

# Object Storage Service

## Billing

**Issue** 01  
**Date** 2026-04-17



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# 1 Billing Overview

This document describes how you will be billed for using Object Storage Service (OBS), including the billing items and billing modes. For the pricing about the Parallel File System (PFS), see [Product Pricing Details](#).

## Billing Items

You will be billed for [storage space](#), [requests](#), [data transfer](#), [data retrievals](#), and [data processing](#). For details, see [Figure 1-1](#).

Figure 1-1 OBS billing items



## Billing Modes

OBS provides two billing modes: pay-per-use and resource packages.

- **Pay-per-use**

You are billed for using OBS on a pay-per-use basis by default. With this billing mode, you pay only for how long (hours) you actually use the resources. There is no minimum cost. For details, see [Pay-per-Use Billing](#).

- **Resource packages**

You can purchase a resource package that has a quota and duration to save money. However, if your usage exceeds the package quota, the excess usage will be billed on a pay-per-use basis. For details, see [Resource Package Overview](#).

## Renewing Subscriptions

If you want to continue using an OBS resource package after it expires, you need to renew the subscription within the specified period. You can renew your subscription manually or automatically. For details, see [Resource Package Renewals](#).

## Viewing Bills

You can choose **Billing & Costs** > **Bills** to check the OBS transactions and bills. For details, see [Bills](#).

## Arrears

If there is not a sufficient account balance to pay for your bill and there is no other payment method configured, your account will go into arrears. If you want to protect your data in OBS from being lost, you will need to top up your account in a timely manner. For details, see [Arrears](#).

## Terminating Billing

If you no longer need to use your data stored in OBS, you can delete it to stop the billing. For details, see [Billing Termination](#).

## Billing Method

OBS is billed by the hour based on the usage. For details, see [Table 1-1](#).

**Table 1-1** Billing description

Billing Item		Billed By	Description	Billing Mode
Storage space	Standard storage	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Resource packages (if any) are used first. After packages are used up, pay-per-use billing applies.
	Infrequent Access storage			Pay-per-use

Billing Item		Billed By	Description	Billing Mode
	Archive storage			Resource packages (if any) are used first. After packages are used up, pay-per-use billing applies.
	Deep Archive storage			Pay-per-use
Requests	All types of requests	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Pay-per-use
Data transfer	Inbound intranet/Internet traffic	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Free
	Outbound intranet traffic	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Free
	Outbound Internet traffic	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Resource packages (if any) are used first. After packages are used up, pay-per-use billing applies.
	Cross-region replication traffic	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Resource packages (if any) are used first. After packages are used up, pay-per-use billing applies.
	Pull traffic	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Resource packages (if any) are used first. After packages are used up, pay-per-use billing applies.

Billing Item		Billed By	Description	Billing Mode
Data retrievals	Traffic for retrieving Infrequent Access, Deep Archive, or Archive objects	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Pay-per-use
Data processing	Image processing	Hour	The system creates a bill for the usage generated in a previous hour in the next hour.	Pay-per-use

## Pricing

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

# 2 Billing Items

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## 2.1 Storage Space

You pay for using OBS based on the storage size, the storage class, and the storage duration. The billing items slightly vary depending on the storage classes. For details, see [Table 2-1](#).

 NOTE

For details about storage classes, see [Storage Classes](#).

### Concepts

- **Minimum storage duration:** During the minimum storage duration, if an object's storage class remains unchanged, you are billed for its actual storage duration. **However, if the storage class is changed or the object is deleted,** the minimum storage duration applies. For Infrequent Access objects, the minimum storage duration is 30 days. If you delete the object or change its storage class **before it has been stored for 30 days, you must still pay for the full 30 days.** If the object is stored for more than 30 days, you are billed for the actual number of days stored.

---

 CAUTION

When an overwrite happens, OBS first deletes the original object and then stores the new object. If Infrequent Access, Deep Archive, or Archive objects are overwritten before their minimum storage duration is reached, you still need to pay for the remaining days.

- **Minimum eligible size:** It refers to the minimum object size that is eligible for billing. For example, if the minimum eligible size is 64 KB, objects smaller than 64 KB will be billed as if they were 64 KB. Objects larger than 64 KB will be billed based on their actual size.

## Storage Billing

**Table 2-1** Storage billing items

Item	Description	Minimum Storage Duration	Minimum Eligible Size	Billing Mode
Standard storage	Space occupied by data in the Standard storage class (with <a href="#">single-AZ or multi-AZ storage</a> ).	N/A	64 KB	Pay-per-use Standard storage resource packages (single-AZ or multi-AZ)
Infrequent Access storage	Space occupied by data in the Infrequent Access storage class (with <a href="#">single-AZ or multi-AZ redundancy</a> ).	30 days	64 KB	Pay-per-use
Archive storage	Space occupied by data in the Archive storage class.	90 days	64 KB	Pay-per-use
Deep Archive storage	Space occupied by data in the Deep Archive storage class.	180 days	64 KB	Pay-per-use

## Pricing

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

## Billing Examples

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**NOTICE**

The prices in the following examples are for reference only. For the actual prices, see the Object Storage Service price in [Pricing Details](#).

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**Example 1: Billing for Standard single-AZ storage and PUT requests**

On July 1, 2023, suppose you uploaded 40 GB of data to a single-AZ Standard OBS bucket in the CN-Hong Kong region, and 100 upload requests were generated. Then, on the same day, you purchased a 1-month single-AZ Standard storage package of 40 GB in the same region at a price of \$0.16 USD. You did not perform any other operations in the rest of July.



**Table 2-2** Cost calculation details

Item	1-Month Resource Package (100 GB per Day)	Pay-per-Use
Archive storage	\$0.4517145 USD + (\$0.0045 USD per GB-month)/30 × 0.381 GB × 30 days = \$0.453429 USD	(\$0.0045 USD per GB-month)/30 × 100.381 GB × 30 days = \$0.4517145 USD
PUT requests	\$0.0050 USD per 1,000 requests × (100 requests/1,000 requests) = \$0.0005 USD	\$0.0050 USD per 1,000 requests × (100 requests/1,000 requests) = \$0.0005 USD
Total cost	<b>\$0.453929 USD</b>	<b>\$0.4522145 USD</b>

Since you bought a resource package, your total cost in July was \$0.453929 USD.

## 2.2 Requests

When you perform operations on OBS using OBS Console, tools, SDKs, or APIs, you are actually calling APIs. Each API call is counted as a request. You will be billed for the number of OBS API calls (requests). Requests receiving a 5XX or 403 status code from the server are not counted. All other requests are counted.

### Request Types

OBS requests fall into the following types:

- Read requests: GET, HEAD, LIST, OPTIONS, and other requests for downloading objects, obtaining bucket locations, obtaining bucket policies, and listing objects
- Write requests: PUT/POST, COPY, and other requests for uploading and copying objects
- Delete requests: DELETE and other requests for deleting objects and aborting multipart uploads
- Lifecycle-based storage class transition requests: transition requests generated when objects are transitioned from Standard to Infrequent Access or Archive or Deep Archive, or from Infrequent Access to Archive or Deep Archive, or from Archive to Deep Archive

### Request Billing

Item	Description	Billing Mode
GET, PUT, and storage class transition requests	GET, PUT, and storage class transition requests, including PUT, POST, COPY, LIST, GET, and HEAD. OPTIONS requests are billed as GET requests.	Pay-per-use

Item	Description	Billing Mode
DELETE requests	Requests for deleting objects or canceling multipart uploads	Pay-per-use in some regions and free in the other regions. For details, see <a href="#">Pricing Details</a> .

## Request Pricing

Requests can only be billed on a pay-per-use basis. The unit prices for different types of requests are the same. For details, see [Product Pricing Details](#).

## Rewarded Requests

When you buy a Standard storage package with a duration of less than one year, you receive free read and write requests as a reward each month. These free requests are used first. After they are used up, **additional requests are billed on a pay-per-use basis**. If you continue to purchase such Standard storage packages, **the free requests rewarded to you will be accumulated**.

### Checking the Number of Rewarded Requests

**Step 1** Go to the [Buy OBS Package](#) page.

**Step 2** Select a required region.

**Step 3** Select a package type.

Choose **Storage packages** and then **Standard storage (multi-AZ)** or **Storage packages** and then **Standard storage (single-AZ)**.

**Step 4** Select a specification.

**Step 5** Set **Quantity** to 1.

**Step 6** Select a required duration.

**Step 7** Check the number of rewarded requests.

Under **Actual Storage Capacity - Example**, the number of rewarded requests will appear. If no number is displayed, this specification does not include any rewarded requests.

----End

## Billing Examples

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### NOTICE

The prices in the following examples are for reference only. For the actual prices, see [Pricing Details](#).

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### Example 1: Billing for object upload requests

Take object upload as an example. Each upload of an object or object part counts as a request. Suppose you need to upload 100 objects:

- If you call the PutObject API to upload all of the objects, 100 PUT requests will be sent.
- If some large objects need to be uploaded using multipart uploads, the final number of requests will exceed 100. This is because additional requests are required for uploading each part, as well as for initiating multipart uploads and assembling the parts.

### Example 2: Billing for OBS Console operation requests

Each operation on OBS Console counts as a request.

For example, when you open the homepage of OBS Console, OBS loads the bucket list and delivers requests such as retrieving the bucket list and bucket locations. Likewise, when you open a bucket's **Overview** page, OBS delivers requests to query the bucket's storage information and metadata.

### Example 3: Billing for object download requests

Take object download as an example. Each time you download an object, it counts as a request. Assume that you need to download 100 objects:

- If the objects are in the Standard or Infrequent Access storage class, downloading them will send 100 GET requests.
- If these 100 objects are in the Archive storage class and direct reading is not enabled for the bucket, you need to restore the objects before downloading them. Restoring 100 objects to Standard will generate 100 PUT requests. Then, downloading these 100 Standard objects will generate another 100 GET requests. In this case, there are 200 requests in total.
- If these 100 objects are in the Archive storage class and direct reading has been enabled for the bucket, you can directly download the objects without restoring them first. In this case, a total of 100 GET requests will be sent.

### Example 4: Billing for object listing requests

When you list objects, each API call that [lists objects in a bucket](#) is billed as a GET request. For the same total number of files, the number of requests generated by this API depends on how many files are returned per call. Assume that the bucket contains 5,000 files:

- If the **max-keys** parameter is not specified, the API returns 1,000 files by default. Listing 5,000 files therefore requires five GET requests. (Listing objects in the Infrequent Access or Archive storage class is billed the same as listing objects in the Standard storage class.)
- If the **max-keys** parameter is set to **100**, the API returns 100 files per call. Listing 5,000 files therefore requires 50 GET requests. (Listing objects in the Infrequent Access or Archive storage class is billed the same as listing objects in the Standard storage class.)

Listing objects may involve transmitting object data, which generates traffic. Traffic costs depend on the source of the traffic.

- Outbound intranet traffic incurs no costs.
- Outbound Internet traffic is billed differently during off-peak hours (00:00–08:00) and peak hours (08:00–24:00).

#### Example 5: Billing for deleting objects in batches

When you delete objects in batches, each API call that performs a **batch operation** is billed as a DELETE request. A maximum of 1,000 objects can be deleted in a single batch. To delete 5,000 files (regardless of storage class), five DELETE requests are required.

## Pricing

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

## 2.3 Data Transfer

You will be billed for the traffic generated when data is transferred into or out of OBS. There are the following types of traffic: inbound intranet/Internet traffic, outbound intranet traffic, cross-region replication traffic, pull traffic, and outbound Internet traffic.

### Traffic Billing

Item	Description	Billing Mode
Inbound intranet/Internet traffic	The amount of data transferred to OBS over an intranet or the Internet.	Free
Outbound intranet traffic	The amount of data transferred from OBS to ECSs, CCE, and BMSs in the same region over a Huawei Cloud intranet.  You must configure network settings before accessing OBS over the intranet in a given region. For details, see <a href="#">Accessing OBS from an ECS over an Intranet</a> .	Free

Item	Description	Billing Mode
Outbound Internet traffic	<p>The amount of data (in the Standard storage class) transferred out of OBS over the Internet.</p> <p>After Deep Archive, Archive and Infrequent Access objects are restored, the outbound Internet traffic generated when you download those restored objects can only be billed on a pay-per-use basis.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"><li>• Internet traffic is generated as long as data is downloaded from OBS over the Internet, regardless of whether the download is successful or not.</li><li>• The outbound Internet traffic generated when you download objects in the Infrequent Access, Deep Archive, and Archive storage class cannot be covered by outbound Internet traffic packages.</li></ul>	Pay-per-use Resource packages (outbound Internet traffic)
Cross-region replication traffic	The amount of data transferred from one region to another.	Pay-per-use
CDN pull traffic	<p>The amount of data pulled by Huawei Cloud CDN from OBS 3.0 buckets. For details, see <a href="#">Billing for CDN-Accelerated Access to OBS</a>.</p> <p>Downloading data from OBS 2.0 buckets generates outbound Internet traffic, which can be covered by a matched outbound Internet traffic package.</p>	Free

## Pricing

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

## 2.4 Data Retrievals

Accessing objects in the Deep Archive, Archive and Infrequent Access storage classes will incur data retrieval costs depending on the restore speed and objects' size. You need to pay for data retrievals regardless of whether you access the objects over an intranet or the Internet. If you access the restored objects over the Internet, you will also be billed for the outbound Internet traffic generated.

## Data Retrieval Billing

Item	Description	Billing Mode
<p>The amount of data retrieved</p>	<ul style="list-style-type: none"> <li>● The traffic generated for restoring Infrequent Access objects. It is billed based on the amount of data restored.</li> <li>● The traffic generated for restoring Archive objects. It is billed based on the amount of data restored and the restore speed (either expedited or standard). If an object is already in its restored state, making another restore will not incur any additional costs.</li> <li>● Downloading or replicating Archive objects from a bucket with direct reading enabled generates data read traffic. The traffic is billed based on the amount of data retrieved.</li> </ul> <p><b>CAUTION</b> The amount of data restored is determined by the range specified in the request header when the HTTP connection is established. Even if the transmission is interrupted early, the system calculates usage based on the full range defined in the original request. For example, if the request specifies a range from 50 MB to 100 MB, the system still bills you for the range of 50 MB to 100 MB, even if only one byte is actually transmitted.</p> <p>You need to pay for data retrievals regardless of whether you access the objects over an intranet or the Internet. If you access the restored objects over the Internet, you will also be billed for the outbound Internet traffic generated. During the validity period, no more restore traffic costs are generated when you access the restored objects.</p>	<p>Pay-per-use</p>

Item	Description	Billing Mode
	<p><b>NOTE</b> You can repeatedly restore Archive or Deep Archive data if you want to:</p> <ul style="list-style-type: none"> <li>• Prolong the validity: If you do this, <b>the new restore will be also billed</b>. After a second restore, the validity period of Standard object copies will be prolonged, and you will be billed a one-time storage cost for these copies during the prolonged period. Suppose you restored an object yesterday and set its validity period to seven days. Today, at the same time, you made a second restore on the same object and set a new validity period of eight days. In this case, the final cost includes <b>the cost for two restore operations, the cost for requests involved in both restore operations</b>, and the cost for storing the Standard object copy over a total of nine days.</li> <li>• Shorten the validity: If you do this, error code "409 ObjectHasAlreadyRestored" will be reported. In such case, no restoration costs or additional costs for storing Standard object copies are incurred.</li> </ul>	

The following table lists all billing items involved in a full restore process.

