

Live

Billing

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Huawei Cloud Computing Technologies Co., Ltd.

Address: Huawei Cloud Data Center Jiaoxinggong Road
Qianzhong Avenue
Gui'an New District
Gui Zhou 550029
People's Republic of China

Website: <https://www.huaweicloud.com/intl/en-us/>

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1 Billing Items

The billing items of Live cover the basic services and value-added services. For details about the Live pricing, see [Live Pricing Details](#). Low Latency Live (LLL) is now under Huawei Cloud SparkRTC. For details about the pricing, see [SparkRTC Pricing Details](#).

- **Basic service fees:** This part covers the cost of live content distribution, charged based on the traffic or bandwidth generated in the area where viewers watch live video. The basic service fees cover Cloud Stream Live and Low Latency Live (LLL). The supported billing options include by traffic, daily peak bandwidth, and 95th percentile bandwidth. You can choose the option that best suits your needs.
- **Value-added service fees:** This part applies to optional, advanced features, including stream push to third-party destinations, Cloud Live recording, Cloud Live snapshot capturing, Cloud Live transcoding, and Media Live transcoding. You can use these services as needed and pay only for actual usage.

For details, see [Table 1-1](#) and [Table 1-2](#)

NOTICE

- If you switch from traffic-based billing or daily peak bandwidth billing to 95th percentile bandwidth billing, the change will take effect in the current month. If you switch from 95th percentile bandwidth billing to another option, the change will take effect on the first day of the next month, and you will continue to be billed under the original option until 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 of Cloud Live

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"> By 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 billed by traffic: prepaid resource package 	Cloud Stream Live
	LLL			Low Latency Live (LLL)
Value-added service	Stream push to third-party destinations	The billing mode and fee are the same as those of Cloud Stream Live.	Pay-per-use	Stream Relay

Type	Item	Description	Billing Mode	Reference
	Cloud Live transcoding	You are billed based on the output duration. The fee is charged by MPC .	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. The fee is charged by VOD. Recording storage: You are billed based on the used storage space. If recordings are stored to OBS buckets, OBS charges you for data storage and API requests (including recording upload requests). For details, see OBS Pricing Details. 	Pay-per-use	Cloud Live Recording
	Cloud Live snapshot capturing	<ul style="list-style-type: none"> Snapshot capturing: You are billed by Live based on the number of captured snapshots. Snapshot storage: Object Storage Service (OBS) charges you for snapshot storage and API requests (including snapshot upload requests). For details, see OBS Pricing Details. 	Pay-per-use	Cloud Live Snapshot Capturing

Table 1-2 Billing items of Media Live

Type	Item	Description	Billing Mode	Reference
Basic service	Media 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"> • By 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 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"> • Bandwidth: pay-per-use • Traffic: pay-per-use and prepaid resource packages 	<p>Compare d with Cloud Live, Media Live only charges downstream playback traffic fees. For details, see Cloud Stream Live.</p>
Basic service	Media Live transcoding	<p>You are billed based on the duration of the input and output livestreams. The fee is charged by MPC. For details, see Price Calculator.</p>	<ul style="list-style-type: none"> • Pay-per-use • Prepaid resource packages 	<p>Media Live Transcoding</p>

Type	Item	Description	Billing Mode	Reference
	Media Live Package packaging	You are billed based on input livestream traffic and real-time packaging traffic. The fee is charged by Media Live. For details, see Price Calculator .	Pay-per-use	Media Live Packaging
	Media Live Package output to third-party CDNs	You are billed based on the output traffic from real-time packaging to third-party CDNs. The fee is charged by Media Live.	Pay-per-use	Media Live Packaging Output to Third-Party CDNs

Unsubscription

Prepaid resource packages cannot be unsubscribed.

2 Basic Service Billing

2.1 Cloud Stream Live

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

NOTE

You can switch between traffic-based and daily peak bandwidth-based billing directly on the **Overview** page of the Live console. For changes involving 95th percentile bandwidth billing, [submit a service ticket](#).

Billing by Traffic

This billing mode is applicable when the traffic fluctuates greatly.

- **Prices**
For details, see [Live 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 unit 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	Calculated on an hourly basis
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 packages
Bill Run Time	After the current billing cycle (hour) ends, the usage in an hour is usually billed four hours later (subject to the system).
Settlement Time	Settlement occurs automatically after the charges are posted.

- **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 **AP-Singapore**, 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, since the ratio of upstream streaming to downstream playback is no greater than 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, since the ratio of upstream streaming to downstream playback is greater than 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 unit price for the ≤ 10 TB tier is \$0.03 USD/GB, and the unit price for the 10 TB – 50 TB (inclusive) tier 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 [Live 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 unit 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	Settlement occurs automatically after the charges are posted.

- **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 × 200 viewers).
- The peak bandwidth at 14:00 is about 300 Mbit/s (1.5 Mbit/s × 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 **AP-Singapore**, 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, since the ratio of upstream streaming to downstream playback is no greater than 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, since the ratio of upstream streaming to downstream playback is greater than 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. By default, one bandwidth sample is taken every 5 minutes (12 samples per hour), resulting in 8,640 samples for the month (12 × 24 × 30). The samples are then sorted from highest to lowest, and the top 5% are discarded, that is, 432 samples (8,640 × 5%), so the 433rd highest sample is used as the billing point. Similarly, for a 31-day month, after all samples are sorted from the highest to lowest, and the top 5% of them are thrown away, the 447th sample is the billing point.</p> <p>The peak bandwidth is charged at the contracted price.</p> <p>The unit 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 based on 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. For details about the pricing, see [SparkRTC Pricing Details](#).

 **NOTE**

You can switch between traffic-based and daily peak bandwidth-based billing directly on the **Overview** page of the Live console. For changes involving 95th percentile bandwidth billing, [submit a service ticket](#).

Billing by Traffic

You are billed based on the tiered price of the downstream traffic used per hour.

- **Prices**

Table 2-4 Downstream traffic prices

Traffic Tier (USD/GB)	Chinese Mainland	Europe	Asia Pacific 1	Asia Pacific 2	Asia Pacific 3	Middle East/Africa	South America
0 TB – 10 TB (inclusive)	0.06	0.144	0.176	0.176	0.236	0.24	0.398
10 TB – 50 TB (inclusive)	0.054	0.136	0.144	0.144	0.232	0.228	0.386
50 TB – 100 TB (inclusive)	0.046	0.104	0.128	0.128	0.206	0.196	0.35
100 TB – 1 PB (inclusive)	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

 **NOTE**

For details about each billing area, see [Region/Country Codes](#).

- **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 unit system of traffic is 1,024. For example, 1 PB = 1,024 TB = 1,024 x 1,024 GB.
Billing Cycle	Calculated on an hourly basis
Billing Direction	By default, only output is billed. For each billing cycle, if the ratio of upstream streaming traffic to downstream playback traffic is greater than 1/50, upstream streaming fees will be charged in addition to downstream playback fees. The billing standards for upstream streaming traffic are as follows: <ul style="list-style-type: none"> • If both Cloud Stream Live and LLL are used under your account in a billing cycle, the unit price for upstream streaming is the same as that for Cloud Stream Live downstream playback. • If only LLL is used under your account in a billing cycle, the unit price for upstream streaming is the same as that for LLL downstream playback.
Billing Mode	Pay-per-use
Bill Run Time	After the current billing cycle (hour) ends, the usage in an hour is usually billed four hours later (subject to the system).
Settlement Time	Settlement occurs automatically after the charges are posted.

