Live

Billing

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Contents

1 Billing Items

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

- Basic service fee: This part (live content distribution) is charged based on the traffic or bandwidth generated in the area where a user watches live video. The basic service fee covers Cloud Stream Live and Low Latency Live (LLL). The corresponding billing option is by traffic, daily peak bandwidth, or 95th percentile bandwidth. You can select a suitable billing option.

- Value-added service fee: This part covers the stream push to a third-party destination, Cloud Live transcoding, Media Live transcoding, Cloud Live recording, and Cloud Live snapshot capturing. You can use these services as needed and pay for your actual usage.

For details, see **Table 1-1**.

NOTICE

- If you change from billing by traffic or daily peak bandwidth to 95th percentile bandwidth, the change will take effect from in the current month. If you change from billing by 95th percentile bandwidth to other billing options, the change will take effect on the first day of the next month, and you are billed using the original option before the change takes effect.

- Live billing is global. All acceleration domain names under an account use the same billing mode.

Table 1-1 Billing items

Type	Item	Description	Billing Mode	Reference
Basic service	Cloud Stream Live LLL	Currently, you can pay by traffic, daily peak bandwidth, or 95th percentile bandwidth. By default, only output is billed. ● 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 billed by traffic: prepaid resource package	**Cloud Stream Live** **Low Latency Live (LLL)**
Value-added service	Stream push to a third-party destination	The billing mode and fee are the same as those of Cloud Stream Live.	Pay-per-use	**Stream Push to a Third-party Destination**

Type	Item	Description	Billing Mode	Reference
	Cloud Stream Live transcoding	You are billed based on the output duration. The fee is charged by **MPC**.	Pay-per-use	**Cloud Live Transcoding**
Value-added service	Media Live transcoding	You are billed based on the duration of the input and output livestreams. The fee is charged by **MPC**.	● Pay-per-use ● Yearly/Monthly	**Media Live Transcoding**
Value-added service	Cloud Live recording	● 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	**Cloud Live Recording**
	Cloud Live snapshot capturing	● Snapshot capturing: You will be billed by Live based on the number of captured snapshots. ● Snapshot storage: You will be billed by **OBS** based on the used storage space.	Pay-per-use	**Cloud Live Snapshot Capturing**

2 Basic Service Billing

2.1 Cloud Stream Live

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

📖 **NOTE**

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

Billing by Traffic

This billing mode is applicable when the traffic fluctuates greatly.

- **Prices**

  For details, see **Product Pricing Details**.

- **Billing rules**

Table 2-1 Billing description

Rule Item	Description
Billing Rule	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.
	The traffic usage in different areas cannot be accumulated. After a calendar month, the traffic usage is cleared and accumulated again.
	The number system of traffic is 1,024. For example, 1 PB = 1,024 TB = 1,024 x 1,024 GB.

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

- **Usage estimation**

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

  1 Mbit/s / 8 x 3,600s x 1,000 (viewers) x 10 = 4,500,000 MB / 1,024 = 4,395 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, upstream streaming/downstream playback ≤ 1/50, you will not be billed for upstream streaming.

  - From 20:00 to 21:00 (one billing cycle) on January 2, the downstream traffic is 7 TB and the upstream traffic is 1 TB. In this case, upstream streaming/downstream playback > 1/50, you will be billed for upstream streaming.

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

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

  Results:

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

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

Billing by Daily Peak Bandwidth

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

- **Prices**

  For details, see **Product Pricing Details**.

- **Billing rules**

  Table 2-2 Billing description

Rule Item	Description
Billing Rule	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.
	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.
	The number system of bandwidth is 1,000. For example, 1 Gbit/s = 1,000 Mbit/s.
Billing Cycle	By day.
	The usage for each day (00:00:00 to 23:59:59) will be billed on the following day.
Billing Direction	By default, only output is billed.
	If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit prices for input and output are the same.
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	Fees are automatically deducted after bill run.

- **Usage estimation**

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

  – The peak bandwidth at 9:00 is about 200 Mbit/s (1 Mbit/s x 200 viewers).