**Table 2-3** Billing for object restore

Action	Billing Item	Description	Billing Mode
Restore objects	Requests	<p>You are billed for the number of successfully restored objects. Specifically, if <math>N</math> objects are successfully restored, you are billed for <math>N</math> requests.</p> <p>When you access Infrequent Access objects, OBS automatically restores them. The restore requests incur costs, which are the same as those for restoring Archive and Deep Archive objects.</p>	Pay-per-use

Action	Billing Item	Description	Billing Mode
	Restore traffic	<ul style="list-style-type: none"> <li>The traffic generated for restoring Infrequent Access objects. It is billed based on the amount of data restored.</li> <li>The traffic generated for restoring Archive objects. It is billed based on the amount of data restored and the restore speed (either expedited or standard). If an object is already in its restored state, making another restore will not incur any additional costs.</li> </ul> <p><b>CAUTION</b> The amount of data restored is determined by the range specified in the request header when the HTTP connection is established. Even if the transmission is interrupted early, the system calculates usage based on the full range defined in the original request. For example, if the request specifies a range from 50 MB to 100 MB, the system still bills you for the range of 50 MB to 100 MB, even if only one byte is actually transmitted.</p>	Pay-per-use
	Outbound Internet traffic (when objects are accessed over the Internet)	If you access the restored objects over the Internet, you will be billed for the outbound Internet traffic based on the object size.	Pay-per-use
	Temporary storage	<p>After an object is restored, an object copy in the Standard storage class will be generated. This way, there is both the original Archive or Deep Archive object and its Standard object copy in the bucket. When you restore an object, you will be billed a one-time storage cost for its Standard copy. After the validity period expires, the Standard copy is automatically deleted.</p> <p>Retrieving Infrequent Access objects or retrieving Archive objects from a bucket with direct reading enabled does not create object copies, so there will not be additional costs on Standard storage.</p>	Pay-per-use

## Pricing

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

### Billing Example: Infrequent Access Single-AZ Storage + Retrievals of Infrequent Access Data + Outbound Internet Traffic + Requests

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#### NOTICE

The prices in the following examples are for reference only. For the actual prices, see [Pricing Details](#).

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Assume that on July 1, 2023, you uploaded 100 Infrequent Access objects to a single-AZ OBS bucket in the CN-Hong Kong region. The total size of the objects was 10 GB, and 100 upload requests were generated (one for each object). On the second day, you read the 100 objects between 08:00 and 24:00 (busy hours), which generated 100 read requests. For the rest of July, you did not perform any other operations on the objects. Since Infrequent Access objects must be restored before they can be read, there were 100 restore requests (one for each object) in addition to 100 read requests. You would be billed as follows:

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#### CAUTION

Bills are settled by hour.

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Infrequent Access storage: billed at 00:00 on July 1, 2023

Infrequent Access data restore: billed on July 2, 2023

Infrequent Access requests: billed on July 1 and 2, 2023

Outbound Internet traffic: billed on July 2, 2023

There are no resource packages applicable to data retrievals, so pay-per-use billing applied.

Pay-per-use billing:

Infrequent Access storage cost = (\$0.0140 USD per GB-month/30 days/24 hours) × 10 GB × 48 hours = \$0.0093 USD

Infrequent Access data restore cost = \$0.0075 USD/GB × 10 GB = \$0.075 USD

Infrequent Access read request cost = \$0.0010 USD per 1,000 requests × (100 requests/1,000 requests) = \$0.0001 USD

Infrequent Access write request cost = \$0.0050 USD per 1,000 requests × (100 requests/1,000 requests) = \$0.0005 USD

Infrequent Access restore request cost = \$0 USD per 1,000 requests × (100 requests/1,000 requests) = \$0 USD

Outbound Internet traffic cost =  $\$0.1180 \text{ USD/GB} \times 10 \text{ GB} = \$1.180 \text{ USD}$  (busy hours)

Total cost in July:  $0.0093 + 0.075 + 0.0001 + 0.0005 + 1.180 = \$1.2649 \text{ USD}$

## Billing Example: Archive Single-AZ Storage + Archive Data Restore + Outbound Internet Traffic + Requests + Object Copy Storage

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### NOTICE

The prices in the following example are for reference only. For the actual prices, see [Pricing Details](#).

---

Assume that on July 1, 2023, you uploaded 100 Archive objects to a single-AZ OBS bucket in the CN-Hong Kong region. The total size of the objects was 10 GB, and 100 upload requests were generated (one for each object). On the second day, you restored the 100 objects to the Standard storage class. Each object stayed in its restored state for 30 days, and 100 restore requests were generated (one for each object). After the restore finished, you read the 100 objects between 08:00 and 24:00 (busy hours), which generated 100 read requests. For the rest of July, you did not perform any other operations on the objects. You would be billed as follows:

---

### CAUTION

Bills are settled by hour.

---

Archive storage: billed at 00:00 on July 1, 2023

Archive data restore: billed on July 2, 2023

Archive requests: billed on July 1 and 2, 2023

Outbound Internet traffic: billed on July 2, 2023

Temporary object copy storage: billed at 00:00 on July 2, 2023

There are no resource packages applicable to data retrievals, so pay-per-use billing applied.

Pay-per-use billing:

Archive storage cost =  $(\$0.0045 \text{ USD per GB-month}/30 \text{ days}/24 \text{ hours}) \times 10 \text{ GB} \times 48 \text{ hours} = \$0.0003 \text{ USD}$

Temporary object copy storage cost =  $\$0.0230 \text{ USD per GB-month}/30 \text{ days} \times 10 \text{ GB} \times 30 \text{ days} = \$0.23 \text{ USD}$

Archive data restore cost =  $\$0.0100 \text{ USD/GB} \times 10 \text{ GB} = \$0.1 \text{ USD}$

Archive read request cost =  $\$0.0010 \text{ USD per } 1,000 \text{ requests} \times (100 \text{ requests}/1,000 \text{ requests}) = \$0.0001 \text{ USD}$

Archive restore request cost = \$0.0100 USD per 10,000 requests × (100 requests/10,000 requests) = \$0.0001 USD

Archive write request cost = \$0.0050 USD per 1,000 requests × (100 requests/1,000 requests) = \$0.0005 USD

Outbound Internet traffic cost = \$0.1180 USD/GB × 10 GB = \$1.180 USD (busy hours)

Total cost in July: 0.0003 + 0.23 + 0.1 + 0.0001 + 0.0001 + 0.0005 + 1.180 = \$1.511 USD

## 2.5 Data Processing

You will be billed for using the image processing of OBS.

### Billing Description

Billing Item	Sub Item	Description	Billing Mode
Data processing	Image processing	The size of the processed image For details, see <a href="#">How Is Image Processing Billed?</a>	Pay-per-use

### Pricing

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

# 3 Billing Modes

## 3.1 Overview

There are two OBS billing modes: resource packages and pay-per-use.

- Using resource packages is a prepaid billing mode. A resource package is a resource quota you buy in advance. Your pay-per-use resources are preferentially covered by eligible resource packages. The longer your package duration and the larger the quota, the more money you save. Purchasing resource packages is a good option for long-term, stable data storage. If your resource packages are used up or expire, you will be billed on a pay-per-use basis.
- Pay-per-use is a postpaid billing mode. You pay as you go and just pay for what you use. The OBS usage is calculated by the second but billed every hour. Pay-per-use billing is a good option for scenarios where there are sudden traffic bursts, such as e-commerce promotions.

**Table 3-1** lists the differences between these billing modes.


**Table 3-1** Differences between billing modes

Billing Mode	Resource packages	Pay-per-use
Payment	Prepaid Resource packages are preferentially used to cover the usage.	Postpaid Billed by the actual OBS usage
Billed Usage Period	Hour	Hour

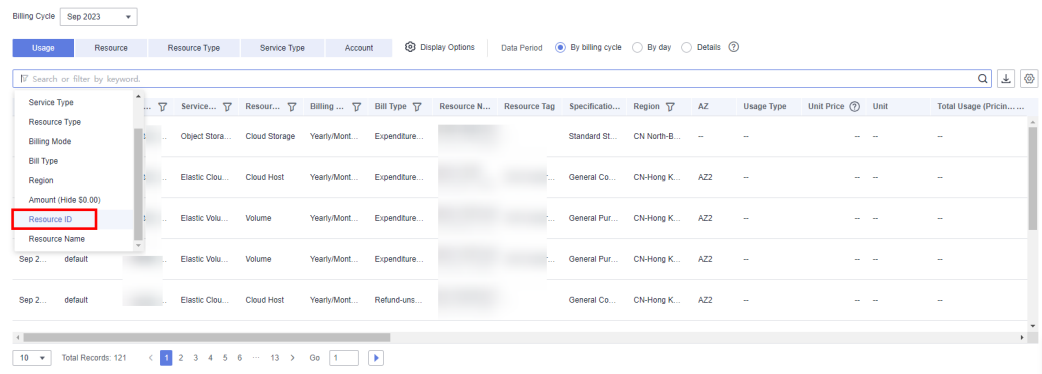
<b>Billing Items</b>	Single-AZ Standard storage Multi-AZ Standard storage Single-AZ Archive storage Outbound Internet traffic Pull traffic Cross-region replication traffic	All OBS items can be billed on a pay-per-use basis. For details, see <a href="#">Pay-per-Use Billing</a> .
<b>Billing Mode Change</b>	You can switch to pay-per-use billing. The pay-per-use billing applies only when your resource packages are used up or expire. For details, see <a href="#">Billing Mode Changes</a> .	You can choose to use resource packages. For details, see <a href="#">Billing Mode Changes</a> .
<b>Application Scenarios</b>	Recommended for resources expected to be in use long-term. A cost-effective option for scenarios where the resource usage duration is predictable.	Good for short-term, bursty, or unpredictable workloads that cannot tolerate any interruptions, such as requests, data read, and image processing.


## Checking the Billing Mode of an Item in a Bill

In a bill, you can check whether an item is billed on a pay-per-use basis or covered by a resource package.

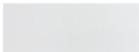
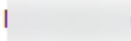
- Step 1** In the navigation pane of [OBS Console](#), choose **Buckets**.
- Step 2** In the bucket list, copy the name of the bucket whose bill you want to view.
- Step 3** On the right of the top navigation bar, click **Billing & Costs**.
- Step 4** In the navigation pane, choose **Billing > Expenditure Details**. On the page displayed, view all expenditure details.
- Step 5** Choose a billing cycle and specify a dimension (**Usage** by default).
- Step 6** Select **Resource ID** as the search criteria, enter the bucket name copied in [Step 2](#), and click the  icon.

**Figure 3-1** Searching for a bill



You can also click  on the right side to export the bill details.

**Step 7** In the **Billing Mode** column of the bill, check how an item is billed, either on a pay-per-use basis or covered by a resource package.

Resource Type	Billing Mode
	Yearly/Monthly-Month
	Yearly/Monthly-Month

-----End

## 3.2 Pay-per-Use Billing

### Application Scenarios

Pay-per-use billing is good for short-term, bursty, or unpredictable workloads that cannot tolerate any interruptions, such as requests and data reads.

### Billing Items

You are billed for the following resources on a pay-per-use basis.

**Table 3-2** Pay-per-use billing for storage

Billing Item		Description	Minimum Storage Duration	Minimum Eligible Size
Storage space	Standard storage	Space occupied by data in the Standard storage class (with <b>single-AZ or multi-AZ storage</b> ).	N/A	64 KB
	Infrequent Access storage	Space occupied by data in the Infrequent Access storage class (with <b>single-AZ or multi-AZ redundancy</b> ).	30 days	64 KB
	Archive storage	Space occupied by data in the Archive storage class.	90 days	64 KB
	Deep Archive storage	Space occupied by data in the Deep Archive storage class.	180 days	64 KB

- **Minimum storage duration:** During the minimum storage duration, if an object's storage class remains unchanged, you are billed for its actual storage duration. **However, if the storage class is changed or the object is deleted**, the minimum storage duration applies. For Infrequent Access objects, the minimum storage duration is 30 days. If you delete the object or change its storage class **before it has been stored for 30 days, you must still pay for the full 30 days**. If the object is stored for more than 30 days, you are billed for the actual number of days stored.

---

**⚠ CAUTION**

When an overwrite happens, OBS first deletes the original object and then stores the new object. If Infrequent Access, Deep Archive, or Archive objects are overwritten before their minimum storage duration is reached, you still need to pay for the remaining days.

- **Minimum eligible size:** It refers to the minimum object size that is eligible for billing. For example, if the minimum eligible size is 64 KB, objects smaller than 64 KB will be billed as if they were 64 KB. Objects larger than 64 KB will be billed based on their actual size.

**Table 3-3** Pay-per-use billing for other items

Billing Item		Description
Requests	GET, PUT, and storage class transition requests	GET, PUT, and storage class transition requests, including PUT, POST, COPY, LIST, GET, and HEAD
Data transfer	Outbound Internet traffic	<p>The amount of data (in the Standard storage class) transferred out of OBS over the Internet.</p> <p>After Deep Archive, Archive and Infrequent Access objects are restored, the outbound Internet traffic generated when you download those restored objects can only be billed on a pay-per-use basis.</p> <p><b>NOTE</b></p> <ul style="list-style-type: none"><li>• Internet traffic is generated as long as data is downloaded from OBS over the Internet, regardless of whether the download is successful or not.</li><li>• The outbound Internet traffic generated when you download objects in the Infrequent Access, Deep Archive, and Archive storage class cannot be covered by outbound Internet traffic packages.</li></ul>
	Cross-region replication traffic	The amount of data transferred from one region to another
	CDN pull traffic	The amount of data pulled by Huawei Cloud CDN from OBS 3.0 buckets. Downloading data from OBS 2.0 buckets generates outbound Internet traffic, which can be covered by a matched outbound Internet traffic package.

Billing Item		Description
Data retrievals	Restore traffic	<ul style="list-style-type: none"> <li>The traffic generated for restoring Infrequent Access objects. It is billed based on the amount of data restored.</li> <li>The traffic generated for restoring Archive objects. It is billed based on the amount of data restored and the restore speed (either expedited or standard). If an object is already in its restored state, making another restore will not incur any additional costs.</li> <li>Downloading or replicating Archive objects from a bucket with direct reading enabled generates data read traffic. The traffic is billed based on the amount of data retrieved.</li> </ul> <p><b>CAUTION</b> The amount of data restored is determined by the range specified in the request header when the HTTP connection is established. Even if the transmission is interrupted early, the system calculates usage based on the full range defined in the original request. For example, if the request specifies a range from 50 MB to 100 MB, the system still bills you for the range of 50 MB to 100 MB, even if only one byte is actually transmitted.</p> <p>You need to pay for data retrievals regardless of whether you access the objects over an intranet or the Internet. If you access the restored objects over the Internet, you will also be billed for the outbound Internet traffic generated. During the validity period, no more restore traffic costs are generated when you access the restored objects.</p>

Billing Item		Description
		<p><b>NOTE</b></p> <p>You can repeatedly restore Archive or Deep Archive data if you want to:</p> <ul style="list-style-type: none"> <li>• Prolong the validity: If you do this, <b>the new restore will be also billed</b>. After a second restore, the validity period of Standard object copies will be prolonged, and you will be billed a one-time storage cost for these copies during the prolonged period. Suppose you restored an object yesterday and set its validity period to seven days. Today, at the same time, you made a second restore on the same object and set a new validity period of eight days. In this case, the final cost includes <b>the cost for two restore operations, the cost for requests involved in both restore operations</b>, and the cost for storing the Standard object copy over a total of nine days.</li> <li>• Shorten the validity: If you do this, error code "409 ObjectHasAlreadyRestored" will be reported. In such case, no restoration costs or additional costs for storing Standard object copies are incurred.</li> </ul>
Data processing	Image processing	<p>The size of the processed image</p> <p>For details, see <a href="#">How Is Image Processing Billed?</a></p>

## Pricing Details

You are billed for using OBS on a pay-per-use basis by default. With this billing mode, you pay only for how long (hours) you actually use the resources. There is no minimum cost.

