

Tencent Cloud EdgeOne

Edge Functions

Product Documentation



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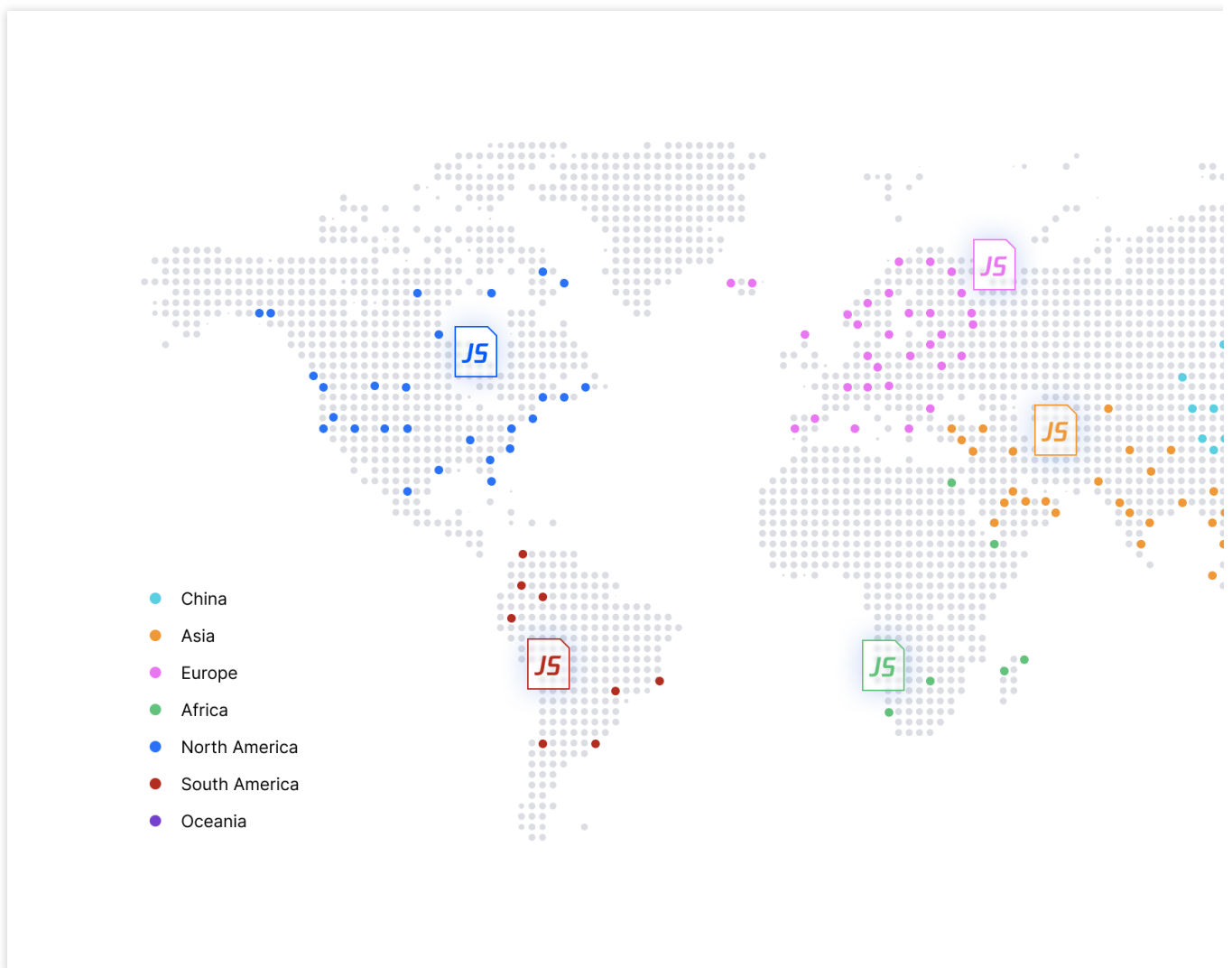
Adaptive Image Format Conversion via Edge Functions

Edge Functions

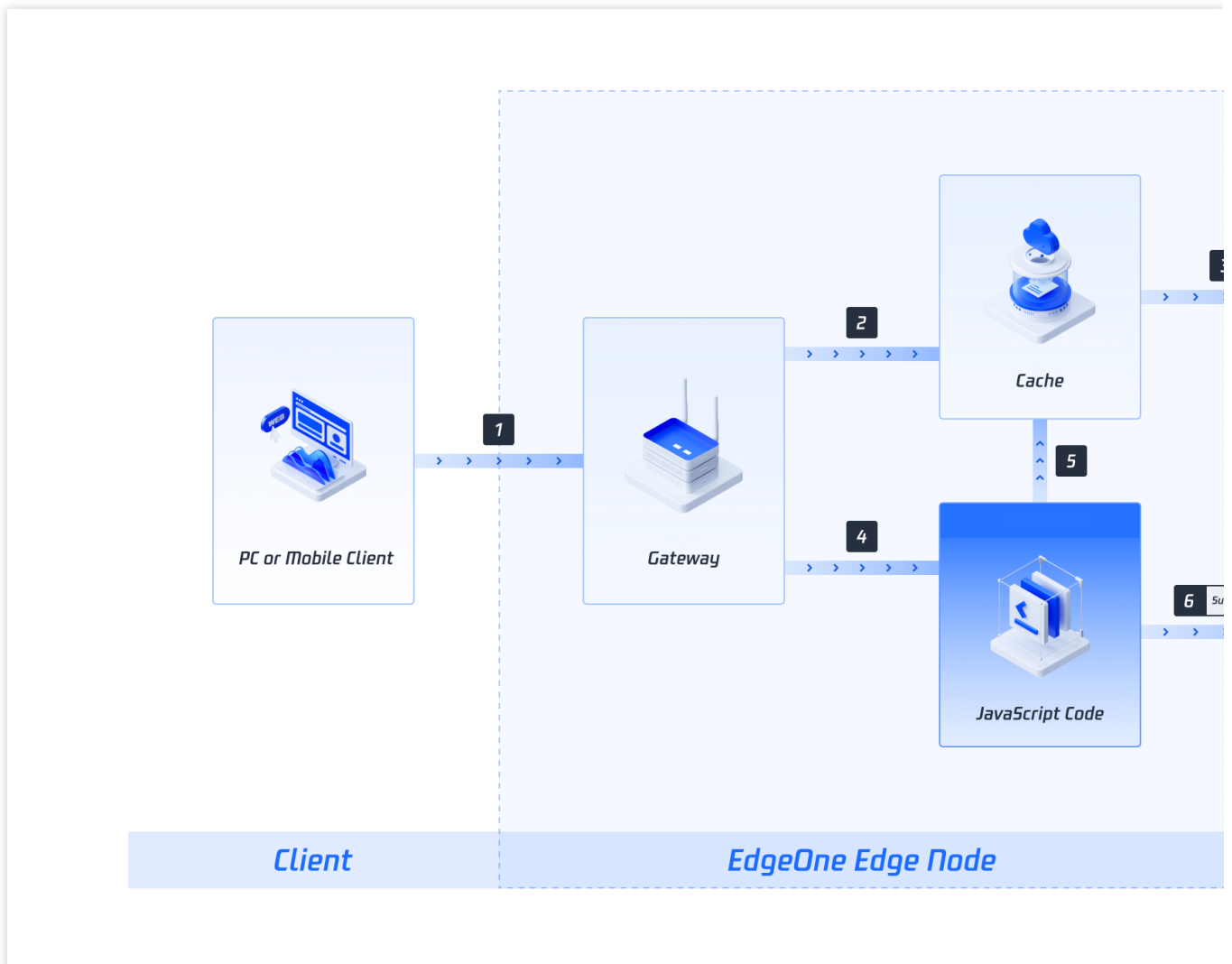
Overview

Last updated : 2024-01-15 15:01:55

Tencent Cloud Edge Functions provides a serverless code execution environment for the edge nodes of Tencent Cloud EdgeOne. This way, you can focus on writing business function code and configuring triggering rules, without the need to configure or manage infrastructure such as servers. The written code can be elastically and securely executed on the edge nodes that are closest to users.



How It Works



You can develop JavaScript functions and deploy them to the edge nodes of Tencent Cloud EdgeOne.

1. If a client request does not hit the configured function triggering rule, the request is handled in the following process:

(1) The client request is sent to the gateway of an edge node of Tencent Cloud EdgeOne. > (2) The cache of the node responds if the requested content already exists in the cache. > (3) The origin server responds if the requested content does not exist in the cache.

2. If a client request hits the configured function triggering rule, the request is handled in one of the following processes:

(1) The client request is sent to the gateway of an edge node of Tencent Cloud EdgeOne. > (4) Edge Functions receives and executes the JavaScript code. > (5) Subrequests access the cache. > (3) The origin server responds if the requested content does not exist in the cache.

(1) The client request is sent to the gateway of an edge node of Tencent Cloud EdgeOne. > (4) Edge Functions receives and executes the JavaScript code. > (6) Subrequests access the public network service.

Benefits

Distributed deployment

Tencent Cloud EdgeOne supports more than 2,800 edge nodes. Edge Functions is deployed on edge nodes in distributed mode.

Ultra-low latency

Client requests are automatically scheduled to the edge nodes that are closest to users. If triggering rules are hit, edge functions are triggered to process the requests and return results to the client. This helps significantly reduce the client access latency.

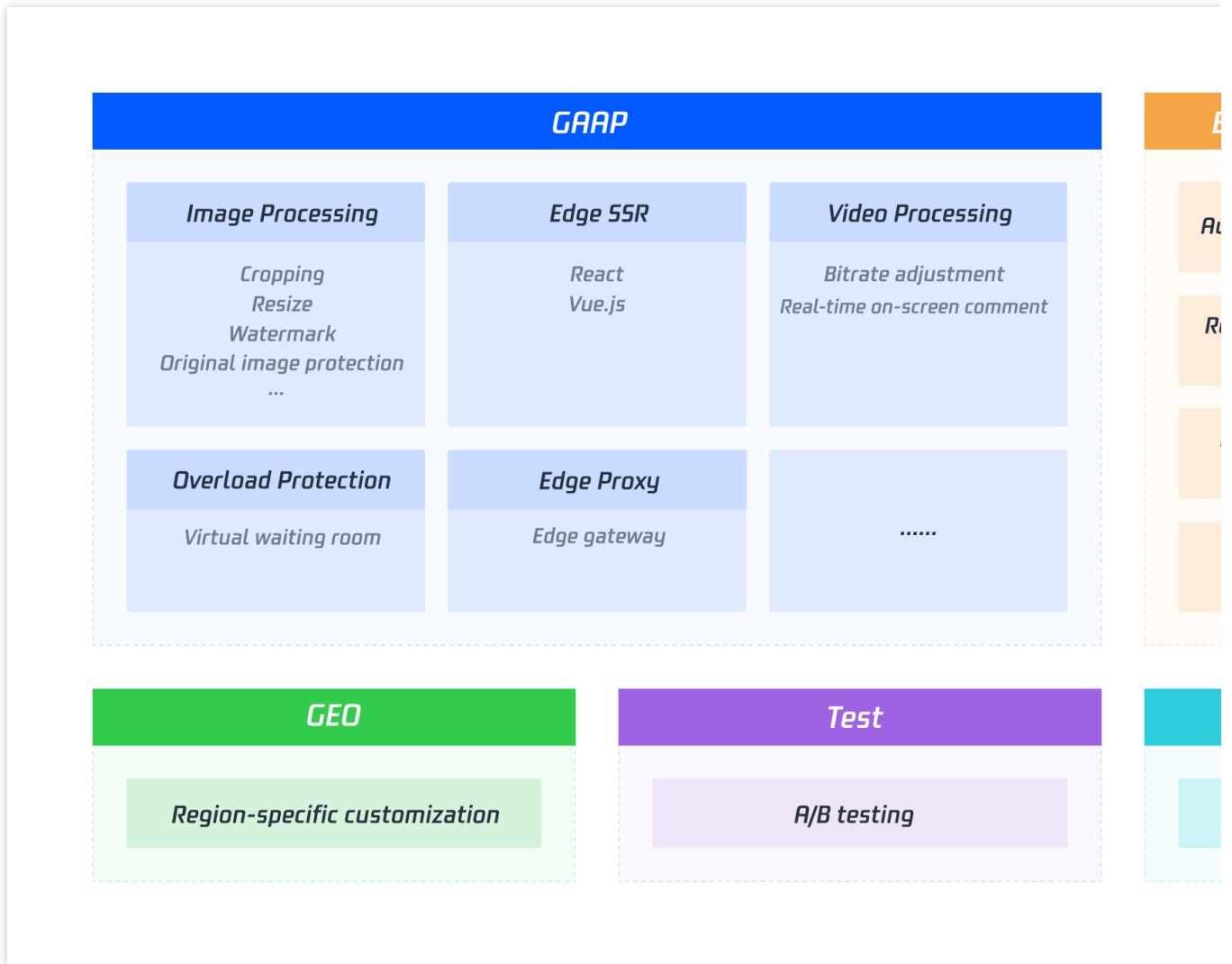
Elastic scaling

Edge Functions schedules requests to edge nodes that are allocated sufficient computing resources based on the proximity of the user when spikes occur in client requests.