- **Examples**

If you use LLL in **Asia Pacific 1** 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 unit price for the ≤ 10 TB tier is \$0.176 USD/GB, and the unit price for the 10 TB – 50 TB (inclusive) tier 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
0 Mbit/s – 100 Mbit/s (inclusive)	0.172	0.55	1.044	1.044	1.166	1.689	1.78
100 Mbit/s – 500 Mbit/s (inclusive)	0.164	0.546	1.034	1.034	1.156	1.673	1.76
500 Mbit/s – 5 Gbit/s (inclusive)	0.154	0.502	0.905	0.905	1.046	1.535	1.69
5 Gbit/s – 20 Gbit/s (inclusive)	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

NOTE

For details about each billing area, see [Region/Country Codes](#).

- **Billing rules**

Table 2-7 Billing description

Rule Item	Description
Billing Rule	You are billed based on peak bandwidth tiers. The unit 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
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	Settlement occurs automatically after the charges are posted.

- **Examples**

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

$$1 \text{ Mbit/s} \times 200 \text{ viewers} = 200 \text{ Mbit/s}$$

If 200 Mbit/s bandwidth is consumed during a billing cycle in **Asia Pacific 1** on January 15, you need to pay the following bandwidth fees on that day:

$$200 \text{ Mbit/s} \times \$1.034 \text{ USD/Mbit/s} = \$206.8 \text{ USD}$$

Billing by 95th Percentile Bandwidth

In each calendar month, the peak bandwidth is measured and recorded 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.

- **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 unit 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 .
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.

2.3 Media Live Transcoding

Media 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 input and output videos.

Concepts

Service delivery mode of Media Live

- Standard pipeline: also called dual pipelines. Two input streams are ingested and transcoded into two output streams (primary and standby). If the primary stream is interrupted, the standby stream instantly takes over, providing uninterrupted delivery that is completely transparent to viewers.
- Single pipeline: One input stream is ingested and transcoded into one output stream. If the output stream is interrupted, viewers may briefly experience issues such as dropped frames, freezing, or visual artifacts. When this happens, the retry mechanism can be used to reconnect and resume transcoding.

Resolution definition

- SD: The vertical resolution is less than 720 px.
- HD: The vertical resolution range is [720, 1080] px.
- UHD: The vertical resolution range is (1080, 2160] px.

Billing modes

- Pay-per-use is a postpaid billing mode. You pay as you go and just pay for what you use. In each billing cycle, the system calculates the fee based on the actual usage of each resource multiplied by the unit price, and then deducts the fee from your account balance.
- Resource packages are prepaid. You pay in advance for a subscription term, and in exchange, you get a discounted rate. Both monthly and yearly packages are available, and they are applicable to long-term, stable services. To buy a monthly package, [submit a service ticket](#). To buy a yearly package, [visit here](#).

If you purchase a yearly package in a region, the total transcoding duration of all channels is limited to one hour per. If you purchase two yearly packages of the same specifications, the total transcoding duration limit increases to two hours per hour. Any usage beyond these limits will be charged in the pay-per-use mode. You can evaluate the total transcoding duration per hour to purchase the corresponding number of packages.

Notes

- Media Live transcoding supports only the single-pipeline mode. It supports pay-per-use billing mode and resource packages. After your purchased resource package expires, you will be billed for subsequent usage on a pay-per-use basis. You need to pay attention to the validity period of your resource package and renew the subscription before the validity period expires.
- Currently, low-bitrate HD transcoding supports only the pay-per-use billing mode. It does not support resource packages.

Prices

Billing description of Media Live transcoding

1. Media Live will charge you for both the input and output of transcoding.
2. Prices vary depending on regions, that is, prices are different in AP-Singapore and ME-Riyadh.
3. Prices vary depending on the billing mode (pay-per-use or resource packages) in the same region.
4. With the same billing mode in the same region, prices vary depending on the transcoding type (standard transcoding or low-bitrate HD transcoding).

Pricing details

- Pay-per-use
[Live Pricing Details](#) shows the input and output pricing of Media Live transcoding in AP-Singapore and ME-Riyadh.
- Prepaid resource packages
For details about the input and output pricing of Media Live transcoding in the AP-Singapore and ME-Riyadh regions, click **Buy Package** in the **Billing Mode** area on the **Overview** page of the Live console.
- The fee of Media Live transcoding is charged by **MPC**.

Billing Rules

For details, see [Table 2-9](#).

Table 2-9 Billing rules

Rule Item	Description
Billing Rule	<p>You are charged based on the codec standard, and the resolution and duration of the input and output videos.</p> <p>The duration is measured to four decimal places, with the fourth digit rounded off based on the fifth digit. If there are multiple output specifications, the total transcoding fee covers the transcoding input and each output specification.</p> <p>The unit system of the transcoded stream bitrate is 1,024. For example, 1 kbit/s = 1,024 bit/s.</p>
Billing Cycle	<ul style="list-style-type: none">• Pay-per-use: billed by hour and deducted in real time• Prepaid resource packages: billed by the subscription term you purchase
Billing Mode	<ul style="list-style-type: none">• Pay-per-use• Prepaid resource packages
Bill Run Time	<ul style="list-style-type: none">• Pay-per-use: After the current hourly billing cycle ends, the exact time when charges are posted is determined by the system.• Prepaid resource packages: In prepaid mode, usage during the package validity period is deducted from the package allowance and will not incur additional charges.
Settlement Time	<ul style="list-style-type: none">• Pay-per-use: Settlement occurs automatically after the charges are posted.• Prepaid resource packages: Settlement is performed based on the subscription term.

Billing Examples

Assume that you are in the AP-Singapore region and use the single-pipeline mode with pay-per-use billing to transcode an HD video stream using H.264. If there are five transcoded streams with different resolutions, the total cost per hour is calculated as follows:

- Cost of an input stream using H.264 per hour:
\$0.243 USD for HD (1080 px)
- Cost of an output stream using H.264 per hour:
\$0.729 USD for HD (1080 px)
\$0.729 USD for HD (720 px)
\$0.3661 USD for SD (576 px)
\$0.3661 USD for SD (432 px)

\$0.3661 USD for SD (288 px)

Total cost: \$0.243 USD + \$0.729 USD x 2 + \$0.3661 USD x 3 = \$2.7993 USD/hour

2.4 Media Live Packaging

Media Live packaging is billed based on the volume of video ingested into a channel and the volume of content packaged and distributed for the channel, both measured in GB. The packaging process is completed by the Package service.

- **Ingested video volume:** You are charged for each stream that the Package service ingests into your channel. Ingestion occurs when the service receives a video feed from your live encoder. Ingest fees are calculated based on the total traffic accumulated for each input stream, billed per GB.
- **Packaged and distributed content volume:** Fees are calculated based on the data traffic fetched by CDN, measured in GB.

Prices

[Table 2-10](#) describes the pricing details of each region. This feature is now available in the Ireland, Singapore, and Riyadh regions.

Table 2-10 Prices

Region	Item	Price per GB (USD)
Ireland	mpc.package.ie.in.flow	0.02945
	mpc.package.ie.out.flow	0.0475
Singapore Note: The pricing for Hong Kong is the same as that for Singapore.	mpc.package.sg.in.flow	0.055
	mpc.package.sg.out.flow	0.11
Riyadh	mpc.package.ri.in.flow	0.0338
	mpc.package.ri.out.flow	0.0563

Billing Rules

For details, see [Table 2-11](#).