## Billed Usage Period

The system collects usage of a previous hour (for example, 18:00–19:00) every hour and generates an SDR accordingly. An SDR generated at 19:30 usually records the cost from 18:00 to 19:00 or from 17:00 to 18:00 due to possible delays.

The minimum settlement duration is one hour regardless of when objects are uploaded. Specifically, if you uploaded an object between 18:00 and 19:00, you will be billed for its storage of a full hour (18:00 to 19:00).

## Billing Formula

**Cost = Used resources × Unit price**

For detailed prices under pay-per-use billing, see [Product Pricing Details](#). The [Price Calculator](#) can help you make a cost estimate for the resources 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 as follows:  $\$0.0230 \text{ USD per GB-month} \times (1/24) \times (1/30)$   
=  $\$0.00003194 \text{ USD per GB-hour}$ .

## Billing Examples

**NOTICE**

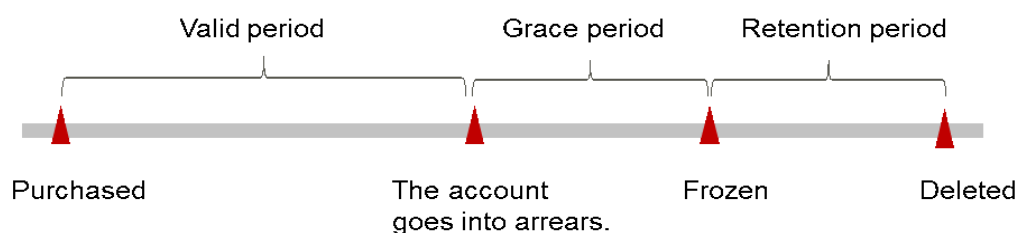
The prices in the following examples are for reference only. For the actual prices, see [Pricing Details](#).

Suppose the unit price of Standard storage (single AZ) is  $\$0.0230 \text{ USD per GB-month}$  and there are 100,000 GB Standard objects in a single-AZ bucket. In this case, the cost for storing these objects in an hour is as follows:  $\$0.0230 \text{ USD per GB-month} \times 100,000 \text{ GB} \times (1/24/30) \text{ months} = \$3.19 \text{ USD}$ .

## Impacts of Arrears

**Figure 3-2** shows the statuses a pay-per-use OBS resource can have throughout its lifecycle.

**Figure 3-2** Lifecycle of a pay-per-use OBS resource



- **Validity period:** After a resource is purchased, it enters the validity period and runs normally during this period as long as your account balance is sufficient.
- **Grace period:** If your account is insufficient to pay your amount due, your account goes into arrears, and your pay-per-use resources enter a grace period. The system then will notify the creator of the Huawei Cloud account of the arrears by email, SMS, or in-app message. You need to pay the outstanding amount as soon as possible. You can check the arrears on the **Overview** page in the Billing Center.
- **Retention period:** If you do not bring your account balance current before the grace period ends, your pay-per-use resources enter a retention period and their status turns to **Frozen**. You cannot perform any operations on these resources.

**WARNING**

If you do not bring your account balance current before the retention period ends, your OBS resources will be released and the data cannot be recovered.

 NOTE

- For details about the grace period and retention period, see [What Is a Grace Period of Huawei Cloud? How Long Is It?](#) and [What Is a Retention Period of Huawei Cloud? How Long Is It?](#)
- For details about top-up, see [Top-Up and Repayment](#).

## 3.3 Resource Packages

### 3.3.1 Resource Package Overview

#### Introduction

You can purchase a resource package that has a quota and duration to save money. However, if your usage exceeds the package quota, the excess usage will be billed on a pay-per-use basis. For details, see [Resource Package Purchase](#).

---

**NOTICE**

- OBS does not allow you to unsubscribe from resource packages, so plan the resource quota and validity period carefully before making your purchase.
- Any usage before the purchase of a resource package cannot be covered by the resource package. For example, you have stored 500 GB of data in a single-AZ Standard bucket in the CN-Hong Kong region. Then on June 30, 2023, you purchased a single-AZ Standard storage resource package in the same region. The resource package took effect on that day. In such case, the purchased resource package does not cover the storage cost (for 500 GB data) incurred before June 30, 2023, but it can cover the storage cost incurred after June 30, 2023.

---

 NOTE

Buying monthly Standard storage resource packages (with a valid period shorter than one year) will reward you free read and write requests. For details about the request quantity, see [Rewarded Requests](#).

Yearly Standard storage resource packages (with a valid period of one year or longer) are cheaper than monthly packages, so they do not include free read and write requests. In this case, you will be billed for your actual read and write requests on a pay-per-use basis.

**Table 3-4** lists the OBS resource packages. For details about their pricing, see [Product Pricing Details](#). The [Price Calculator](#) can help you make a cost estimate for the resources you select.

**Table 3-4** Description of resource packages

Resource Package	Function	Constraints
Standard storage (single-AZ)	Covers Standard storage for data stored in a single-AZ bucket.	<p>The packages can only be used in the region specified during the purchase.</p> <p>Assume that you purchased a Standard storage (single-AZ) package in the CN North-Beijing4 region. This package can only cover the Standard storage for data stored in a single-AZ bucket in the CN North-Beijing4 region.</p>
Standard storage (multi-AZ)	Covers Standard storage for data stored in a multi-AZ bucket.	<p>The packages can only be used in the region specified during the purchase.</p>
Outbound Internet traffic	Covers network traffic generated for transferring data of the Standard storage class from OBS to local devices over the Internet.	<p>The packages can only be used in the region specified during the purchase. This type of package can be used for both single-AZ and multi-AZ buckets.</p> <p>The traffic generated for downloading the restored Infrequent Access or Archive or Deep Archive objects cannot be covered by outbound Internet traffic packages. Such traffic can only be billed on a pay-per-use basis.</p>

Resource Package	Function	Constraints
Pull traffic	Covers network traffic generated for pulling data by CDN from OBS (served as the origin server).	<p>The packages can only be used for OBS 3.0 buckets in the region specified during the package purchase. This type of package can be used for both single-AZ and multi-AZ buckets.</p> <p>Pull traffic packages can only be used when you:</p> <ul style="list-style-type: none"> <li>• Bind an acceleration domain name through OBS Console.</li> <li>• Add an acceleration domain name through the CDN console, where the origin server is set to an OBS bucket domain name.</li> </ul> <p>Pull traffic packages do not cover the traffic generated when a third-party CDN pulls data from Huawei Cloud OBS.</p>

Resource packages below can also be used for parallel file systems.

**Table 3-5** Resource packages available for parallel file systems

Resource Package	Function	Constraints
Standard storage (single-AZ)	Covers Standard storage for data stored in a single-AZ parallel file system.	The packages can only be used in the region specified during the purchase.
Standard storage (multi-AZ)	Covers Standard storage for data stored in a multi-AZ parallel file system.	The packages can only be used in the region specified during the purchase.
Outbound Internet traffic	Covers network traffic generated for transferring Standard data from parallel file systems to local devices over the Internet.	The packages can only be used in the region specified during the purchase. This type of package can be used for both single-AZ and multi-AZ parallel file systems.

## Resource Package Use Examples

### Use Sequence

If there are multiple resource packages with the same attributes, the packages that were in effect latest and that expire soonest are used first. See the examples below for details.

### Examples

Scenario	
A customer purchased two Standard storage packages (multi-AZ) in the AP-Bangkok region. <ul style="list-style-type: none"><li>• Package A (100 GB): valid from October 1, 2020 to December 1, 2020 (2 months)</li><li>• Package B (500 GB): valid from October 10, 2020 to December 10, 2020 (2 months)</li></ul>	
Use sequence	
From Oct. 1 to Oct. 9	Package A was used. The Standard storage usage beyond 100 GB was billed on a pay-per-use basis.
From Oct. 10 to Nov. 30	Both packages A and B were used. Package A was used first, and any usage beyond 100 GB was covered by package B. After the 600 GB, covered by both packages combined, was used up, any other usage was billed on a pay-per-use basis.
From Dec. 1 to Dec. 9	Package A had expired. Only package B was used. The usage beyond 500 GB (covered by package B) was billed on a pay-per-use basis.
From Dec. 10 on	Both packages A and B had expired. Any subsequent usage was billed on a pay-per-use basis.

### Applicable Regions and Billing Items

Resource packages are region-specific, so they cannot cover usage generated outside the region where they were purchased. In addition, a resource package only covers a specific type of usage. For example, an outbound Internet traffic package cannot cover storage usage.

### Examples

Scenario
----------

A customer purchased a 100 GB Standard <b>multi-AZ</b> storage package <b>a</b> in the <b>AP-Bangkok</b> region. The package was valid for two months (from October 1 to December 1, 2024). The usage and billing were as follows:		
Usage	Billing	Description
In October, 40 GB Standard data was stored in <b>multi-AZ</b> bucket <b>A</b> in the AP-Bangkok region.	Package <b>a</b> was used to cover the Standard storage.	N/A
In October, 10 GB data was downloaded from bucket <b>A</b> in the AP-Bangkok region.	Pay-per-use	Standard <b>multi-AZ</b> storage packages cannot cover outbound Internet traffic, so pay-per-use billing applied.
In October, 40 GB Standard data was stored in <b>single-AZ</b> bucket <b>B</b> in the AP-Bangkok region.	Pay-per-use	Standard <b>multi-AZ</b> storage packages cannot cover Standard <b>single-AZ</b> storage, so pay-per-use billing applied.
In October, 20 GB Standard data was stored in <b>multi-AZ</b> bucket <b>C</b> in the <b>CN-Hong Kong</b> region.	Pay-per-use	Resource packages in the <b>AP-Bangkok</b> region cannot cover storage usage in the <b>CN-Hong Kong</b> region, so pay-per-use billing applied.

## Helpful Links

- [Resource Package Purchase](#)
- [Purchase of Additional Resource Packages](#)
- [Resource Package Renewals](#)
- [Configuring Usage Alert](#)

### 3.3.2 Resource Package Purchase

You can purchase resource packages to cover the usage. Package unsubscription is currently not supported, so plan the resource quota and validity period before purchasing resource packages.

OBS offers the following types of resource packages: Standard storage (single-AZ), Standard storage (multi-AZ), outbound Internet traffic, and pull traffic.

For pricing details about these packages, see [Resource Package Overview](#).

## Buying a Resource Package

**Step 1** Go to the [Buy OBS Package](#) page.

**Step 2** On the displayed page, configure the parameters as instructed.

- A resource package can cover bucket costs only when its region and type match the bucket.
- The used/total amount for each package type reflects the combined total of all packages of that type you have purchased. You can refer to the used/total amount to purchase appropriate resource packages.
- **Availability:** It specifies which enterprise projects can use the purchased resource package, meaning only buckets in the selected enterprise project can use the package. To be eligible, the package's region and type must also match the buckets. This option is only displayed for enterprise accounts.



Once a resource package is purchased, its associated enterprise project cannot be changed.

---

**Step 3** Click **Add**.

**Step 4** Confirm the resource package list on the right and click **Next**.

**Step 5** Confirm the order and click **Submit**.

If there is something wrong with the order, click **Previous** to modify it and then continue with your purchase.

**Step 6** Complete the payment as instructed.

### NOTE

#### **Precautions for purchasing resource packages:**

Package renewal is supported but unsubscription is not. When a package expires, you can still use OBS resources, and data security in OBS is ensured. Make sure that your account balance is sufficient and the system will automatically settle the charges on a pay-per-use basis.

#### **Monthly reset rules for resource packages:**

Reset by subscription period means that after a resource package is purchased, its quota will reset at 24:00:00 on the same day (the purchase day) of each month. For example, after you purchase an Internet outbound traffic package of 2 TB (each month) for 6 months on April 15, you will have 2 TB Internet outbound traffic available to use from April 15 to 24:00:00 of May 15. Then, at 00:00:00 on May 16, another 2 TB outbound Internet traffic will be allocated to you, so you can use this 2 TB traffic between 00:00:00 on May 16 and 24:00:00 on June 15. The following months follow the same rule until the purchased package expires. If you do not use up your quota in a given month, the remaining quota will not be carried over to the following month. The quota resets every month.

Note that if you purchase a resource package on January 28, the quota will reset at 00:00:00 on March 1 because there are only 28 days in February. Also, in the months following March, the quota still resets on the first day of a given month.

**Step 7** Use OBS.

After a resource package is purchased, the system automatically matches it to a bucket based on the properties, so that you can directly use OBS. If your resource

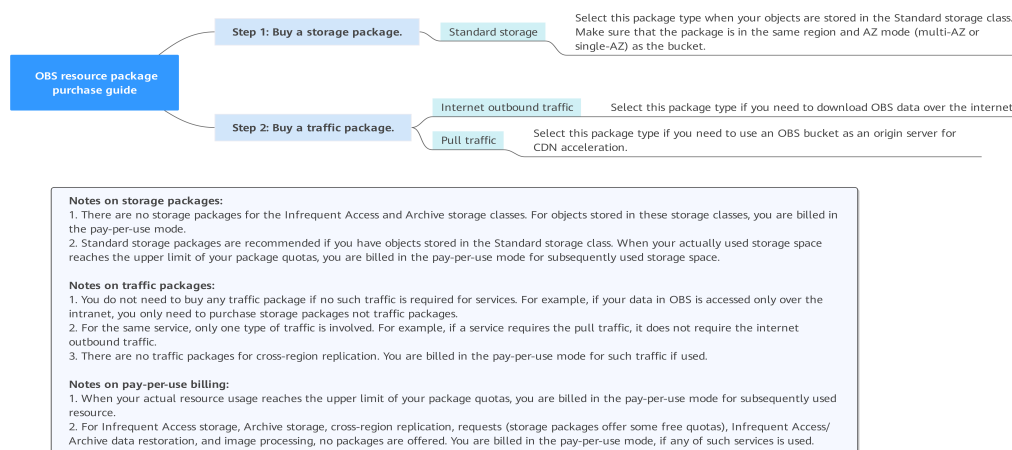
package properties are consistent with the bucket properties, the system will use the resource package to offset corresponding billing items. The other items are billed on a pay-per-use basis.

----End

## Purchase Guide

**Figure 3-3** explains the purchase scenarios for each type of OBS resource package, helping you choose the right packages in different scenarios.

**Figure 3-3** OBS resource package purchase guide



### 3.3.3 Purchase of Additional Resource Packages

If your resource package is about to expire, or a larger package quota is required, you can buy additional packages. Currently, OBS does not support the direct capacity expansion of your existing resource package.

#### Purchase Description

After purchasing a resource package, you can still purchase any other packages except the ones with special discounts. OBS offers the 40 GB storage package and 50 GB outbound Internet traffic package with special discounts. An account can have only one of each kind, and cannot purchase again until such packages are used up or expire. Resource packages of other specifications do not have purchase restrictions.

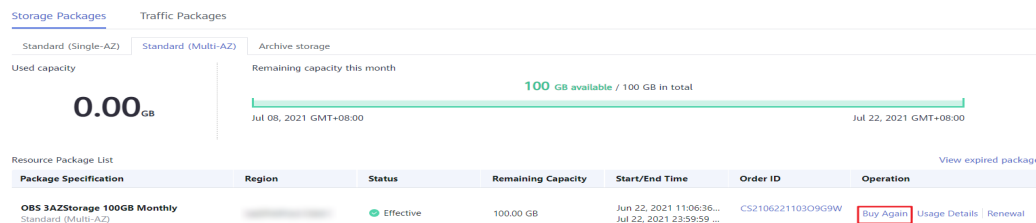
After a new resource package is purchased, the old package is preferentially used. If there is already pay-per-use usage before you purchase a new package, the usage will not be offset after you purchase the package. To avoid this, you are advised to purchase a new resource package before the old one expires or is used up.