Serverless architecture

The serverless architecture of Edge Functions eliminates the need to focus on the maintenance of the memory, CPU, and network of servers and other infrastructure resources. You can focus on the development of business code.

Use Cases



Getting Started

Last updated : 2024-01-02 10:34:59

This document describes how to create a simple edge function and use the function to redirect a request to another URL and return the custom response header.

Overview

The site `example.com` is currently connected to EdgeOne service. Under this site, a custom HTML activity page needs to be provided to the users through the custom domain name `www.example.com`. This page can be deployed to the edge nodes of EdgeOne's global AZs through the edge function for users to access nearby.

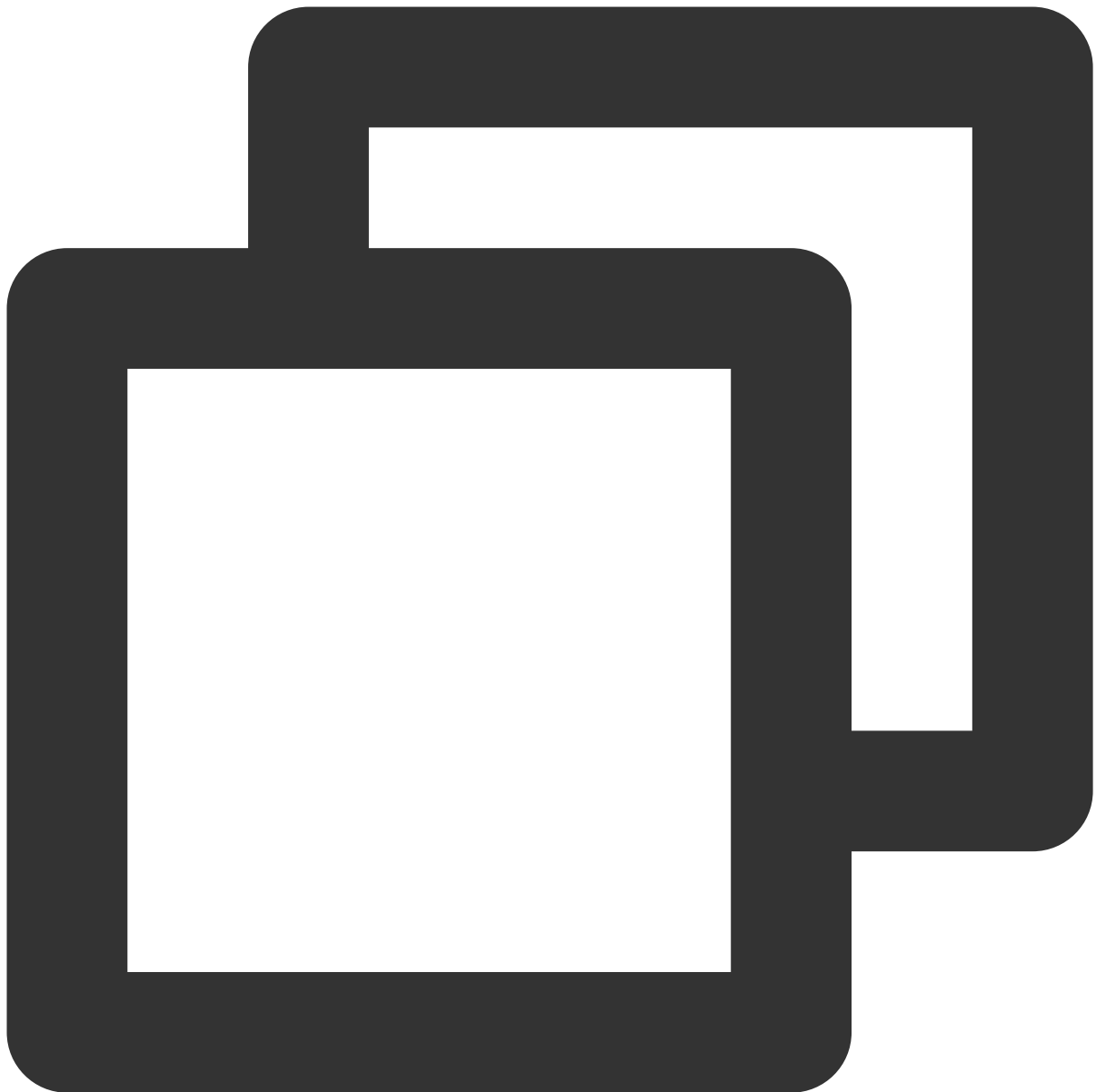
Note:

1. How to connect to the site, please refer to [Quick Start](#).
2. How to add an acceleration domain, please refer to [Adding a Domain Name for Acceleration](#).

Directions

Step 1: Creating and Deploying a Function

1. Log in to the [EdgeOne Console](#) and click **Site List** in the left sidebar. In the site list, click the **Site** to be configured.
2. On the site details page, click **Edge Function > Function Management**.
3. On the edge function management page, click **Create function** and select to create a function using a template. At this step, you can use a template to create a function according to actual business needs. Taking the current scenario as an example, you can select the "Create Hello World" template to create a new one. After selecting the template, click **Next**.
4. On the new Edge Functions page, configure the relevant parameters. The explanations for these parameters are as follows:
Function: Required, it can only contain letters, numbers, hyphens. It should start with a letter and end with a number or letter, 2-30 characters; and it cannot be modified after creation. For example: test-edgefunctions.
Description: Optional, it supports up to 60 characters. For Example: Custom HTML page and response header.
Code: The edge function code that needs to respond. In the current scenario, you may copy the following function code, paste it into the code editor of the console, and replace the default code in the editor.



```
const html = `  
  <!DOCTYPE html>  
  <body>  
    <h1>Hello World</h1>  
    <p>This markup was generated by TencentCloud Edge Functions.</p>  
    <a href="https://cloud.tencent.com/product/teo">TencentCloud EdgeOne</a>  
  </body>  
`;  
  
async function handleRequest(request) {  
  return new Response(html, {
```

```
headers: {
  'content-type': 'text/html; charset=UTF-8',
  'x-edgefunctions-test': 'Welcome to use Edge Functions.',
},
});
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event.request));
});
```

Note

The preceding code creates a custom HTML and adds the following custom response header: x-edgefunctions-test: Welcome to use Edge Functions.

5. Click **Create and deploy**. If you see the following pop-up dialog box, the deployment is successful.



Deployed successfully

Functions are triggered when triggering rules are matched

Not now

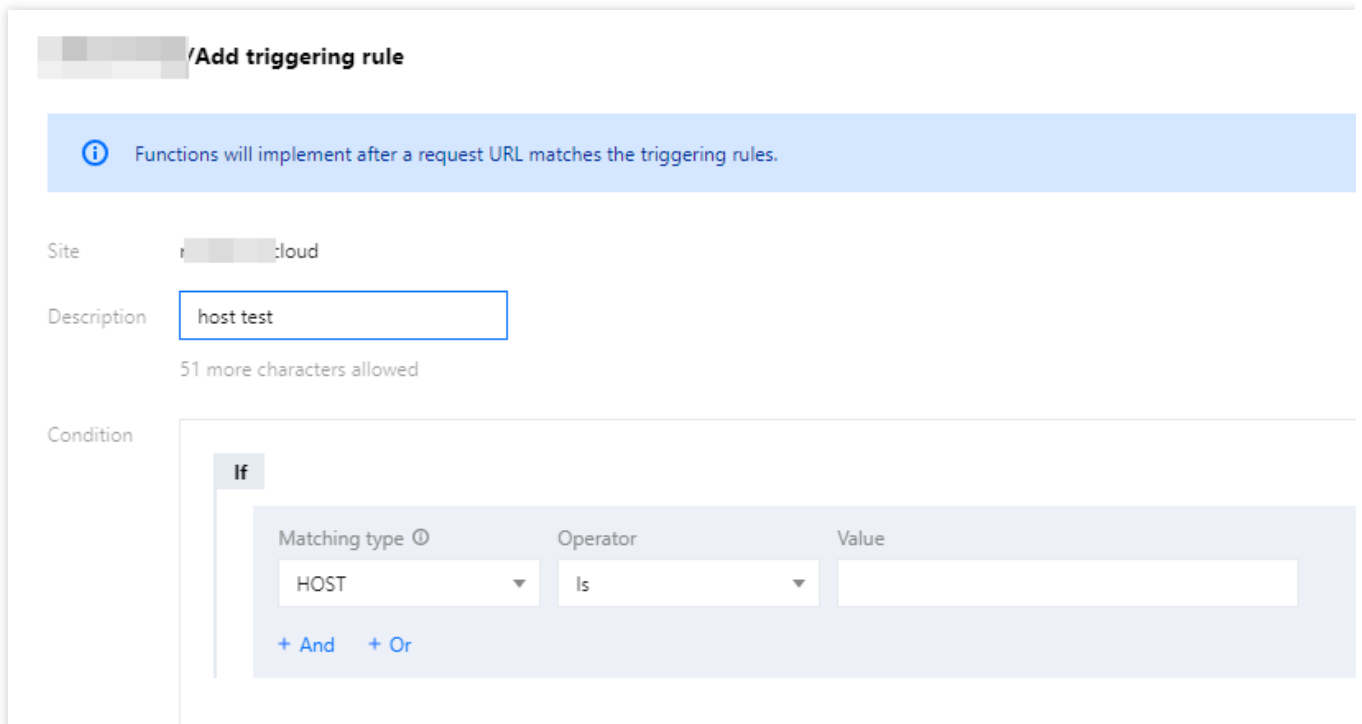
Add triggering rule

Step 2. Configuring a Triggering Rule

If you want to trigger function execution by setting HOST, URL Path, or file extensions of the matching sites, you could proceed in the following two steps:

1. After the function is deployed successfully, click **Add triggering rule**.
2. On the add triggering rule page, configure the matching conditions. Taking the current scenario as an example, you can select the Matching type as "HOST", the Operator as "Is", and the value as the added subdomain

`www.example.com` . Click **OK** to create the trigger rule.



