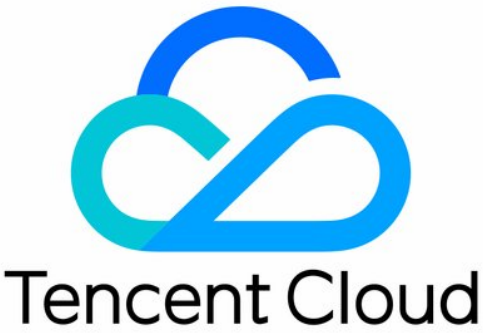
Cloud Object Storage

Quick Start

Product Introduction



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Quick Start
Creating a Bucket

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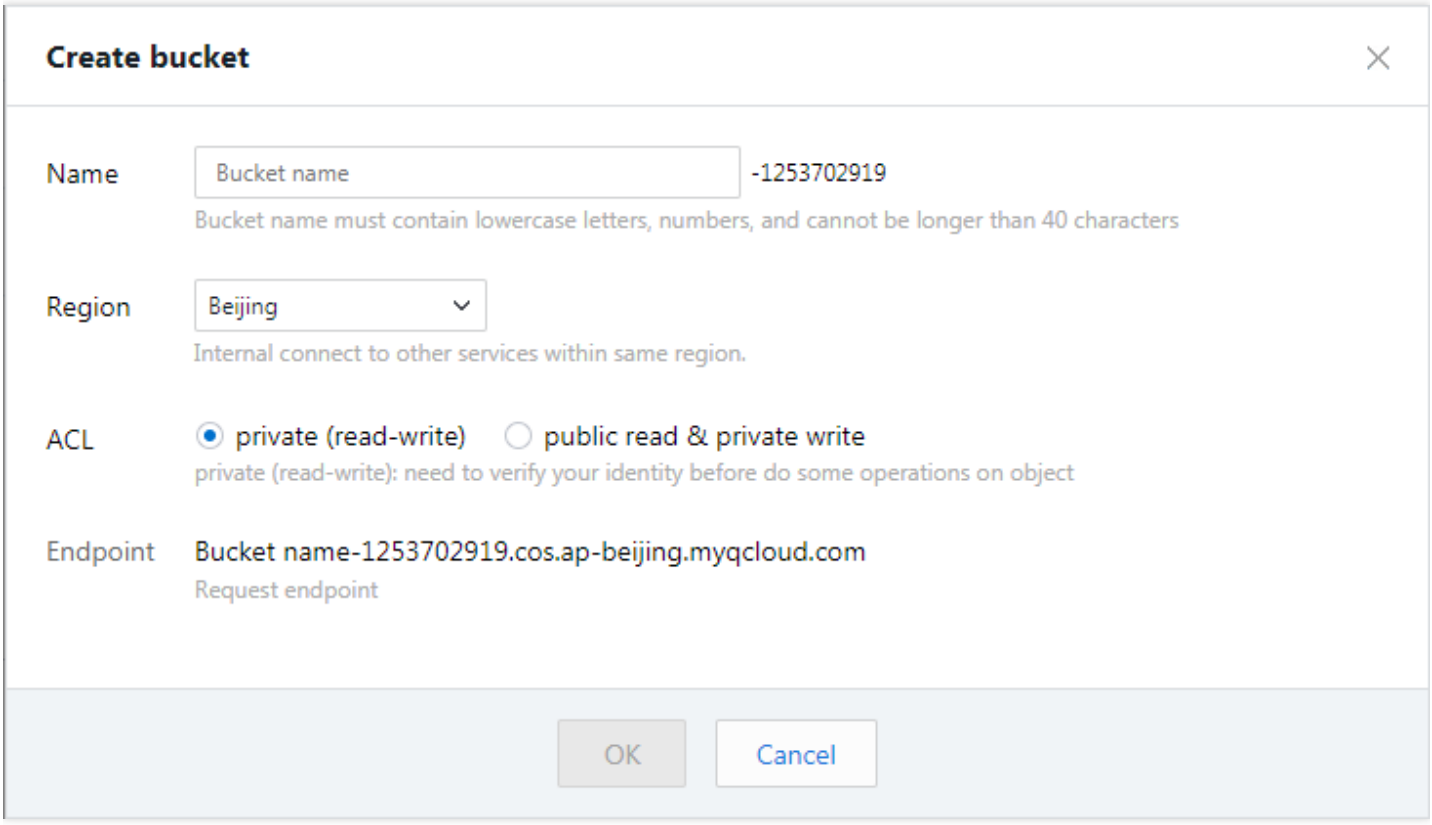
Creating a Bucket