Table 2-11 Billing rules

Rule Item	Description
Billing Rule	<ul style="list-style-type: none"> Package input: The charging is based on the actual input traffic received by Media Live. Note: <ul style="list-style-type: none"> For HLS_PULL, FLV_PULL, and SRT_PULL channels, only the input streams in the primary region are billed. The input streams in the standby region are not billed. For HLS_PULL channels, charges are calculated based on the actually ingested audio and video streams and index files. For RTMP_PUSH channels, only the input streams in the primary region are billed. The input streams in the standby region are not billed. For SRT_PUSH (IP+Port and Stream ID) channels, if both the primary and standby regions are used, the input streams in both regions are billed. To improve service reliability, Huawei Cloud runs services in both the primary and standby regions, so input streams in the standby region are also billed. For STREAM_CONNECT channels, if the standby region is enabled, the input streams in both the primary and standby regions are billed. Package packaging and output: Charges are calculated based on the actual traffic fetched by CDN in the primary and standby regions. Note: If the primary region becomes unavailable and the standby region takes over, packaging and output fees are billed based on the pricing of the standby region.
Billing Cycle	Calculated on an hourly basis and reflected in real time
Billing Mode	Pay-per-use
Bill Run Time	After the current hourly billing cycle ends, the exact time when charges are posted is determined by the system.
Settlement Time	Settlement occurs automatically after the charges are posted.

Billing Examples

Assume that you use an SRT_PUSH channel in primary/standby mode for a 2-hour livestreaming event with Singapore as the primary region and Riyadh as the standby region. Assume that the input bitrate is 5 Mbit/s.

- Total traffic per hour: $5/1,024 \times 60 \times 60/8 = 2.1973$ (GB)
- Total ingest cost of the 2-hour livestreaming event in the primary region (Singapore): $2.1973 \times 2 \times 0.055 = 0.2417$ (USD)

- Total ingest cost of the 2-hour livestreaming event in the standby region (Riyadh): $2.1973 \times 2 \times 0.0338 = 0.1485$ (USD)

If the stream is watched by 10,000 viewers at an average bitrate of 3 Mbit/s, the total traffic sent to the livestreaming event viewers is: $3/1,024 \times 60 \times 60/8 \times 2 \times 10,000 = 26,367.1875$ (GB)

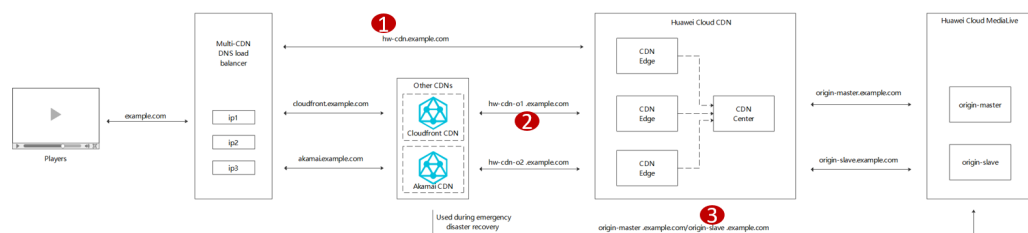
Assuming that the CDN cache hit rate is 99%, the total traffic delivered by Media Live is $26367.1875 \times (1 - 99\%) = 263.6719$ (GB).

The total cost of the ingest and real-time packaging traffic for the 2-hour livestreaming event is: $0.2417 + 0.1485 + 263.6719 \times 0.11 = 29.3941$ (USD)

2.5 Media Live Packaging Output to Third-Party CDNs

Media Live origin servers can connect to third-party CDNs, implementing flexible CDN switchover and reliability assurance. **Figure 2-1** shows the process of connecting third-party CDNs to Media Live origin servers through Huawei Cloud CDN. In the failover scenario indicated by ③, third-party CDNs request resources from Media Live origin servers through the Internet, and additional Internet data transfer charges apply.

Figure 2-1 Third-Party CDN interconnection process



Prices

Table 2-12 describes the pricing details of each region. This feature is now available in the Singapore and Riyadh regions.

In actual billing, charges are calculated progressively by tiers. For each tier, the charge is determined by multiplying the output traffic by its specific unit price. The total charge adds up that across all tiers. The conversion base for traffic units defaults to 1024.

Table 2-12 Prices

Region	Tier: 0 TB to 10 TB (inclusive) Price per GB (USD)	Tier: 10 TB to 50 TB (inclusive) Price per GB (USD)	Tier: 50 TB to 150 TB (inclusive) Price per GB (USD)	Tier: > 150 TB Price per GB (USD)
Singapore Note: The pricing for Hong Kong is the same as that for Singapore.	0.192	0.136	0.131	0.128
Riyadh	0.176	0.136	0.123	0.088

Billing Rules

For details, see [Table 2-13](#).

Table 2-13 Billing rules

Rule Item	Description
Billing Rule	<p>You are billed based on the data transferred from Media Live Package to the Internet. For origin data transfer to third-party CDNs, charges apply to the actual traffic fetched from origin servers in both primary and standby regions. Please note that:</p> <ul style="list-style-type: none"> You are not charged for origin data transfer to Huawei Cloud CDN. Charges apply only to origin data transfer to third-party CDNs. If the primary region becomes unavailable and the standby region takes over, origin data transfer is billed according to the pricing of the standby region. <p>Origin data transfer details:</p> <ul style="list-style-type: none"> When Package is used to deliver livestreams, downstream traffic is billed based on the actual output data, including index files, audio segments, and video segments. When server-side ad insertion is enabled, output data for manifest files and ad segments is billed accordingly.
Billing Cycle	Calculated on an hourly basis and reflected in real time
Billing Mode	<p>Pay-per-use</p> <p>A tiered pricing model applies based on traffic usage. For details, see Table 2-12.</p>

Rule Item	Description
Bill Run Time	After the current hourly billing cycle ends, the exact time when charges are posted is determined by the system.
Settlement Time	Settlement occurs automatically after the charges are posted.

Billing Examples

Take the Media Live origin server in the Riyadh region as an example. If the total monthly traffic of the third-party CDN is 60 TB (61,440 GB), the tiered pricing is as follows:

- $10,240 \text{ GB} \times \$0.176 \text{ USD/GB} = \$1,802.24 \text{ USD}$
- $40,960 \text{ GB} \times \$0.136 \text{ USD/GB} = \$5,570.56 \text{ USD}$
- $10,240 \text{ GB} \times \$0.123 \text{ USD/GB} = \$1,259.52 \text{ USD}$

Monthly data transfer cost: $\$1,802.24 \text{ USD} + \$5,570.56 \text{ USD} + \$1,259.52 \text{ USD} = \$8,632.32 \text{ USD}$

3 Value-added Service Billing

3.1 Stream Relay

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**
 - For details, see [Live Pricing Details](#).
 - The transcoding fee is charged by **MPC**.
- **Billing rules**

Table 3-1 Billing description

Rule Item	Description
Billing Rule	<p>You are billed based on the encoding standard, output resolution, and output file duration. The duration is measured to four decimal places, with the fourth digit rounded off based on the fifth digit. If multiple output specifications are configured, the total transcoding fee includes all output specifications.</p> <p>The unit system of the transcoded stream bitrate is 1,024. For example, 1 kbit/s = 1,024 bit/s.</p> <p>The billing scenarios are as follows:</p> <p>Cloud Live transcoding can be triggered by stream push or stream pull. An application can have up to 20 transcoding templates.</p> <ul style="list-style-type: none"> • Transcoding triggered by stream push: When a stream is pushed, a transcoding task is initiated, and the corresponding transcoding fee is generated. If multiple transcoding templates are configured for an application, each template generates its own transcoded stream and incurs the corresponding transcoding fee, regardless of whether the streams are pulled. • Transcoding triggered by stream pull: When a viewer plays a livestream, only the transcoding template corresponding to the pulled stream generates a transcoded stream and incurs the corresponding fee. <p>Note: Transcoding templates are distinguished by name. Templates with different names are treated as different templates, even if they use identical parameter settings.</p> <p>NOTE</p> <p>The specification of an output video is determined by comparing the output's resolution to the defined ranges. A video is classified into a given specification if either its width or its height falls within that specification's ranges.</p> <ul style="list-style-type: none"> • For example, a video qualifies as HD (1280 × 720) as long as its width does not exceed 1280 or its height does not exceed 720. It is classified as a higher specification only if both its long side exceeds 1280 and its short side exceeds 720. • As another example, an output resolution of 2400 × 800 has a width greater than 1920 (the FHD width limit), but its short side does not exceed 1080 (the FHD height limit). Therefore, the output video is still classified as FHD.
Billing Cycle	Calculated on an hourly basis and reflected in real time
Billing Mode	Pay-per-use
Bill Run Time	After the current hourly billing cycle ends, the exact time when charges are posted is determined by the system.