#### Procedure

**Step 1** In the navigation pane of OBS Console, choose **Resource Packages**.

- Step 2** Select the region and type of the new resource package you want to purchase.
- Step 3** In the row containing the old package, choose **Buy Again** in the **Operation** column.

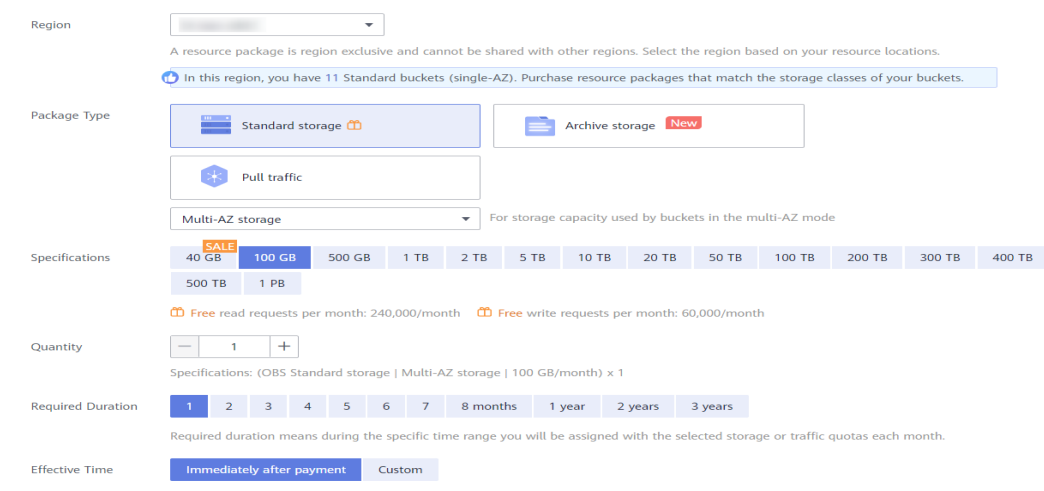
**Figure 3-4** Buying a resource package again



- Step 4** Configure package parameters.

If you want this package to have the same configurations as the old one, retain the default values.

**Figure 3-5** Configuring resource package parameters



- Step 5** Ensure the configurations are correct and click **Next**.

- Step 6** Click **Pay** and complete the payment.

----End

## Example

### NOTICE

The prices in the following examples are for reference only. For the actual prices, see [Pricing Details](#).

Assume that you had 2.8 TB data stored in a Standard single-AZ bucket. On March 18, you purchased a 2 TB Standard single-AZ package (package A with a validity period of 1 month), and then purchased another 1 TB Standard single-AZ package

(package B with a validity period of 1 month) on March 25. From March 18 to April 18, 2 TB of package A was used, and 0.8 TB of package B was used. On April 18, package A expired, and you did not renew it. After that, only package B can be used. From April 18 to April 25, 1 TB of package B was used, and the rest 1.8 TB data would be billed on a pay-per-use basis.

## 3.3.4 Resource Package Renewals

### When to Renew Subscriptions

If a resource package is about to expire, but you want to continue using it, you need to renew the package before it expires, or any subsequent operations on the matched bucket and the resources within will be billed on a pay-per-use basis. After the pay-per-use billing applies, if your account goes into arrears and after the grace period and retention period end, your buckets and the resources in them will be automatically released, and data will be lost and cannot be recovered.

### Renewal Options

You can choose to manually or automatically renew your OBS resource package. For details, see [Table 3-6](#).

**Table 3-6** Renewing a resource package

Option	Description
<a href="#">Manual renewal</a>	You can renew a resource package on the management console anytime before it is automatically deleted.

Option	Description
<b>Auto renewal</b>	<p>You can enable auto-renewal to automatically renew a resource package before it expires. This prevents resources from being deleted in case you forget to renew a subscription.</p> <ul style="list-style-type: none"><li>• With auto-renewal enabled, the billing cycle for the renewed resource package will begin once the current resource package expires.</li><li>• The system will make the first attempt to renew a resource package and charge your account for the renewal at 03:00, seven days before the package expires. If this attempt fails, it will make another attempt at 03:00 every day until the resource package is renewed or expires. By default, the auto-renewal happens seven days before an expiration date. You can adjust this setting to make it take place six or five days earlier instead.</li><li>• The auto-renewal period of a resource package depends on your choice. For example, if you select a 3-month renewal period, your package is automatically renewed for three months every time before it expires.</li><li>• After auto-renewal is enabled, you can still renew the resource package manually if you want to. After a manual renewal is complete, auto-renewal is still valid, and the renewal charge will be deducted from your account seven days before the new expiration date.</li></ul>

For more information about renewing subscriptions, see [Renewal Management](#).

## Prerequisites for Manual Renewals

- You have completed real-name authentication.
- You have purchased at least one OBS resource package. For details, see [Resource Package Purchase](#).
- Your resource packages have not expired.
- Your account balance is sufficient.

## Manual Renewal Operations

The following are operations related to manual renewals. For more information, see [Manual Renewal](#).

## Manually Renewing a Resource Package on OBS Console

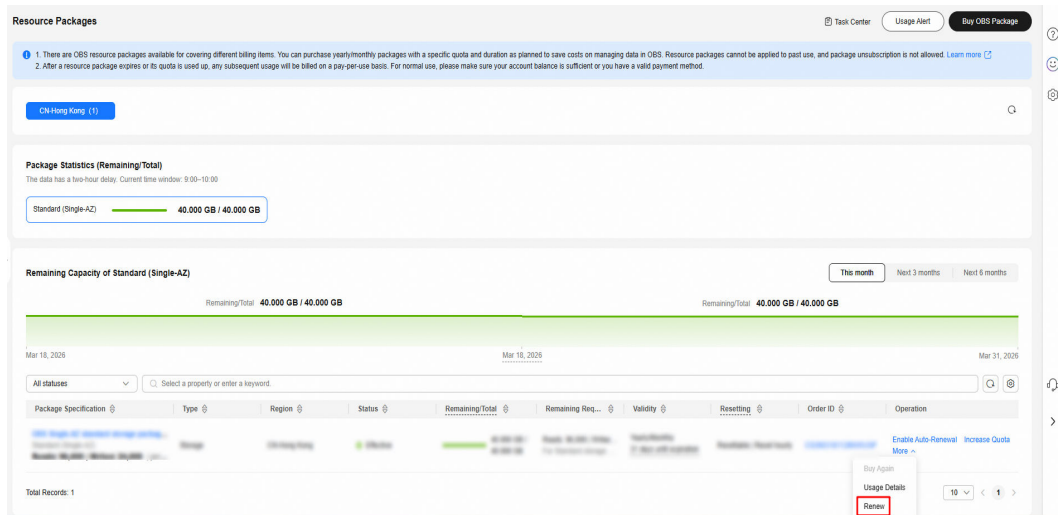
- Step 1** Log in to [OBS Console](#).
- Step 2** Choose **Resource Packages** from the navigation pane.
- Step 3** Select the resource package to be renewed.

**Step 4** Click **Renew** in the **Operation** column.

**NOTE**

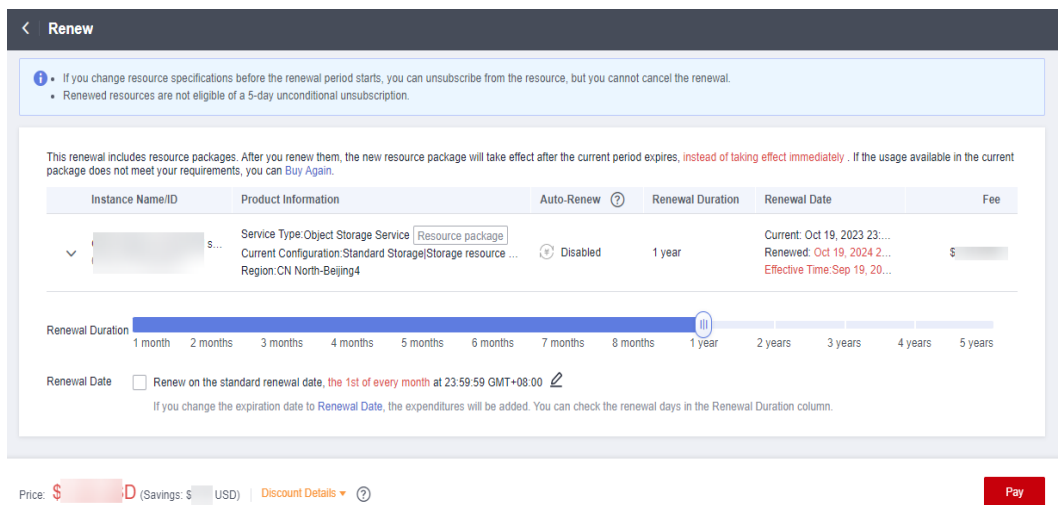
OBS Console currently does not allow you to renew resource packages in batches.

**Figure 3-6** Manually renewing a resource package



**Step 5** Select a renewal duration. Confirm the price and click **Pay**.

**Figure 3-7** Confirming the renewal



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

----End

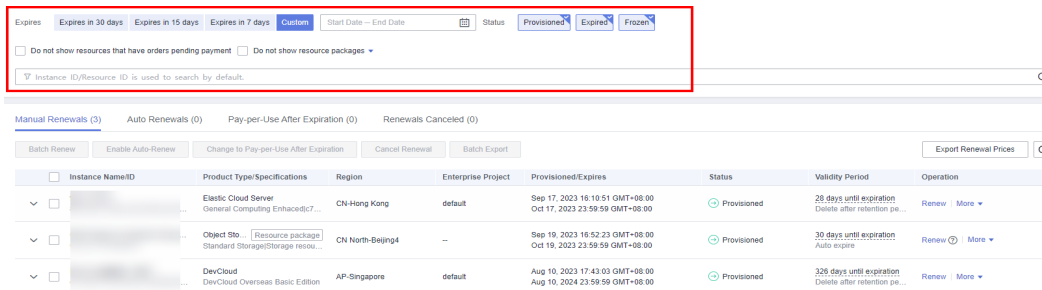
## Manually Renewing Resource Packages in Billing Center

**Step 1** Go to the **Renewals** page.

**Step 2** Set the search criteria. You can define it by specifying the expiration time, name/order number/ID, product type, region, and enterprise project.

On the **Manual Renewals**, **Auto Renewals**, **Pay-per-Use After Expiration**, and **Renewals Canceled** pages, you can view the resources to be renewed.

**Figure 3-8** Setting search criteria



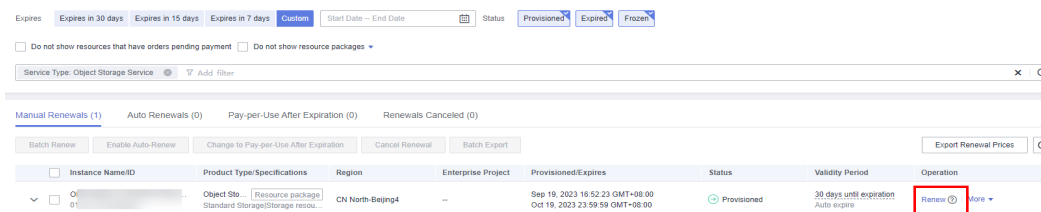
**NOTE**

- If you have enabled enterprise project management, you can set the search criteria to select an enterprise project and query its resources that are to be renewed.
- If you select a single expiration criterion, for example, **Expires in X days**, the resources that will expire in X days and are in the **Provisioned** state will be displayed. If you select both **Expires in A days** and **Expires in B days** ( $A > B$ ), the resources that will expire in A days will be displayed.
- The **Do not show resources that have orders pending payment** option is deselected by default. You can select it to hide resources with orders pending payment.
- You can move all resources that need to be manually renewed to the **Manual Renewals** tab page. For details, see [Enabling Manual Renewal](#).

**Step 3** Manually renew resource packages.

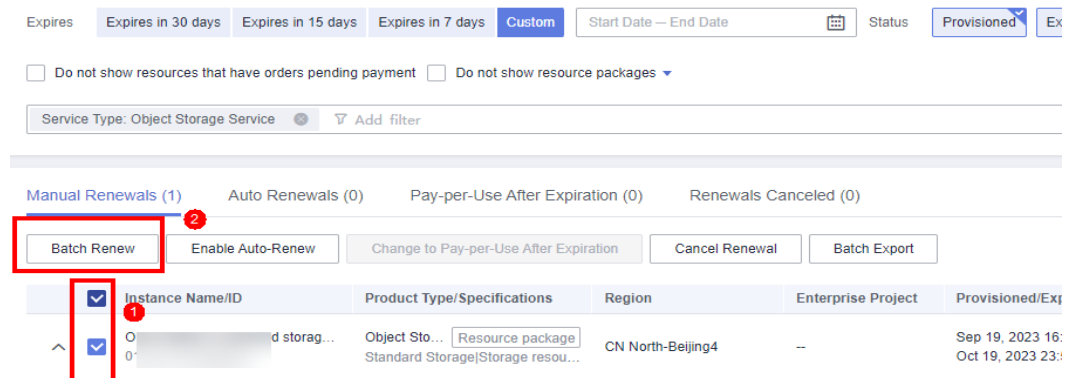
1. Individual renewal: Locate the required resource package and click **Renew** in the **Operation** column.

**Figure 3-9** Manually renewing a single resource package



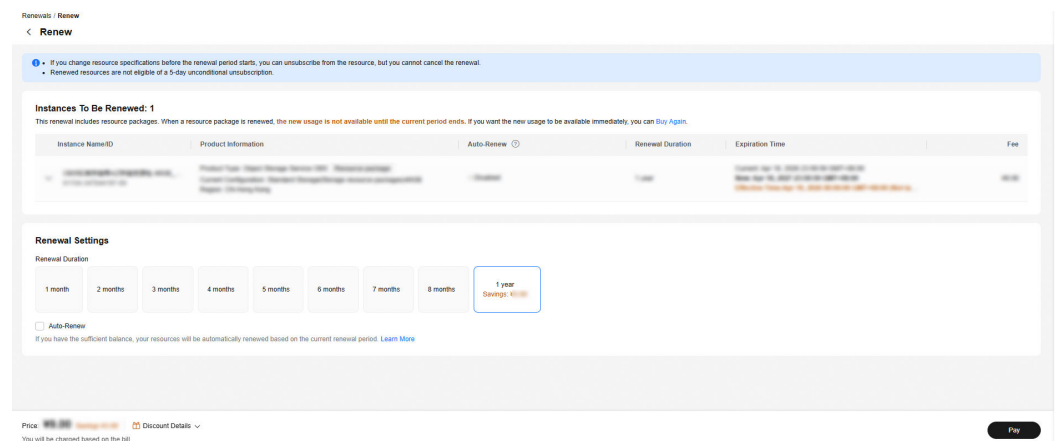
2. Batch renewal: Select the required resource packages, and click **Batch Renew** in the upper left corner of the list.

**Figure 3-10** Manually renewing resource packages in one batch



**Step 4** Select a renewal duration. Confirm the price and click **Pay**.

**Figure 3-11** Confirming the renewal



**Step 5** Select a payment method and make your payment. Once the order is paid, the renewal is complete.

----End

## Prerequisites for Auto Renewals

- You have completed real-name authentication.
- You have purchased at least one OBS resource package. For details, see [Resource Package Purchase](#).
- Your resource packages have not expired.
- Your account balance is sufficient.

## Auto Renewal Operations

The following are operations related to auto renewals. For more information, see [Auto-renewal](#).