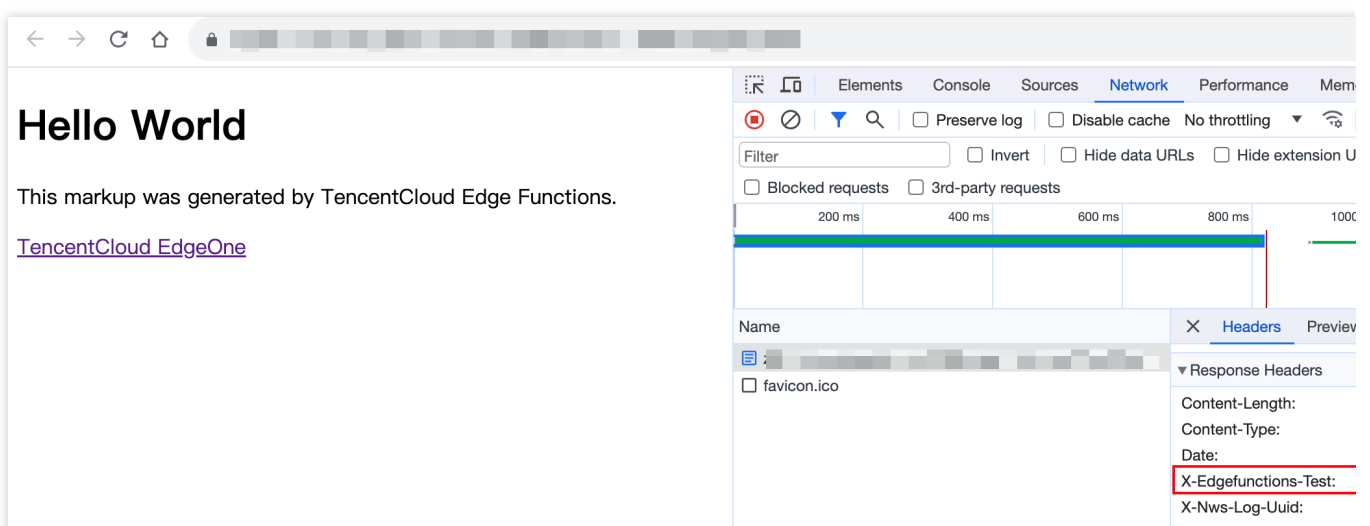
Step 3: Verifying the Edge Function

To check whether the function is working as expected, you can initiate a request in a browser or by using Curl.

Browser Verification

Curl Verification

Enter the URL in the browser, for instance: `https://www.example.com/test-edgefunctions`. This URL can match the set trigger conditions to trigger the execution of the function and view the response page information.



Run the curl request command within the MAC/Linux terminal to verify. For example: `curl`

`https://www.example.com/test-edgefunctions`. The response can be viewed as follows:

```
→ ~ curl -i https://[redacted] ions
HTTP/2 200
x-edgefunctions-test: Welcome to use Edge Functions.
content-type: text/html; charset=UTF-8
content-length: 238

<!DOCTYPE html>
<body>
  <h1>Hello World</h1>
  <p>This markup was generated by a TencentCloud Edge Functions.</p>
  <a href="https://cloud.tencent.com/product/teo">边缘安全加速平台 (TencentCloud EdgeOne)</a>
</body>
→ ~
```

Operation Guide

Function Management

Last updated : 2024-01-02 10:24:04

Overview

This document describes how to create, edit, and delete an edge function, and how to configure the rules that trigger the function.

Creating and Deploying a Function

1. Log in to the [EdgeOne console](#), click **Site List** in the left sidebar, and click the **site** to be configured in the site list.
2. On the site details page, click on **Edge Functions > Function Management**.

3. On the Edge Function Management page, click **Create function**, select to create a function using a template. In this step, you can create a function using a template on your actual business needs.

4. On the create new Edge Function page, configure the relevant parameters as follows:

Function: required, it can only include letters, numbers, hyphens. It must start with a letter and end with a digit or letter, 2-30 characters; it cannot be modified after creation. Example: test-edgefunctions.

Description: optional, it supports up to 60 characters. For instance, custom HTML page and response headers.

Code: the content of the edge function that requires a response.

Function

2-30 characters ([a-z], [0-9] and [-]). It must start with a letter and end with a digit or letter. Consecutive hyphens (.) are not allowed; cannot be modified after creation.

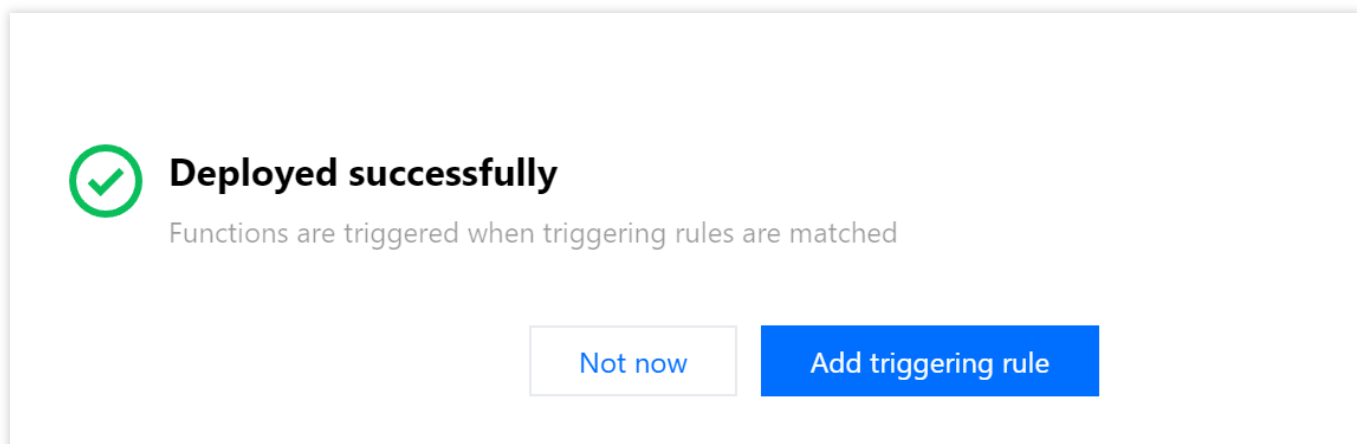
Description

60 more character allowed

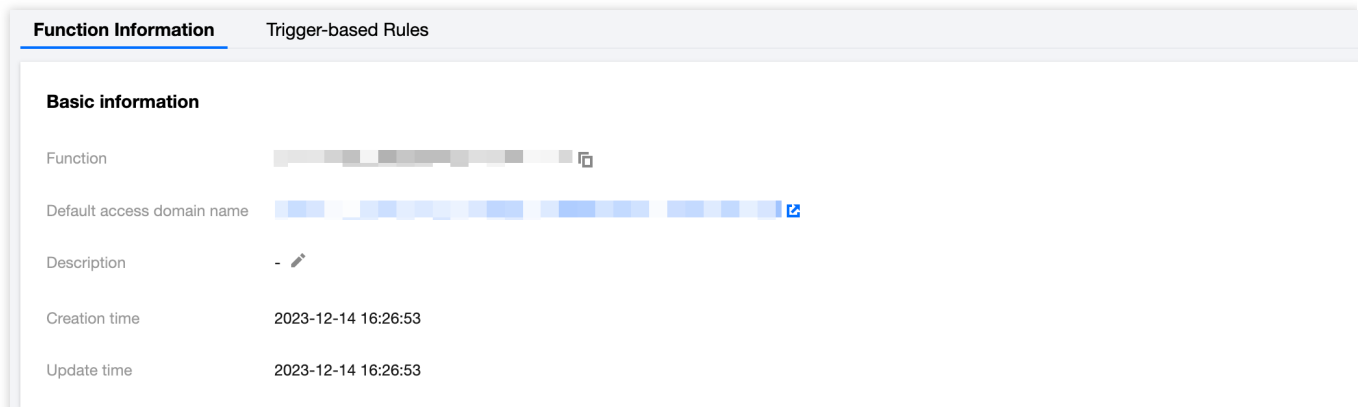
Code [View sample](#)

```
1  addEventListener('fetch', e => {
2    const response = new Response('Hello World!');
3    e.respondWith(response);
4  });
```

5. Click on **Create and deploy**. If a dialog box appears as shown, it signifies the successful deployment.



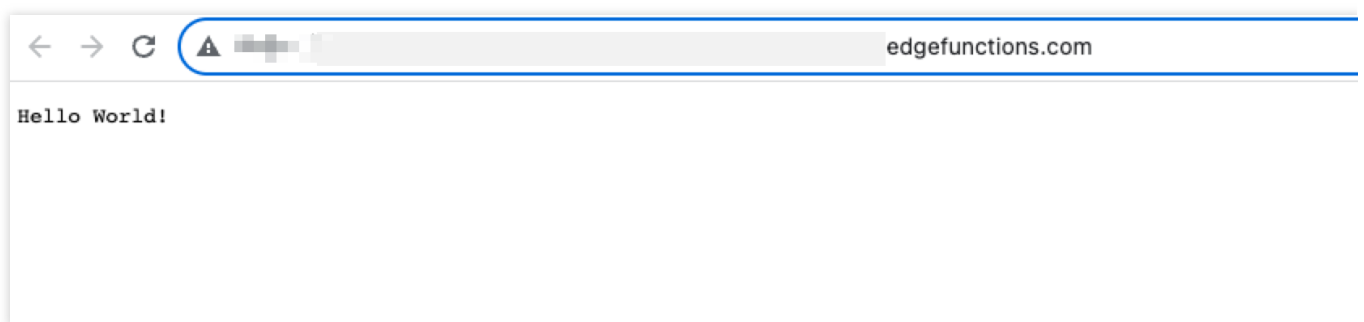
After the deployment is successful, you can click **Default access domain name** assigned by the platform to verify its effectiveness by triggering the function execution.



The screenshot displays the 'Function Information' tab in the Tencent Cloud console. It features a 'Basic information' section with the following details:

Field	Value
Function	[Redacted]
Default access domain name	[Redacted]
Description	-
Creation time	2023-12-14 16:26:53
Update time	2023-12-14 16:26:53

If the default function code is deployed, it will be displayed as follows:



The screenshot shows a web browser window with the address bar displaying 'edgefunctions.com'. The main content area of the browser shows the text 'Hello World!'.

Configuring a Triggering Rule

If you want to trigger function execution by setting HOST, URL Path or file suffix of the matching site, there are two steps you can follow:

1. After the function is deployed successfully, click **Add triggering rule**.
2. On the **Add triggering rule** page, specify the matching type, operator, and value as needed.

3/Add triggering rule

i Functions will implement after a request URL matches the triggering rules.

Site: [redacted].ss

Description:
 51 more characters allowed

Condition:

If

Matching type ⓘ	Operator	Value
HOST	Equal to	[redacted]

+ And + Or





3. Click **OK**.

Function information		<u>Triggering rule</u>			
Add triggering rule		Enter			
Rule ID	Description	Condition	Creation time	Upd	
rule-[redacted]	host test	if [redacted]	2023-01-11 15:05:12	2023	
Total items: 1					

Editing the Function

1. On the function management page, select the function you want to modify and click on **Function**.


[Create function](#) Enter keywords in the f


Function	Description	Default access domain name
 1251557890	-	
 1251557890	-	

2. On the function information page, click **Save and deploy** or **Ctrl + S** after modifying the function code.

Function Information Trigger-based Rules

Basic information

Function 

Description 


Creation time 2023-06-15 11:22:20

Update time 2023-06-15 11:22:20

Code [View sample](#)

```
1 addEventListener('fetch', e => {
2   const response = new Response('Hello World!');
3   e.respondWith(response);
4 });
```

3. Modify the code and click **Save and deploy**. If you have configured a triggering rule for the function, a note will be displayed as follows:

 **The following triggering rules will take effect once they're check the rules before you deploy.**

Rule ID	Condition
rule [redacted]	if [redacted]

Deleting the Function

1. If you need to delete a newly created function, you can go to the function management page, select the function you want to delete, and click on the **Delete** button in the operation column.

Function information		Triggering rule			
Rule ID	Description	Condition	Creation time	Update time	
rule [redacted]	host test	if ([redacted])	2023-01-11 15:05:12	2023-01-11 15:20:05	

Total items: 1

2. In the pop-up dialog box, click **OK**.

Note

Once deleted, the function cannot be restored. The triggering rules of the function will also be deleted.

Function Trigger

Last updated : 2023-12-14 17:47:37

Scenarios

This document guides you how to manage function triggering rules.

Add, delete, modify and search for a triggering rule.

Adjust the priority of the triggering rules by reordering them in the list. If the request URL matches multiple triggering rules, only the first hit rule is executed.