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

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

- **Examples**

  If you use Live within the billing cycle in **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, upstream streaming/downstream playback ≤ 1/50, you will not be billed for upstream streaming.

  – On January 16, 10 Mbit/s bandwidth is used for upstream streaming, and 300 Mbit/s bandwidth is used for downstream playback. In this case, upstream streaming/downstream playback > 1/50, you will be billed for upstream streaming.

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

  (200 + 300 +10) Mbit/s × $0.082 USD/Mbit/s = $41.82 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	In each calendar month, the bandwidth usage is measured and recorded every five minutes on each valid day. At the end of the month, the records are sorted from the highest to the lowest, and the top 5% of the recorded bandwidth values are thrown away. Then the highest bandwidth value in the remaining records is the billable bandwidth of the month. ● **Valid day**: Any day when traffic is consumed for livestreaming acceleration is considered a valid day. ● **Measurement point**: The bandwidth usage is calculated every five minutes. There are 288 data samples per day. 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 = 8,640 value points per month. All points are sorted from the highest to lowest, and the top 5% of the recorded bandwidth values are thrown away, that is, 8,640 x 5% = 432 points, so the 433rd value is the billing point. Similarly, for a 31-day month, after all points are sorted from the highest to lowest, and the top 5% of the recorded bandwidth values are thrown away, the 447th value is the billing point. The peak bandwidth is charged at the contracted price. The number system of bandwidth is 1,000. For example, 1 Gbit/s = 1,000 Mbit/s.
Billing Cycle	By month. The usage for each month will be billed in the following month.
Billing Direction	By default, only output is billed. If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit prices for input and output are the same.
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.

2.2 Low Latency Live (LLL)

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

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

□ NOTE

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

Billing by Traffic

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

- **Prices**

  Table 2-4 Prices of downstream traffic

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

  □ 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 number system of traffic is 1,024. For example, 1 PB = 1,024 TB = 1,024 x 1,024 GB.
Billing Cycle	A bill is generated on the hour.
Billing Direction	By default, only output is billed.
	If the ratio between upstream streaming and downstream playback is greater than 1/50, input is also billed. The unit price of input is the same as that of the **Cloud Stream Live output**.
Billing Mode	Pay-per-use
Bill Run Time	After the current billing cycle (hours) ends, the usage in an hour is usually billed four hours later (subject to the system).
Settlement Time	Fees are automatically deducted after bill run.

- **Examples**

  If you use LLL in **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 price of ≤ 10 TB is $0.176 USD/GB, and the price of 10–50 TB (included) is $0.144 USD/GB. The 6 TB traffic generated on January 1 is priced at $0.176 USD/GB. Of the 7 TB traffic generated on January 2, the pricing of 4 TB (10 TB minus the 6 TB generated on January 1) is $0.176 USD/GB, and that of the remaining 3 TB (7 TB minus 4 TB) is $0.144 USD/GB.

  Results:

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

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

Billing by Daily Peak Bandwidth

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

- **Prices**

Table 2-6 Prices of daily peak bandwidth

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

☐ **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 number system of bandwidth is 1,000. For example, 1 Gbit/s = 1,000 Mbit/s.
Billing Cycle	By day. The usage for each day (00:00:00 to 23:59:59) will be billed on the following day.

Rule Item	Description
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	Fees are automatically deducted after bill run.

- **Examples**

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

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

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

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

Billing by 95th Percentile Bandwidth

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

- **Valid day**: Any day when traffic is consumed for livestreaming acceleration is considered a valid day.

- **Measurement point**: The bandwidth usage is calculated every five minutes. There are 288 data samples per day.

☐ **NOTE**

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

Table 2-8 Billing description

Rule Item	Description
Billing Rule	The peak bandwidth is charged at the contracted price.
	The number system of bandwidth is 1,000. For example, 1 Gbit/s = 1,000 Mbit/s.

Rule Item	Description
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.

3 Value-added Service Billing

3.1 Stream Push to a Third-party Destination

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

The billing rules and prices are the same as those of Cloud Stream Live, as shown in **Cloud Stream Live**.