After logging in to the console, you can create a Bucket through the COS console and you can customize the configurations of the Bucket.

Enter the COS console. Click **Create a Bucket**, then the console will pop up "Create a Bucket" dialog box:



Note

- The limit of the Bucket is 200 (no geographical limitation). However, there is no limit to the number of directories and files under Bucket.
- Bucket is created under a project. A Bucket can only belong to one project, and users can switch the project.
- Bucket name supports the combination of lowercase letters and numbers, but it does not support special characters and underscores, and cannot exceed 40 bytes.

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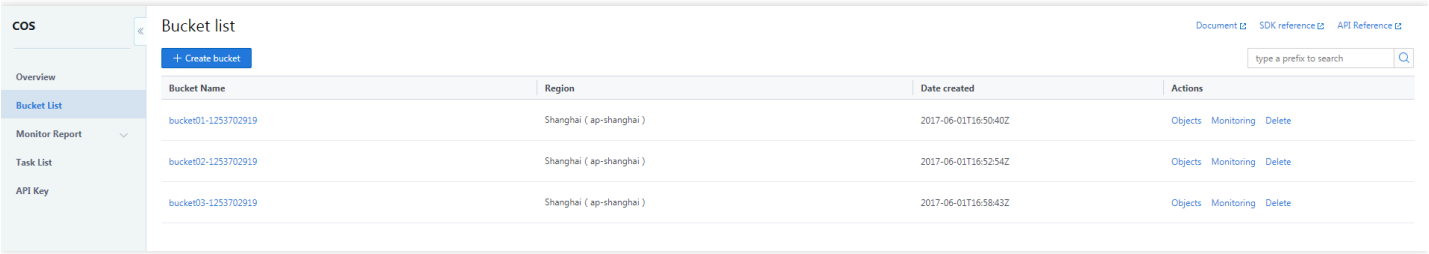
- In Tencent Cloud COS, the Bucket names under all projects with the same APPID must be unique.
- Bucket provides two types of access permission by default: public read permission and private write permission, and private read/write permissions.
- When creating a Bucket, you can select the region, which cannot be modified once it is set up.

Click **Create** and you can see the created Bucket in the Bucket list page:



Multi-region and Access Domain

COS supports multi-region storage which is currently available in three regions including North China, South China, and East China. Different regions have different default access domains. We recommend users to choose the nearest storage region according to their own business scenarios to improve the upload and download speed.

Region	Region Abbreviation	Default Download Domain	Upload Domain	Status
South China	gz	[bucketname]-[appid].cosgz.myqcloud.com	gz.file.myqcloud.com	Launched
North China	tj	[bucketname]-[appid].costj.myqcloud.com	tj.file.myqcloud.com	Launched
East China	sh	[bucketname]-[appid].cossh.myqcloud.com	sh.file.myqcloud.com	Launched
Singapore	-	-	-	To be determined

Private Network Cross-Region Access: Different Tencent Cloud Services in different regions cannot be visited directly. If you need to achieve private network cross-region access (for example, CVM in Guangzhou needs the data on Singapore COS), then you need to use VPC to deploy exclusive network tunnel to implement high-speed access. Click to view more information about VPC

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Access Permission

Public read permission and private write permission: Anyone (including anonymous visitors) has read permission to the files in the Bucket, but only the Bucket creator and accounts with the appropriate permission have write permission to the files in the Bucket.

Private read/write permissions: Only the creator of the Bucket and accounts with the appropriate permissions have read and write permissions to the files in the Bucket, and no one else has read and write permissions to the files in the Bucket.