Directions

Creating a triggering rule

1. Log in to the [EdgeOne](#) console and click **Site List** in the left sidebar. In the site list, click the target site.
2. On the site details page, click **Edge Functions > Function Management**.
3. On the **Function Trigger** page, click the



icon to the right of the rule list.

Add triggering rule ✕

i Functions will implement after a request URL matches the triggering rules.

Site

Description
60 more characters allowed

Execute function [Create now](#)

Condition

If

Matching type

[+ And](#) [+ Or](#)

Parameter description:

Site: The name of the current site is displayed by default.

Description: (Optional) It can contain up to 60 characters.

Condition: Specify the matching type, operator, and value as needed. For more information, see [Rule Engine](#).

Execute function: Select a function from the drop-down list.

4. Click **OK** to complete the creation.

Editing the triggering rule

1. On the **Function Trigger** page, find the rule and click **Edit**.

i

- The associated function will implement when a request URL matches the triggering rules.
- If a request URL matches multiple triggering rules, the rule with the higher priority will execute.

Rule list + ⚙️ 🔍

1 rules in total, executed from the top to bottom

01 • rule- (t) Edit

If

Matching type ⓘ	Operator	Value
URL Path	Equal to	

THEN

Operation	Function	Description
Trigger edge function		

2. In the **Edit triggering rule** dialog box, modify the parameters and click **OK**.

Edit triggering rule

 Functions will implement after a request URL matches the triggering rules.

Site

Description

51 more characters allowed

Execute function

 [Create now](#)

Condition

If

Matching type ⓘ

Operator

Value

HOST

Equal to

+ And + Or

OK

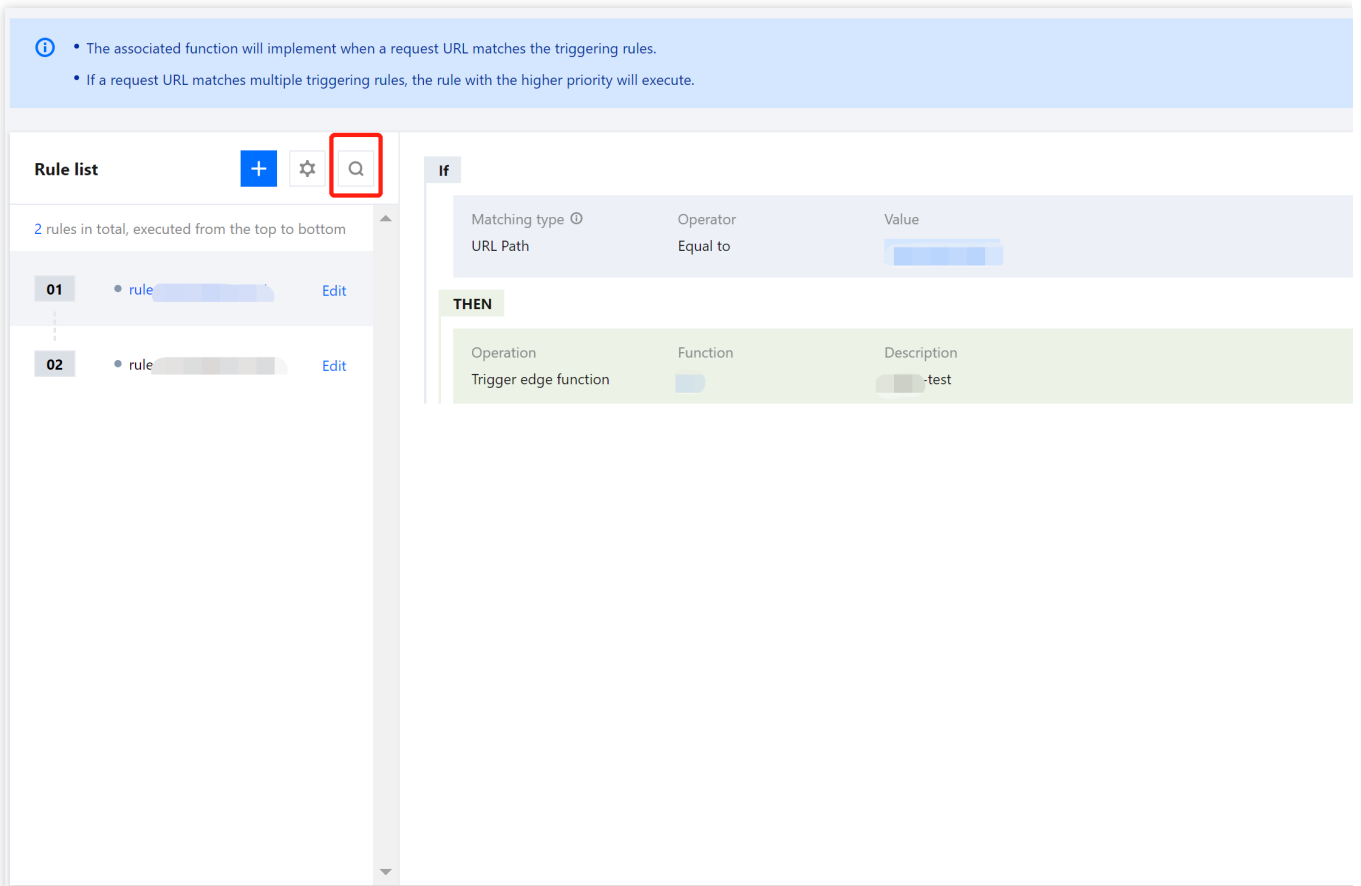
Cancel

Searching for the triggering rule

On the **Function Trigger** page, click the



icon to the right of the rule list and enter a keyword of the rule ID in the search box to search for the triggering rule.



Deleting the triggering rule

1. On the **Function Trigger** page, click the



icon to the right of the rule list.

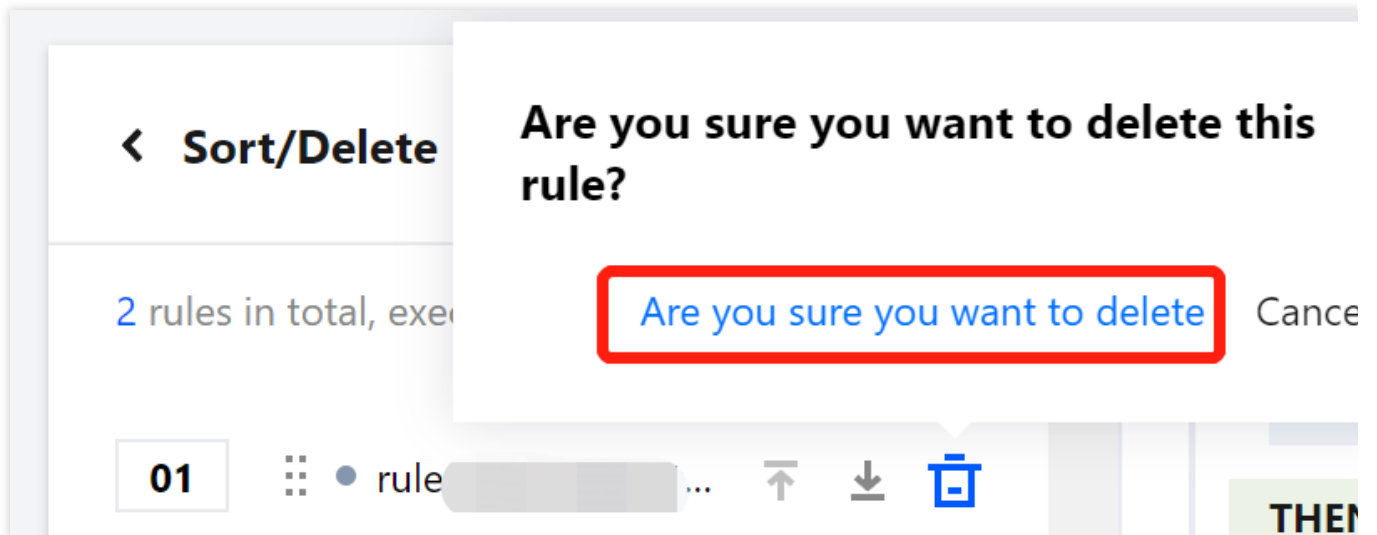
2. Find the rule to delete and click the



icon.



3. In the pop-up dialog box, click **Confirm to delete**.



Adjusting the priority of the triggering rule

1. On the **Function Trigger** page, click the



icon to the right of the rule list.

2. Find the rule. Click the



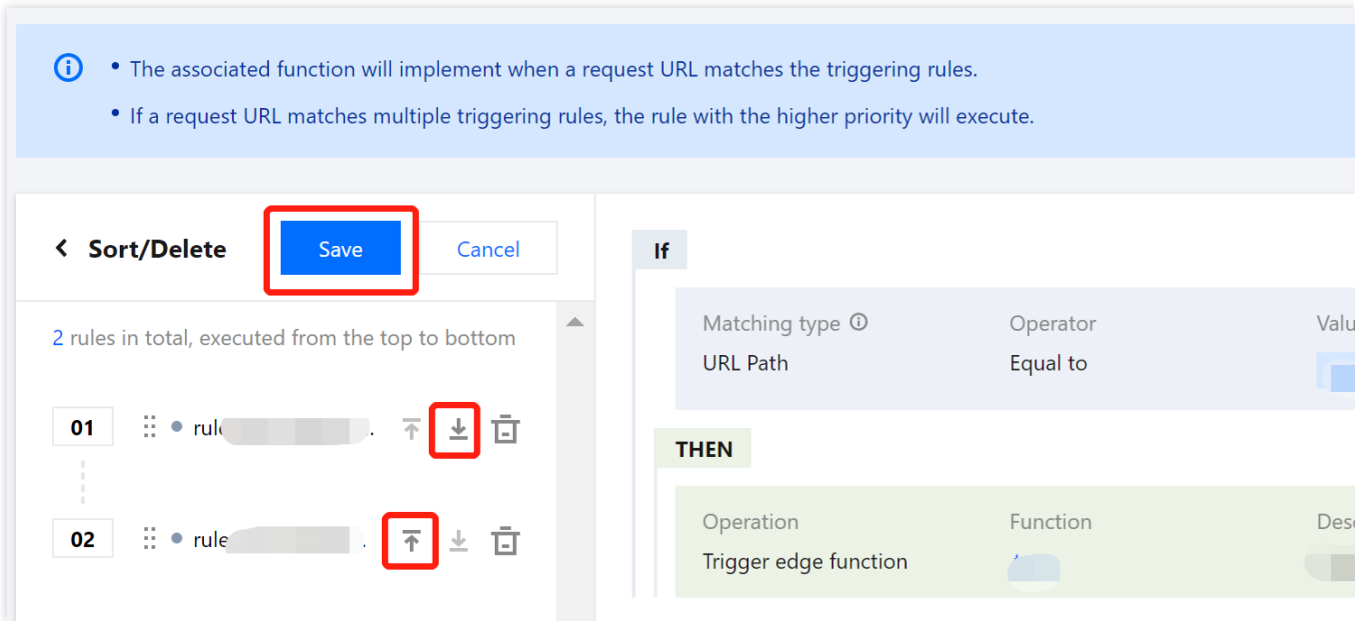
icon to move the rule up by one row or the



icon to move the rule down by one row. Then, click **Save**.

Reminder

If the request URL matches multiple triggering rules, such as Rules 01 and 02 in the following figure, only the triggering rule on the top will be executed. In this example, only Rule 01 will be executed.