3.2 Cloud Live Transcoding

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

- **Prices**
  - See **Product Pricing Details**.
  - The transcoding fee is charged by **MPC**.
- **Billing rules**

Table 3-1 Billing description

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

● **Examples**

Assume you use Cloud Live transcoding from 09:00 to 10:00 in **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 USD/minute x 60 minutes + $0.019 USD/minute x 100 minutes + $0.0025 USD/minute x 120 minutes = $8.728 USD

3.3 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

- 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

Media Live transcoding supports only the single-pipeline mode with pay-per-use billing.

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.

Pricing details

- Pay-per-use

  Price Calculator shows the input and output pricing of Media Live transcoding in AP-Singapore and ME-Riyadh.

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

Billing Rules

See **Table 3-2**.

Table 3-2 Billing rules

Rule Item	Description
Billing Rule	You are charged based on the codec standard, and the resolution and duration of the input and output videos.
	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.
	The number system of the transcoded stream bitrate is 1,024. For example, 1 Kbit/s = 1,024 bit/s.
Billing Cycle	Pay-per-use: Billed by hour and deducted in real time
Billing Mode	Pay-per-use
Bill Run Time	Pay-per-use: After the current billing cycle (hours) ends, the bill run time is subject to the system.
Settlement Time	Pay-per-use: Fees are automatically deducted after bill run.

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 resolution levels, 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

3.4 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**.
  - Recording storage fee. If the recording is stored in an OBS bucket, the fee is charged by **OBS**.
- **Billing rules**

  Monthly recording: You are billed based on the peak number of concurrent recording streams in a month.

Table 3-3 Billing description

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

- **Examples**

  Assume that you use Cloud Live recording in **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 2 x $5.29 USD/stream/month = $10.58 USD.

3.5 Cloud Live Snapshot Capturing

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

- **Prices**
  - Snapshot capturing is charged by **Live**.

- Snapshot storage is charged by **OBS**.
- **Billing rules**

Table 3-4 Billing description

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

- **Examples**

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

  2,300 x $0.0176 USD/1,000 = $0.04048 USD

4 Billing Modes

Live supports pay-per-use billing and prepaid resource package. You can select a billing mode as needed.

- **Pay-per-use billing**

    This is the default billing mode of Live. 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.

- **Prepaid resource package**

    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.

4.1 Pay-per-Use Billing

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

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

Notes

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

Billing Cycles

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

- Settlement by hour: four hours later
- Settlement by day: after 16:00 on the next day

- Settlement by month: on the first three days of the next month

Billing Formulas

Fee = Resource usage x Unit price

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

◻ NOTE

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

Billing Examples

Assuming that standard storage (single AZ) is used. The unit price is $0.0230 USD/GB/month and there are 100,000 GB objects in the standard storage class in a single-AZ bucket. In this case, the fee for a settlement hour is: $0.0230 USD/GB/month × 100,000 GB × (1/24/30) = $3.19 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
Live CDN traffic package	It is used to deduct the traffic fee generated by Live CDN. • 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. 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. **NOTE** The package cannot be used to deduct the traffic fees generated by the origin server.	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. 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.

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

Scenario

A customer purchased two Live CDN traffic packages of CN North-Beijing4. ● 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 upper right corner of the console home page, click **Buy Package**.

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.
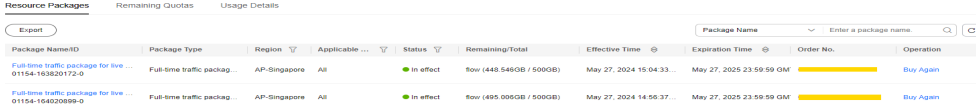
Procedure

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**.