If you need to modify the Bucket permission later, you can modify it by using the console space attribute.

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Uploading Objects

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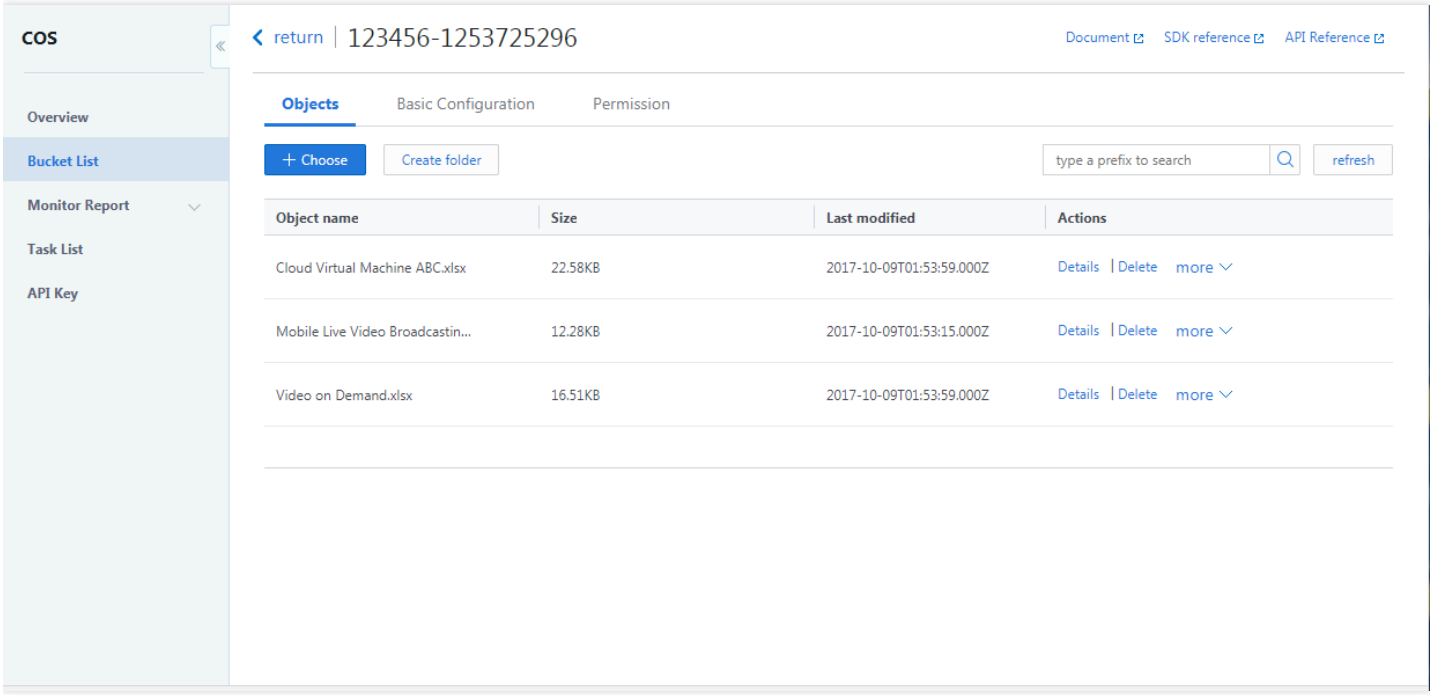
Uploading a File

Once you have created the Bucket, you can upload local files of any types to the Bucket. Each Bucket in COS supports an unlimited number of file storage. For single file upload, the maximum supported size is 50 G; and for single file storage, the maximum supported size is 500 G.