Use Cases

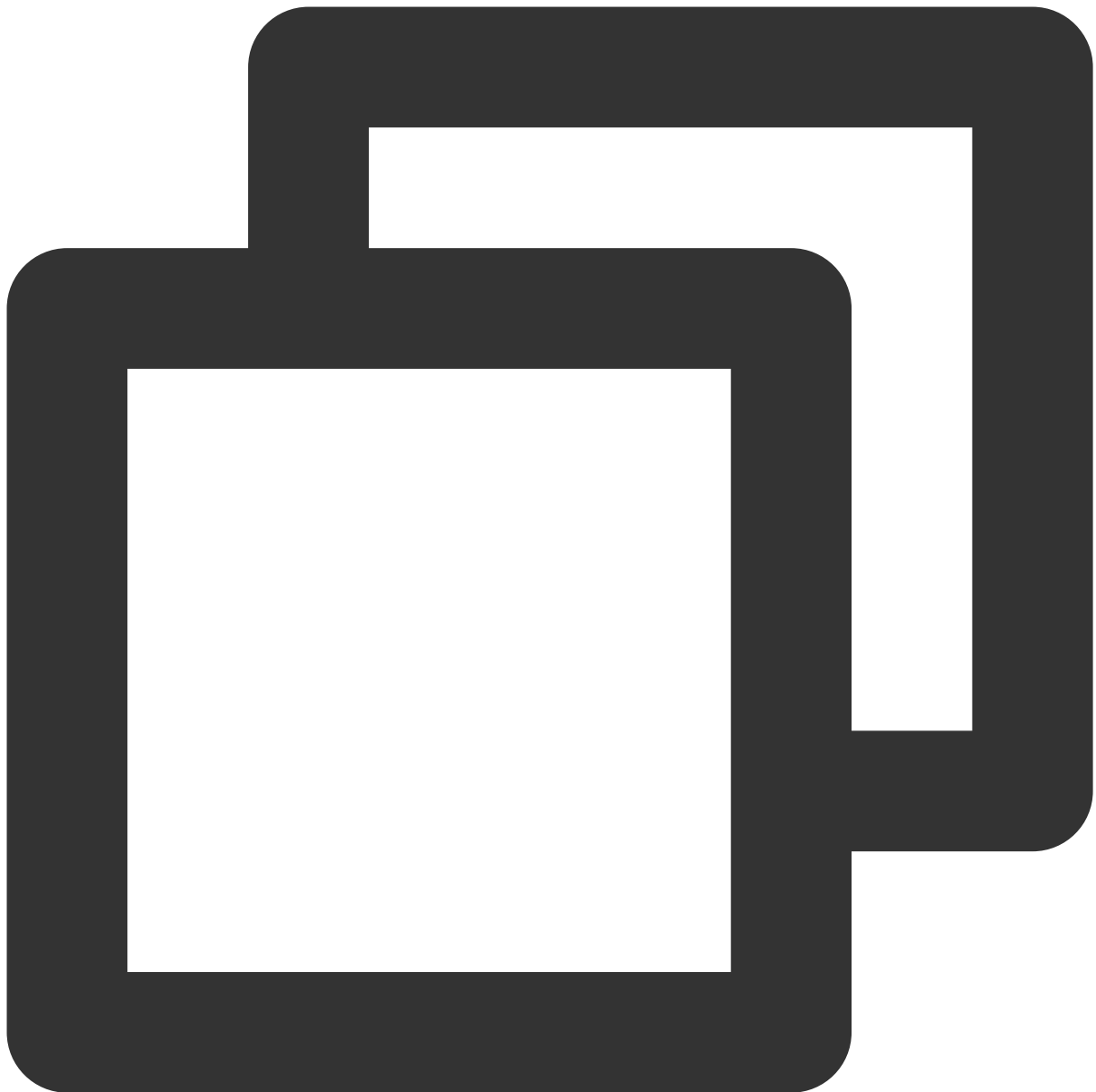
The following section describes how to adjust the execution order of multiple triggering rules that match the request URL:

1. On the Function Management page, two functions with the same triggering rule are already created.

函数名称	描述	创建时间	更新时间
test2	edgefunctions-test2	2022-10-14 14:47:02	2022-10-14 14:47:02
test1	edgefunctions-test1	2022-10-14 14:45:57	2022-10-14 14:46:36
...	2	2022-09-30 11:50:54	2022-10-14 10:21:12
...	1	2022-10-14 10:18:54	2022-10-14 10:19:21
...		2022-10-10 10:44:29	2022-10-13 10:33:39

共 5 条

Code of the `test1` function:

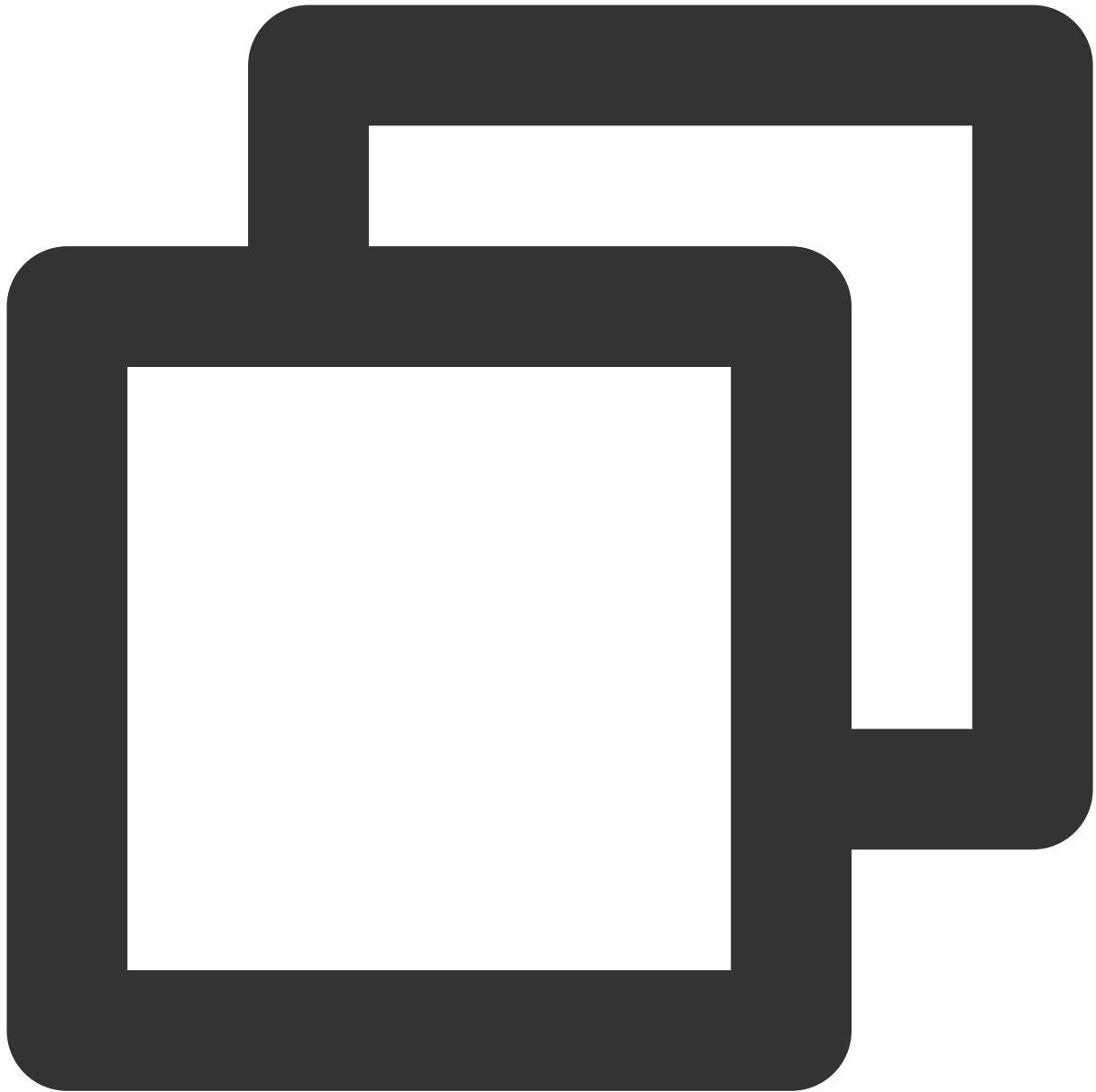


```
const html = `  
  <!DOCTYPE html>  
  <body>  
    <h1>The test 1, Hello World</h1>  
    <p>This markup was generated by a TencentCloud Edge Functions.</p>  
    <a href="https://cloud.tencent.com/product/teo">Tencent Cloud EdgeOne</a>  
  </body>  
`;  
  
async function handleRequest(request) {  
  return new Response(html, {
```

```
headers: {
  'content-type': 'text/html; charset=UTF-8',
  'x-edgesfunctions-test': 'Welcome to use Edge Functions.',
},
});
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event.request));
});
```

Code of the `test2` function:



```
const html = `  
  <!DOCTYPE html>  
  <body>  
    <h1>The test 2, Hello World</h1>  
    <p>This markup was generated by a TencentCloud Edge Functions.</p>  
    <a href="https://cloud.tencent.com/product/teo">Tencent Cloud EdgeOne</a>  
  </body>  
`;  
  
async function handleRequest(request) {  
  return new Response(html, {
```

```

headers: {
  'content-type': 'text/html; charset=UTF-8',
  'x-edgefunctions-test': 'Welcome to use Edge Functions.',
},
});
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event.request));
});

```

2. The triggering rules are displayed on the **Function Trigger** page, as shown in the following figure.

The screenshot shows the 'Function Trigger' configuration page. On the left, the 'Rule list' panel displays three rules, with rule '02' (rule-8ij6cfrm) selected. On the right, the configuration details for the selected rule are shown:

Matching type	Operator	Value
HOST	Is	[Redacted]

Operation	Function	Description
Trigger edge function	test2	-

This screenshot is identical to the one above, showing the 'Function Trigger' configuration page with rule '02' selected and its configuration details displayed.

3. The triggering rule of the `test1` function is listed in position 01, and that of the `test2` function is in position 02, as shown in the following figure.

Rule list

3 rules in total, executed from the top to bottom

Position	Rule Name	Action
01	rule-wrqdrqi4	Edit
02	rule-8jj6cfrm	Edit

If

Matching type	Operator	Value
HOST	Is	

THEN

Operation	Function	Description
Trigger edge function	test1	-

4. Enter the URL that contains the triggering rule in the address bar of a browser and press Enter. The following results are returned.

The test 1, Hello World

This markup was generated by a TencentCloud Edge Functions.

[TencentCloud EdgeOne](#)

5. Click the

↑ icon of the `test2` function and then click **Save**.

Sort/Delete Save Cancel

3 rules in total, executed from the top to bottom

Position	Rule Name	Actions
01	rule-8jj6cfrm	↑ ↓ 🗑️
02	rule-wrqdrqi4	↑ ↓ 🗑️

If

Matching type	Operator	Value
HOST	Is	

THEN

Operation	Function	Description
Trigger edge function	test1	-

6. The triggering rule of the `test2` function is adjusted to position 01, and that of the `test1` function is adjusted to position 02.

7. Enter the URL that contains the triggering rule in the address bar of a browser and press Enter. The response is as below:

The test 2, Hello World

This markup was generated by a TencentCloud Edge Functions.

