration extension for resource-consuming pipeline tasks	Unit price × Duration × Purchased duration

Calculation Example

- Scenario Description

  Pipelines **X** and **Y** are both started for a tenant.

  – Pipeline **X**: consists of check task **a** and Shell command task **b**. The two tasks take 45s and 12s to complete, respectively.

  – Pipeline **Y**: consists of Shell command task **c** and build task **d**. The two tasks take 30s and 86s to complete, respectively.

- Calculation Method Analysis

  – Code check task **a** and build task **d** do not consume pipeline execution resources, so the two tasks are not counted.

  – Shell command tasks **b** and **c** consume pipeline execution resources, so the two tasks are counted.

  Therefore, after the two pipelines are executed, the execution duration of resource tasks is the sum of the time spent in Shell command tasks **b** and **c**, that is, 12s + 30s = 42s.

4 Renewal

4.1 Introduction

Renewal Introduction

CodeArts services cannot run after the related subscription expires. To continue using them, renew your subscription within a specified period.

- If a CodeArts package expires without being renewed, code repositories, build tasks, deployment tasks, and other resources will be automatically released. The related data will be lost and cannot be restored. For details about the statuses of a CodeArts package after it expires, see **Impact of Expiration**.

- If a resource extension or value-added feature expires without being renewed, the related parallel job quotas and features will be unavailable.

Renewal Functions

Table 4-1 describes the functions related to the renewal of CodeArts.

Table 4-1 Renewal functions

Function	Description
Manual Renewal	During the lifecycle of a CodeArts subscription, you can renew the subscription on the console anytime to extend the resource usage time.
Auto-Renewal	After auto-renewal is enabled, the order is automatically renewed before the subscription expires. This prevents resources from being automatically invalidated if you forget to manually renew the subscription.

Take a CodeArts package as an example. You can renew your subscription across the lifecycle of your package, as shown in **Figure 4-1**.

Figure 4-1 CodeArts package lifecycle
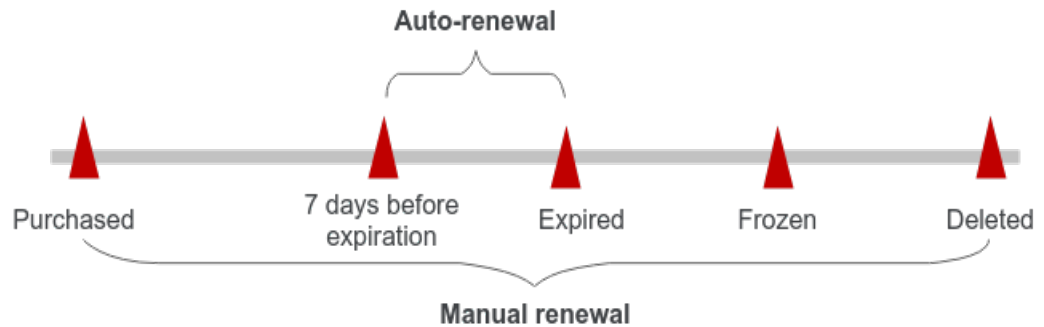
- A CodeArts package is in the **Normal** state from the time when it is purchased to the time when it expires.

- After it expires, the status changes to **Expired**.

- If the package is not renewed upon expiration, it enters the grace period. If it is not renewed after the grace period ends, the status changes to **Frozen**.

- If you do not renew your subscription after the grace period ends, your resource enters a retention period. If you do not renew the subscription within the retention period, your resource is automatically deleted.

Auto-renewal can be enabled anytime before a CodeArts subscription expires. The system attempts to automatically renew the subscription at 03:00 seven days before the subscription expires. If the fee deduction fails, there will be one attempt at 03:00 every day until the subscription expires or the renewal is successful. By default, fees are deducted seven days before your subscription expires. You can change this deduction date as required.

4.2 Manual Renewal

Renewing a Subscription on the Cloud Service Console

Step 1 Log in to the management console.

Step 2 In the navigation pane, click ≡, and choose **Developer Services** > **CodeArts**.

Step 3 On the CodeArts console, select the subscription to renew.

Step 4 Choose **More** > **Renew** in the **Operation** column.