Enter the COS console, click the name of the Bucket to which you want to upload files, and go to the "File List" page of the Bucket:



Click **Upload File** on the page, then the dialog box for file uploading will pop up:

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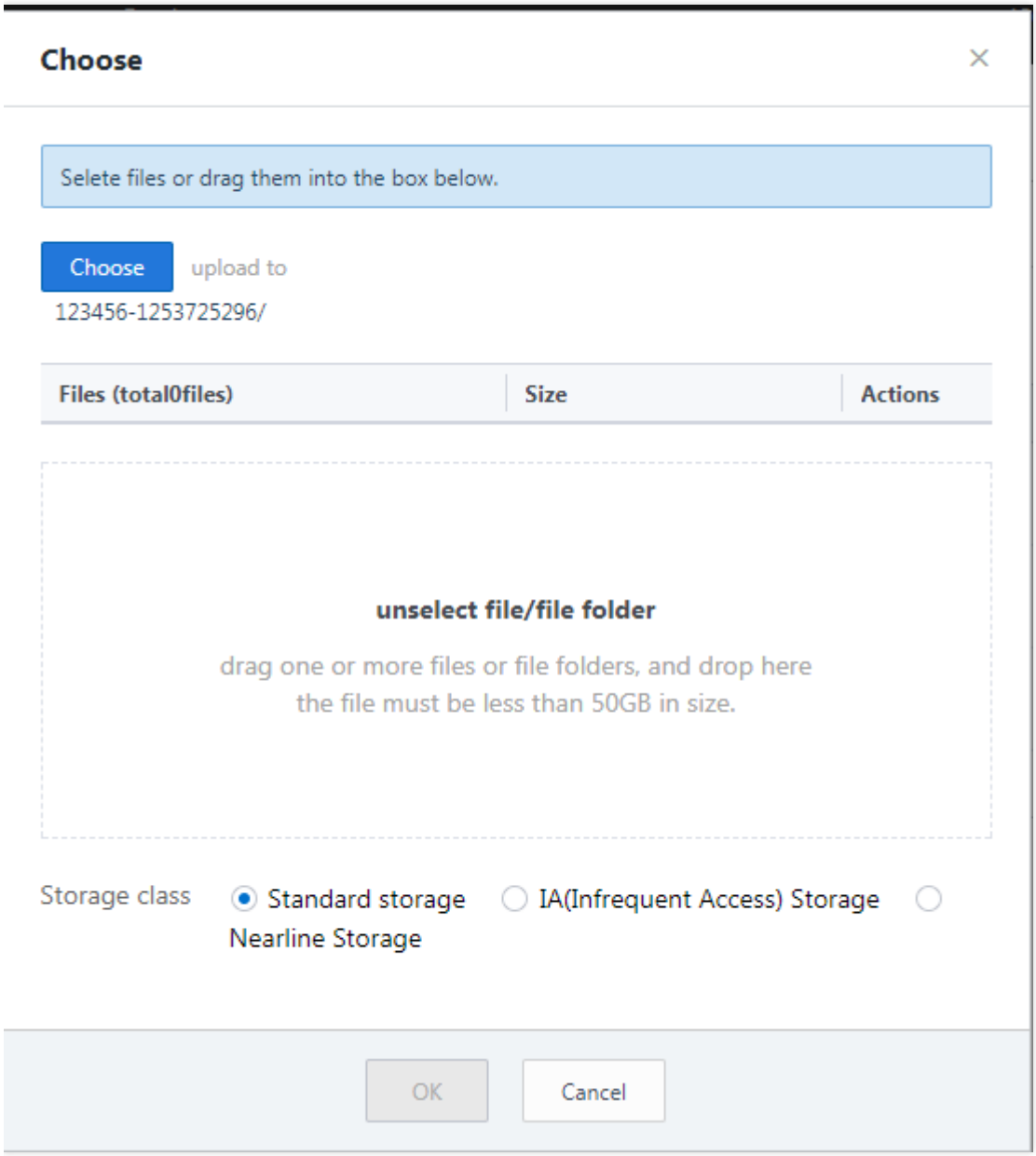

You can click **Upload File** or **Upload Folder** button to upload multiple local files or a folder. Dragging multiple files or folders for uploading is supported by some browsers. After the file has been selected to the list of files to be uploaded, you can still drag the file to the list area to upload it (the area below with a red frame):