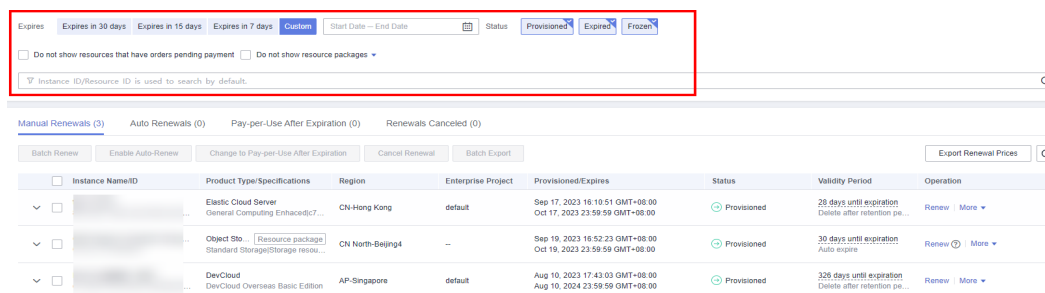
## Enabling Auto-Renewal

**Step 1** Go to the [Renewals](#) page.

**Step 2** Set the search criteria. You can define it by specifying the expiration time, name/order number/ID, product type, region, and enterprise project.

- On the **Auto Renewals** page, you can check the resources with auto-renewal enabled.
- You can enable auto-renewal for resources on the **Manual Renewals**, **Pay-per-Use After Expiration**, and **Renewals Canceled** tabs.

**Figure 3-12** Setting search criteria



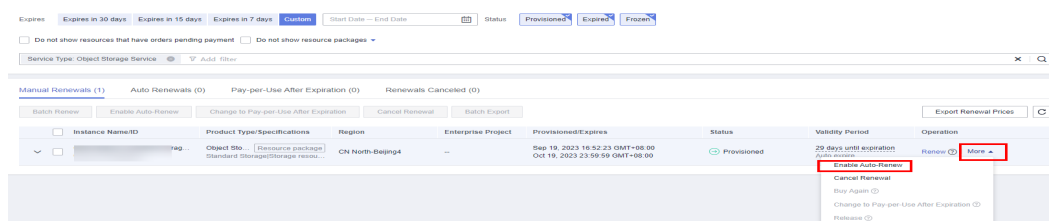
**NOTE**

- If you have enabled enterprise project management, you can set the search criteria to select an enterprise project and query its resources that are to be renewed.
- If you select a single expiration criterion, for example, **Expires in X days**, the resources that will expire in X days and are in the **Provisioned** state will be displayed. If you select both **Expires in A days** and **Expires in B days** ( $A > B$ ), the resources that will expire in A days will be displayed.
- The **Do not show resources that have orders pending payment** option is deselected by default. You can select it to hide resources with orders pending payment.

**Step 3** Enable auto-renewal for resource packages.

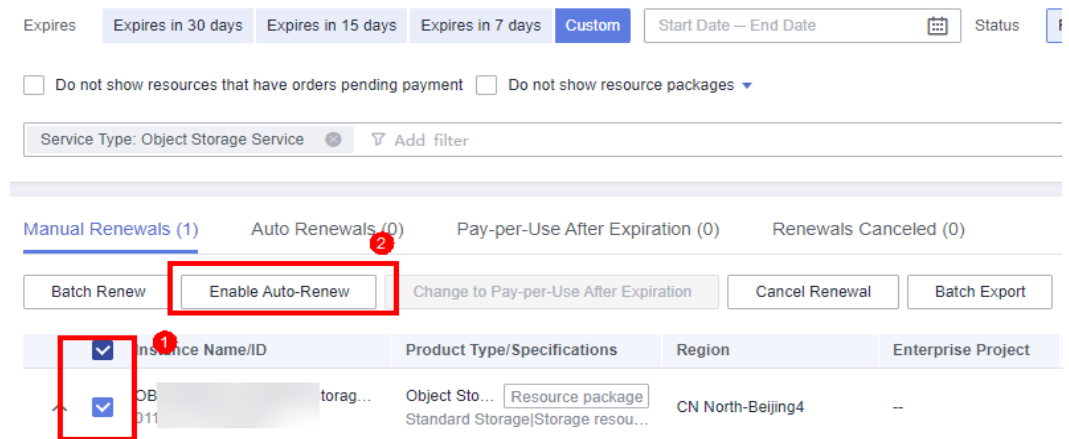
- Enabling auto-renewal for a single package: Select the package for which you want to enable auto-renewal and click **Enable Auto-Renew** in the **Operation** column.

**Figure 3-13** Enabling auto-renewal for a single package



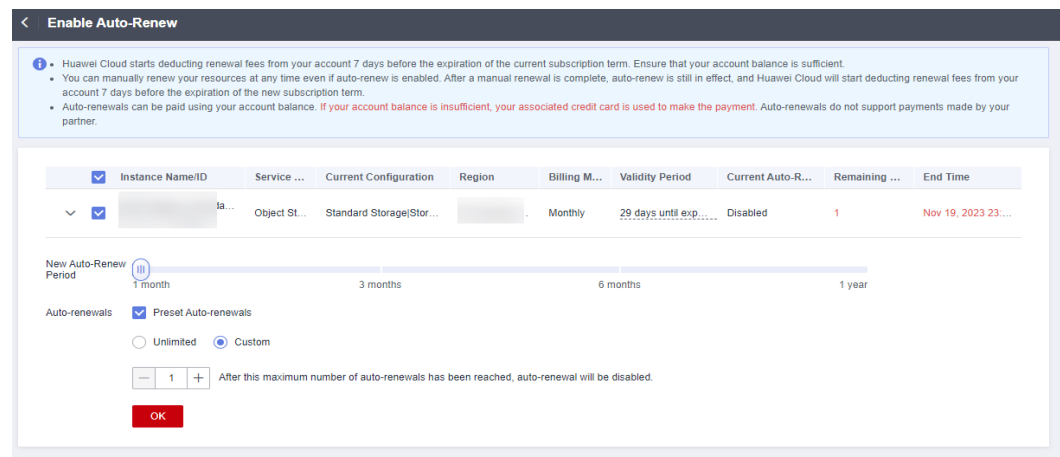
- Enabling auto-renewal for multiple packages at a time: Select the resource packages for which you want to enable auto-renewal and click **Enable Auto-Renew** above the list.

**Figure 3-14** Enabling auto-renewal for multiple packages



**Step 4** Select a renewal period, specify the auto-renewal times, and click **OK**.

**Figure 3-15** Enabling auto-renewal



----End

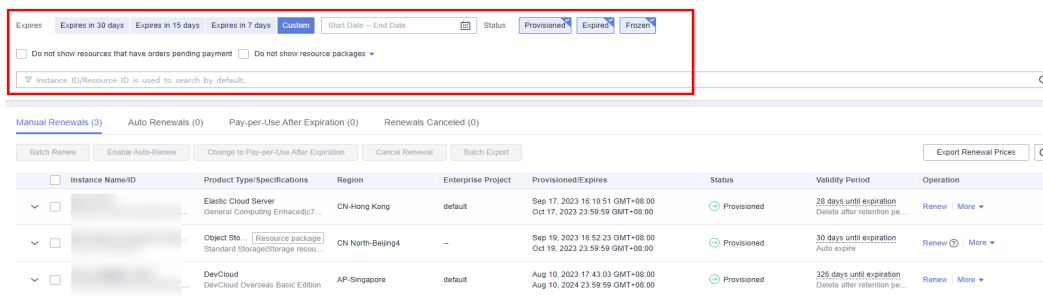
## Modifying Auto-Renewal Settings

**Step 1** Go to the [Renewals](#) page.

**Step 2** Set the search criteria. You can define it by specifying the expiration time, name/order number/ID, product type, region, and enterprise project.

Search for the resource packages whose auto-renewal settings need to be modified.

Figure 3-16 Setting search criteria



**NOTE**

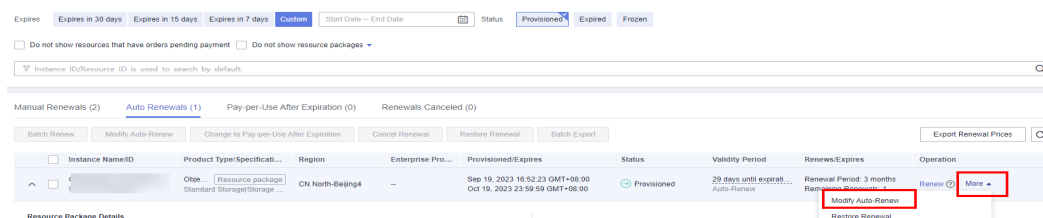
- If you have enabled enterprise project management, you can set the search criteria to select an enterprise project and query its resources that are to be renewed.
- If you select a single expiration criterion, for example, **Expires in X days**, the resources that will expire in X days and are in the **Provisioned** state will be displayed. If you select both **Expires in A days** and **Expires in B days** ( $A > B$ ), the resources that will expire in A days will be displayed.
- The **Do not show resources that have orders pending payment** option is deselected by default. You can select it to hide resources with orders pending payment.

**Step 3** Click the **Auto-Renewals** tab.

**Step 4** Modify auto-renewal settings for resource packages.

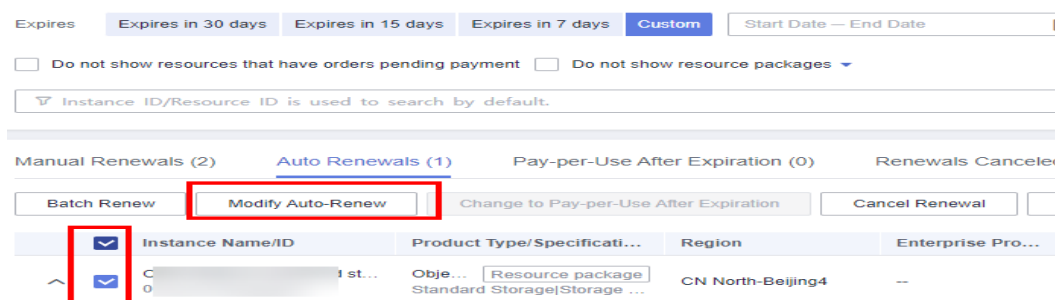
- Modifying auto-renewal settings for a single package: Locate a required package and click **Modify Auto-Renew** in the **Operation** column.

Figure 3-17 Modifying auto-renewal settings for a single package



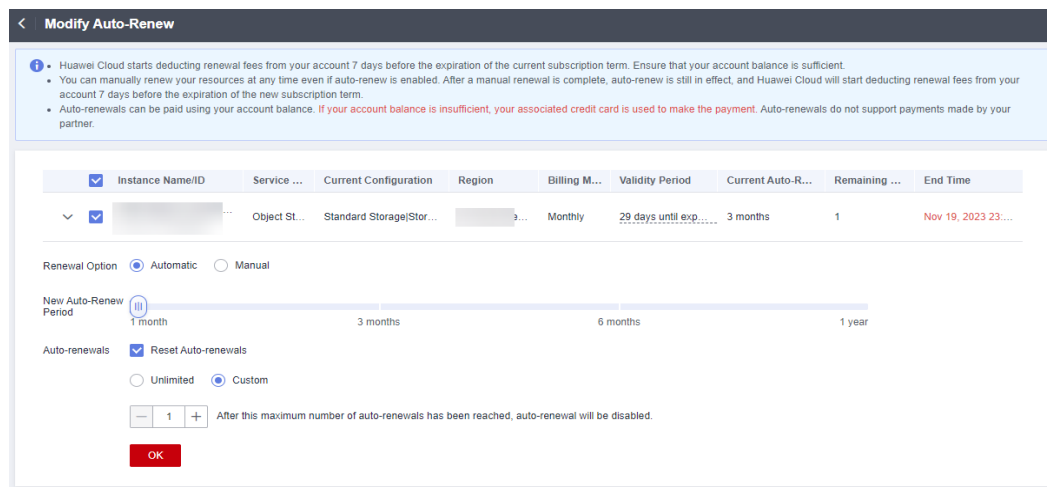
- Modifying auto-renewal settings for multiple packages in a batch: Select the required packages and click **Modify Auto-Renew** above the list.

Figure 3-18 Modifying auto-renewal settings for multiple packages in a batch



**Step 5** Modify the renewal option, renewal period, and renewal times, and click **OK**.

**Figure 3-19** Modifying auto-renewal settings



----End

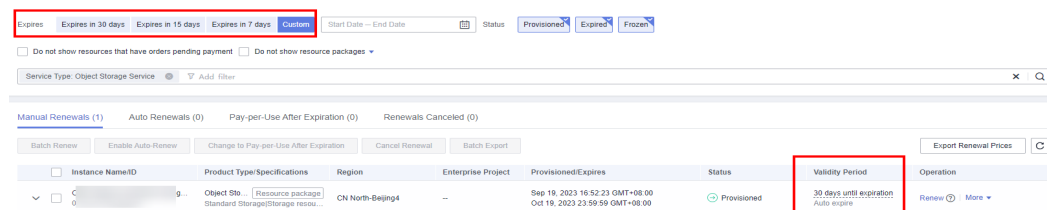
## Related Operations

You can also perform other relevant operations:

## How to View Expiration Time

On the [Renewals](#) page, filter resources that are about to expire by expiration time and view the detailed information in the **Validity Period** column.

**Figure 3-20** Viewing expiration time



## 3.3.5 Viewing Resource Package Details

You can view usage details of your resource packages on OBS Console.

### Procedure

**Step 1** In the navigation pane of OBS Console, choose **Resource Packages**.

**Step 2** Select the region and type of your package to view its details.

The detailed information includes the specification, region, status, remaining capacity, start/end time, order ID, and usage details.

----End

## Viewing Remaining Quotas of Resource Packages

There are two OBS billing modes: pay-per-use and resource packages.

If you have purchased resource packages, do as follows to view the remaining quotas of your packages:

- Step 1** Log in to the Huawei Cloud console.
- Step 2** On the right of the top navigation bar, choose **Billing & Costs > My Packages**.
- Step 3** Click the **Resource Packages** tab and search for your packages by package name/ID or order number. You can then view the remaining quotas or export the usage details.

**Figure 3-21** Viewing the remaining quota

Package Name/ID	Package Type	Region	Applicable ...	Status	Remaining/Total	Effective Time	Expiration Time	Order No.	Operation
	OBS storage space(OB)				Capacity (100GB / 100GB)				
	OBSPUT(COPY)(POST)...	CN North-Beijing4	All	Expired	Put Standard Storage (59.999Thousand tim...	Jun 28, 2023 16:10:27 ...	Jul 28, 2023 23:59:59 GMT+		Buy Again
	OBS GET and other re...				Get Standard Storage (240Thousand times / ...				

- Step 4** Click the **Remaining Quotas** tab, specify a region and an enterprise project, and select **Object Storage Service**. You can then view the remaining quotas of all your OBS packages.

**Figure 3-22** Viewing the remaining quotas of all your packages

Resource Packages

Filter By: All regions, Unlimited (all resource p...)

All (3) Object Storage Service (3)

Package Name	Region	Remaining Quota	Capacity
OBS GET and other requests-order cycle reset	CN North-Beijing4	Get Standard Storage (96Thousand times)	
OBSPUT(COPY)(POST) requests- order cycle reset	CN North-Beijing4	Put Standard Storage (24Thousand times)	
OBS storage space(OB)	CN North-Beijing4	Capacity (40GB)	

----End

# 4 Billing Examples

## Example 1: Billing for Object Upload and Download, Image Processing, Lifecycle Management, and Object Restore

### NOTICE

The prices in the following examples are for reference only. For the actual prices, see [Pricing Details](#).

#### • Billing Scenario

An enterprise runs its basic services on Elastic Cloud Servers (ECSs). As its data grows, the disks cannot satisfy the storage and access for a large number of images and videos. The enterprise decides to use Huawei Cloud OBS as a storage resource pool to reduce burdens on local servers. Suppose the enterprise has one ECS in regions CN-Hong Kong and AP-Singapore respectively. Both ECSs write data to and read data from OBS buckets in the CN-Hong Kong region.