Rule Item	Description
Settlement Time	Settlement occurs automatically after the charges are posted.

- **Examples**

Assume you use Cloud Live transcoding from 09:00 to 10:00 in **AP-Singapore**. 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:

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

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**

- The monthly recording service fee is charged by **VOD**.
- If recordings are stored to OBS buckets, **OBS** charges you for data storage and API requests (including recording upload requests). For details, see **OBS Pricing Details**.

- **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	<p>The maximum number of daily concurrent recording streams in a month is used as the billing point. The fee is charged by VOD.</p> <p>NOTE</p> <ul style="list-style-type: none"> • If a stream is recorded in HLS, MP4, and FLV formats, the monthly peak number of concurrent recording streams is 3. • If the value of Max Stream Pause Duration is greater than 0, you are still billed based on the number of concurrent recording streams during the stream pause duration. For example, if a livestream is pushed from 9:00 to 10:00 in the morning and Max Stream Pause Duration is set to 300s, the recording task from 9:00 to 10:05 will also be included in the billing statistics.

Rule Item	Description
Billing Cycle	Calculated on a monthly basis and reflected in real time
Billing Mode	Pay-per-use
Bill Run Time	After the current billing cycle (calendar month) ends, the exact time when charges are posted is determined by the system.
Settlement Time	Settlement occurs automatically after the charges are posted.

- **Examples**

Assume that you use Cloud Live recording in **AP-Singapore** 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 \$10.58 USD (2 × \$5.29 USD/stream/month).

3.4 Cloud Live Snapshot Capturing

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

- **Prices**

- The snapshot capturing fee is charged by Live. For details, see [Live Pricing Details](#).
- [OBS](#) charges you for snapshot storage and API requests (including snapshot upload requests). For details, see [OBS Pricing Details](#).

- **Billing rules**

Table 3-3 Billing description

Rule Item	Description
Billing Rule	You are billed based on the number of snapshots.
Billing Cycle	Calculated by calendar day and reflected in real time
Billing Mode	Pay-per-use
Bill Run Time	After the current billing cycle (calendar day) ends, the exact time when charges are posted is determined by the system.

Rule Item	Description
Settlement Time	Settlement occurs automatically after the charges are posted.

- **Examples**

If you capture 2,300 snapshots in **AP-Singapore** 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

Live supports pay-per-use billing (by default) and prepaid resource packages. 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 also purchase prepaid resource packages in advance for additional savings. The validity period of a package is one year. Usage exceeding the package quota will be billed on a pay-per-use basis.

4.1 Pay-per-Use Billing

Live supports pay-per-use billing (by default) and prepaid resource packages. 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 × Unit price

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

Billing Examples

Assume that 6 TB of downstream traffic is generated from 20:00 to 21:00 (one billing cycle) on January 1, and no traffic is generated in other time periods. The downstream traffic fee (of Cloud Stream Live) from 20:00 to 21:00 on January 1 is as follows:

$$6 \times 1024 \text{ GB} \times \$0.03 \text{ USD/GB} = \$184.32 \text{ USD}$$

4.2 Prepaid Resource Packages

4.2.1 Overview

Introduction

Live uses pay-per-use billing. You can also [purchase prepaid resource packages](#) in advance to obtain more discounts. The validity period of a package is one year. After the package quota is used up or the package expires, pay-per-use billing will be used.

Live does not allow unsubscribing from resource packages, so plan the resource quota and validity period carefully before making your purchase.

NOTE

- You can purchase a resource package only after passing real-name authentication. The package can be used only by the account used to purchase it.
- After a resource package is purchased, it takes effect at 00:00 (Beijing time) on the current day and is valid for one year.
- A resource package is region-specific. For example, if you purchase a transcoding resource package in the CN North-Beijing4 region, you cannot use the resource package to deduct transcoding fees when using video transcoding in the AP-Singapore region.
- The quota of a resource package is deducted first. After the quota is used up, fees are automatically deducted from the account balance.
- After a resource package expires, the remaining resources in the package become invalid and fees are automatically deducted from the account balance.

[Table 4-1](#) lists the resource packages provided by Live. See the [prices of resource packages with different specifications](#). You can use the price calculator of Live to quickly estimate the price for the resources that you select.

Table 4-1 Resource packages

Resource Package	Function	Constraint
<p>Live CDN traffic package</p>	<p>It is used to deduct the traffic fee generated by Live CDN.</p> <ul style="list-style-type: none"> • Normal traffic package of Cloud Stream Live: applicable only to traffic-based billing. A normal traffic package can be used at any time. • Off-peak traffic package of Cloud Stream Live: applicable only to traffic-based billing. Fees generated during off-peak hours (for example, 08:00–18:00, Beijing time) will be deducted from the off-peak traffic package. The actual off-peak hours are displayed on the activity page. <p>If you purchase both a normal traffic package and an off-peak traffic package, the fees generated during off-peak hours will be deducted from the off-peak traffic package first.</p> <p>NOTE The package cannot be used to deduct the traffic fees generated by the origin server.</p>	<p>This package is applicable only to the traffic-based billing of Live CDN, and can be used only in the region to which the package belongs.</p> <p>If you change traffic-based billing to another billing option, your purchased packages will not be available until the billing option is changed back to traffic-based billing.</p>

Resource Package Use Sequence

Use sequence

If there are multiple resource packages with the same attributes, the package that expires soonest will be used first. See the examples below.

Examples

<p>Scenario</p>

A customer purchased two Live CDN traffic packages of CN North-Beijing4. <ul style="list-style-type: none">• Resource package A: 500 GB, took effect on October 1, 2022 and valid for one year. That is, the package would expire on October 1, 2023.• Resource package B: 1 TB, took effect on October 10, 2022 and valid for one year. That is, the package would expire on October 10, 2023.	
Use Sequence	
October 1 to October 9, 2022	Only package A was used for deduction. Usage beyond 500 GB would be billed on a pay-per-use basis.
October 10, 2022 to September 30, 2023	Both packages A and B were used for deduction. Package A was used first, and any usage beyond 500 GB was covered by package B. If the quota of both packages combined was used up, any other usage would be billed on a pay-per-use basis.
October 1 to October 9, 2023	Package A had expired, and only package B was used for deduction. Usage beyond 1 TB would be billed on a pay-per-use basis.
October 10, 2023 and later	Both packages A and B had expired. The customer was billed on a pay-per-use basis.

Reference

- [Purchasing a Resource Package](#)
- [Purchasing More Resource Packages](#)
- [Renewing a Resource Package](#)

4.2.2 Purchasing a Resource Package

Purchase a specified resource package in advance. After the resource package takes effect, the quota in the resource package is deducted first.

