

Live

Billing

Issue 01
Date 2024-05-15



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1 Billing Items

The billing items of Live cover the basic services and value-added services. For details, see [Product Pricing Details](#).

- **Basic service fee:** This part (live content distribution) is charged based on the traffic or bandwidth generated in the area where a user watches live video. The basic service fee covers Interactive Livestreaming and Low Latency Live (LLL). The corresponding billing mode is by traffic, daily peak bandwidth, or 95th percentile bandwidth. You can select a suitable billing mode.
- **Value-added service fee:** This part covers live transcoding, recording, and snapshot capturing. The services can be used on demand and are charged based on your actual usage.

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

NOTICE

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

Table 1-1 Billing items

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

Type	Item	Description	Billing Mode	Reference
Value-added service	Media Live Transcoding	You are billed based on the duration of the input and output live streams. The fee is charged by MPC .	<ul style="list-style-type: none"> Pay-per-use Yearly/Monthly 	Media Live Transcoding Fee
Value-added service	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 the recording is stored in an OBS bucket, the storage fee is charged by OBS. 	Pay-per-use	Recording Fee
Value-added service	Snapshot capturing	<ul style="list-style-type: none"> Snapshot capturing: You will be billed by Live based on the number of captured snapshots. Snapshot storage: You will be billed by OBS based on the used storage space. 	Pay-per-use	Snapshot Capturing Fee

2 Basic Service Billing

2.1 Cloud Stream Live Fee

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

Billing by Traffic

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

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

Table 2-1 Billing description

Rule Item	Description
Billing Rule	The tiered traffic is accumulated by calendar month. After a calendar month ends, the traffic is cleared. Traffic unit conversion: 1024-based. For example, 1 PB = 1024 TB = 1024 x 1024 GB.
Billing Cycle	A bill is generated on the hour.
Billing Direction	By default, only output is billed. If the ratio between the number of live streams and number of viewers is greater than 1:50, input is also billed. The unit prices for input and output are the same.
Billing Mode	Pay-per-use
Billed	After the current billing cycle (hours) ends, the usage in an hour is usually billed four hours later (subject to the system).

Rule Item	Description
Settlement Time	Fees are automatically deducted after bill run.

- **Example**

Description: If you use Live in the **AP-Singapore** region on January 1 and January 2, the generated downstream playback traffic is 6 TB and 7 TB, respectively. In addition, the ratio between the number of live streams and number of viewers is less than 1:50. Therefore, upstream fees are not charged. The traffic fees that you need to pay is calculated as follows:

Process: According to the tiered pricing table, the price of 0 TB to 10 TB (included) is \$0.03 USD/GB, and the price of 10 TB to 50 TB (included) is \$0.027 USD/GB. The 6 TB traffic generated on January 1 is priced at \$0.03 USD/GB. Of the 7 TB traffic generated on January 2, the corresponding pricing of 4 TB (10 TB minus the 6 TB traffic generated on January 1) is \$0.03 USD/GB and that of the remaining 3 TB (7 TB minus 4 TB) is \$0.027 USD/GB.

Results:

Bill on January 1: $6 \times 1024 \text{ GB} \times \$0.03 \text{ USD/GB} = \$184.32 \text{ USD}$ Bills are generated in batches after each hour of playback.

Bill on January 2: $4 \times 1024 \text{ GB} \times \$0.03 \text{ USD/GB} + (6 + 7 - 10) \times 1024 \text{ GB} \times \$0.027 \text{ USD/GB} = \$205.82 \text{ USD/GB}$ 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 5 minutes, so 288 records are collected per day. The highest peak bandwidth per day is used as the billable bandwidth.

- **Price**

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

- **Billing rules**

Table 2-2 Billing description

Rule Item	Description
Billing Rule	You are billed based on peak bandwidth tiers. The number system of billing by peak bandwidth is 1000. For example, 1 Gbit/s = 1000 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 the number of live streams and number of viewers is greater than 1:50, input is also billed. The unit prices for input and output are the same.

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

- **Example**

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

200 Mbit/s (1 x 200).

If you use the livestreaming acceleration service in the **AP-Singapore** region on January 15 and 200 Mbit/s bandwidth is used, you need to pay the following bandwidth fees of that day:

The cost of Live bandwidth is 200 Mbit/s x \$0.082 USD/Mbit/s = \$16.4 USD.

Billing 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 recorded bandwidth values are thrown away. Then the highest bandwidth value in the remaining records is the billable bandwidth of the month.

- **Valid day:** Any day when traffic is consumed by using LSA is considered a valid day.
- **Measurement point:** The bandwidth used is sampled every 5 minutes. There are 288 data samples per day.

Take a 30-day month as an example. The following values are valid by default. There is one bandwidth value per 5 minutes, namely 12 value points per hour, so there are 12 x 24 x 30 = 8640 value points per month. All points are sorted from the highest to lowest, and the top 5% of the recorded bandwidth values are thrown away, that is, 8640 x 5% = 432 points, so the 433rd value is the billing point. Similarly, if there are 31 days in a month, the following values are valid by default, and the 447th value is the billing point.

NOTE

Billing by 95th percentile bandwidth is available for customers who have a budget of more than \$15,000 USD each month. Contact your account manager and apply for this billing option.

Table 2-3 Billing description

Rule Item	Description
Billing Rule	The peak bandwidth is charged at the contracted price. The number system of billing by 95th percentile bandwidth is 1000. For example, 1 Gbit/s = 1000 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.
Billing Mode	Pay-per-use
Billed	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.