Figure 4-1 Purchasing a new resource package

Package Name/ID	Package Type	Region	Applicable ...	Status	Remaining/Total	Effective Time	Expiration Time	Order No.	Operation
Full-time traffic package for live ... 01154-163820172-0	Full-time traffic packag...	AP-Singapore	All	● In effect	flow (448.546GB / 500GB)	May 27, 2024 15:04:33...	May 27, 2025 23:59:59 GM		Buy Again
Full-time traffic package for live ... 01154-164020899-0	Full-time traffic packag...	AP-Singapore	All	● In effect	flow (495.006GB / 500GB)	May 27, 2024 14:56:37...	May 27, 2025 23:59:59 GM		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, or 95th percentile bandwidth. If you want to change the billing option to billing by 95th percentile bandwidth, **submit a service ticket**. The change takes effect at 00:00 the next day. You can change the billing option on the Live console.

Notes

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

Change Operations

Step 1 Log in to the **Live console**.

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

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

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

Figure 5-1 Changing the billing option
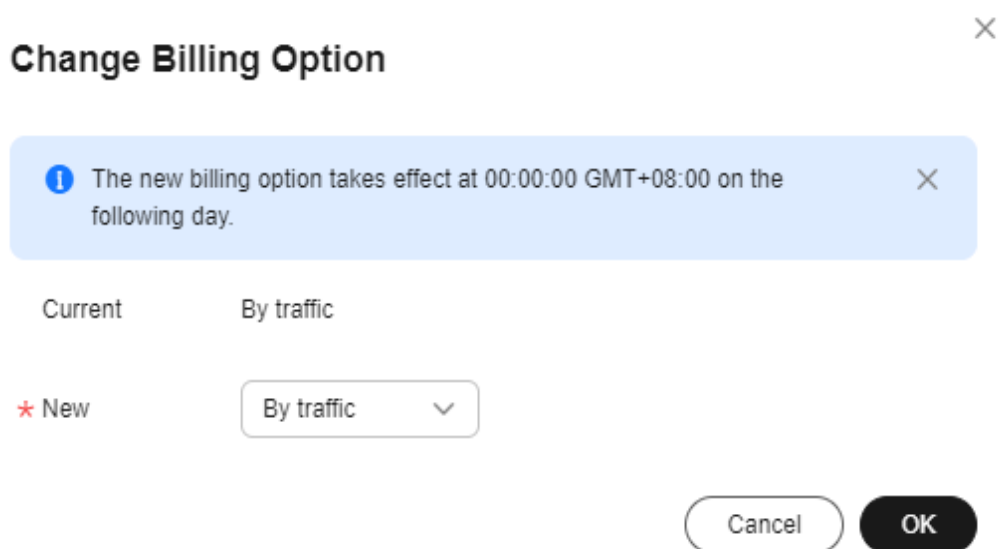
Step 4 Click **OK**.

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

----End

6 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 Under the **Manual Renewals** tab, locate the resource package to be renewed and click **Buy Again** 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 push to a third-party destination: settlement method same as that of basic service billing

  Cloud Live transcoding: billed by hour and deducted in real time (subject to the system)

  Media Live transcoding: billed by hour and deducted in real time (subject to the system) under pay-per-use billing; billed by the subscription term of the order but free of charge during the validity period of a package under yearly/monthly billing

  Cloud Live recording: billed by month and deducted in real time (subject to the system)

Cloud Live snapshot capturing: billed by day and deducted in real time (subject to the system)

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

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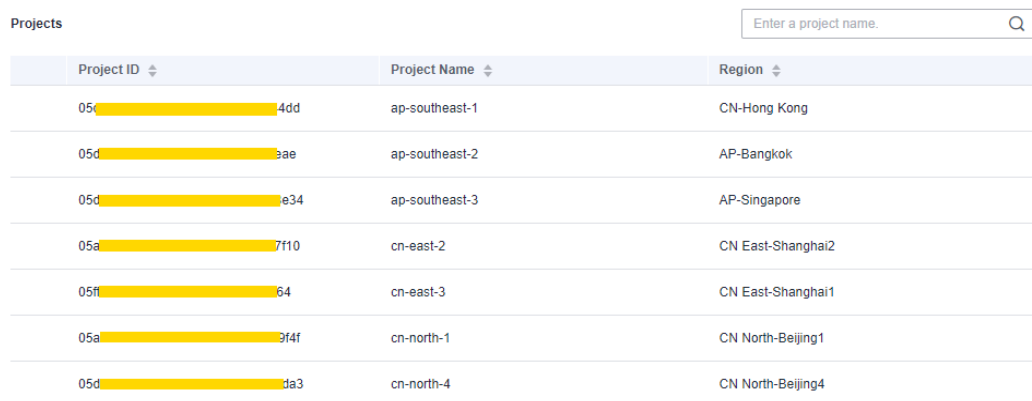
Project IDs are generated based on accounts and Huawei Cloud origin servers. The query method is as follows:

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

----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.pushthird
	Live CDN acceleration in Asia Pacific 1	{ProjectID}live.overseas.eastasia
	Live CDN acceleration in Asia Pacific 2	{ProjectID}live.overseas.asiapacific
	Live CDN acceleration in Middle East and Africa	{ProjectID}live.overseas.mideast.africa
	Live CDN acceleration in Latin America	{ProjectID}live.overseas.southamerica
	Live CDN acceleration in Europe	{ProjectID}live.overseas.europe
	Live CDN acceleration in Asia Pacific 3	{ProjectID}live.overseas.asia3
	LLL acceleration in the Chinese mainland	{ProjectID}live.flow.lll
Snapshot capturing	Number of snapshots	{ProjectID}live.snapshot

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

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

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

Step 3 Choose **Bill Details**, enter the ID of the resource to be queried in the search box, and click ⌕ to search for the bill of the specified resource.

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

----End

Viewing Bills of a Specified Enterprise Project

If you configured an enterprise project when **adding a domain name**, bills are split by enterprise project.

Currently, the following bills can be split by enterprise:

- Traffic-billed Live CDN bills
- Cloud Live snapshot capturing bills
- Cloud Live transcoding bills, 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 console. On the top menu bar, choose **Billing** > **Bills**.

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

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

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

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

----End

7.3 Resource Reconciliation

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

Checking the Consistency of the Actual Usage and Billed Usage

To check whether the usage of Live is consistent with that in bills, log in to the Live console, choose **Dashboard** in the navigation pane, and check the billing

option on the right. The following table lists whether a billing mode supports Live usage check and the check methods.

Billing Option	Usage Type	Usage Check Method
Billing by traffic	Traffic	- 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	- The total usage cannot be checked. You can use cost categories to group costs to different departments or enterprise projects. For details, see **Viewing 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. See **Checking the Resource Usage – Live Snapshot Capturing Fee**.
	Cloud Live recording: The number of concurrent recording streams is calculated every day and the peak value in the current month is used as the billing point.	
	Cloud Live snapshot capturing: You are billed based on the number of snapshots.	

Checking the Resource Usage – Traffic-based Billing

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

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 7-2**, 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 ![download icon] on the right of the page to download the queried downstream traffic result to your local PC.

Figure 7-2 Resource usage shown on the Live console
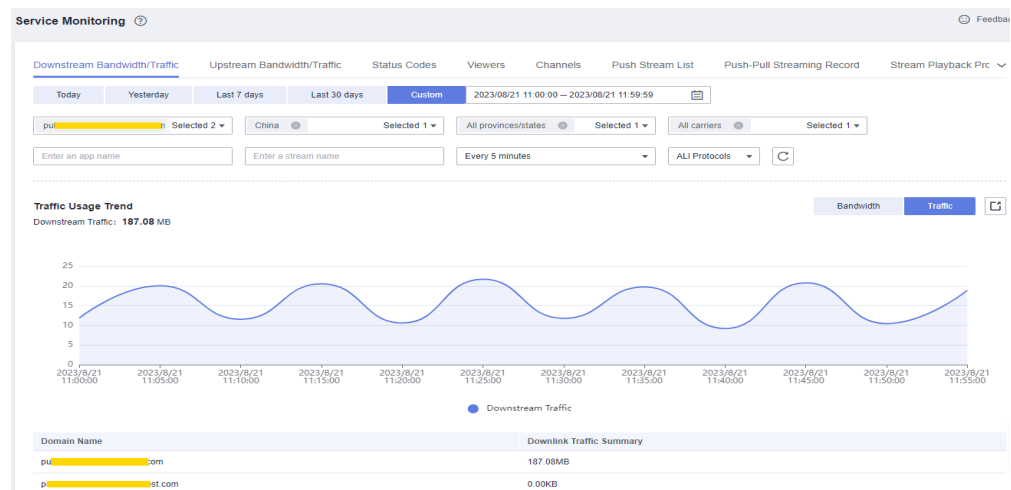
3. Go to Billing Center, choose **Billing** > **Transactions and Detailed Bills** in the navigation pane, and click **Bill Details**.