Step 5 On the **Renew** page, select a renewal duration and determine whether to enable **Renewal Date** to renew on a standard date (see **Setting a Renewal Date**). Confirm the price and click **Pay**.

Step 6 Select a payment method and make your payment. Once the order is paid, the renewal is complete.

----End

Renewing a Subscription in Billing Center

Step 1 Log in to the management console.

Step 2 At the top of the page, choose **Billing** > **Renewal**.

Step 3 Customize search criteria.

You can view all resources to be renewed on the **Manual Renewals**, **Auto Renewals**, **Pay-per-Use After Expiration**, and **Renewals Canceled** tab pages, and manually renew the package. For details, see **Restoring to Manual Renewal**.

Step 4 Click **Renew** in the **Operation** column for the desired subscription.

Step 5 Select a renewal duration and determine whether to enable **Renewal Date** to renew on a standard renewal date. For details, see **Setting a Renewal Date**. Confirm the price and click **Pay**.

Step 6 Select a payment method and make your payment. Once the order is paid, the renewal is complete.

----End

Setting a Renewal Date

If you set a renewal date for a subscription, the subscription will expire on the fixed date of a month.

If you have a CodeArts package, resource extension feature, and value-added feature with different expiration dates, you can set a fixed expiration date to facilitate routine management and renewal.

In **Figure 4-2**, a user renews two resources that will expire at different time for one month and sets a fixed renewal date.

Figure 4-2 Setting a fixed renewal date
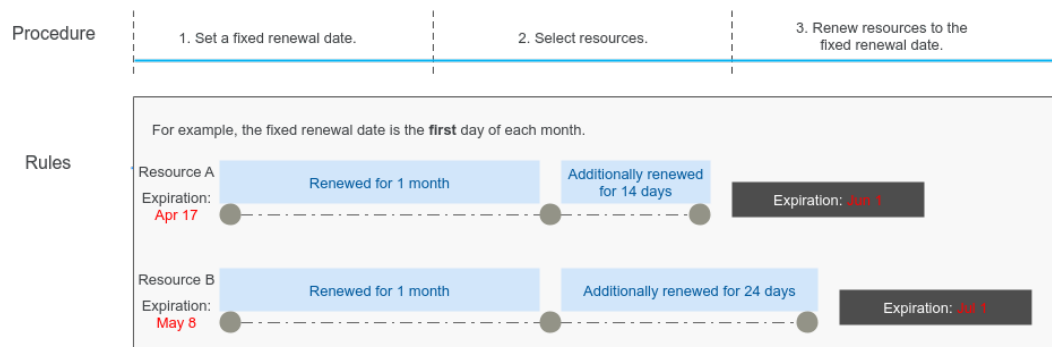
For details, see **Setting a Renewal Date**.

4.3 Auto-Renewal

Auto-renewal is easier and prevents CodeArts service resources from being automatically deleted if you forget to manually renew them. The auto-renewal rules are as follows:

- The first auto-renewal date and billing cycle are calculated based on the expiration date of the subscription.

- The auto-renewal duration is customized by you. For example, if you select 3-month renewal duration, your subscription is automatically renewed for three months every time before expiration.

- Auto-renewal can be enabled anytime before a subscription expires. The system attempts to automatically renew the subscription at 03:00 seven days before the subscription expires. If the fee deduction fails, there will be one attempt at 03:00 every day until the subscription expires or the renewal is successful.

- After auto-renewal is enabled, you can still manually renew your subscription. After a manual renewal is complete, auto-renewal is still valid, and fees start to be deducted seven days before the new subscription expires.

- Fees are deducted seven days before your subscription expires. You can change this deduction date as required, for example, six or five days before expiration.

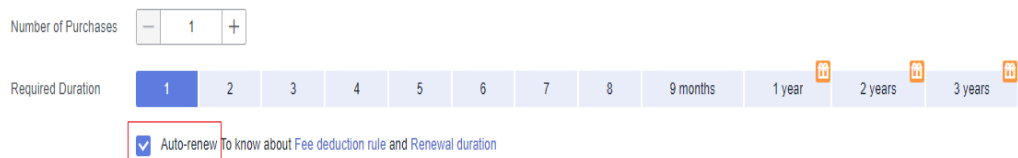Learn about **Auto-Renewal Rules** before enabling auto-renewal.