2.2 Low Latency Live (LLL) Fee

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

Billing by Traffic

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

- **Price**

Table 2-4 Price of downstream traffic

Traffic Tier	Middle East/ Africa Price (USD/GB)	Asia Pacific 1 Price (USD/GB)	Asia Pacific 2 Price (USD/GB)
≤ 10 TB	0.24	0.176	0.176
10–50 TB (included)	0.228	0.144	0.144
50–100 TB (included)	0.196	0.128	0.128
100 TB to 1 PB (included)	0.172	0.114	0.08
> 1 PB	0.11	0.106	0.07

 NOTE

For details about each billing region, 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 ends, the traffic is cleared. Traffic unit conversion: 1024-based. For example, 1 PB = 1024 TB = 1024 x 1024 GB.
Billing Cycle	A bill is generated on the hour.
Billing Direction	By default, only output is billed. If the ratio between the number of live streams and number of viewers 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
Billed	After the current billing cycle (hours) ends, the usage in an hour is usually billed four hours later (subject to the system).
Settlement Time	Fees are automatically deducted after bill run.

- **Example**

Description: If you use Low Latency Live (LLL) in the **Asia-Pacific 1** region on January 1 and January 2, the generated downstream playback traffic is 6 TB and 7 TB, respectively. In addition, the ratio between the number of live streams and number of viewers is less than 1:50. Therefore, upstream fees are not charged. The traffic fees that you need to pay is calculated as follows:

Process: According to the tiered pricing table, the price of 0 TB to 10 TB (included) is \$0.176 USD/GB, and the price of 10 TB to 50 TB (included) is \$0.144 USD/GB. The 6 TB traffic generated on January 1 is priced at \$0.176 USD/GB. Of the 7 TB traffic generated on January 2, the corresponding pricing of 4 TB (10 TB minus the 6 TB traffic 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: $6 \times 1024 \text{ GB} \times \$0.176 \text{ USD/GB} = \$1081.344 \text{ USD}$ Bills are generated in batches after each hour of playback.

Bill on January 2: $4 \times 1024 \text{ GB} \times \$0.176 \text{ USD/GB} + (6 + 7 - 10) \times 1024 \text{ GB} \times \$0.144 \text{ USD/GB} = \$1163.264 \text{ USD}$ 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 5 minutes, so 288 records are collected per day. The highest peak bandwidth per day is used as the billable bandwidth.

- **Price**

Table 2-6 Price of daily peak bandwidth

Peak Bandwidth Tier	Middle East/ Africa Price (USD/ Mbit/s)	Asia Pacific 1 Price (USD/ Mbit/s)	Asia Pacific 2 Price (USD/ Mbit/s)
≤ 100 Mbit/s	1.689	1.044	1.044
100 to 500 Mbit/s (included)	1.673	1.034	1.034
500 Mbit/s to 5 Gbit/s (included)	1.535	0.905	0.905
5 to 20 Gbit/s (included)	1.415	0.801	0.801
> 20 Gbit/s	1.357	0.671	0.671

 **NOTE**

For details about each billing region, 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 number system of billing by peak bandwidth is 1000. For example, 1 Gbit/s = 1000 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 the number of live streams and number of viewers is greater than 1:50, input is also billed. The unit price of input is the same as that of the Cloud Stream Live output .

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

- **Example**

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

200 Mbit/s (1 x 200).

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

The cost of LLL bandwidth is 200 Mbit/s x \$1.034 USD/Mbit/s = \$206.8 USD.

Billing 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 recorded bandwidth values are thrown away. Then the highest bandwidth value in the remaining records is the billable bandwidth of the month.

- **Valid day:** Any day when traffic is consumed by using LSA is considered a valid day.
- **Measurement point:** The bandwidth used is sampled every 5 minutes. There are 288 data samples per day.

 **NOTE**

Billing by 95th percentile bandwidth is available for customers who have a budget of more than \$15,000 USD each month. Contact your account manager and apply for this billing option.

Table 2-8 Billing description

Rule Item	Description
Billing Rule	The peak bandwidth is charged at the contracted price. The number system of billing by 95th percentile bandwidth is 1000. For example, 1 Gbit/s = 1000 Mbit/s.
Billing Cycle	By month. The usage for each month will be billed in the following month.

Rule Item	Description
Billing Direction	By default, only output is billed. If the ratio between the number of live streams and number of viewers 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
Billed	After the current billing cycle (calendar month) ends, the system deducts fees at about 20:00:00 (GMT+08:00) on the first day of the next month. The actual fee deduction time is subject to the system bill run time.
Settlement Time	After a bill is generated, the system automatically deducts fees from your account balance.

3 Value-added Service Billing

3.1 Cloud Live Transcoding Fee

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.

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

Table 3-1 Billing description

Rule Item	Description
Billing Rule	<p>You are charged based on the encoding standard, output file resolution, and output file duration. The duration is precise down to two decimal places, and the second digit is rounded off based on the third digit. If there are multiple output specifications, the total transcoding fee covers each output specification.</p> <p>The bitrate system of transcoded streams is 1,024, for example, 1 Kbit/s = 1,024 bit/s.</p> <p>NOTE</p> <p>The output specifications are determined based on whether the width or height of an output video is within the specified range.</p> <p>For example, if the output resolution is HD (1280 x 720), as long as the width is not greater than 1,280 or height is not greater than 720, you are charged based on HD (1280 x 720). Even if the output is not HD, as long as it is either wider than 1,280 or longer than 720, it will be charged based on a resolution higher than SD.</p>
Billing Cycle	You are charged based on hour in real time.