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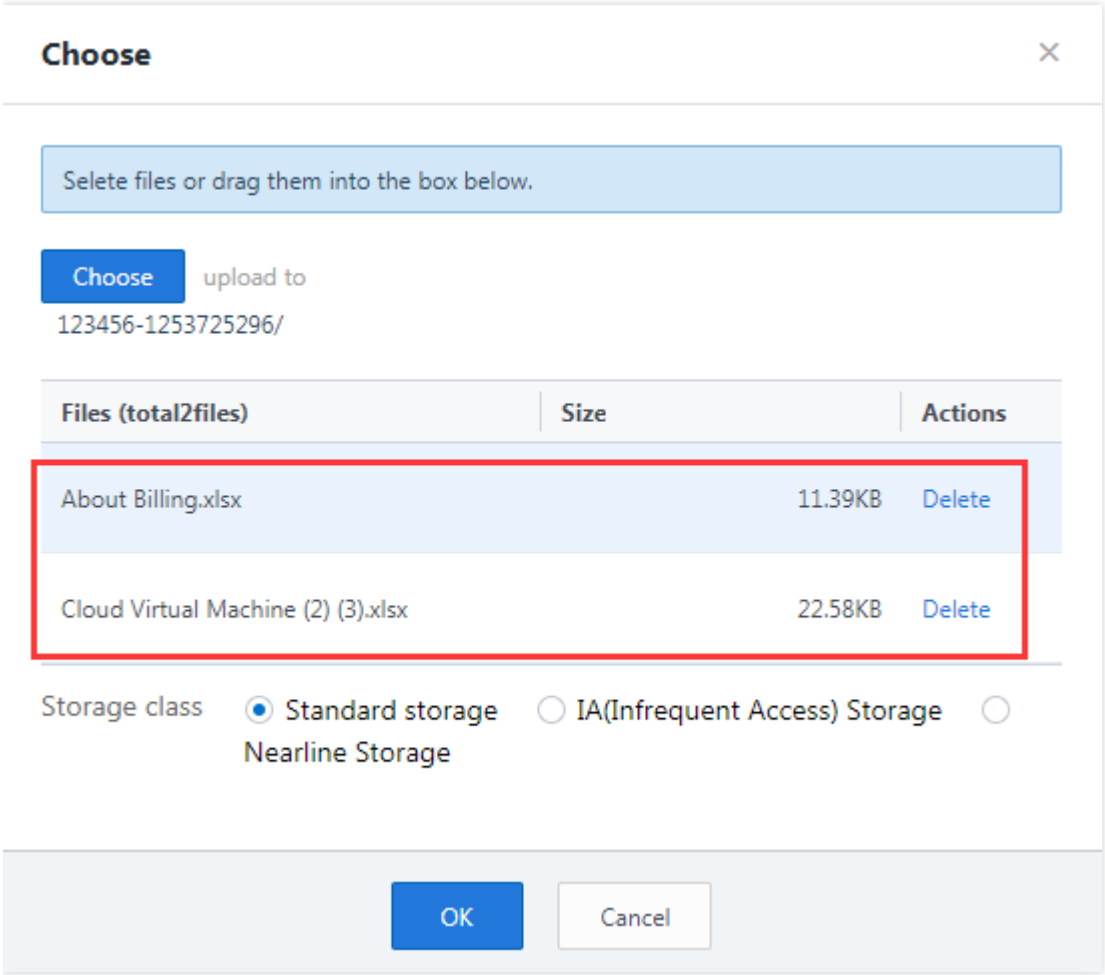
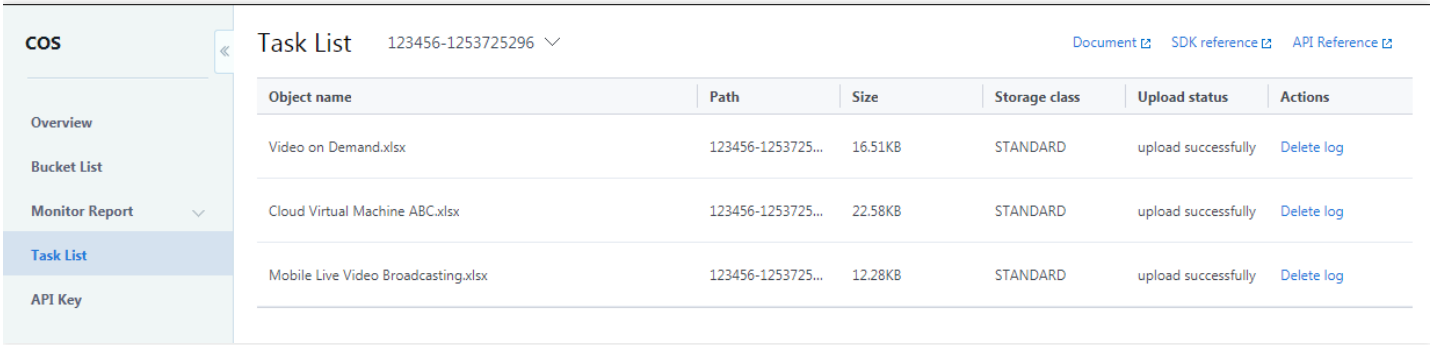