#### • User Actions

The detailed actions are as follows:

- At 00:00 UTC on July 1, 2023, 1,000 Standard objects (1 GB in total) and 1,000 Infrequent Access objects (1 GB in total) were uploaded from the ECS in the AP-Singapore region to a single-AZ bucket in the CN-Hong Kong region.
- At 00:00 UTC on July 2, 2023, 1,000 Standard objects were downloaded from the ECS in the AP-Singapore region to a bucket in the CN-Hong Kong region.
- At 00:00 UTC on July 2, 2023, 1,000 Standard objects were downloaded from the ECS in the CN-Hong Kong region to a bucket in the same region.
- At 00:00 UTC on July 2, 2023, 1,000 Infrequent Access images were processed on the ECS in the CN-Hong Kong region.
- At 08:00 UTC on July 2, 2023, a lifecycle rule was configured on the ECS in the CN-Hong Kong region to transition 1,000 Standard objects and 1,000 Infrequent Access objects in the current region to Infrequent Access and Archive, respectively, eight days later (on July 10).

- At 08:00 UTC on July 20, 2023, 100 Archive objects (0.1 GB in total) were downloaded from the ECS in the CN-Hong Kong region. The objects were restored at a standard speed, and the Standard object copies after restore were retained for 10 days.

- **Billing Analysis**

An ECS can access OBS over the Internet or an intranet. Access over an intranet requires that the ECS and OBS buckets be in the same region. In this scenario, access from the ECS in CN-Hong Kong to OBS buckets in CN-Hong Kong is over an intranet, while access from the ECS in AP-Singapore to OBS buckets in CN-Hong Kong is over the Internet. **Table 4-1** describes the billing details in July.

**Table 4-1** Billing details

Category	Action	Billing Item	Unit Price	Usage	Cost
Object uploaded over the Internet	Uploaded 1,000 Standard objects and 1,000 Infrequent Access objects from the ECS in AP-Singapore to a bucket in CN-Hong Kong.	Requests	Standard write requests: \$0.0001 USD per 1,000 requests Infrequent Access write requests: \$0.0050 USD per 1,000 requests	2,000 requests Standard write requests: 1,000 Infrequent Access write requests: 1,000	Standard write requests: \$0.0001 USD Infrequent Access write requests: \$0.0050 USD Total: \$0.0051 USD
		Inbound Internet traffic	Free	1 GB	\$0 USD
		Single-AZ Standard storage	\$0.0230 USD per GB-month	1 GB	\$0.0077 USD
		Single-AZ Infrequent Access storage	\$0.0140 USD per GB-month	1 GB	\$0.0047 USD

Category	Action	Billing Item	Unit Price	Usage	Cost
Object download over the Internet	Downloaded 1,000 Standard objects from the ECS in AP-Singapore to a bucket in CN-Hong Kong.	Requests	\$0.0001 USD per 1,000 requests	1,000 requests	\$0.0001 USD
		Outbound Internet traffic	\$0.1180 USD per GB	1 GB	\$0.1180 USD
Object download over an intranet	Downloaded 1,000 Standard objects from the ECS in the CN-Hong Kong region to a bucket in the same region.	Requests	\$0.0001 USD per 1,000 requests	1,000 requests	\$0.0001 USD
		Outbound intranet traffic	Free	1 GB	\$0 USD
Image processing	Processed 1,000 Infrequent Access images on the ECS in CN-Hong Kong.	Requests	\$0.0050 USD per 1,000 requests	1,000 requests	\$0.0050 USD
		Data processing	Free	1 GB	\$0 USD
Lifecycle-based storage class transition	Transitioned 1,000 Standard objects and 1,000 Infrequent Access objects in the CN-Hong Kong region to Infrequent Access and Archive, respectively, 10 days later.	Requests	Standard write requests: \$0.0001 USD per 1,000 requests Infrequent Access write requests: \$0.0050 USD per 1,000 requests	2,000 requests Standard write requests: 1,000 Infrequent Access write requests: 1,000	Standard write requests: \$0.0001 USD Infrequent Access write requests: \$0.0050 USD Total: \$0.0051 USD
		Single-AZ Infrequent Access storage	\$0.0140 USD per GB-month	1 GB	\$0.0093 USD
		Single-AZ Archive storage	\$0.0045 USD per GB-month	1 GB	\$0.0030 USD

Category	Action	Billing Item	Unit Price	Usage	Cost
		Early deletion or transition of Infrequent Access objects	\$0.0140 USD per GB-month	1 GB	\$0.0093 USD
Archive object download	Downloaded 100 Archive objects from the ECS in CN-Hong Kong.	Requests	\$0.0010 USD per 1,000 requests	100 requests	\$0.0001 USD
		Restore traffic	\$0.0300 USD per GB (1–5 minutes for expedited restore)	0.1 GB	\$0.001 USD
			\$0.0100 USD per GB (3–5 hours for standard restore)		
		Temporary single-AZ Standard storage	\$0.0230 USD per GB-month	0.1 GB	\$0.00077 USD

### Storage Cost

The storage cost consists of two parts: cost for storage before the transition on July 10 and cost for storage after the transition:

Storage cost before transition = 0.0077 (for 10-day single-AZ Standard storage of 1 GB data) + 0.0047 (for 10-day single-AZ Infrequent Access storage of 1 GB data) = \$0.0124 USD

Storage cost after transition = 0.0093 (for 21-day single-AZ Infrequent Access storage of 1 GB data) + 0.0030 (for 21-day single-AZ Archive storage of 1 GB data) + 0.0093 (for early deletion or transition of 1 GB Infrequent Access data) = \$0.0216 USD

Total storage cost = 0.0124 (storage cost before transition) + 0.0216 (storage cost after transition) + 0.00077 (for 10-day single-AZ Standard storage of 0.1 GB data) = \$0.03477 USD

### Traffic Cost

Inbound Internet traffic and inbound/outbound intranet traffic are free, so the traffic cost in July is as follows:

Total traffic cost = Cost for outbound Internet traffic of 1 GB = \$0.1180 USD

**Restore Cost**

Total restore cost = Cost for the traffic of restoring 0.1 GB data = \$0.001 USD

**Data Processing Cost**

Total data processing cost = Cost for processing 1 GB of data = \$0 USD

**Request Cost**

Total request cost = 0.0051 (for 2,000 upload requests) + 0.0002 (for 2,000 download requests) + 0.0050 (for 1,000 image processing requests) + 0.0051 (for 2,000 transition requests) + 0.0001 (for 100 restore requests) = \$0.0155 USD

**Total Cost**

Total cost = 0.03477 (storage cost) + 0.1180 (traffic cost) + 0.001 (restore cost) + 0 (data processing cost) + 0.0155 (request cost) = \$0.16927 USD

## Example 2: Evaluating the Cost Efficiency of Pay-per-Use and Resource Package Billing Modes

**NOTICE**

The prices in the following examples are for reference only. For the actual prices, see [Pricing Details](#).

- **Billing Scenario**

A company has a large amount of video and audio data to store in the Standard storage class (multi-AZ) in OBS. Suppose this company uploads 1 TB of data to OBS over the Internet. There are 1 million delete requests, 3 million write requests, and 12 million read requests each month, and the outbound Internet traffic is 100 GB every month. The following billing analysis is given to **help the company choose a proper billing mode**.

- **Billing Analysis**

The table below describes the details of two billing modes (pay-per-use and resource packages).

Billing Mode	Formula	Payment Period	Cost
Pay-per-use	Storage cost: Unit price × Used space	Monthly	Storage cost: \$0.0250 USD per GB-month × 1,024 GB = \$25.6 USD per month

Billing Mode	Formula	Payment Period	Cost
	Traffic cost: Unit price of outbound Internet traffic × Traffic volume		Traffic cost: \$0.1080 USD per GB × 100 GB = \$10.80 USD per month
	Request cost: costs of all requests		Request cost: \$0.0004 USD (per 1,000 delete requests) × 1 million delete requests + \$0.0050 USD (per 1,000 write requests) × 3 million write requests + \$0.0004 USD (per 1,000 read requests) × 12 million read requests = \$20.2 USD per month
	<b>Total</b>		<b>\$56.6 USD per month</b>
Resource packages	Storage cost: monthly cost of the storage package	Monthly. Suppose the company purchased a 12-month 1 TB storage package and a 12-month 100 GB outbound Internet traffic package.	Storage cost: \$209.7 USD (price for the 12-month 1 TB storage package)/12 months = \$17.475 USD per month
	Traffic cost: monthly cost of the outbound Internet traffic package		Traffic cost: \$95.4 USD (price for the 12-month 100 GB traffic package)/12 months = \$7.95 USD per month
	Request cost: costs of all requests		Request cost: \$0.0004 USD (per 1,000 delete requests) × 1 million delete requests + \$0.0050 USD (per 1,000 write requests) × 3 million write requests + \$0.0004 USD (per 1,000 read requests) × 12 million read requests = \$20.2 USD per month
	<b>Total</b>		<b>\$45.625 USD per month</b>

You can see from the table above that resource packages help you save money. The longer the subscription term, the greater the savings.

# 5 Billing in Special Scenarios

## Billing for Lifecycle Management

If you configure lifecycle rules to perform actions automatically, you may be billed. The following tables list billable items and their descriptions.

For billing details, see [OBS Billing Items](#).

**Table 5-1** Billing for lifecycle management actions (during action execution)

Action	Billing Item	Description	Billing Mode
Delete after expiration	Requests	You are billed for the number of successfully deleted objects.	Pay-per-use
	Storage space	If objects are deleted before they have been stored for the required <b>minimum storage duration</b> (180, 90 and 30 days for Deep Archive, Archive and Infrequent Access, respectively), you still need to pay for the remaining days.	Pay-per-use Resource packages
Transition from Standard to Infrequent Access	Infrequent Access PUT requests	You are billed for the number of successfully transitioned objects. If $N$ objects are successfully transitioned, you are billed for $N$ requests.	Pay-per-use
Transition from Standard to Archive	Archive PUT requests	You are billed for the number of successfully transitioned objects. If $N$ objects are successfully transitioned, you are billed for $N$ requests.	Pay-per-use
Transition from Infrequent Access to Archive	Archive PUT requests		

Action	Billing Item	Description	Billing Mode
Transition from Standard to Deep Archive	Deep Archive PUT requests	You are billed for the number of successfully transitioned objects. If $N$ objects are successfully transitioned, you are billed for $N$ requests.	Pay-per-use
Transition from Infrequent Access to Deep Archive	Deep Archive PUT requests		
Transition from Archive to Deep Archive	Deep Archive PUT requests		

**Table 5-2** Billing for lifecycle management actions (after action execution)

Action	Billing Item	Description	Billing Mode
Delete after expiration	N/A	After the deletion is complete, the objects no longer exist, so no further billing will apply.	N/A
Transition from Standard to Infrequent Access	Infrequent Access storage	After the transition, you will be billed for the Infrequent Access storage.	Pay-per-use
Transition from Standard to Archive	Archive storage	After the transition, you will be billed for the Archive storage.	Pay-per-use
Transition from Infrequent Access to Archive	Archive storage	<ol style="list-style-type: none"> <li>After the transition, you will be billed for the Archive storage.</li> <li>Infrequent Access storage has a <b>minimum storage duration</b> of 30 days. If objects are transitioned to Archive before this period ends, you still need to pay for the remaining days of Infrequent Access storage.</li> </ol>	Archive storage resource packages
Transition from Standard to Deep Archive	Deep Archive storage	After the transition, you will be billed for the Deep Archive storage.	Pay-per-use

Action	Billing Item	Description	Billing Mode
Transition from Infrequent Access to Deep Archive	Deep Archive storage	<ol style="list-style-type: none"> <li>1. After the transition, you will be billed for the Deep Archive storage.</li> <li>2. Infrequent Access storage has a <b>minimum storage duration</b> of 30 days. If objects are transitioned to Deep Archive before this period ends, you still need to pay for the remaining days of Infrequent Access storage.</li> </ol>	
Transition from Archive to Deep Archive	Deep Archive storage	<ol style="list-style-type: none"> <li>1. After the transition, you will be billed for the Deep Archive storage.</li> <li>2. Archive storage has a <b>minimum storage duration</b> of 90 days. If objects are transitioned to Deep Archive before this period ends, you still need to pay for the remaining days of Archive storage.</li> </ol>	

 **NOTE**

The prices in the following example are for reference only. For the actual prices, see [Pricing Details](#).

**Example: Billing for transition from Infrequent Access to Archive and deletion**

Assume that you had 1,000 objects, 100 GB in total, in the CN-Hong Kong region. From April 1 to April 30, 2025, they were stored in the Infrequent Access (single-AZ) storage class. On May 1, 2025, they were transitioned to Archive (single-AZ) storage. On May 30, 2025, they were expired and then deleted. In this case, you were billed for 30 days of Infrequent Access single-AZ storage, 90 days of Archive storage (including 30 days of actual storage and the remaining 60 days of Archive storage), and 1,000 Archive PUT requests. Specific billing is given as follows:

Pay-per-use billing:

Infrequent Access single-AZ storage cost = (\$0.0140 USD per GB-month)/30 × 100 GB × 30 days = \$1.40 USD

Archive storage cost = (\$0.0045 USD per GB-month)/30 × 100 GB × 90 days = \$1.35 USD

Archive PUT request cost = \$0.0050 USD per 1,000 requests × (1,000 requests/1,000 requests) = \$0.005 USD

The total cost is as follows:

Total cost = Infrequent Access single-AZ storage cost + Archive storage cost + Archive PUT request cost = 1.40 + 1.35 + 0.005 = \$2.755 USD

## Billing for Object Restore

You must restore objects in the Infrequent Access or Archive or Deep Archive storage class before you can download them, access them with URLs, or configure the ACL and metadata for them. The table below lists the items you might be billed for during object restore.

**Table 5-3** Billing for object restore

Action	Billing Item	Description	Billing Mode
Restore objects	Requests	<p>You are billed for the number of successfully restored objects.</p> <p>Specifically, if <math>N</math> objects are successfully restored, you are billed for <math>N</math> requests.</p> <p>When you access Infrequent Access objects, OBS automatically restores them. The restore requests incur costs, which are the same as those for restoring Archive and Deep Archive objects.</p>	Pay-per-use
	Restore traffic	<ul style="list-style-type: none"><li>The traffic generated for restoring Infrequent Access objects. It is billed based on the amount of data restored.</li><li>The traffic generated for restoring Archive objects. It is billed based on the amount of data restored and the restore speed (either expedited or standard). If an object is already in its restored state, making another restore will not incur any additional costs.</li></ul> <p><b>CAUTION</b></p> <p>The amount of data restored is determined by the range specified in the request header when the HTTP connection is established. Even if the transmission is interrupted early, the system calculates usage based on the full range defined in the original request. For example, if the request specifies a range from 50 MB to 100 MB, the system still bills you for the range of 50 MB to 100 MB, even if only one byte is actually transmitted.</p>	Pay-per-use

Action	Billing Item	Description	Billing Mode
	Outbound Internet traffic (when objects are accessed over the Internet)	If you access the restored objects over the Internet, you will be billed for the outbound Internet traffic based on the object size.	Pay-per-use
	Temporary storage	After an object is restored, an object copy in the Standard storage class will be generated. This way, there is both the original Archive or Deep Archive object and its Standard object copy in the bucket. When you restore an object, you will be billed a one-time storage cost for its Standard copy. After the validity period expires, the Standard copy is automatically deleted.  Retrieving Infrequent Access objects or retrieving Archive objects from a bucket with direct reading enabled does not create object copies, so there will not be additional costs on Standard storage.	Pay-per-use

## Billing for Direct Reading

In certain scenarios, you may need to access Archive objects without restoring them first. To do this, you can enable direct reading for the bucket, which allows you to access Archive objects directly. The table below outlines the billing items associated with direct reading.