Rule Item	Description
Billing Mode	Pay-per-use
Bill Run Time	After the current billing cycle (hours) ends, the specific bill run time is subject to the system.
Settlement Time	Fees are automatically deducted after bill run.

- **Example**

Assume you use the transcoding service from 09:00 to 10:00 in the **CN North-Beijing4** region on a day. Live stream 1 uses the H.265 encoding and is transcoded to 1720 x 1080 at a low bitrate (duration: 1 hour). Live stream 2 uses the H.264 encoding and is transcoded to 1280 x 960 (duration: 100 minutes) at a low bitrate. Live stream 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:

Transcoding fee = \$0.1088 USD/minute x 60 minutes + \$0.019 USD/minute x 100 minutes + \$0.0025 USD/minute x 120 minutes = USD8.728

3.2 Media Live Transcoding Fee

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

- Dual transcoded streams: Two streams are input and two streams (primary and standby) are output after transcoding. When one stream is interrupted, the other stream can seamlessly take over the transcoding, so you are not aware of the fault.
- One transcoded stream: One stream is input and one stream is output after transcoding. Video streams may be interrupted for a short period of time on terminals, such as frame loss, frame freezing, and artifacts. If stream interruption occurs, the retry mechanism can be used to 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.

- Yearly/Monthly is a prepaid billing mode. You pay in advance for a subscription term, and in exchange, you get a discounted rate. The longer the subscription term, the bigger the discount. This mode is a good option for long-term, stable services.

If you purchase a yearly package in the same region, the total transcoding duration of all channels per hour cannot exceed one hour. If you purchase two yearly packages of the same specifications, the total transcoding duration of all channels per hour cannot exceed two hours. The excess is charged in the pay-per-use mode. You can evaluate the total transcoding duration per hour to purchase suitable yearly/monthly packages.

Notes

- To transcode a stream, you must specify the stream type, that is, one transcoded stream or dual transcoded streams. The stream type cannot be changed. You can only add or delete a stream.
If the stream type of your stream needs to be changed due to service changes, you are advised to delete the stream type and then add a new one.
- After a yearly/monthly package expires, the billing mode automatically switches to pay-per-use. Take note of the validity period of a yearly/monthly package and renew the subscription before it expires.

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. In the same region, prices vary depending on the billing mode (pay-per-use or yearly/monthly).
4. With the same billing mode in the same region, prices vary depending on the stream type (one transcoded stream or dual transcoded streams).
Dual transcoded streams provide higher service reliability but cost more than one transcoded stream. Select a stream type as needed.
5. With the same billing mode and stream type in the same region, prices vary depending on the transcoding output mode (SD or low-bitrate HD).

Pricing details

- Pay-per-use
 - [Table 3-2](#), [Table 3-3](#), and [Table 3-4](#) describe the transcoding input and output prices of Media Live in the AP-Singapore region.

Table 3-2 Transcoding input prices in the AP-Singapore region

Codec	Input Resolution	Unit Price of Dual Transcoded Streams (USD/Hour)	Unit Price of One Transcoded Stream (USD/Hour)
H.264	SD	0.2052	0.1231
	HD	0.4050	0.2430
	UHD	2.4300	1.4580
H.265	SD	0.4050	0.2430
	HD	0.8100	0.4860
	UHD	4.8654	2.9192

Table 3-3 Standard transcoding output prices in the AP-Singapore region

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Hour)	Unit Price of One Transcoded Stream (USD/Hour)
H.264	SD	0.6102	0.3661
	HD	1.2150	0.7290
	UHD	4.8600	2.9160
H.265	SD	2.4408	1.4645
	HD	4.8600	2.9160
	UHD	19.4400	11.6640
Audio only	-	0.3024	0.18144

Table 3-4 Low-bitrate HD transcoding output prices in the AP-Singapore region

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Hour)	Unit Price of One Transcoded Stream (USD/Hour)
H.264	SD	1.8306	1.0984

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Hour)	Unit Price of One Transcoded Stream (USD/Hour)
	HD	3.6450	2.1870
	UHD	14.6448	8.7869
H.265	SD	7.3224	4.3934
	HD	14.5800	8.7480
	UHD	58.5792	35.1475

- [Table 3-5](#), [Table 3-6](#), and [Table 3-7](#) describe the transcoding input and output prices of Media Live in the ME-Riyadh region.

Table 3-5 Transcoding input prices in the ME-Riyadh region

Codec	Input Resolution	Unit Price of Dual Transcoded Streams (USD/Hour)	Unit Price of One Transcoded Stream (USD/Hour)
H.264	SD	0.198	0.1188
	HD	0.3894	0.2336
	UHD	2.343	1.4058
H.265	SD	0.3894	0.2336
	HD	0.7788	0.4673
	UHD	4.686	2.8116

Table 3-6 Standard transcoding output prices in the ME-Riyadh region

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Hour)	Unit Price of One Transcoded Stream (USD/Hour)
H.264	SD	0.5874	0.3524
	HD	1.1682	0.7009
	UHD	4.6728	2.8037

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Hour)	Unit Price of One Transcoded Stream (USD/Hour)
H.265	SD	2.3496	1.4098
	HD	4.6728	2.8037
	UHD	18.6912	11.2147
Audio only	-	0.2904	0.1742

Table 3-7 Low-bitrate HD transcoding output prices in the ME-Riyadh region

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Hour)	Unit Price of One Transcoded Stream (USD/Hour)
H.264	SD	1.76	1.0573
	HD	3.50	2.1028
	UHD	14.10	8.4586
H.265	SD	7.05	4.2293
	HD	14.02	8.4110
	UHD	56.39	33.8342

- Yearly/Monthly
 - [Table 3-8](#), [Table 3-9](#), and [Table 3-10](#) describe the transcoding input and output prices of Media Live in the AP-Singapore region.