You can also select the folder to which you want to upload files on the file list page, or create a new folder where you can upload the Object.

Task Management

After you click **OK**, the corresponding upload tasks will be created in the task management list. Users can view the upload progress, terminate unfinished tasks, and check the reason for task failure in the task list.



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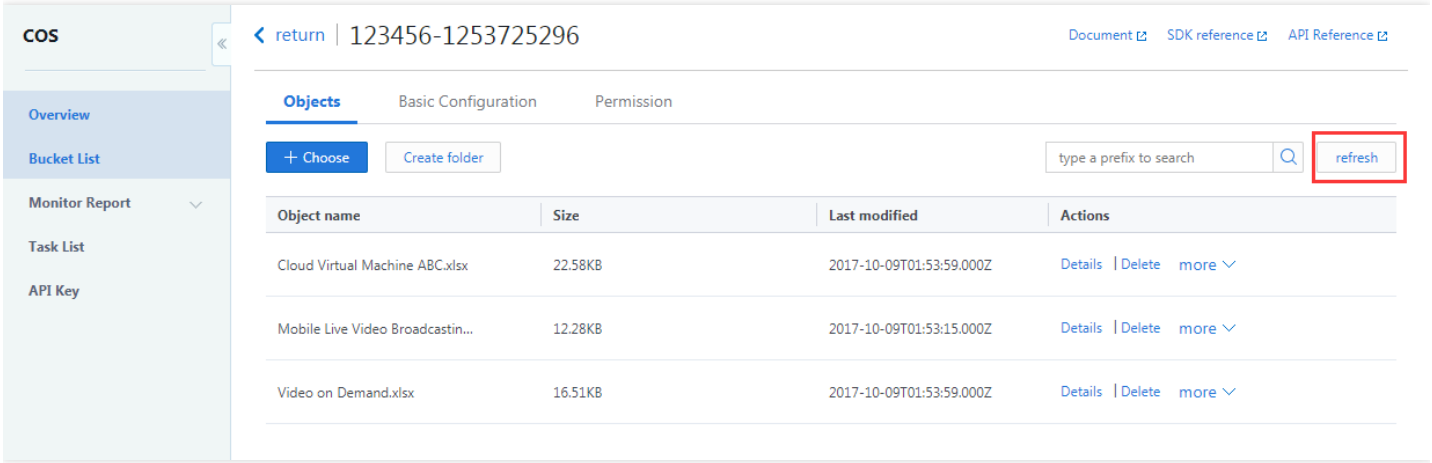
Note: The maximum of 50 G for a single file is supported in the Console. Files more than 50 G will not be successfully uploaded. Besides, a folder whose name contains reserved words (please refer to the naming rule for folder creation) cannot be successfully uploaded either.

Upload Succeeded

After a file has been successfully uploaded under the current path, the page will display a refresh reminder. Users can click **Refresh** button to get the latest file list.