**Table 5-4** Billing for direct reading

Action	Billing Item	Description	Billing Mode
Direct reading	Requests	You are billed for the number of successfully read objects.  If $N$ objects are successfully read, you are billed for $N$ requests.	Pay-per-use

Action	Billing Item	Description	Billing Mode
	Direct reading traffic	Traffic for downloading and replicating Archive objects from a bucket with direct reading enabled. For more information, see <a href="#">Direct Reading</a> .  The amount of data retrieved is determined by <b>the range specified in the request header when the HTTP connection is established</b> . Even if the transmission is interrupted early, the system calculates usage based on the full range defined in the original request. For example, if the request specifies a range from 50 MB to 100 MB, the system still bills you for the range of 50 MB to 100 MB, even if only one byte is actually transmitted.	Pay-per-use
	Outbound Internet traffic (when objects are accessed over the Internet)	If you download or replicate objects over the Internet, the outbound Internet traffic costs will be incurred based on the object size.	Pay-per-use

 **NOTE**

The prices in the following example are for reference only. For the actual prices, see [Pricing Details](#).

**Example: Billing for downloading objects from a bucket with or without direct reading enabled**

Assume that you need to download 100 Archive objects (100 GB in total) over the Internet. The following table compares the billing for downloading these objects from a bucket with direct reading enabled or disabled.

**Table 5-5** Billing for downloading objects from a bucket with or without direct reading enabled

Billing Item	A Bucket Without Direct Reading Enabled	A Bucket With Direct Reading Enabled
Restore requests	100 PUT requests	N/A
Download requests	100 GET requests	100 GET requests
Temporary storage	Storage for 100 GB of Standard copies, which is charged once	N/A

Billing Item	A Bucket Without Direct Reading Enabled	A Bucket With Direct Reading Enabled
Restore traffic	Assume that you use expedited restore, there will be traffic for restoring 100 GB of data at an expedited speed.	N/A
Direct reading traffic	N/A	Direct reading traffic for 100 GB of data
Outbound Internet traffic	Outbound Internet traffic for 100 GB of data	Outbound Internet traffic for 100 GB of data

### Billing for Data Replication in the Same Region

If you replicate objects from one bucket to another in the same region using OBS Browser+, obsutil, SDKs, or APIs, you may be billed for the items listed in the table below.

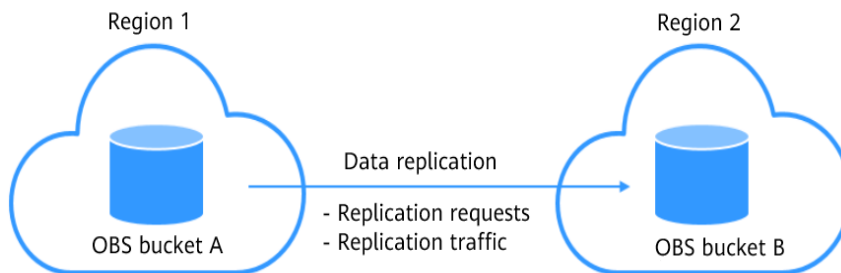
**Table 5-6** Billing for data replication in the same region

Action	Billing Item	Description	Billing Mode
Replicate data in the same region	Requests	You are billed for the number of successfully replicated objects. Successfully replicating one object creates a copy request. For details, see <a href="#">Copying Objects</a> . To learn about the request billing, see <a href="#">Requests</a> .	Pay-per-use
	Data transfer	Free, because data in the same region is replicated over an intranet.	N/A
	Storage space	Storage space occupied by objects stored in the destination bucket. If you have specified another storage class for object copies in the destination bucket, these copies are billed based on the new storage class.	Pay-per-use Resource packages

### Billing for Cross-Region Replication

**Figure 5-1** shows the items that will be billed when data is replicated from one region to another.

**Figure 5-1** Items billed for cross-region replication



**Table 5-7** Billing for data replication across regions

Action	Billing Item	Description	Billing Mode
Replicate data across regions	Requests	<p>You are billed for the number of successfully replicated objects. Successfully replicating one object creates a copy request. For details, see <a href="#">Copying Objects</a>.</p> <ul style="list-style-type: none"> <li>For non-multipart objects, replicating an object creates a GET request to the source bucket and a PUT request to the destination bucket; deleting an object from the source bucket creates a DELETE request to the destination bucket.</li> <li>For multipart objects, replicating each part creates a GET request to the source bucket and a PUT request to the destination bucket.</li> </ul> <p>For details about how requests are billed, see <a href="#">Requests</a>.</p>	Pay-per-use
	Data transfer	<p>Traffic generated when you replicate data from the source bucket to the destination bucket in another region. Billing only applies to the <b>data transferred out of the source bucket</b>.</p> <p>If objects are encrypted using <a href="#">server-side encryption</a>, the cost of their cross-region replication traffic is calculated based on the length of the plaintext for SSE-KMS and SSE-OBS.</p>	Pay-per-use
	Storage space	<p>Space occupied by the replicated objects in the destination bucket</p> <p>If you have specified another storage class for object copies in the destination bucket, these copies are billed based on the new storage class.</p> <p>If objects are encrypted using <a href="#">server-side encryption</a>, their storage cost is calculated based on the length of the ciphertext.</p>	Pay-per-use Resource packages

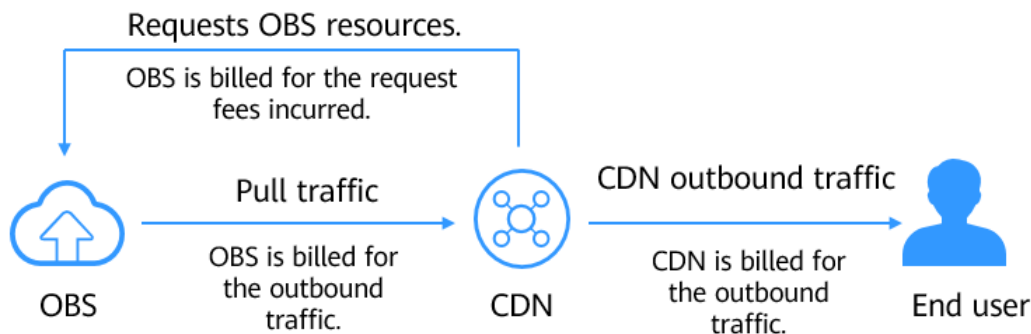
Action	Billing Item	Description	Billing Mode
Synchronize existing objects	Requests	You are billed for the number of existing objects that are successfully replicated to the destination bucket.  Billing applies to the number of objects that are successfully replicated. You are also billed for listing the existing objects.	Pay-per-use
	Data transfer	Traffic generated when OBS replicates existing objects to the destination bucket in another region. Billing only applies to the <b>data transferred out of the source bucket</b> .  If historical objects are encrypted using <b>server-side encryption</b> , the cost of their cross-region replication traffic is calculated based on the length of the plaintext for SSE-KMS and SSE-OBS.	Pay-per-use
	Storage space	Space occupied by the replicated objects in the destination bucket  If you have specified another storage class for object copies in the destination bucket, these copies are billed based on the new storage class.  If historical objects are encrypted using <b>server-side encryption</b> , their storage cost is calculated based on the length of the ciphertext.	Pay-per-use  Resource packages

### Billing for CDN-Accelerated Access to OBS

If you use Huawei Cloud CDN to accelerate access to the data stored in OBS, you will be billed for using both OBS and CDN.

**Figure 5-2** shows how and what costs are generated.

**Figure 5-2** Using CDN to access OBS



**Table 5-8** describes the billing items in detail.

**Table 5-8** Billing for using CDN to access OBS

Billing Item	Billing Party	Description	Billing Mode
Requests	OBS	When you attempt to access data for the first time, a CDN edge node will send a request to pull data from the origin server (OBS). OBS bills you for the API calls. For details, see <a href="#">Requests</a> .	Pay-per-use
CDN pull traffic	OBS	Pull traffic generated when the origin server (OBS 3.0 bucket) returns data and caches it on the CDN edge PoP. If <a href="#">Direct Connect</a> is used, the price will be different. For details, see <a href="#">Product Pricing Details</a> . Such traffic is only for OBS 3.0 buckets. If data is pulled from OBS 2.0 buckets, the data is directly transferred out over the Internet.	Free
CDN traffic	CDN	Outbound traffic generated when you access a CDN edge PoP. For details, see <a href="#">Billing by Traffic</a> .	Pay-per-use Resource packages ( <a href="#">prepaid CDN traffic packages</a> )

## Billing for Back to Source by Mirroring

If the data you requested is not found in a bucket with a back-to-source by mirroring rule configured and the data meets the specified back-to-source conditions, OBS will pull the data from the origin server and then return it to you.

**Table 5-9** Billing for back to source by mirroring

Action	Billing Item	Description	Billing Mode
Perform back to source by mirroring	Requests	If the data you requested for the first time is not found in OBS, OBS will send a request to pull it from the origin server. OBS bills you for the API calls. For details, see <a href="#">Requests</a> .	Pay-per-use

Action	Billing Item	Description	Billing Mode
	Storage space	Space occupied by data pulled from the origin server. The pulled data is stored in the Standard storage class in OBS.	Pay-per-use Standard storage resource packages (single-AZ or multi-AZ)

# 6 Billing Mode Changes

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There are two billing modes available for OBS: pay-per-use and resource packages.

- If pay-per-use billing no longer meets your needs, you can purchase resource packages. For details about the billing items that can be covered by packages, see [Resource Package Overview](#). After you purchase resource packages, any billing item will be preferentially covered by a matched package.
- A package subscription cannot be cancelled. In the validity period of a resource package, all matched items will be covered by the package. If the package is used up or is not renewed after it expires, the system automatically bills these items on a pay-per-use basis.

# 7 Bills


You can view OBS billing details in the Billing Center. The bills cover all pay-per-use and yearly/monthly usage.

## Bill Generation

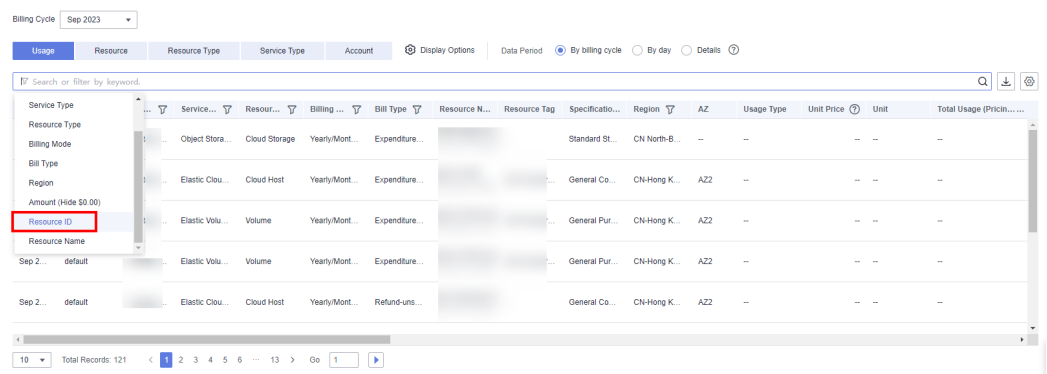
Transaction records for resource package subscriptions are generated immediately after being paid for.


OBS usage is billed by the hour. You are not charged immediately after a record is generated.

## Viewing Bills of a Specific Resource

- Step 1** In the navigation pane of [OBS Console](#), choose **Buckets**.
- Step 2** In the bucket list, copy the name of the bucket whose bill you want to view.
- Step 3** On the right of the top navigation bar, click **Billing & Costs**.
- Step 4** In the navigation pane, choose **Billing > Expenditure Details**. On the page displayed, view all expenditure details.
- Step 5** Choose a billing cycle and specify a dimension (**Usage** by default).
- Step 6** Select **Resource ID** as the search criteria, enter the bucket name copied in [Step 2](#), and click the  icon.

**Figure 7-1** Searching for a bill



You can also click  on the right side to export the bill details.

----End

## Mapping Between Usage Types and Billing Items

OBS usage types in the Billing Center are inconsistent with OBS billing items. [Table 7-1](#) explains the mapping between them, which can help you better understand the costs.

**Table 7-1** Mapping between usage types and billing items

Usage Type	Usage Type Code	OBS Billing Item	Description
Data processing size	data_processing_size	Data processing	Size of the processed images
Get_Standard Storage	get	Requests	GET requests for Standard objects
Get_Infrequent Access Storage	get_warm	Requests	GET requests for Infrequent Access objects
get_cold	get_cold	Requests	Requests for downloading Archive objects from a bucket with direct reading enabled
Deep archive storage GET type requests	get_da	Requests	API calls for downloading Deep Archive objects
Put_Standard Storage	put	Requests	PUT requests for Standard objects
Put_Infrequent Access Storage	put_warm	Requests	PUT requests for Infrequent Access objects
put_cold	put_cold	Requests	PUT requests for Archive objects
PUT_deep_archive	put_da	Requests	PUT requests for Deep Archive objects
Delete_Standard Storage	delete	Requests	DELETE requests for Standard objects
Delete_Infrequent Access Storage	delete_warm	Requests	DELETE requests for Infrequent Access objects

Usage Type	Usage Type Code	OBS Billing Item	Description
delete_cold	delete_cold	Requests	DELETE requests for Archive objects
DELETE_deep_archive	delete_da	Requests	DELETE requests for Deep Archive objects
restore_api_ex_da	restore_api_ex_da	Requests	Expedited restore requests generated for accessing Deep Archive objects
restore_api_sd_da	restore_api_sd_da	Requests	Standard restore requests generated for accessing Deep Archive objects
restore bk	restore_bk	Requests	Requests for batch restoring Archive objects
restore sd	restore_sd	Requests	Requests for restoring Archive objects at a standard speed
restore ex	restore_ex	Requests	Requests for restoring Archive objects at an expedited speed
transition warm	transition_warm	Requests	Requests for transitioning objects from Standard to Infrequent Access based on a lifecycle rule. You are billed for the number of successfully transitioned objects. Specifically, if $N$ objects are successfully transitioned, you are billed for $N$ requests.
transition cold	transition_cold	Requests	Requests for transitioning objects to Archive based on a lifecycle rule. You are billed for the number of successfully transitioned objects. Specifically, if $N$ objects are successfully transitioned, you are billed for $N$ requests.
transition deep archive	transition_da	Requests	Requests for transitioning objects to Deep Archive based on a lifecycle rule. You are billed for the number of successfully transitioned objects. Specifically, if $N$ objects are successfully transitioned, you are billed for $N$ requests.