Table 3-8 Transcoding input prices in the AP-Singapore region

Codec	Input Resolution	Unit Price of Dual Transcoded Streams (USD/Year)	Unit Price of One Transcoded Stream (USD/Year)	Yearly/ Monthly
H.264	SD	435	261	1 year
	HD	870	522	
	UHD	5222	3133	

Codec	Input Resolution	Unit Price of Dual Transcoded Streams (USD/Year)	Unit Price of One Transcoded Stream (USD/Year)	Yearly/ Monthly
H.265	SD	870	522	
	HD	1741	1045	
	UHD	10443	6266	

Table 3-9 Standard transcoding output prices in the AP-Singapore region

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Year)	Unit Price of One Transcoded Stream (USD/Year)	Yearly/ Monthly (Hour/ Year)
H.264	SD	1306	784	1 year
	HD	2611	1567	
	UHD	10445	6266	
H.265	SD	5217	3130	
	HD	10388	6233	
	UHD	41552	24931	
Audio only	-	643	386	

Table 3-10 Low-bitrate HD transcoding output prices in the AP-Singapore region

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Year)	Unit Price of One Transcoded Stream (USD/Year)	Yearly/ Monthly (Hour/ Year)
H.264	SD	3917	2351	1 year

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Year)	Unit Price of One Transcoded Stream (USD/Year)	Yearly/ Monthly (Hour/Year)
	HD	7834	4700	
	UHD	31334	18808	
H.265	SD	15667	940	
	HD	31334	18799	
	UHD	125337	75232	

- [Table 3-11](#), [Table 3-12](#), and [Table 3-13](#) describe the transcoding input and output prices of Media Live in the ME-Riyadh region.

Table 3-11 Transcoding input prices in the ME-Riyadh region

Codec	Input Resolution	Unit Price of Dual Transcoded Streams (USD/Year)	Unit Price of One Transcoded Stream (USD/Year)	Yearly/ Monthly
H.264	SD	435	261	1 year
	HD	870	522	
	UHD	5222	3133	
H.265	SD	870	522	
	HD	1741	1045	
	UHD	10443	6266	

Table 3-12 Standard transcoding output prices in the ME-Riyadh region

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Year)	Unit Price of One Transcoded Stream (USD/Year)	Yearly/ Monthly (Hour/Year)
H.264	SD	1306	784	1 year
	HD	2611	1567	
	UHD	10445	6266	
H.265	SD	5217	3130	
	HD	10388	6233	
	UHD	41552	24931	
Audio only	-	643	386	

Table 3-13 Low-bitrate HD transcoding output prices in the ME-Riyadh region

Codec	Output Resolution	Unit Price of Dual Transcoded Streams (USD/Year)	Unit Price of One Transcoded Stream (USD/Year)	Yearly/ Monthly (Hour/Year)
H.264	SD	3917	2351	1 year
	HD	7834	4700	
	UHD	31334	18808	
H.265	SD	15667	9404	
	HD	31334	18799	
	UHD	125337	75232	

- The transcoding fee of Media Live is charged by **MPC**.

Billing Rules

See [Table 3-14](#).

Table 3-14 Billing Rule

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 accurate to four decimal places, and the fourth digit is 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 bitrate system of transcoded streams 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• Yearly/Monthly: Billed for the required duration specified in your order
Billing Mode	<ul style="list-style-type: none">• Pay-per-use• Yearly/Monthly
Bill Run Time	<ul style="list-style-type: none">• Pay-per-use: After the current billing cycle (hours) ends, the bill run time is subject to the system.• Yearly/Monthly: In the prepaid mode, using a package within the package validity period will not be billed.
Settlement Time	<ul style="list-style-type: none">• Pay-per-use: Fees are automatically deducted after bill run.• Yearly/Monthly: Settlement is performed based on the subscription period.

Billing Examples

- **AP-Singapore**

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

- Cost of an input stream using H.264 per hour:
\$0.405 USD for HD (1080 px)
- Cost of an output stream using H.264 per hour:
\$1.215 USD for HD (1080 px)
\$1.215 USD for HD (720 px)
\$0.6102 USD for SD (576 px)
\$0.6102 USD for SD (432 px)
\$0.6102 USD for SD (288 px)

Total cost: \$0.405 USD + \$1.215 USD x 2 + \$0.6102 USD x 3 = \$4.6656 USD/hour

- **ME-Riyadh**

Assume that you are in the ME-Riyadh region and use pay-per-use billing and the stream type of dual transcoded streams to transcode an HD video stream

using H.264. If there are five transcoded streams with different resolution levels, the total cost per hour is calculated as follows:

- Cost of an input stream using H.264 per hour:
\$0.3894 USD for HD (1080 px)
- Cost of an output stream using H.264 per hour:
\$1.1682 USD for HD (1080 px)
\$1.1682 USD for HD (720 px)
\$0.5874 USD for SD (576 px)
\$0.5874 USD for SD (432 px)
\$0.5874 USD for SD (288 px)

Total cost: \$0.3894 USD + \$1.1682 USD x 2 + \$0.5874 USD x 3 = \$4.488 USD/hour

3.3 Recording Fee

The recording fee of Live 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).