Incomplete Files and Breakpoint Resume

Files that are suspended from upload will be stored in the form of "incomplete files". Users can view the information of "incomplete files", but cannot download, modify access permission or set custom permission. When users upload the same file next time, the upload will be automatically resumed from the breakpoint without the need to perform other operations.

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Downloading Objects

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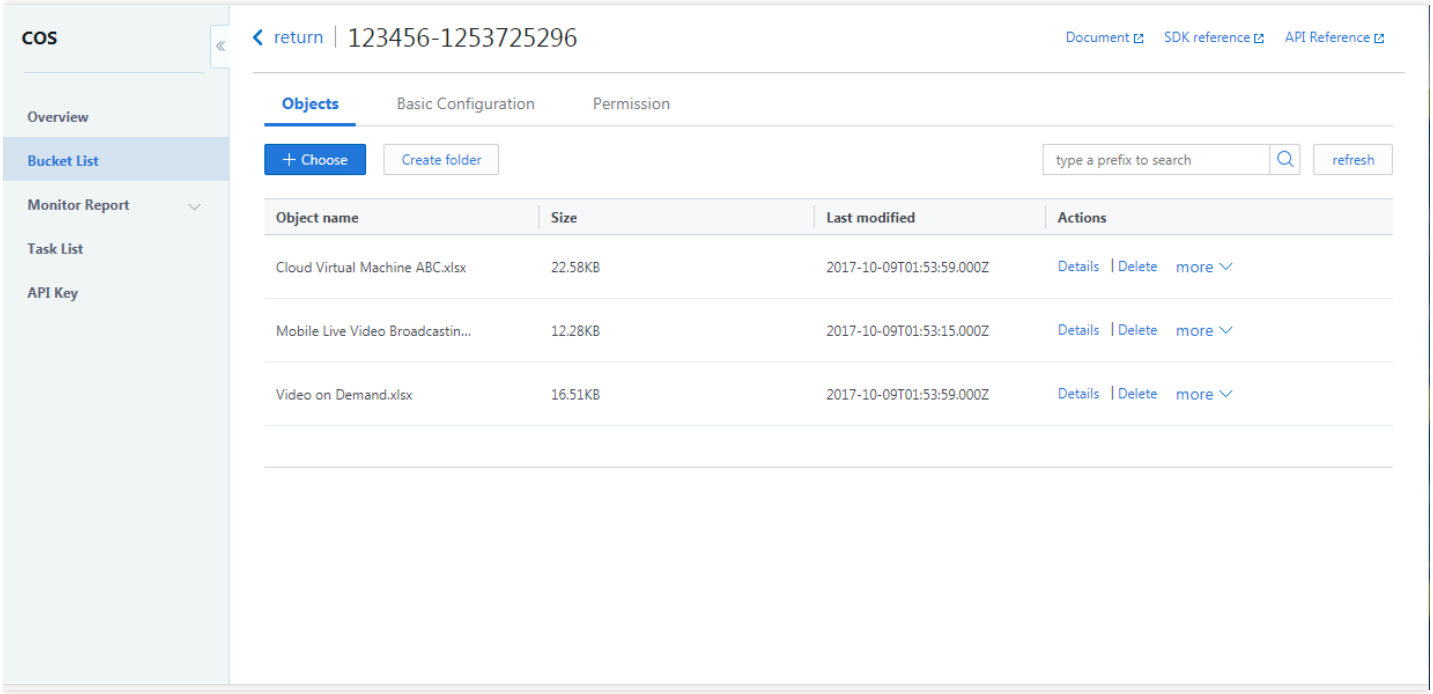
Files that have been uploaded to the resource space Bucket can be accessed via the file address.