[TencentCloud EdgeOne](#)

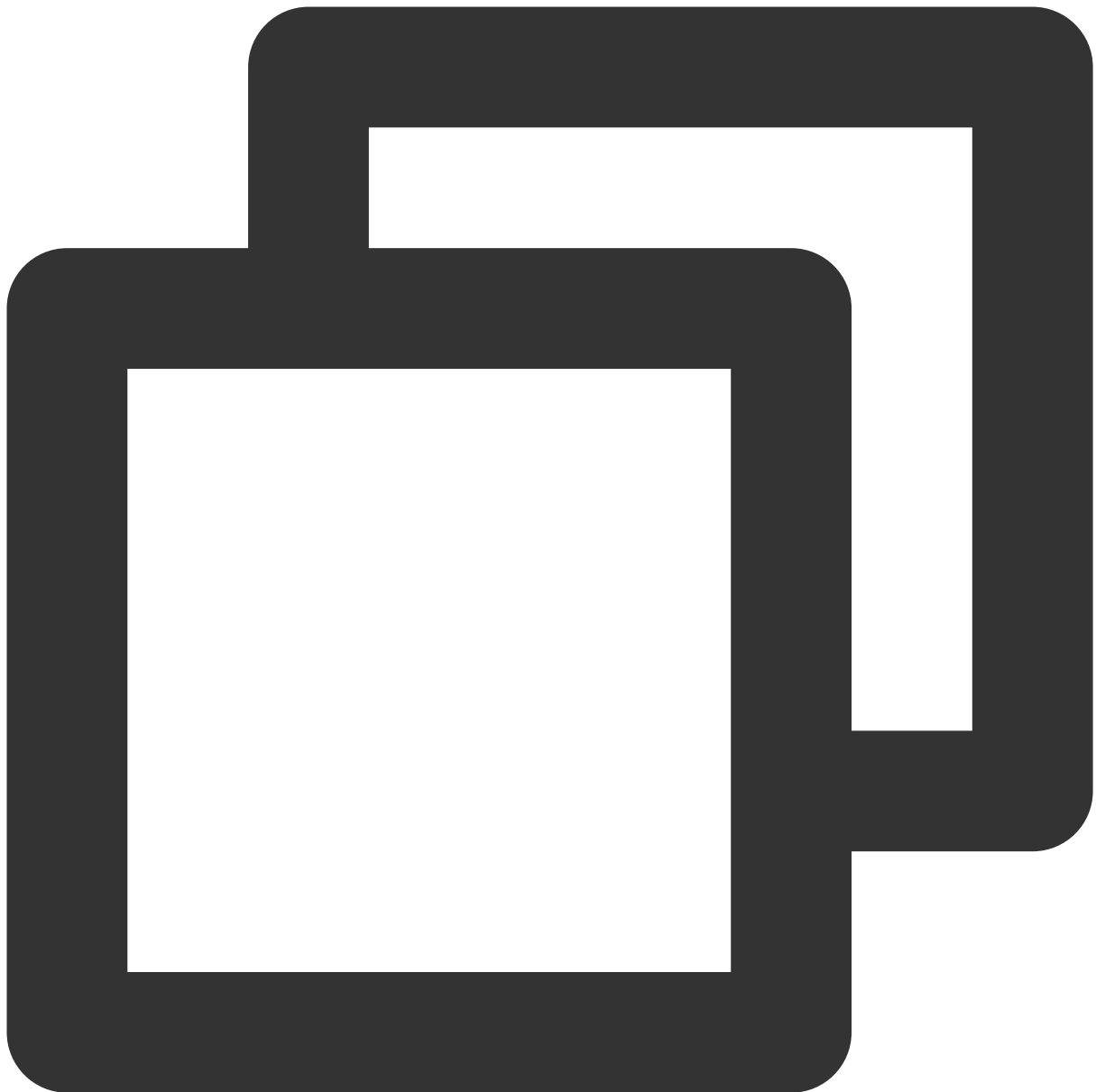
Runtime APIs

addEventListener

Last updated : 2023-03-08 11:26:27

This API is used to register an event listener for a target. The event listener triggers an edge function when the specified type of event is delivered to the target. Only one event listener takes effect for the same type of event. Only `fetch` request events are supported currently. If a `fetch` event occurs after a `fetch` event listener is registered, the event listener generates a [FetchEvent](#) object to process the HTTP request.

Overview



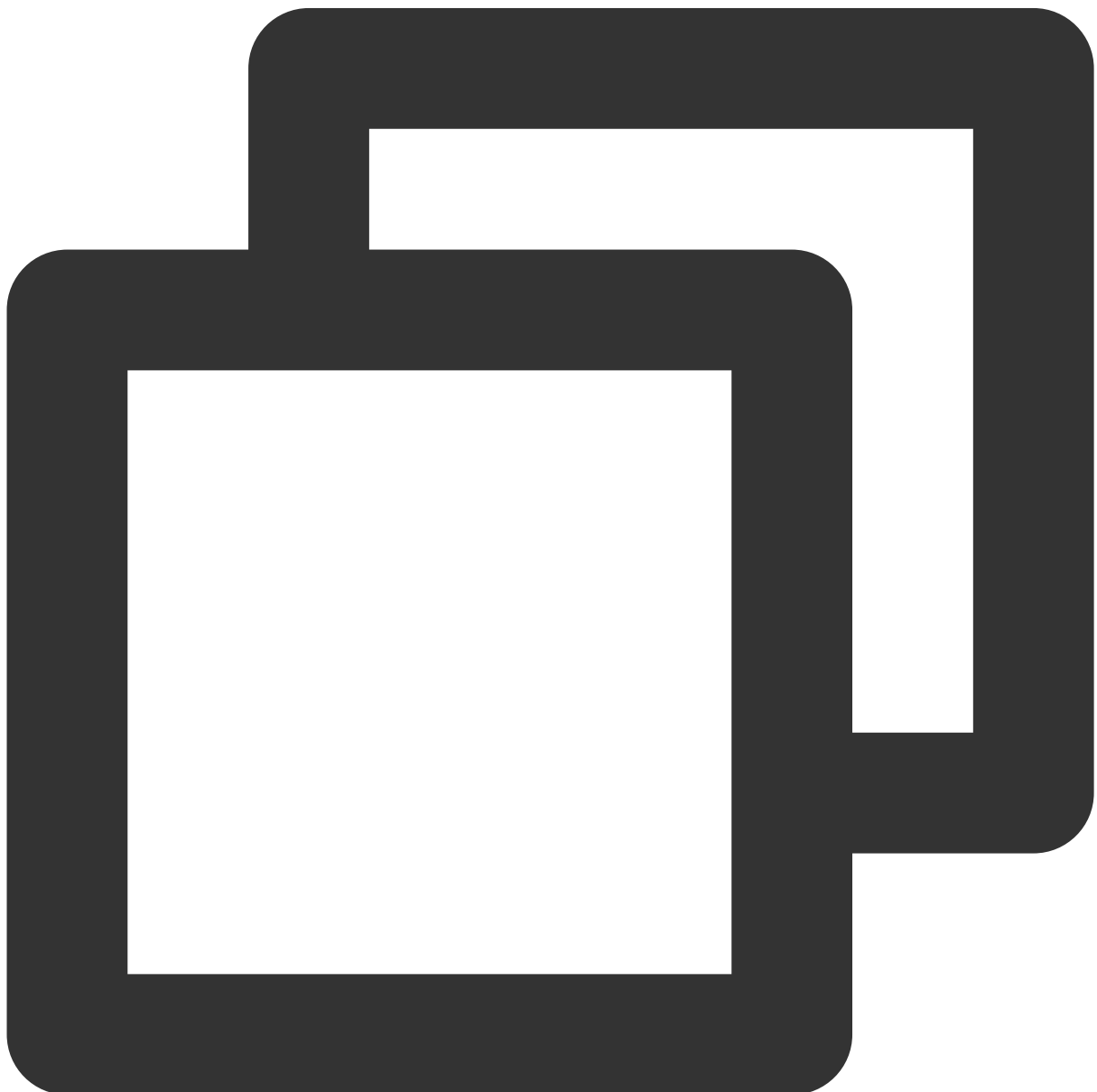
```
function addEventListener(type: string, listener: (event: FetchEvent) => void): void
```

Parameters

Parameter	Type	Required	Description
type	string	Yes	Event type. Only <code>fetch</code> request events are supported. If you specify a request event type other than <code>fetch</code> , the Edge Functions engine throws an

			<code>Error</code> exception.
listener	(event: <code>FetchEvent</code>) => void	Yes	Event listener that is used to process event callbacks. You can register a <code>fetch</code> event listener to generate <code>FetchEvent</code> objects.

Sample Code



```
// Register a fetch event listener.  
addEventListener('fetch', (event) => {  
  // Respond to the client.  
  event.respondWith(new Response('Hello World!'));  
});
```

References

[MDN documentation: addEventListener](#)

[Sample Functions: Returning an HTML Page](#)

[Sample Functions: Returning a JSON Object](#)

Cache

Last updated : 2024-01-31 10:10:01

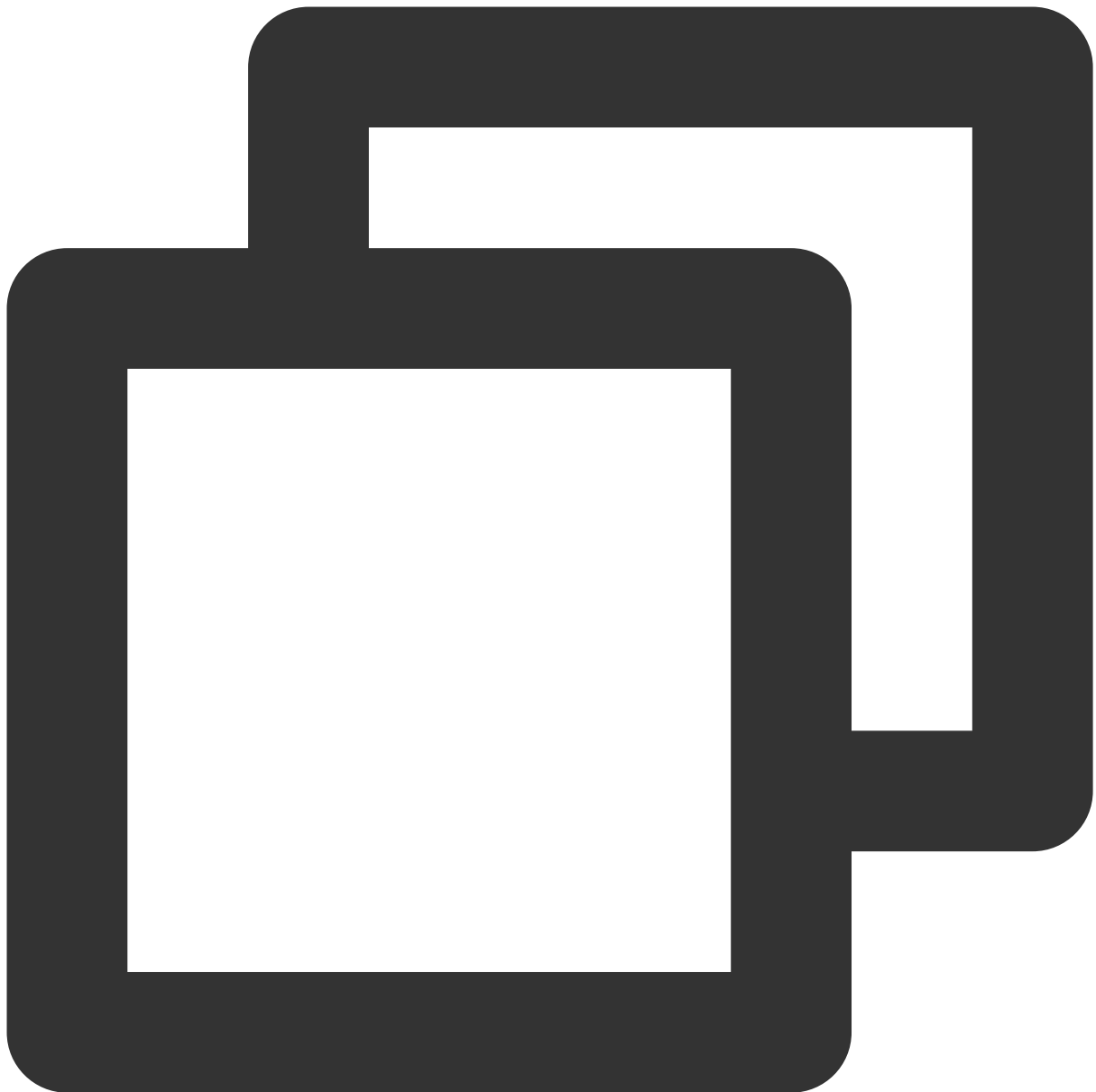
The **Cache** API is designed based on the standard Web API [Cache](#). During the runtime of edge functions, a global `caches` object that provides a group of methods for cache-related operations is injected.

Note:

The cached content takes effect only on the current data node and is not automatically copied to other data nodes.