For details, see [resource packages of Live](#).

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

Step 2 In the **Billing Mode** area on the **Overview** page, click **Buy Package**. The page for purchasing a resource package is displayed.

Step 3 On the displayed page, configure the parameters as prompted.

 NOTE

Resource packages are region-specific and cannot be used across regions.

Step 4 Click **Buy Now**.

Step 5 Confirm the order and click **Pay Now**. If the order information is incorrect, click **Previous** to modify it and then continue with your purchase.

Step 6 Complete the payment as instructed.

 NOTE

Resource packages can be renewed but cannot be unsubscribed. When a package expires, you can still use Live resources, and data security in Live is ensured. Ensure that your account balance is sufficient. The system will automatically settle the charges on a pay-per-use basis.

Step 7 After purchasing a resource package, you can use Live.

A domain name is automatically matched based on the package. If the attributes of the resource package and the domain name are the same, the package will be used to pay billing items. The billing items that are not covered by the package will use pay-per-use billing.

----End

4.2.3 Purchasing More Resource Packages

If the capacity of a resource package is insufficient or the package is about to expire, you can purchase more packages. Currently, Live does not allow increasing the capacity of a resource package.

Notes

- After purchasing a resource package, you can purchase more packages of any specifications.
- The existing package will be used first. Fees generated by pay-per-use resources before you purchase a package cannot be deducted using the package. Look out for the package capacity and expiration date and buy more packages if needed.

Procedure

Step 1 Log in to Huawei Cloud **Billing Center**.

Step 2 In the navigation pane, choose **Resource Packages**.

Step 3 Under the **Resource Packages** tab, locate the resource package to be purchased and click **Buy Again**.

Step 4 Configure package parameters as prompted.

Step 5 If the information is correct, click **Next**.

Step 6 Click **Submit** and complete the payment.

----End

5 Changing the Billing Option

Live CDN supports billing by traffic, daily peak bandwidth, and 95th percentile bandwidth. To change the billing option to 95th percentile bandwidth, [submit a service ticket](#). The change takes effect at 00:00 on the next day. You can change between traffic-based billing and daily peak bandwidth billing 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.
- For changes involving 95th percentile bandwidth billing, [submit a service ticket](#).

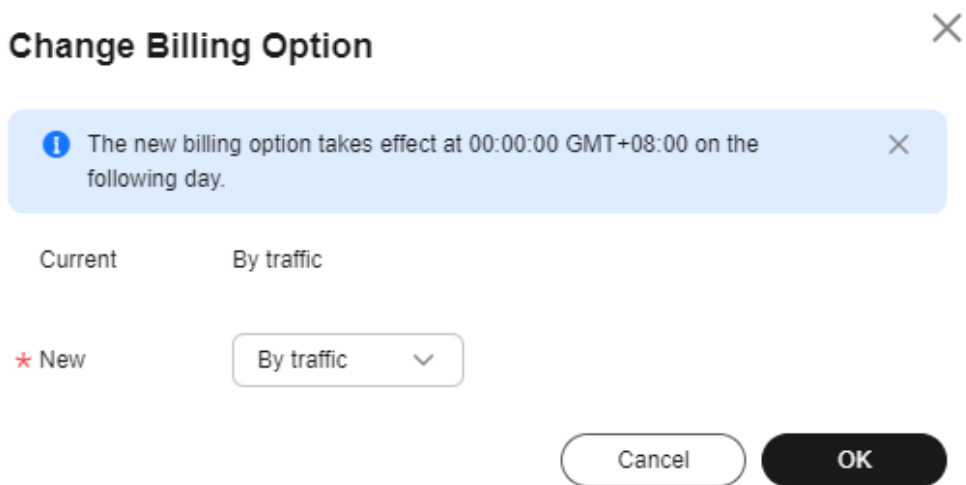
Change Operations

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

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

Step 3 In the **Billing Mode** area, click **Change**. In the **Change Billing Mode** dialog box, 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 Renewing a Resource Package

If you have purchased a resource package, you can renew it or purchase it again.

Notes

- When a resource package is about to expire, a **notification** will be sent to notify you of renewing the resource package in time.
- No discount is provided for resource package renewal.
- If you renew a package, the renewed package will take effect when the original one expires.

Prerequisites

You have **purchased** at least one resource package of Live.

Procedure

- Step 1** Log in to Huawei Cloud **Billing Center**.
- Step 2** In the navigation pane, choose **Orders > Renewals**. The **Renewals** page is displayed.
- Step 3** On the **Manual Renewals** tab, locate the resource package to be renewed and click **Renew** in the **Operation** column.
- Step 4** Configure package parameters as prompted.
- Step 5** Confirm the configuration, click **Pay**, and then complete the payment.

----End

7 Bills

7.1 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 resource packages: After a package is paid, a bill is reported to the billing system for settlement.

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 relay to third-party destinations: settlement method same as that of basic service billing
 - Cloud Live transcoding: calculated on an hourly basis and applied in real time (subject to the system)
 - Media Live transcoding: calculated on an hourly basis and applied 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.

7.2 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). For details about how to view the cost of each domain name, see [Cost Management](#).

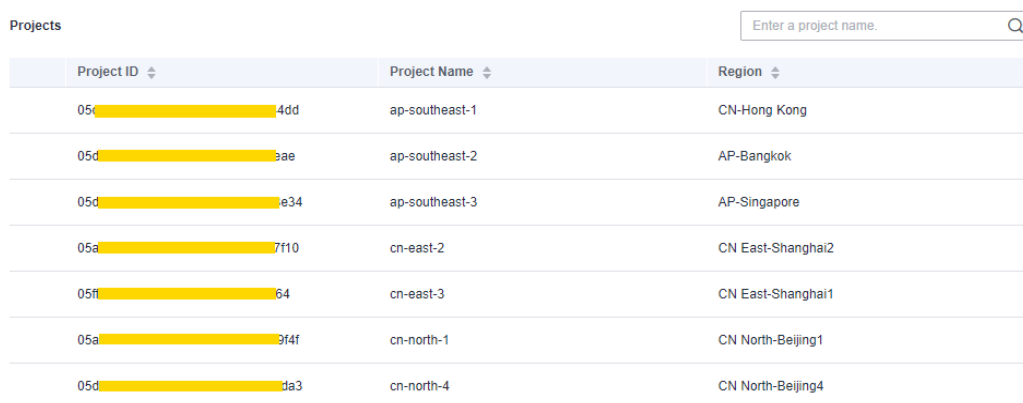
The resource ID in a Live bill is in the following format: *Project ID + Billing specifications*. *Project ID* is generated by project.

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 7-1](#).

Figure 7-1 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]9f4f	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 7-1](#) 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 7-1 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.pushtird
	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 management console. On the top menu bar, choose **Billing > Bills**.
- Step 2** In the navigation pane on the left, choose **Bills > Bill 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, which are charged by **MPC**.

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 view the cost split of an enterprise project, see [Cost Management](#).

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

- Step 1** Log in to the management console. On the top menu bar, choose **Billing > Bills**.
- Step 2** In the navigation pane on the left, choose **Bills > Bill 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

7.3 Resource Reconciliation

Live allows you to check whether a bill matches 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 **Overview** in the navigation pane, and check the current

billing mode on the right. The following table lists whether a billing mode supports Live usage checks 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. For details about how to split costs by enterprise project, domain name, or tag, see Enabling Cost Splitting.
Billing by daily peak bandwidth	Daily peak bandwidth	<ul style="list-style-type: none"> The total usage cannot be checked. You can use cost categories to group costs to different departments or enterprise projects. For details, see Allocating Costs By Cost Category. 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. For details about how to split costs by enterprise project, domain name, or tag, see Enabling Cost Splitting .
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. For details, see Checking the Resource Usage – Live Snapshot Capturing Fee .
Value-added service	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.	The methods for checking the usage are the same for all value-added services. For details, see Checking the Resource Usage – Live Snapshot Capturing Fee .
Value-added service	Cloud Live snapshot capturing: You are billed based on the number of snapshots.	For details, see Checking the Resource Usage – Live Snapshot Capturing Fee .