Prerequisites

Your subscription has not expired.

Enabling Auto-Renewal on the Purchase Page

You can enable auto-renewal on the purchase page. For more information, see **Purchasing CodeArts**.

Figure 4-3 Enabling auto-renewal

Enabling Auto-Renewal on the Cloud Service Console

Step 1 Log in to the management console.

Step 2 In the navigation pane, click , and choose **Developer Services** > **CodeArts**.

Step 3 On the CodeArts console, select the subscription to renew.

Step 4 Choose **More** > **Enable Auto-Renewal** in the **Operation** column.

Step 5 Select a renewal period, specify the desired auto-renewal times, and click **OK**.

----End

Enabling Auto-Renewal on the Renewals Page

Step 1 Log in to the management console.

Step 2 At the top of the page, choose **Billing** > **Renewal**.

Step 3 Customize search criteria.

- On the **Auto Renewals** page, you can view the resources for which auto-renewal has been enabled.

- You can enable auto-renewal for resources on the **Manual Renewals**, **Pay-per-Use After Expiration**, and **Renewals Canceled** pages.

Step 4 Click **Enable Auto-renewal** in the **Operation** column for the desired subscription.

Step 5 Select a renewal period, specify the desired auto-renewal times, and click **OK**.

----End

5 Bills

You can view the bill of a resource in the **Billing** section of Billing Center.

Bill Reporting Period

After a CodeArts package, resource extension feature, or value-added feature is paid, a bill is reported to the billing system for settlement.

Viewing Bills of a Specific Subscription

Step 1 Log in to the management console.

Step 2 At the top of the page, choose **Billing** > **Bills**. The **Dashboard** page is displayed.

Step 3 Choose **Expenditure Details**, select a billing cycle, set filters (**CodeArts** for **Service Type** and **Yearly/Monthly** for **Billing Mode**), and then click 🔍 to search for bills.

----End

6 Arrears

When you use cloud services, your account goes into arrears when the balance is less than the bill to be settled. To continue using the cloud services, top up your account in time.

Arrears Reason

If you also purchase pay-per-use resources of other services when using CodeArts, additional fees may be incurred. For example,

- When using CodeArts Deploy, you need to deploy an application on Elastic Cloud Server (ECS). Therefore, you purchased a pay-per-use ECS. For details about the pay-per-use billing of ECS, see **ECS Billing**.

- When using CodeArts Deploy, you also need to deploy an application on Cloud Container Engine (CCE). Therefore, you purchased a pay-per-use CCE resource. For details about the pay-per-use billing of CCE, see **CCE Billing**.

Impact of Arrears

CodeArts is billed on a yearly/monthly basis, so you pay for the resources in advance. Even if your account is in arrears, existing CodeArts services can still be used. However, you cannot perform operations that generate fees, such as upgrading CodeArts packages and renewing subscriptions.

Avoiding and Handling Arrears

For details about how to top up your account, see **Topping Up an Account**.

Delete unnecessary pay-per-use resources in your account to avoid unexpected fees.

Configure the **Balance Alert** function on the **Billing Center** > **Overview** page. When the total amount of the available quota, general cash coupons, and cash coupons is lower than the threshold, the system automatically notifies you by SMS or email.

If your account is in arrears, top up your account in time.

7 Stopping Billing

CodeArts is billed in yearly/monthly mode, so you make a payment when you purchase it. Billing automatically stops when the service expires.

- If CodeArts is no longer needed before it expires, you can unsubscribe from your CodeArts packages, resource extension features, and value-added features. The system will return a certain amount of money to your account based on whether cash coupons or discount coupons are used. For details about unsubscription rules, see **Unsubscriptions**.

- If you have enabled the auto-renewal function, disable it before the auto-renewal deduction date (seven days before the expiration date by default) to avoid unexpected fees.

8 Billing FAQs

8.1 How Do I View the Current Number of Users?

The number of charging users of CodeArts is the number of unique members in all projects under an account.

If you are an administrator, you can view the number of unique members on the **Projects and Members** page.

Step 1 Log in to the CodeArts homepage, click the username on the navigation bar, and choose **All Account Settings** from the drop-down list.

Step 2 In the navigation pane, choose **General** > **Projects and Members**.