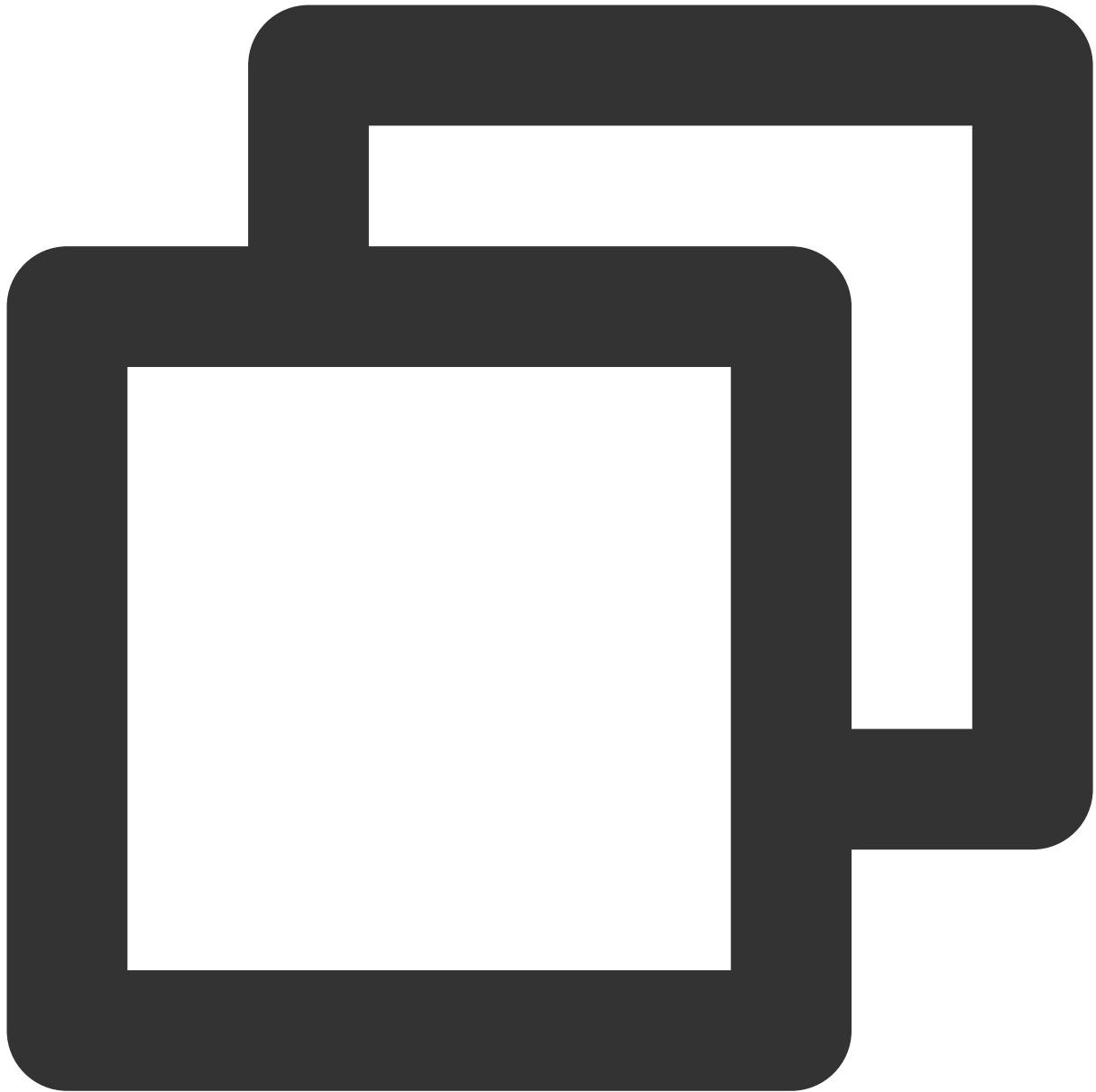
Constructor API

Use `caches.default` to fetch the default cache instance.



```
// Fetch the default cache instance.  
const cache = caches.default;  
  
// This method provides the same effect as `caches.default`.  
await caches.open('default');
```

Use `caches.open` to create a cache instance with the specified namespace.



```
// Create a cache instance with the specified namespace.  
const cache = await caches.open(namespace);
```

Parameters

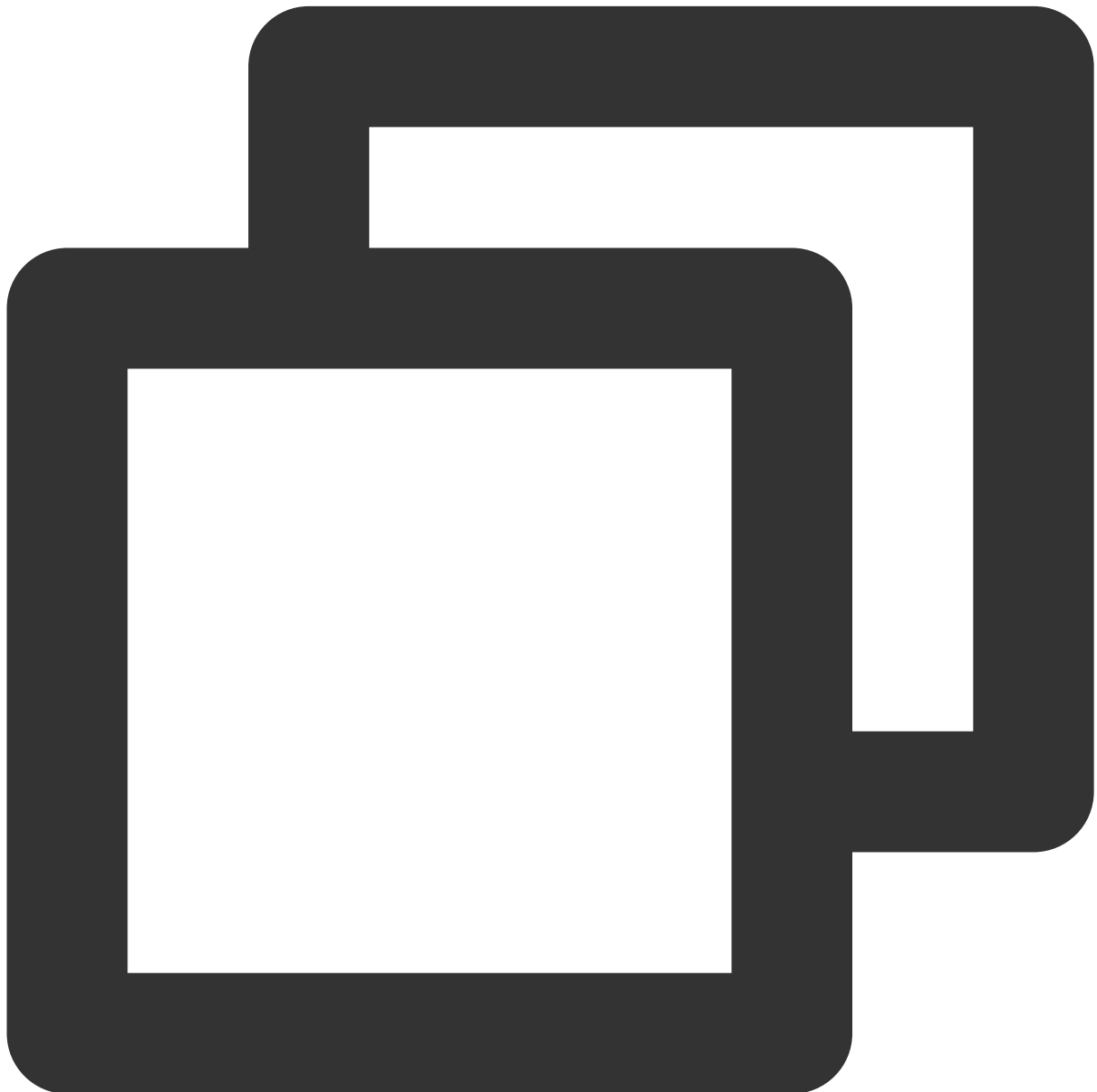
The following table describes the parameters of the `caches.open(namespace)` method.

Parameter	Type	Required	Description
namespace	string	Yes	The namespace of the cache.

The value "default" specifies the default instance. You can also use `caches.default` to fetch a default instance.

Methods

match



```
cache.match(request: string | Request, options?: MatchOptions): Promise<Response |
```


The `match()` method fetches the [Response](#) cache associated with the request and returns a Promise object. If the cache exists, the object contains the Response object. If not, the object contains undefined.

Note:

The `cache.match()` method does not forward requests to the origin. If the cache expires, the method throws a 504 error.

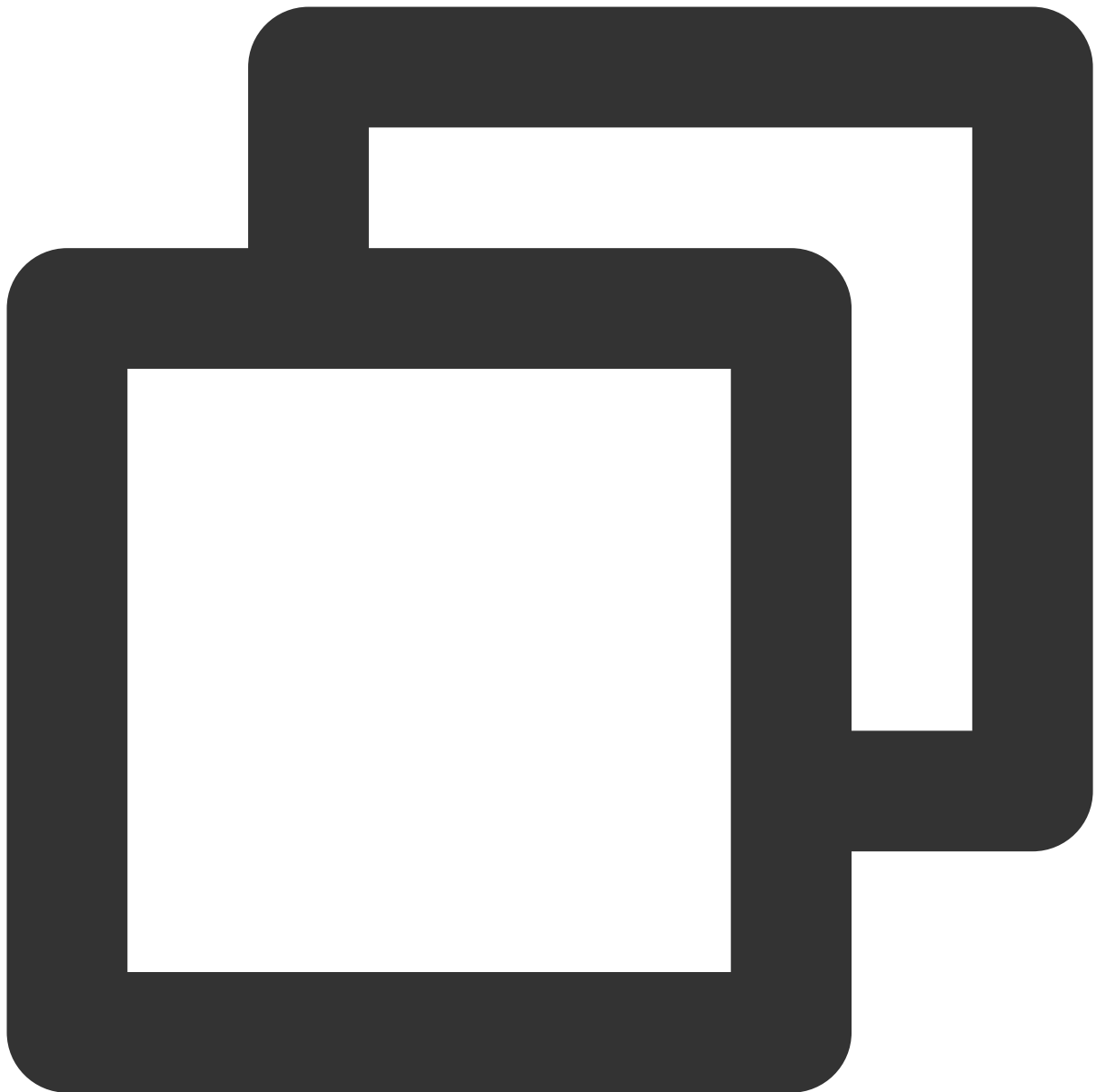
Parameters

Parameter	Type	Required	Description
request	string Request	Yes	<p>The request object. The following method and headers are supported:</p> <p>GET Only the GET method is supported. If this parameter is set to a string, the string is used as a URL to construct a Request object.</p> <p>Range If the request contains a Range header and the cached response contains the Accept-Ranges header, the 206 response is returned.</p> <p>If-Modified-Since If the request contains a If-Modified-Since header and the cached response contains a Last-Modified header with the same value as that of the If-Modified-Since header, the 304 response is returned.</p> <p>If-None-Match If the request contains a If-None-Match header and the cached response contains an ETag header with the same value as that of the If-Modified-Since header, the 304 response is returned.</p>
options	MatchOptions	No	The options.