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

Table 3-15 Billing description

Rule Item	Description
Billing Rule	Calculate the number of concurrent recording channels every day and use the peak value in the current month as the charging point. The fee is charged by VOD . NOTE If a stream is recorded in HLS, MP4, or FLV format, the peak number of monthly recording channels is calculated based on the configured recording format.
Billing Cycle	You are charged based on month in real time.
Billing Mode	Pay-per-use
Billed	After the current billing cycle (calendar month) ends, the specific bill run time is subject to the system.

Rule Item	Description
Settlement Time	Fees are automatically deducted after bill run.

3.4 Snapshot Capturing Fee

The snapshot capturing service of Live is billed based on the number of snapshots and used storage space.

- **Price**
 - Snapshot capturing is billed by Live. For details, see [Product Pricing Details](#).
 - The fee for storing snapshots is charged by OBS. For details, see [OBS Product Pricing Details](#).
- **Billing rules**

Table 3-16 Billing description

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

- **Example**

If you captured 2300 Live snapshots in the **CN North-Beijing4** region on January 1, you need to pay the following fees on January 2:
Snapshot capturing fee of January 1 = $2300 \times 0.0176/1000 = \0.04048 USD

4 Billing Modes

4.1 Pay-per-Use Billing

Live supports pay-per-use billing. 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.

With the pay-per-use mode, you can use Live resources as long as you have enough balance in your account.

Notes

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

Billing Cycle

The following describes how a pay-per-use CDR is generated:

- If settlement is performed by hour, a CDR is generated four hours later.
- If settlement is performed by day, a CDR is generated after 16:00 on the next day.
- If settlement is performed by month, a CDR is generated in the first three days of the next month.

Billing Formula

Fee = Used resources x Unit price

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

 **NOTE**

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

Example

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

5 Changing the Billing Mode

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

Notes

- You can change the billing mode before the system performs the change and only the latest change takes effect.
- If you want to change the billing mode to billing by 95th percentile bandwidth, [submit a service ticket](#).

Change Operations

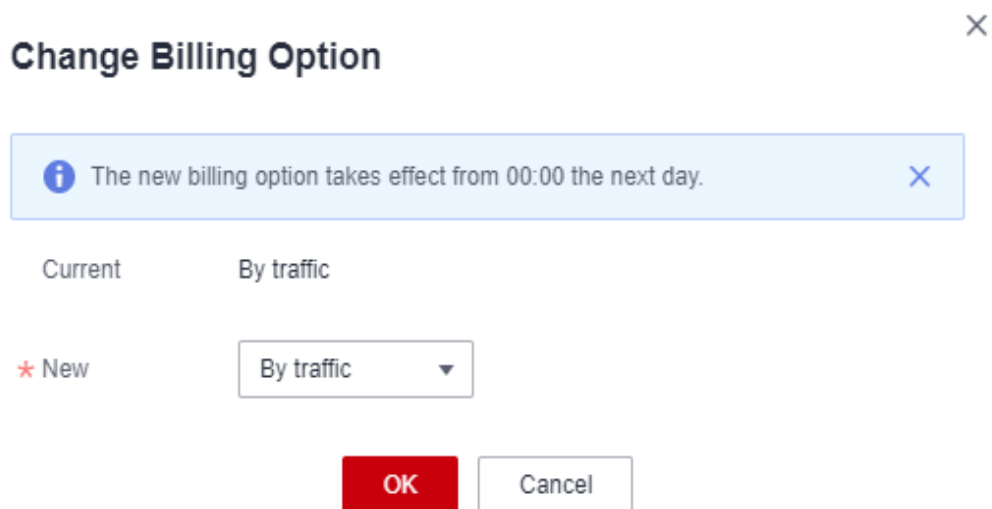
Step 1 Log in to the Live console.

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

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

Step 4 In the displayed dialog box, select a new billing mode.

Figure 5-1 Changing the billing mode



Step 5 Click **OK**.

The new billing mode takes effect at 00:00 (Beijing time) on the next day. Fees are deducted based on the original billing mode before the new billing mode takes effect.

----End

6 Bills

6.1 Billing Cycle

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

Bill Reporting Period

Pay-per-use: The usage of pay-per-use resources is reported to the billing system at a fixed interval for settlement. A pay-per-use resource is billed by the 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
 - Transcoding fee: billed by the hour and deducted in real time (subject to the system).
 - Live recording fee: billed by the month and deducted in real time (subject to the system).
 - Snapshot capturing fee: billed by the 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. On the **Billing Center > Billing > Transactions and Detailed Bills > Transaction Bills** page, **Expenditure Time** indicates the time when a pay-per-use product is used.

6.2 Querying Bills

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

Viewing Bills of a Specific Account

The Live service 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.