Enter the COS console, click the Bucket of the Object, and click **File Information** on the right side of the Object list:



Click the Copy Link button and paste the link to the browser address bar to download, or directly click the Download button:

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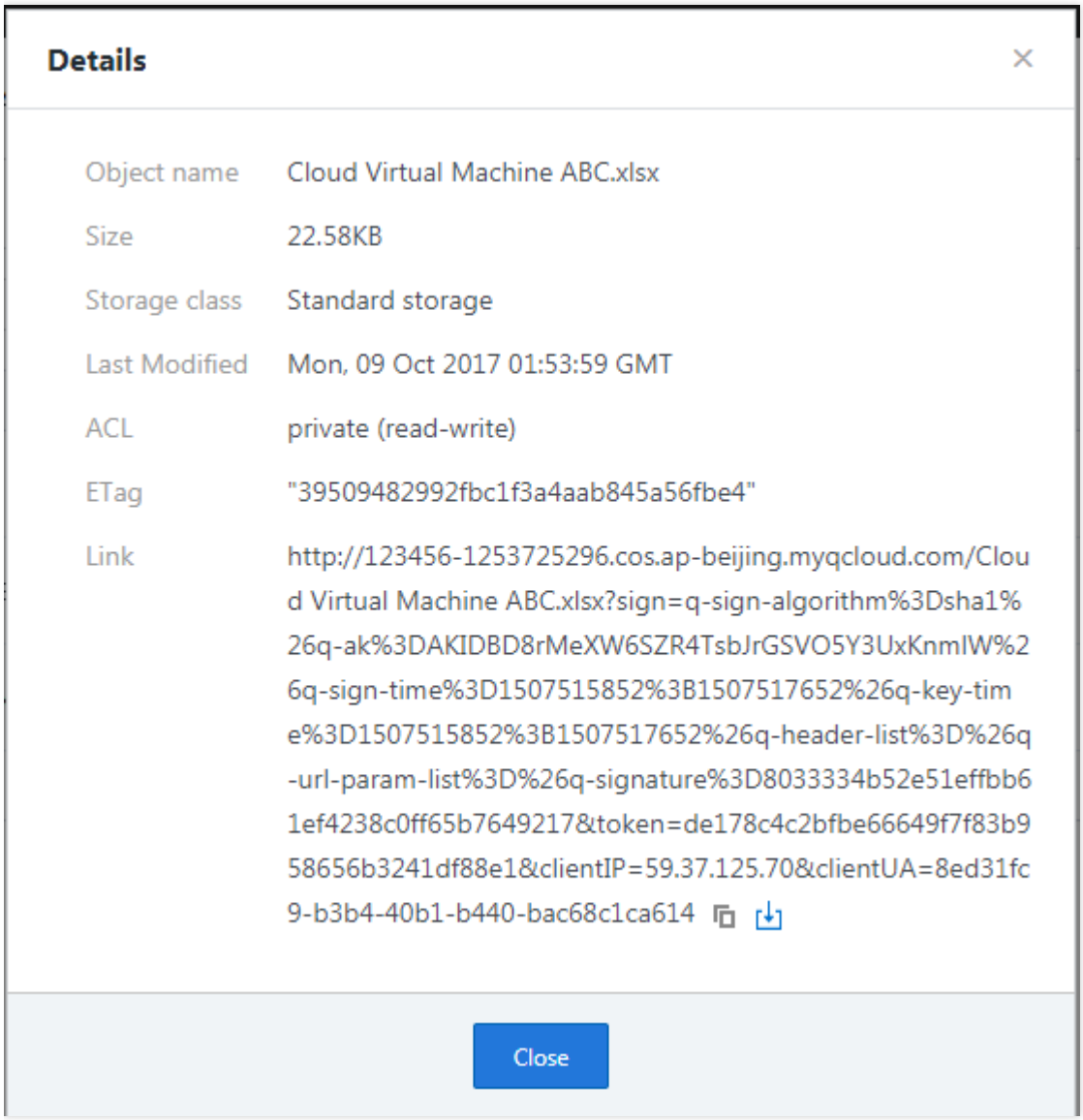

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Deleting Buckets

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When you no longer need to use a Bucket, you can delete it. When deleting a Bucket, make sure that there are no files or directories in it, otherwise it cannot be deleted.

Enter the COS console and click **Delete** in the operation column on the right side of the Bucket to be deleted:

Click **OK** to delete the Bucket, and then the delete operation is completed.

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