Step 3 Click the **Project Members** tab. On the tab page, view **Unique members**.
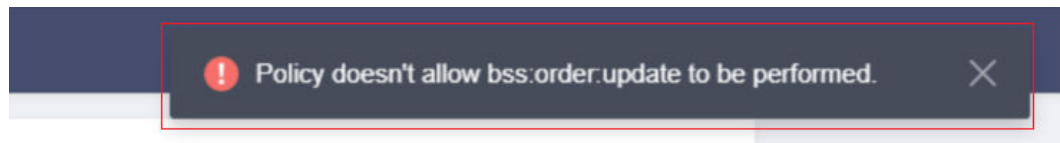
Figure 8-1 Project members

----End

8.2 Why Am I Seeing Message "Policy doesn't allow bss:order:update to be performed."?

Symptoms

When I click **Pay** to submit an order as an IAM user, the message "Policy doesn't allow bss:order:update to be performed." is displayed.

Figure 8-2 Error message

Cause Analysis

You do not have permission to create, pay for, and view orders in the Billing Center.

Solution

Contact the administrator to grant you the **BSS Administrator**, **BSS Finance**, or **BSS Operator** permission.

8.3 Old Billing Modes

Billing Modes

CodeArts uses yearly/monthly billing and provides the basic edition package, capacity package, parallel package, CloudTest basic package, and CodeCheck enhanced package.

Before using CodeArts, you must purchase the basic edition package. If the package cannot meet your requirements, you can purchase the capacity package, parallel package, CloudTest basic package, and CodeCheck enhanced package as required.

- Basic edition package

  The basic edition provides quotas for CodeArts Req, CodeArts Repo, CodeArts Check, CodeArts Pipeline, CodeArts Build, CodeArts Deploy, CodeArts TestPlan, and CodeArts Artifact. For details about the billing mode and quota, see **Product Pricing Details**.

- Capacity package

  The capacity package contains 5 GB storage space for CodeArts Req, CodeArts Repo, and CodeArts Artifact respectively.

  Capacity packages are yearly/monthly and you can purchase multiple such packages. The number of packages that can be purchased is subject to the purchase page.

- Parallel package

  A parallel package contains one shared parallel job, which can be used in CodeArts Build, CodeArts Deploy, and CodeArts Pipeline.

  Parallel packages are yearly/monthly and you can purchase multiple such packages. The number of packages that can be purchased is subject to the purchase page.

- CloudTest basic package

  The CloudTest basic package includes:

- – Test management: test plan and case management, hierarchical case management, max. 10 million cases
- – API test: 30 parallel cases, 24 parallel suites, max. 20 parallel test jobs per suite, unlimited test duration

  The CloudTest basic package is charged by the number of users. The maximum number of users is subject to the number of users set when you purchase the Basic Edition package.

- CodeCheck enhanced package

  To use security-related code check rules, purchase this package. The enhanced package provides one additional parallel job.

  CodeCheck enhanced packages are yearly/monthly and you can purchase multiple such packages. The number of packages that can be purchased is subject to the purchase page.

Changing Specifications

CodeArts allows you to increase or decrease the number of users.

Log in to the CodeArts console, click **Change Specifications**, and modify the configurations.

📖 **NOTE**

Purchased users refer to the maximum number of users who can use CodeArts.

The number of CodeArts users refers to the number of unique members in a tenant's all projects in a region. This number includes the tenant's own members added to projects and those invited from other tenants. Administrators can view the tenant's members in all projects on the **All Account Settings** > **Work** > **Projects and Members** page.

Expiration and Renewal

After a package expires, renew it immediately, or it will be frozen and cannot be used. Click **Renew** on the console.

Unsubscription

To unsubscribe from CodeArts, click **Unsubscribe** on the console.

8.4 How Do I Change the Old Billing Mode to the New One?

To use the new billing mode, disable the old billing mode and purchase a new package.

- If you are using the old yearly/monthly billing mode, log in to the CodeArts console, click **Unsubscribe**, and complete the operation as prompted.
- To purchase a new package, see **Purchasing CodeArts**.

◯◯ **NOTE**

Your code repositories may be locked after you switch to the new billing mode. To unlock the repositories, go to the **Settings** > **Security Management** > **Repository Locking** page in CodeArts Repo.