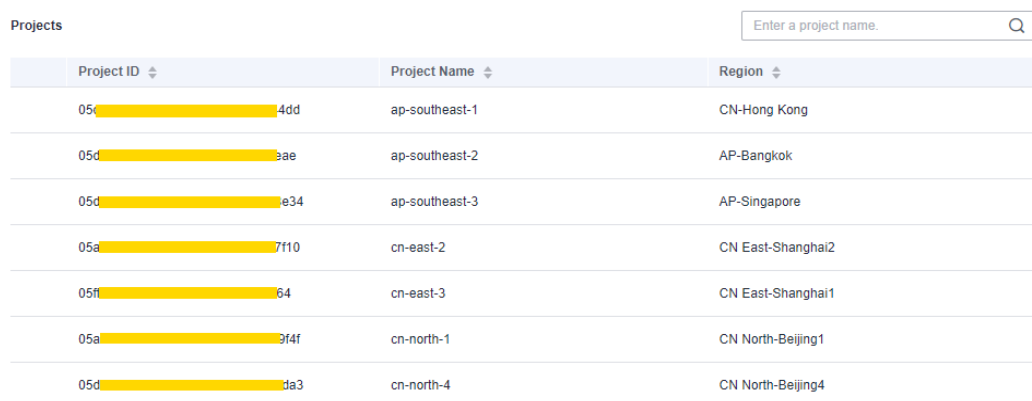
Project IDs are generated based on accounts and Huawei Cloud origin servers. The query method is as follows:

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 6-1](#).

Figure 6-1 Projects



Project ID	Project Name	Region
05d[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 6-1](#) describes the mapping between resource IDs and billing product types in Live bills.

NOTICE


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

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

Billing Item	Billing Specifications	Resource ID
Live CDN traffic	CDN acceleration for livestreaming in the Chinese mainland	{ProjectID}live.flow.cdn
	CDN acceleration for livestreaming (by pushing streams to third-party origin servers) in the Chinese mainland	{ProjectID}live.flow.pushtird
	CDN acceleration for livestreaming in Asia Pacific 1	{ProjectID}live.overseas.eastasia
	CDN acceleration for livestreaming in Asia Pacific 2	{ProjectID}live.overseas.asiapacific
	CDN acceleration for livestreaming in Middle East and Africa	{ProjectID}live.overseas.mideast.africa
	CDN acceleration for livestreaming in Latin America	{ProjectID}live.overseas.southamerica
	CDN acceleration for livestreaming in Europe	{ProjectID}live.overseas.europe
	CDN acceleration for livestreaming in Asia Pacific 3	{ProjectID}live.overseas.asia3
	Acceleration for low-latency livestreaming 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 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, bill details are displayed by usage and billing cycle. You can also select other statistical dimensions or periods. For details, see [Bills](#).

----End

Viewing Bills of a Specified Enterprise Project

If you have configured an enterprise project when creating a domain name, see [Adding Domain Names](#). Bills are split by enterprise project.


Currently, the following bills can be split by enterprise:

- Traffic-billed CDN bills
- Snapshot bills
- Transcoding bills, which are charged by [MPC](#).

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, choose [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 Choose **Bill Details**, 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, bill details are displayed by usage and billing cycle. You can also select other statistical dimensions or periods. For details, see [Bills](#).

----End

6.3 Resource Reconciliation

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

Checking the Consistency of the Actual Usage and Billed Usage

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

Billing Mode	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 Viewing Cost By Cost Category. This billing mode 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 services	Transcoding fee: You are charged based on the encoding standard, output resolution, and file output duration.	The methods for checking the usage are the same. For example, the usage of snapshot capturing is checked as described in Checking the Resource Usage - Live Snapshot Capturing Fee .
	Live recording fee: The number of concurrent recording channels is calculated every day and the peak value in the current month is used as the charging point.	
	Snapshot capturing fee: You are billed based on the number of snapshots.	

Checking the Resource Usage - Traffic-based Billing

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

1. Log in to the Live console and choose **Service Monitoring**. The **Downstream Bandwidth/Traffic** tab page is displayed by default. Set the parameters for querying the traffic usage as follows:
 - Time: Select **Custom** and set the time to **2023/08/21 11:00:00 - 2023/08/21 11:59:59**.
 - Domain name: Select a Live domain name of the current region (CN North-Beijing4).
 - Region: Select **China**.
 - Province: Select **All provinces/states**.
 - Carrier: Select **All carriers**.
 - Application name: No setting is required.
 - Stream name: No setting is required.
 - Interval: Select **Every 5 minutes**.
 - Protocol: Select **All Protocols**.
2. Select **Traffic** in the right pane. As shown in **Figure 6-2**, the resource usage is 187.08 MB.

Convert MB to GB and round the conversion result to three decimal places. The converted value is 0.1827 GB (187.08 MB/1024).


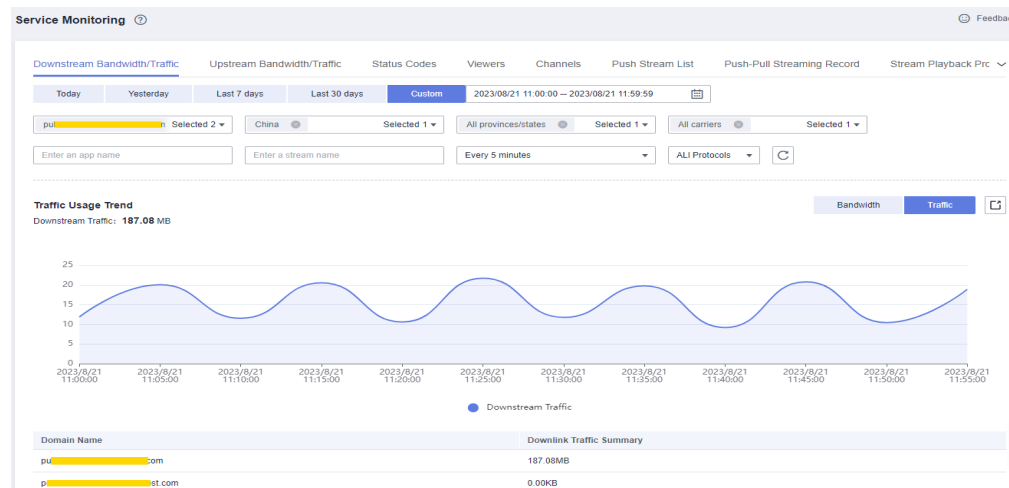
You can also click  on the right of the page to download the queried downstream traffic result to your local PC.