   Set **Settings** to **Usage**, **Data Period** to **Details**, **Service Type** to **Live (Live)**, and **Resource Type** to **Live CDN Flow**.

   The resource usage from 11:00 to 12:00 on August 21, 2023 is 0.1827 GB, as shown in the following figure.

Figure 7-3 Resource usage shown in Billing Center

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 the same. The usage check is complete.

Checking the Resource Usage – Live Snapshot Capturing Fee

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

1. Log in to the Live console and select **CN North-Beijing4**.

2. 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**.

3. The total number of snapshots is 574, as shown in the trend chart in **Figure 7-4**.

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

Figure 7-4 Snapshot quantity shown on the Live console
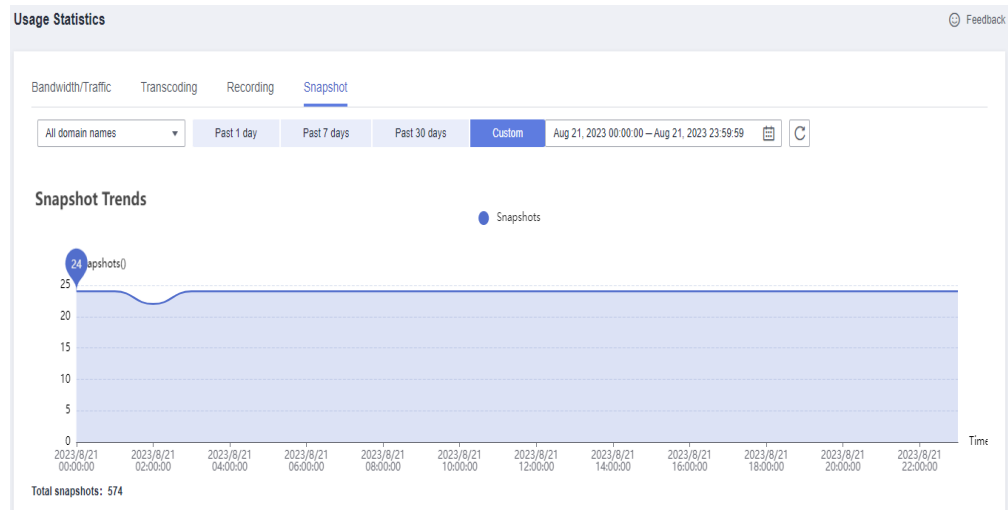
4. Go to Billing Center, choose **Billing** > **Transactions and Detailed Bills** in the navigation pane, and click **Bill Details**.

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

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

Figure 7-5 Snapshot quantity shown in Billing Center

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

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**.
- View the outstanding amount of your account in **Billing Center** and **make repayments**.

Description

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

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 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 10-1**. The filtering settings are as follows. Perform the following operations in sequence:

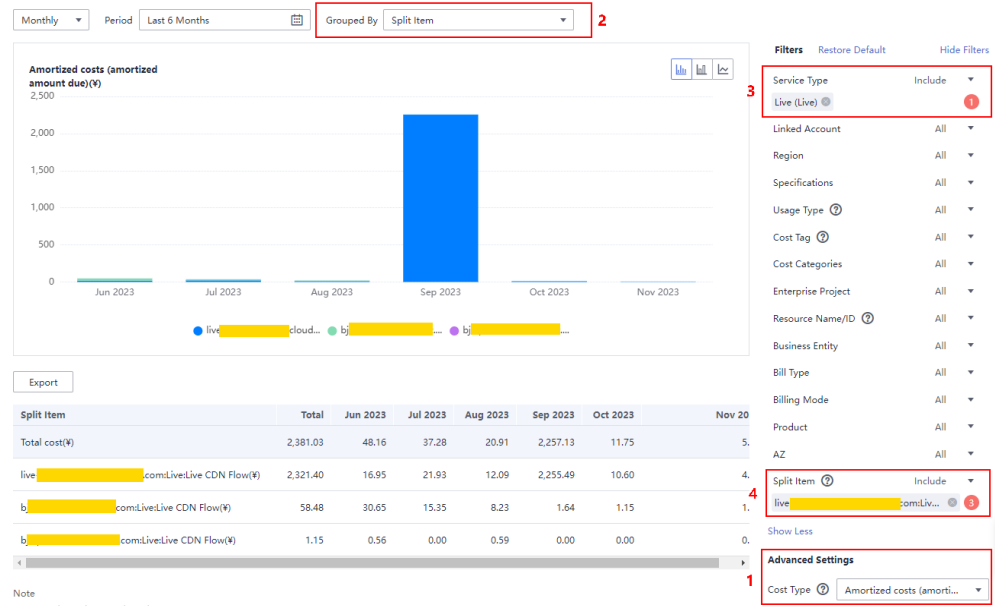📖 **NOTE**

For details about the operations on the **Cost Analysis** page, see **Viewing Cost Analyses**.

1. **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 10-1 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 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. **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 10-2 Cost analysis
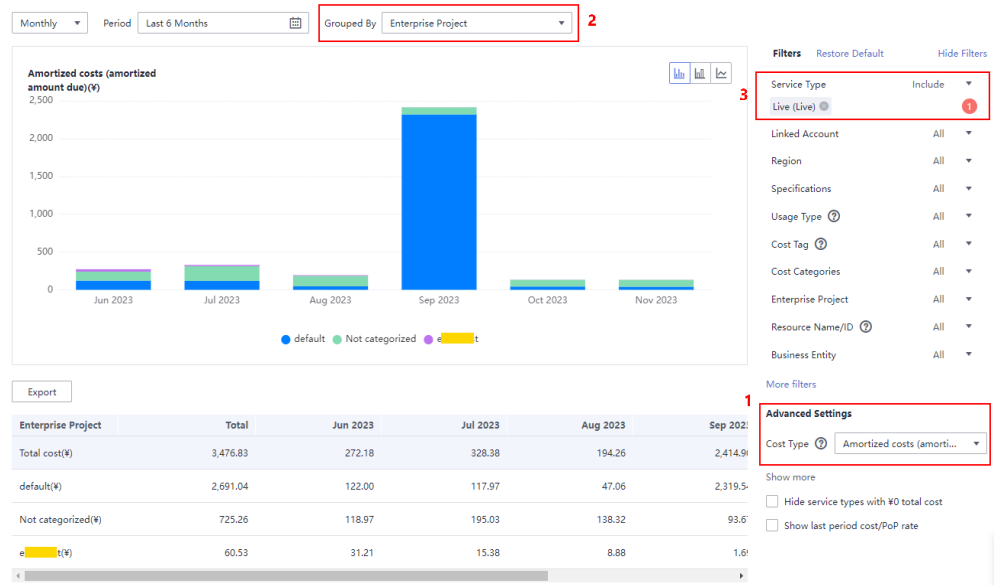
Step 4 To export cost details, see **Viewing Cost Splitting Details**.

----End

11 Billing FAQs

11.1 Common Cases

11.1.1 What Do I Need to Pay?

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.

11.1.2 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.

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

11.1.4 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.

11.1.5 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.

11.1.6 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**.

11.1.7 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**.

11.1.8 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**.

11.1.9 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**.

11.1.10 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**.

11.2 Arrears

11.2.1 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.

11.2.2 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.