Usage Type	Usage Type Code	OBS Billing Item	Description
download_s3cold	download_s3cold	Data transfer	Traffic for transitioning objects to Archive based on a lifecycle rule
download_s3da	download_s3da	Data transfer	Traffic for transitioning objects to Deep Archive based on a lifecycle rule
cross region syn copy	cross_region_syn_copy	Requests and data transfer	You are billed for the number of successfully replicated objects. There will be traffic costs if objects are replicated over the Internet.
Download_Standard Storage	download	Data transfer	Outbound traffic generated when Standard objects are downloaded
Download_cdn	download.cdn	Data transfer	Traffic generated when Huawei Cloud CDN pulls data from OBS 3.0 buckets.
Download_Standard Storage.External	download.external	Data transfer	Outbound traffic generated when Standard objects are downloaded or listed over the Internet
Download_Standard Storage.Internal	download.internal	Data transfer	Outbound traffic generated when Standard objects are downloaded through Huawei Cloud ECSs, CCE, or BMSs in the same region as OBS
Download_Infrequent Access Storage	download_warm	Data transfer	Outbound traffic when Infrequent Access objects are downloaded
Download_Infrequent Access Storage.external	download_warm.external	Data transfer	Outbound traffic when Infrequent Access objects are downloaded. Such traffic cannot be covered by outbound Internet traffic packages.
Download_Infrequent Access Storage.internal	download_warm.internal	Data transfer	Outbound traffic when Infrequent Access objects are downloaded through Huawei Cloud ECSs, CCE, or BMSs in the same region as OBS

Usage Type	Usage Type Code	OBS Billing Item	Description
Download_Archive Storage	download_cold	Data transfer	Outbound traffic generated when Archive objects are downloaded
Download_Archive Storage.external	download_cold.external	Data transfer	Outbound traffic when the restored Archive objects are downloaded. Such traffic cannot be covered by outbound Internet traffic packages.
Download_Archive Storage.internal	download_cold.internal	Data transfer	Outbound traffic generated when Archive objects are downloaded through Huawei Cloud ECSs, CCE, or BMSs in the same region as OBS
download_da.external	download_da.external	Data transfer	Outbound traffic when the restored Deep Archive objects are downloaded. Such traffic cannot be covered by outbound Internet traffic packages.
Intranet outbound traffic of deep archive storage	download_da.internal	Data transfer	Outbound traffic generated when Deep Archive objects are downloaded from Huawei Cloud ECSs, CCE, or BMSs in the same region as OBS
download flow of cross region replication	download_crr	Data transfer	Outbound traffic generated when data is replicated from a source bucket in one region to a destination bucket in another region
Upload	upload	Data transfer	Inbound traffic generated when data is uploaded to OBS and stored in the Standard storage class
Upload_Standard Storage.External	upload.external	Data transfer	Inbound traffic generated when data is uploaded to OBS over the Internet and stored in the Standard storage class
Upload_Standard Storage.Internal	upload.internal	Data transfer	Inbound traffic generated when data is uploaded to OBS over an intranet and stored in the Standard storage class

Usage Type	Usage Type Code	OBS Billing Item	Description
Upload_Infrequent Access Storage	upload_warm	Data transfer	Inbound traffic generated when data is uploaded to OBS and stored in the Infrequent Access storage class
Upload_Infrequent Access Storage.external	upload_warm.external	Data transfer	Inbound traffic generated when data is uploaded to OBS over the Internet and stored in the Infrequent Access storage class
Upload_Infrequent Access Storage.internal	upload_warm.internal	Data transfer	Inbound traffic generated when data is uploaded to OBS over an intranet and stored in the Infrequent Access storage class
Upload_Archive Storage	upload_cold	Data transfer	Inbound traffic generated when data is uploaded to OBS and stored in the Archive storage class
Upload_Archive Storage.external	upload_cold.external	Data transfer	Inbound traffic generated when data is uploaded to OBS over the Internet and stored in the Archive storage class
Upload_Archive Storage.internal	upload_cold.internal	Data transfer	Inbound traffic generated when data is uploaded to OBS over an intranet and stored in the Archive storage class
Internet inbound traffic of deep archive storage	upload_deep.archive.external	Data transfer	Inbound traffic generated when data is uploaded to OBS and stored in the Deep Archive storage class
Intranet inbound traffic of deep archive storage	upload_deep.archive.internal	Data transfer	Inbound traffic generated when data is uploaded to OBS over an intranet and stored in the Deep Archive storage class
upload flow of cross region replication	upload_crr	Data transfer	Outbound traffic generated when data is replicated from a source bucket in one region to a destination bucket in another region

Usage Type	Usage Type Code	OBS Billing Item	Description
restore size bk	restore_size_bk	Data retrievals	Batch restore of Archive objects. The cost is based on the objects' size.
restore size sd	restore_size_sd	Data retrievals	Restore of Archive objects at a standard speed. The cost is based on the objects' size.
restore size ex	restore_size_ex	Data retrievals	Restore of Archive objects at an expedited speed. The cost is based on the objects' size.
restore_size_sd_da	restore_size_sd_da	Data retrievals	Restore of Deep Archive objects at a standard speed. The cost is based on the objects' size.
restore_size_ex_da	restore_size_ex_da	Data retrievals	Restore of Deep Archive objects at an expedited speed. The cost is based on the objects' size.
retrieval size cold	retrieval_size_cold	Data retrievals	Traffic for downloading and replicating Archive objects from a bucket with direct reading enabled. For more information, see <a href="#">Direct Reading</a> .
retrieval size warm	retrieval_size_warm	Data retrievals	Retrievals for Infrequent Access objects. The cost is based on the size of objects retrieved.
Capacity	size	Storage space	Space occupied by data in Standard single-AZ storage
Capacity_Multi-az	size_3az	Storage space	Space occupied by data in Standard multi-AZ storage
Capacity_Infrequent Access Storage	size_warm	Storage space	Space occupied by data in Infrequent Access single-AZ storage
Capacity_Infrequent Access Storage_Multi-az	size_warm_3az	Storage space	Space occupied by data in Infrequent Access multi-AZ storage
Capacity_Archive Storage	size_cold	Storage space	Space occupied by data in the Archive storage class

Usage Type	Usage Type Code	OBS Billing Item	Description
deep archive size	size_deep_archive	Storage space	Space occupied by data in the Deep Archive storage class
early deleted warm	early_deleted_warm	Storage space	If Infrequent Access objects are deleted or transitioned to another storage class before they have been stored for 30 days, you still need to pay for the remaining days.  <b>NOTE</b> Overwriting Infrequent Access objects works the same as deleting and then uploading these objects, so the overwriting operation also incurs extra storage costs.
early_deleted_cold	early_deleted_cold	Storage space	If Archive objects are deleted or transitioned to another storage class before they have been stored for 90 days, you still need to pay for the remaining days.  <b>NOTE</b> Overwriting Archive objects works the same as deleting and then uploading these objects, so the overwriting operation also incurs extra storage costs.
early_deleted_da	early_deleted_da	Storage space	If Deep Archive objects are deleted or transitioned to another storage class before they have been stored for 180 days, you still need to pay for the remaining days.
Single AZ temporary capacity of deep archive storage	size_temporary_da_1az	Storage space	Temporary storage of objects generated in the HDD pool when Deep Archive objects are restored from a tape cluster to a single-AZ bucket in an HDD pool. Such storage is billed when an SDR is created.

## Small Amount Accumulation

The minimum cost billed is \$0.01 USD. If you spend less than \$0.01 USD per hour, small-amount accumulation will be triggered. If the accumulated amount is still less than \$0.01 USD at the end of the day, no cost is incurred. The amount accumulation continues the next day. If the accumulated amount is greater than

or equal to \$0.01 USD, the cost is directly deducted from your account. If no cost deduction records are found, the possible cause is that the cost has not been settled yet.

If a bill contains records of \$0.01 USD, there may be small-amount accumulation. There is an SDR delay. Generally, pay-per-use expenditures can be settled in hours, days, or months. When the settlement period ends, bills are generated and costs are deducted from your account. If no cost deduction records are found, it could be because the settlement period has not ended.

## References

For details about the fields in a bill, see [Fields](#).

# 8 Arrears

If there is not a sufficient account balance to pay for your bill and there is no other payment method configured, your account will go into arrears. If you want to continue using your cloud services, you will need to top up your account in a timely manner.

## Arrears Reason

- If the usage exceeds a package quota or the package cannot be used for a given bucket, you will be billed on a pay-per-use basis. If your configured payment method or top-up account cannot pay for this amount, your account will fall into arrears. For details, see [Why Am I Still Being Billed After I Purchased a Resource Package?](#) To avoid arrears, you can choose a suitable resource package or top up your account.
- You have purchased a resource package, but some billing items are not covered by it. These billing items are billed on a pay-per-use basis, and your account balance is insufficient to cover those pay-per-use costs. For example, if you have purchased a storage package but your bucket incurs both storage and request costs, the storage costs would be covered by the package, while the request costs would still be billed on a pay-per-use basis.

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 **CAUTION**

If your bucket incurs pay-per-use costs that your package does not cover, the bucket will be released once your account's retention period expires, even if the resource package itself is still valid.

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- If you do not have any resource packages, your account falls into arrears anytime once your configured payment method is unable to pay for the used resources on a pay-per-use basis.

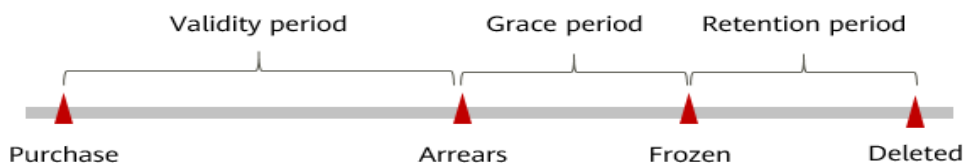
## Impacts of Arrears

When your account goes into arrears, the system will not stop services immediately. Instead, your pay-per-use resources enter a grace period. You still need to pay for the expenditures already generated. The expenditures can be viewed on the **Billing Center > Overview** page.

If you do not pay off within the grace period, your resources will enter the retention period and be frozen. During the retention period, pay-per-use resources cannot be accessed or used, but data stored in OBS will be retained.

If you do not bring your account balance current before the retention period ends, data stored in OBS will be deleted and cannot be recovered.

**Figure 8-1** Lifecycle of a pay-per-use OBS resource



- **Validity period:** After a resource is purchased, it enters the validity period and runs normally during this period as long as your account balance is sufficient.
- **Grace period:** If your account is insufficient to pay your amount due, your account goes into arrears, and your pay-per-use resources enter a grace period. The system then will notify the creator of the Huawei Cloud account of the arrears by email, SMS, or in-app message. You need to pay the outstanding amount as soon as possible. You can check the arrears on the **Overview** page in the Billing Center.
- **Retention period:** If you do not bring your account balance current before the grace period ends, your pay-per-use resources enter a retention period and their status turns to **Frozen**. You cannot perform any operations on these resources.

---

**WARNING**

If you do not bring your account balance current before the retention period ends, your OBS resources will be released and the data cannot be recovered.

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**NOTE**

For details about the grace period and retention period, see [What Is a Grace Period of Huawei Cloud? How Long Is It?](#) and [What Is a Retention Period of Huawei Cloud? How Long Is It?](#)

## Avoiding and Handling Arrears

Make sure your account balance is sufficient or you have a valid payment method as soon as possible after your account is in arrears. For details, see [Top-Up and Repayment](#).

If data stored in OBS is no longer used, you can delete it to avoid expenditures.

To help make sure your account never falls into arrears, you can configure the **Balance Alert** on the **Overview** page of the Billing Center. Then, anytime an expenditure quota drops below the threshold you specify, Huawei Cloud automatically notifies you by SMS or email.

If your account is in arrears, address the issue in a timely manner. If the resource usage for your service is stable, you can purchase resource packages to save money. For details, see [Resource Packages](#).

# 9 Billing Termination

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You can find a single bucket that is no longer needed from a bill in the Billing Center and then delete the bucket on OBS Console to terminate its billing.

## Resource Packages

Using resource packages involves all matched buckets with different AZ redundancy policies or regions. Therefore, it is not recommended to search for OBS resource packages through bills and stop their billing. Package subscriptions cannot be cancelled.

## Pay-per-Use Resources

If pay-per-use resources, for instance, Infrequent Access buckets, are no longer needed, delete them in a timely manner to stop billing.

### NOTE

Billing termination based on a bill in the Billing Center applies only to a single bucket.

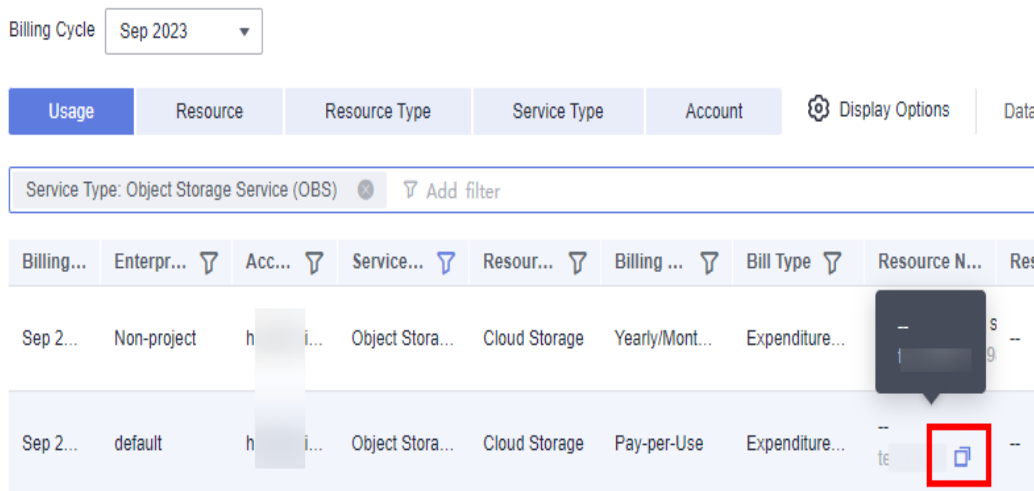
## Searching for OBS Resources from Bills and Stopping Billing

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

The **Bills** page is displayed.


**Step 2** In the navigation pane, choose **Expenditure Details**. Click the icon shown in the following figure to copy the required resource name.

**Figure 9-1** Copying the source name

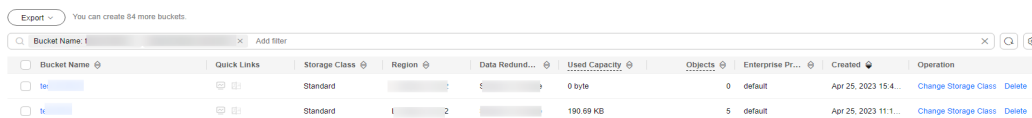


**Step 3** Go back to the service list and choose **Storage > Object Storage Service**.

The bucket list is displayed.

**Step 4** In the search box above the bucket list, enter the resource name copied in **Step 2** and click the  icon to find the resource.

**Figure 9-2** Searching for the resource



If no bucket is found, the bucket has been deleted.

**Step 5** Click **Delete** in the **Operation** column to delete the bucket. Ensure that the bucket does not exist in the list.

 **NOTE**

You are billed one hour after the resource usage is calculated, so a bill may still be generated after a pay-per-use resource is deleted. For instance, if you delete a pay-per-use resource (which is billed on an hourly basis) at 08:30, the expenditures for that hour from 08:00 to 09:00 are usually not billed until about 10:00.

----End

# 10 Billing FAQ

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## Resource Packages

- [Why Am I Still Billed for Pull Traffic Used by CDN Acceleration When I Already Have a Pull Traffic Package?](#)
- [Why Are There Still Pay-per-Use Bills After I Have Purchased Resource Packages?](#)
- [Do I Need to Purchase an Internet Outbound Traffic Package If I Already Have an Origin Pull Traffic Package?](#)
- [Do I Have to Purchase a Resource Package? Can I Apply a Package to a Specific Bucket?](#)
- [Can I Unsubscribe from or Modify a Resource Package?](#)
- [Do Parallel File Systems Support Resource Packages?](#)
- [Which Types of Resource Packages Will Reset Their Quota by Month and Which Types Will Not?](#)
- [Will the Remaining Package Quota in a Given Month Be Carried over to the Following Month?](#)
- [What Can I Do If My Resource Package Expires?](#)

## Overdue Payment

[Why Is OBS Still Unavailable Even Though My Account Is Topped Up and There Are No Outstanding Bills?](#)

## Others

- [Why Does My Bucket Generate Storage Fees Even Though There Are No Objects in It?](#)
- [Why Does My Bucket Generate Traffic When There Are No Objects in It?](#)
- [Can I Purchase Requests?](#)
- [Why Is There a Charge of \\$0.01 USD on My OBS Bill?](#)