Checking the Resource Usage – Traffic-based Billing

Assume that account A is billed by traffic every hour on April 30, 2025. The following example shows how to check the resource usage in one hour:

1. Log in to the Live console and choose **Service Monitoring**. The **Downstream Bandwidth/Traffic** tab is displayed by default. Set the parameters for querying the traffic usage as follows:
 - Time: Select **Custom** and set the time to **2025/04/30 11:00:00 - 2025/04/30 11:59:59**.
 - Domain name: Select a Live domain name in the current region (CN North-Beijing4).
 - Enterprise project: Select the enterprise project that the domain name is added to.
 - Region: Select **China**.
 - Province: Select **All provinces/states**.
 - Carrier: Select **All carriers**.
 - Application name: No setting is required.
 - Stream name: No setting is required.
 - Granularity: Select **Every 5 minutes**.
 - Protocol: Select **All Protocols**.
2. Select **Traffic** in the right pane. As shown in **Figure 7-2**, the resource usage is 619.11 MB.

Convert MB to GB and round the conversion result to four decimal places. The converted value is 0.6046 GB (619.11 MB/1024).


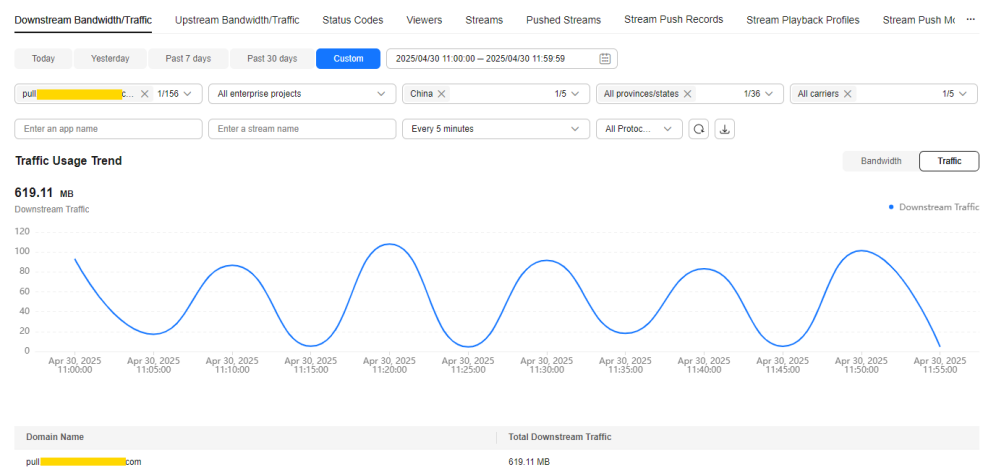
You can also click  on the page to download the queried downstream traffic result to your local PC.

Figure 7-2 Resource usage shown on the Live console



3. Click **Billing** in the top menu bar to go to the Billing Center.
Perform the following operations to view the resource usage of 0.6046 GB from 11:00 to 12:00 on April 30, 2025.

- a. In the navigation pane, choose **Billing > Transactions and Detailed Bills**.
- b. On the **Bill Details** tab, set **Sort By** to **Usage**, **Data Period** to **Details**, **Service Type** to **Live**, and **Resource Type** to **Live CDN Flow**.

Figure 7-3 Resource usage shown in Billing Center

Service ...	Resource Type	Billing Mode	Expenditure Time	Order ...	Bill Type	Trans...	Resou...	Resou...	Specifications	Region	AZ	Usage...	Unit P...	Unit	Total U...	Usage Unit (for P
Live Live	Live CDN Flow	Pay-per-Use	Apr 30, 2025 11:00:00... Apr 30, 2025 12:00:00...	e...	Exp...	Apr ...	3028...	--	Live CDN A...	CN North-Beijing4	--	flow	0.225	YUAN/GB	0.4913	GB
Live Live	Live CDN Flow	Pay-per-Use	Apr 30, 2025 11:00:00... Apr 30, 2025 12:00:00...	f...	Exp...	Apr ...	05a8...	--	Live CDN A...	CN North-Beijing1	--	flow	0.225	YUAN/GB	2.1937	GB
Live Live	Live CDN Flow	Pay-per-Use	Apr 30, 2025 11:00:00... Apr 30, 2025 12:00:00...	a...	Exp...	Apr ...	058d...	--	Live CDN A...	CN East-Shang...	--	flow	0.225	YUAN/GB	2.1152	GB
Live Live	Live CDN Flow	Pay-per-Use	Apr 30, 2025 11:00:00... Apr 30, 2025 12:00:00...	a...	Exp...	Apr ...	05de...	--	Live CDN A...	CN North-Beijing4	--	flow	0.125	YUAN/GB	0.6046	GB
Live Live	Live CDN Flow	Pay-per-Use	Apr 30, 2025 11:00:00... Apr 30, 2025 12:00:00...	a...	Exp...	Apr ...	05de...	--	Live CDN A...	AP-Singapore	--	flow	Not disp...	Not disp...	4.606 5568	GB
Live Live	Live CDN Flow	Pay-per-Use	Apr 30, 2025 10:00:00... Apr 30, 2025 11:00:00...	7...	Exp...	Apr ...	05de...	--	Live CDN A...	CN North-Beijing4	--	flow	0.125	YUAN/GB	1.320 6391	GB

4. 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 both 0.6046 GB. The usage check is complete.

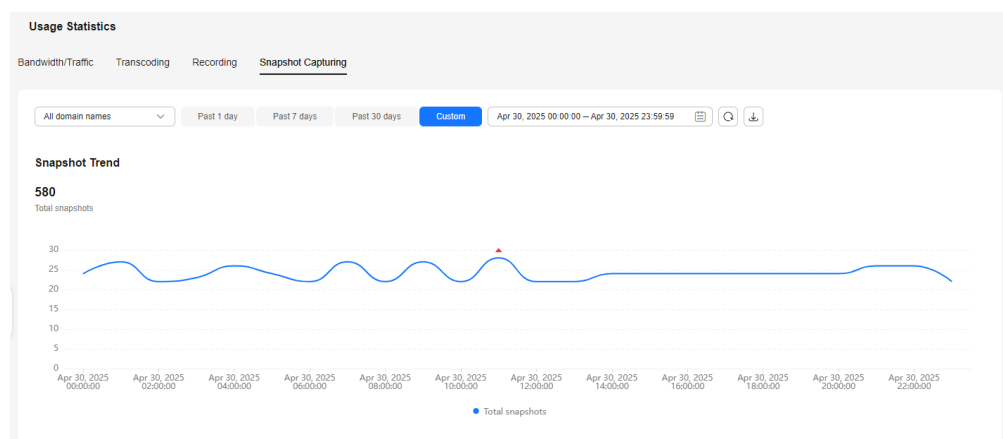
Checking the Resource Usage – Live Snapshot Capturing Fee

The following example shows how to check account A's snapshot capturing fee (settled by day) in the CN North-Beijing4 region on April 30, 2025.