Figure 6-2 Resource usage shown on the Live console



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

Figure 6-3 Resource usage shown in the Billing Center

Service...	Resour...	Billing...	Expenditure Time	Order	Bill Type	Transaction	Resou...	Resou...	Specificat...	Region	AZ	Usage...	Unit P...	Unit	Total	Usage Unit (B
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 11:00:00 G. Aug 21, 2023 12:00:00 G.	20764...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.1827	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 10:00:00 G. Aug 21, 2023 11:00:00 G.	7e159...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.1878	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 09:00:00 G. Aug 21, 2023 10:00:00 G.	6a9e7...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.2123	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 08:00:00 G. Aug 21, 2023 09:00:00 G.	74bcb...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.2034	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 07:00:00 G. Aug 21, 2023 08:00:00 G.	40533...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.2134	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 06:00:00 G. Aug 21, 2023 07:00:00 G.	002e8...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.219	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 05:00:00 G. Aug 21, 2023 06:00:00 G.	e77eb...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.2277	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 04:00:00 G. Aug 21, 2023 05:00:00 G.	3e2f11...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.2084	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 03:00:00 G. Aug 21, 2023 04:00:00 G.	45e15...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.1994	GB
Live (Live)	Live CDN Flow	Pay-per-Use	Aug 21, 2023 02:00:00 G. Aug 21, 2023 03:00:00 G.	6531c...	Expendtur...	Aug 21, 2023...	05ded...	--	Live CDN ...	CN North-Beijing4	--	flow	0.225	YUANV...	0.1826	GB

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

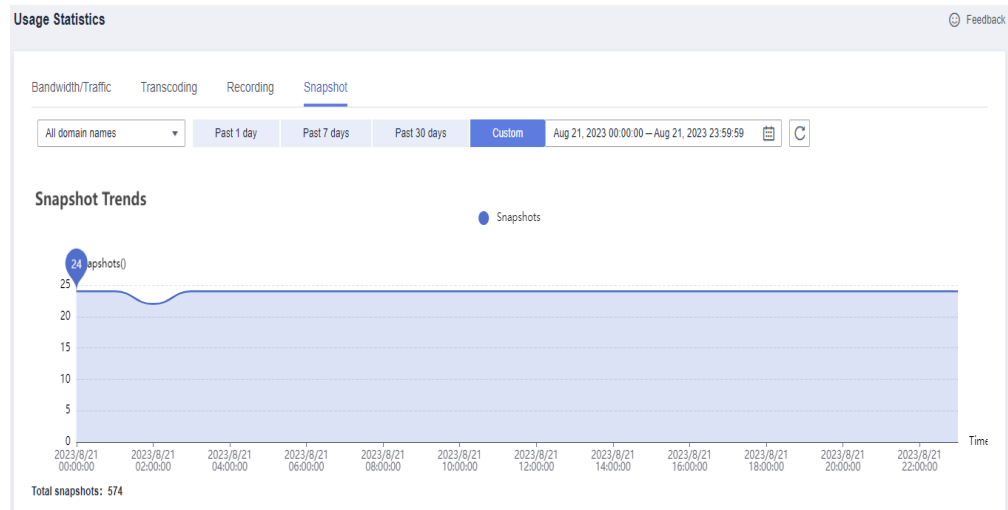
Checking the Resource Usage - Live Snapshot Capturing Fee

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

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

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

Figure 6-4 Snapshot quantity shown on the Live console



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

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

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

Figure 6-5 Snapshot quantity shown in Billing Center

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

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

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

7 Arrears

Handling Arrears

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

Description

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

8 Billing Termination

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

1. Suspend billing: [Disable a domain name](#).
After a domain name is disabled, the current domain name is no longer charged. You can enable the current domain name again by referring to [Enabling a Domain Name](#).
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 charged by Live.

9 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 of each month. The split cost is included in the amortized cost. You can view or export the amortized cost for each month after the 4th day of the following month to obtain the splitting result 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 & Costs > Cost Center**. The **Overview** page of Cost Center is displayed.

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

For details about how to view the cost of a domain name, see [Figure 9-1](#). The filtering settings are as follows. Perform the following operations in sequence:

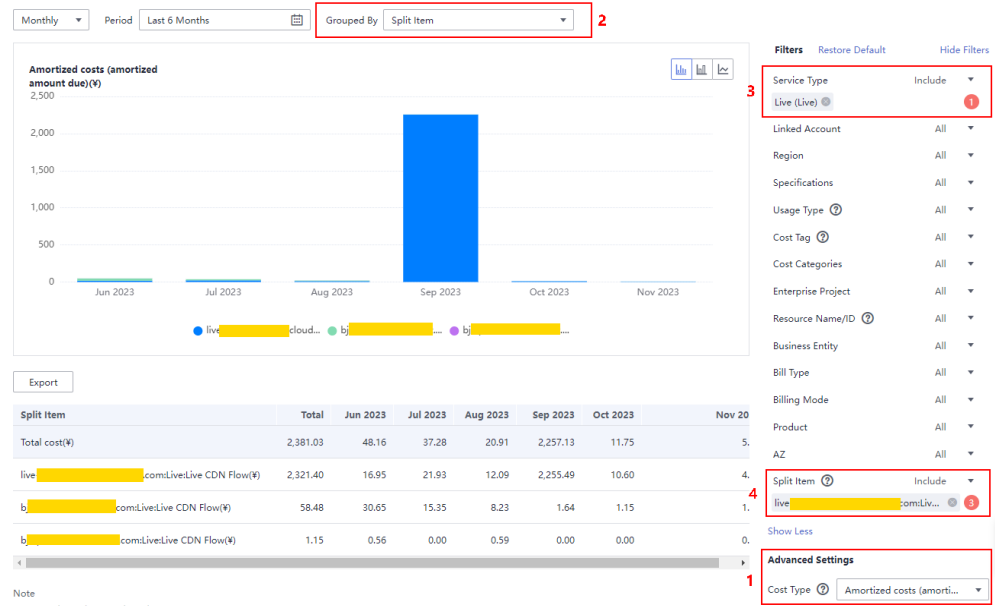
NOTE

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

1. **Advanced Settings > Cost Type**: Select **Amortized costs (amortized amount due)** from the drop-down list box.

2. **Grouped By:** Select **Split Item** from the drop-down list box. Live fees are generated by domain name. In **Cost Analysis**, domain names are called **Split Item**.
3. **Filters > Service Type:** Select **Live (Live)**.
4. **Filters > Split Item:** Select **Live** from the drop-down list box to filter all domain names.

Figure 9-1 Cost analysis



Step 4 To export cost details, see [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 & Costs > Cost Center**. The **Overview** page of Cost Center is displayed.

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

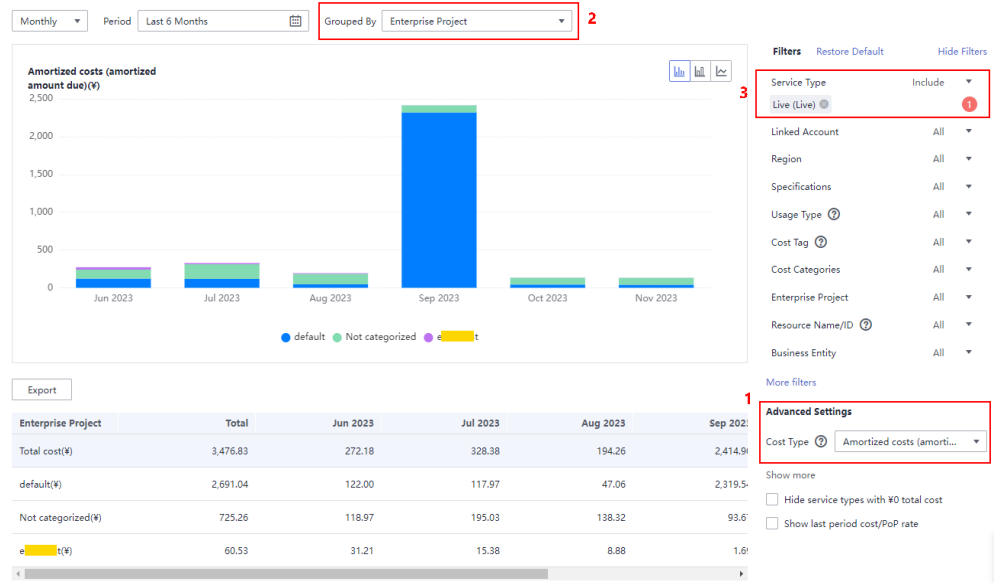
For details about how to view the cost of an enterprise project, see [Figure 9-2](#). The filtering settings are as follows. Perform the following operations in sequence:

NOTE

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

1. **Advanced Settings > Cost Type:** Select **Amortized costs (amortized amount due)** from the drop-down list box.
2. **Grouped By:** Select **Enterprise Project** from the drop-down list box.
3. **Filters > Service Type:** Select **Live (Live)**.

Figure 9-2 Cost analysis



Step 4 To export cost details, see [Viewing Cost Splitting Details](#).

----End

10 Billing FAQ

10.1 Common Cases

10.1.1 What Do I Need to Pay?

Live prices consist of two parts: basic service fee and value-added service fee. For details, see [Product Pricing Details](#).

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

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

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

10.1.3 How Do I Change the Billing Option?

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

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

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

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

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

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

10.1.6 Is Downstream Traffic or Upstream Traffic Billed?

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

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

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

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

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

10.1.7 Will I Be Billed for URL Validation?

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

10.1.8 How Is Transcoding Billed?

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

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

By default, downstream bandwidth is billed:

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

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

Daily peak bandwidth = Live video bitrate x Number of channels

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

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

This fee is the monthly fee for live stream recording, which is billed based on the peak number of concurrent recording channels in each month. If two live streams are recorded at the same time or a live stream is recorded in two formats (occupying two recording channels) in this month, \$10.58 USD (\$5.29 USD/channel/month x 2 channels x 1 month) will be deducted on the first day of the next month. You can log in to the [Billing Center](#), choose **Billing > Bills**, and click the **Bill Details** tab to view the bill details of live stream recording. Click **Details** in the **Operation** column to view the actual peak number of recording channels in the last month. For details, see [Live Pricing Details](#).

10.2 Arrears

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

You can log in to the [Billing Center](#) to view the available quota on the **Overview** page.

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

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

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

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

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

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