1. Log in to the Live console and select **CN North-Beijing4**.
2. Choose **Usage Statistics** in the left navigation pane, click the **Snapshot Capturing** tab, and set the parameters as follows:
 - Domain name: Select **All domain names**.
 - Time: Select **Custom** and set the time to **2025/04/30 00:00:00 - 2025/04/30 23:59:59**.
3. The total number of snapshots is 580, as shown in the trend chart in **Figure 7-4**.

Expressed in thousands, the value is 0.58 (580/1,000).

Figure 7-4 Snapshot quantity shown on the Live console



4. Click **Billing** in the top menu bar to go to the Billing Center.
Perform the following operations to view the snapshot quantity of 0.58 thousand on April 30, 2025 in CN North-Beijing4.
 - a. In the navigation pane, choose **Billing > Transactions and Detailed Bills**.
 - b. On the **Bill Details** tab, set **Sort By** to **Usage**, **Data Period** to **By day**, **Service Type** to **Live**, and **Resource Type** to **Live Snapshot**.

Figure 7-5 Snapshot quantity shown in Billing Center

Date	Enterprise	Account	Service	Resource Type	Billing Mode	Bill Type	Resource	Region	AZ	Usage Type	Unit Price	Unit	Total	Usage Unit (for Pricing)
Apr 30, 2025	Non-...	...	Live Live	Live Snapshot	Pay-per-Use	Exp...	055a...	Live Sna...	CN North-Beijing4	Live Snapshot	0.00	YUA...	0.58	Thousand PCS
Apr 30, 2025	echo...	...	Live Live	Live Snapshot	Pay-per-Use	Exp...	055b...	Live Sna...	CN North-Beijing1	Live Snapshot	0.10	YUA...	0.59	Thousand PCS
Apr 29, 2025	default	...	Live Live	Live Snapshot	Pay-per-Use	Exp...	055c...	Live Sna...	CN East-Shang...	Live Snapshot	0.10	YUA...	0.576	Thousand PCS
Apr 29, 2025	Non-...	...	Live Live	Live Snapshot	Pay-per-Use	Exp...	055d...	Live Sna...	CN North-Beijing4	Live Snapshot	0.00	YUA...	0.574	Thousand PCS
Apr 29, 2025	echo...	...	Live Live	Live Snapshot	Pay-per-Use	Exp...	055e...	Live Sna...	CN North-Beijing1	Live Snapshot	0.10	YUA...	0.591	Thousand PCS

5. Since Billing Center's billing unit for Live snapshots is thousand, compare the snapshot quantity shown in Billing Center with the converted value obtained in step 2. They are both 0.58 thousand. The quantity check is complete.

8 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](#).
- You can view the arrears information of your account and [pay the arrears](#) in [Billing Center](#).

About Arrears

- With pay-per-use billing, fees are deducted based on the billing cycle of each billing item. If your account balance is insufficient, the fee cannot be deducted in the previous billing cycle, resulting in arrears of Live.
- If your account is in arrears and the retention period has expired, your account and resources will be frozen even if you purchased a Live package before the arrears. You can top up your account to unfreeze the package.
- If your account is in arrears but the retention period has not expired, your Live domain names will be frozen but not deleted. Topping up the account can automatically unfreeze the domain names.

If your account is in arrears and the retention period has expired, your Live domain names will be frozen but not deleted. After topping up your account, you need to [submit a service ticket](#) to apply for unfreezing Live, including the frozen domain names.

9 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.

10 Cost Management

When using Live, you can split costs based on domain names or enterprise projects.

Prerequisites

- To split costs by tag, [activate cost tags](#) first.
- You have enabled [cost splitting](#).

Notes

- Currently, peak bandwidth billing does not support cost splitting.
- Huawei Cloud helps you split costs after the bill is generated on the 3rd day of each month. The split costs are included in the amortized costs. You can view or export the amortized costs for each month after the 4th day of the following month to obtain the splitting results or details.
- In the month you enabled cost splitting, the split usage only reflects the usage starting after the day cost splitting was enabled, so the results may be inaccurate.

Cost Splitting Based on Domain Names

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

Step 2 On the menu bar in the upper right corner of the page, choose **Billing > Cost Center**. The **Overview** page of Cost Center is displayed.

Step 3 In the navigation pane, choose **Cost Insights > Cost Analysis**.

Step 4 In the preset report list, click **Monthly Amortized Costs**. The page for editing the preset report is displayed.

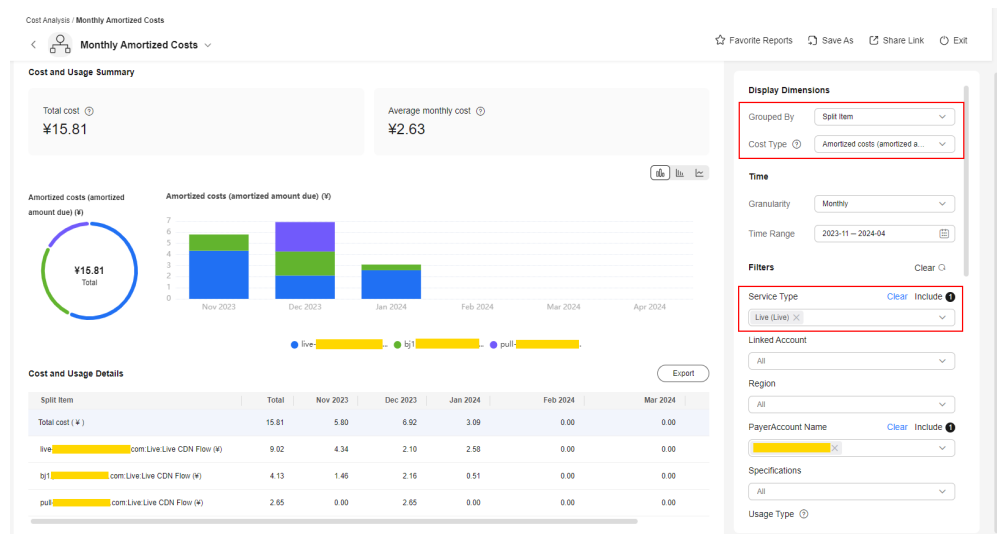
For details about how to view the cost of a domain name, see [Figure 10-1](#). The filtering settings are as follows. Perform the following operations in sequence:

NOTE

For details about the operations on the **Cost Analysis** page, see [Viewing Cost Analyses](#).

1. **Display Dimensions > Grouped By:** Select **Split Item** from the drop-down list. Live fees are generated by domain name. In **Cost Analysis**, domain names are called **Split Item**.
2. **Display Dimensions > Cost Type:** Select **Amortized costs (amortized amount due)** from the drop-down list.
3. **Filters > Service Type:** Select **Live (Live)**.
4. **Filters > Split Item:** Select **Live** from the drop-down list box to display all domain names.

Figure 10-1 Cost analysis



Step 5 Export cost details by referring to [Viewing Cost Splitting Details](#).

----End

Cost Splitting Based on Enterprise Projects

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

Step 2 On the menu bar in the upper right corner of the page, choose **Billing > Cost Center**. The **Overview** page of Cost Center is displayed.

Step 3 In the navigation pane, choose **Cost Insights > Cost Analysis**.

Step 4 In the preset report list, click **Monthly Amortized Costs**. The page for editing the preset report is displayed.

For details about how to view the cost of an enterprise project, see [Figure 10-2](#). The filtering settings are as follows. Perform the following operations in sequence:

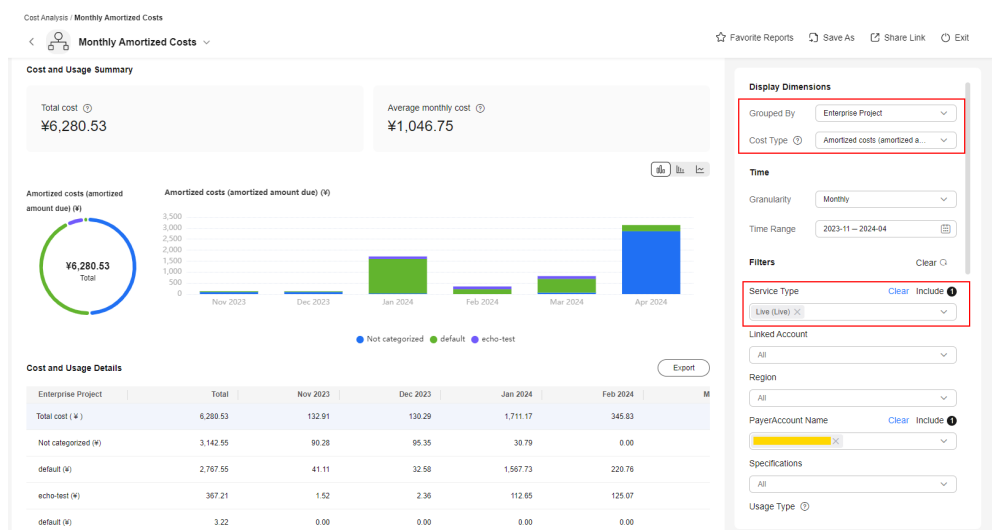
NOTE

For details about the operations on the **Cost Analysis** page, see [Viewing Cost Analyses](#).

1. **Display Dimensions > Grouped By:** Select **Enterprise Project** from the drop-down list.
2. **Display Dimensions > Cost Type:** Select **Amortized costs (amortized amount due)** from the drop-down list.

3. **Filters > Service Type: Select Live (Live).**

Figure 10-2 Cost analysis



Step 5 To export cost details, see [Viewing Cost Splitting Details](#).

----End

11 Billing FAQs

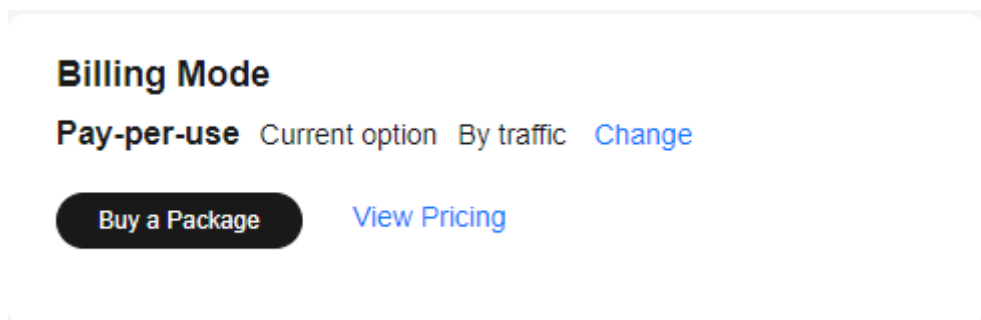
11.1 Common Cases

11.1.1 What Do I Need to Pay?

The **billing items** of Live cover basic services and value-added services.

- Basic service fees are the traffic/bandwidth fees generated when livestreaming acceleration is enabled. You can choose to be billed by traffic or bandwidth on the Live console.

Figure 11-1 Billing options



- Value-added service fees cover recording, transcoding, and snapshot capturing. You pay only for what you use.

Before using Live, you are advised to [buy a Live package](#).

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

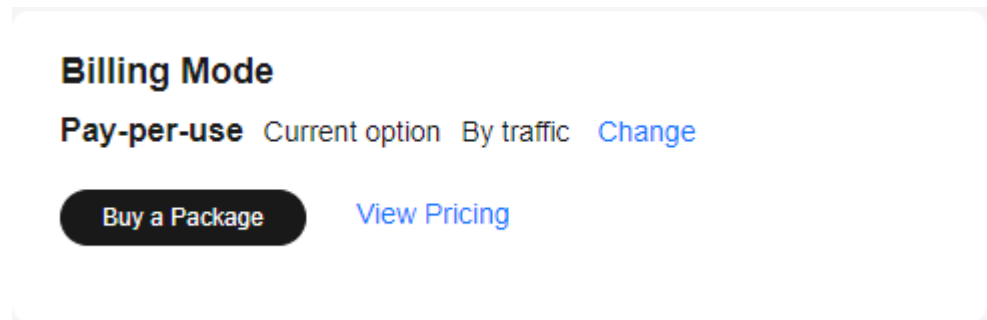
No. Live supports livestreaming acceleration. After the ingest domain name and streaming domain name are configured, Live automatically enables acceleration.

11.1.3 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 billing option on the **Overview** page of the [Live console](#).

Figure 11-2 Billing options



11.1.4 Do I Need to Disable or Delete Live Resources When I Do Not Use Live?

No. You will be charged only when you use Live. Suggestions:

1. You are advised to delete or disable your domain names to avoid unexpected livestreaming fees. For details, see [Managing Domain Names](#).
2. Live video recordings stored in OBS will continue charging.

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

You can log in to Huawei Cloud [Billing Center](#) and choose **Billing > Expenditure Details** to view the usage and expenditure details of pay-per-use resources.

11.1.6 Is Downstream Traffic or Upstream Traffic Billed?

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

Downstream traffic = Livestream bitrate/8 x Livestream length x Average number of viewers

If the ratio between the number of livestreams and number of viewers is greater than 1:50, both downstream and upstream traffic is billed:

Billable traffic = Livestream bitrate/8 x Livestream length x Number of livestreams

For details, see [Live Pricing Details](#).

11.1.7 Will I Be Billed for URL Validation?

No. You can use URL validation for free. However, if the signed URL is used to play live videos, you need to pay the downstream traffic or bandwidth fee. For details, see [Live Pricing Details](#).

11.1.8 How Is Cloud Live Transcoding Billed?

- If a transcoding template is configured, livestreams 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 [Live Pricing Details](#).

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

If you choose to be billed by daily peak bandwidth, downstream bandwidth is billed by default: Daily peak bandwidth = Livestream bitrate x Peak number of concurrent viewers.

If the ratio between the number of livestreams and number of viewers is greater than 1:50, both downstream and upstream bandwidth is billed: Daily peak bandwidth = Livestream bitrate x Number of livestreams.

For details, see [Live Pricing Details](#).

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

This fee is the monthly fee for Cloud Live recording, which is billed based on the peak number of concurrent recorded livestreams in each month. If two livestreams are recorded at the same time or a livestream is recorded in two formats (two billable streams in this case) in this month, USD10.58 (USD5.29/stream/month x 2 streams x 1 month) will be deducted on the first day of the next month. You can log in to Huawei Cloud [Billing Center](#) and choose **Billing > Transactions and Detailed Bills > Transaction Bills** to view the bill details of livestream recording. You can also click **Details** in the **Operation** column to view the actual peak number of recorded livestreams in the previous month on the **Usage Details** page. For details, see [Live Pricing Details](#).

11.2 Arrears

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

You can log in to Huawei Cloud [Billing Center](#) and 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 Billing Center. Estimate the alert threshold according to your resource usage.

On the **Overview** page, toggle 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.

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

After your account is in arrears, it enters the grace period, during which your Live services will remain active and incur fees.

After the grace period expires, the account enters the retention period. During this period, you cannot push new livestreams with your domain names, but existing livestreams will not be interrupted and will still incur fees.