MatchOptions

Parameter	Type	Example	Description
ignoreMethod	boolean	true	Specifies whether to ignore the request method. If you set this parameter to true, the request is considered to be a GET request regardless of its actual method.

put



```
cache.put(request: string | Request, response: Response): Promise<undefined>
```

The `put()` method tries to add a response to the cache by using the given request as the cache key. A

`Promise<undefined>` object is returned regardless of whether caching is successful.

Note:

The `put()` method returns a 413 error if the `Cache-Control` header of the object specified in the **response** parameter instructs not to cache.

Parameters

--	--	--	--

Parameter	Type	Required	Description
request	string Request	Yes	<p>The cache key.</p> <p>GET</p> <p>The <code>request</code> parameter supports only the GET method. If other methods are specified, an error is thrown.</p> <p>string</p> <p>If the <code>request</code> parameter is set to a string, the string is used as a URL to construct a Request object.</p>
response	Response	Yes	<p>The cache content.</p> <p>Cache-Control</p> <p>Valid values: s-maxage, max-age, no-store, no-cache, and private. The values no-store, no-cache, and private indicate no caching. If you use these values, the <code>cache.put</code> method returns a 413 error.</p> <p>Pragma</p> <p>If Cache-Control is not specified and Pragma is set to no-cache, no caching is performed.</p> <p>ETag</p> <p>If the <code>request</code> parameter of the <code>cache.match</code> method contains a If-None-Match header, you can associate it with ETag.</p> <p>Last-Modified</p> <p>if the <code>request</code> parameter of the <code>cache.match</code> method contains a If-Modified-Since header, you can associate it with Last-Modified.</p> <p>416 Range Not Satisfiable</p> <p>If the object specified in the <code>response</code> parameter is 416 Range Not Satisfiable, no caching is performed.</p>

Parameter limits

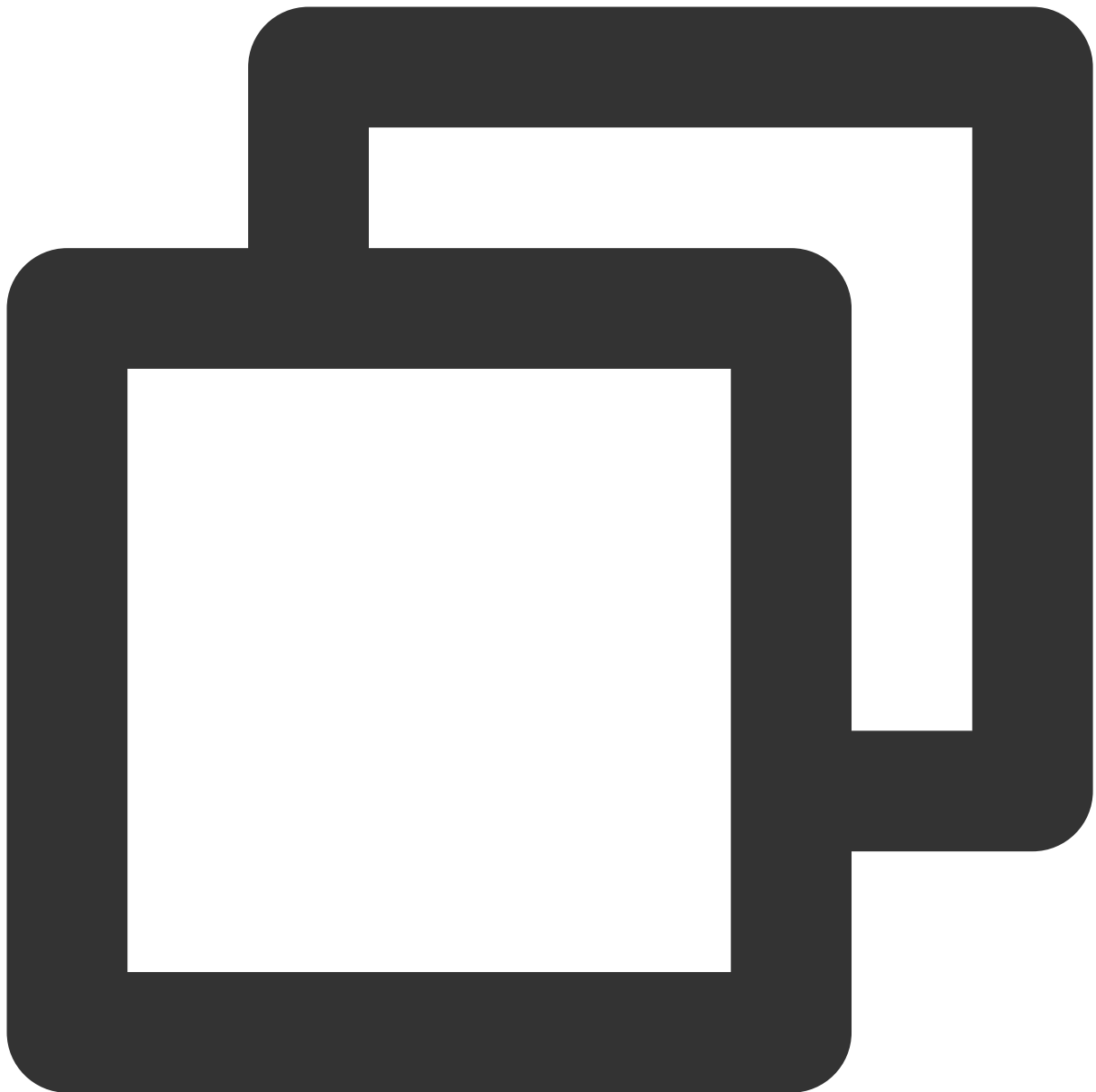
The `cache.put` method throws an error in the following scenarios:

The `request` parameter specifies a method other than the GET method.

The status code of the `response` parameter is [206 Partial Content](#).

The `response` parameter contains a [Vary: *](#) header.

delete



```
cache.delete(request: string | Request, options?: DeleteOptions): Promise<boolean>
```

The `delete()` method deletes the response associated with the request from the cache. If no network exception occurs, a Promise containing `true` is returned. Otherwise, a Promise containing `false` is returned.

Parameters

Parameter	Type	Required	Description
request	string Request	Yes	The cache key. GET

			The request parameter supports only the GET method. string If the <code>request</code> parameter is set to a string, the string is used as a URL to construct a Request object.
options	DeleteOptions	No	The options.

DeleteOptions

Parameter	Type	Example	Description
ignoreMethod	boolean	true	Specifies whether to ignore the request method. If you set this parameter to true, the request is considered to be a GET request regardless of its actual method.

References

[MDN documentation: Cache](#)

[Sample Functions: Caching POST Requests](#)

[Sample Functions: Using the Cache API](#)

Cookies

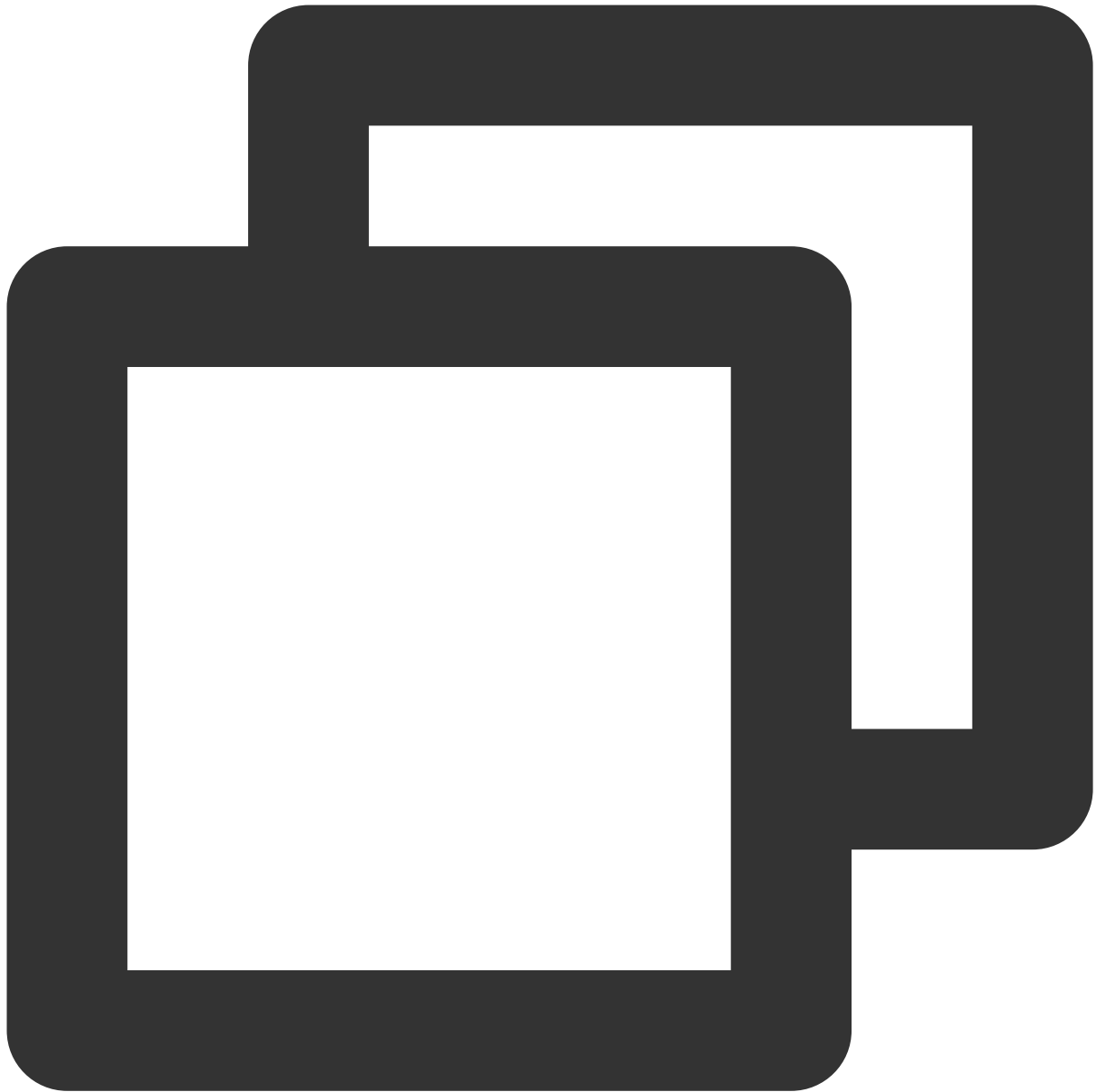
Last updated : 2024-01-30 17:12:01

The **Cookies** API provides a group of methods for you to manage cookies.

Note:

The unique keys of Cookies objects are in the format of `name + domain + path` . You can manage Cookies objects based on the unique keys.

Constructor API



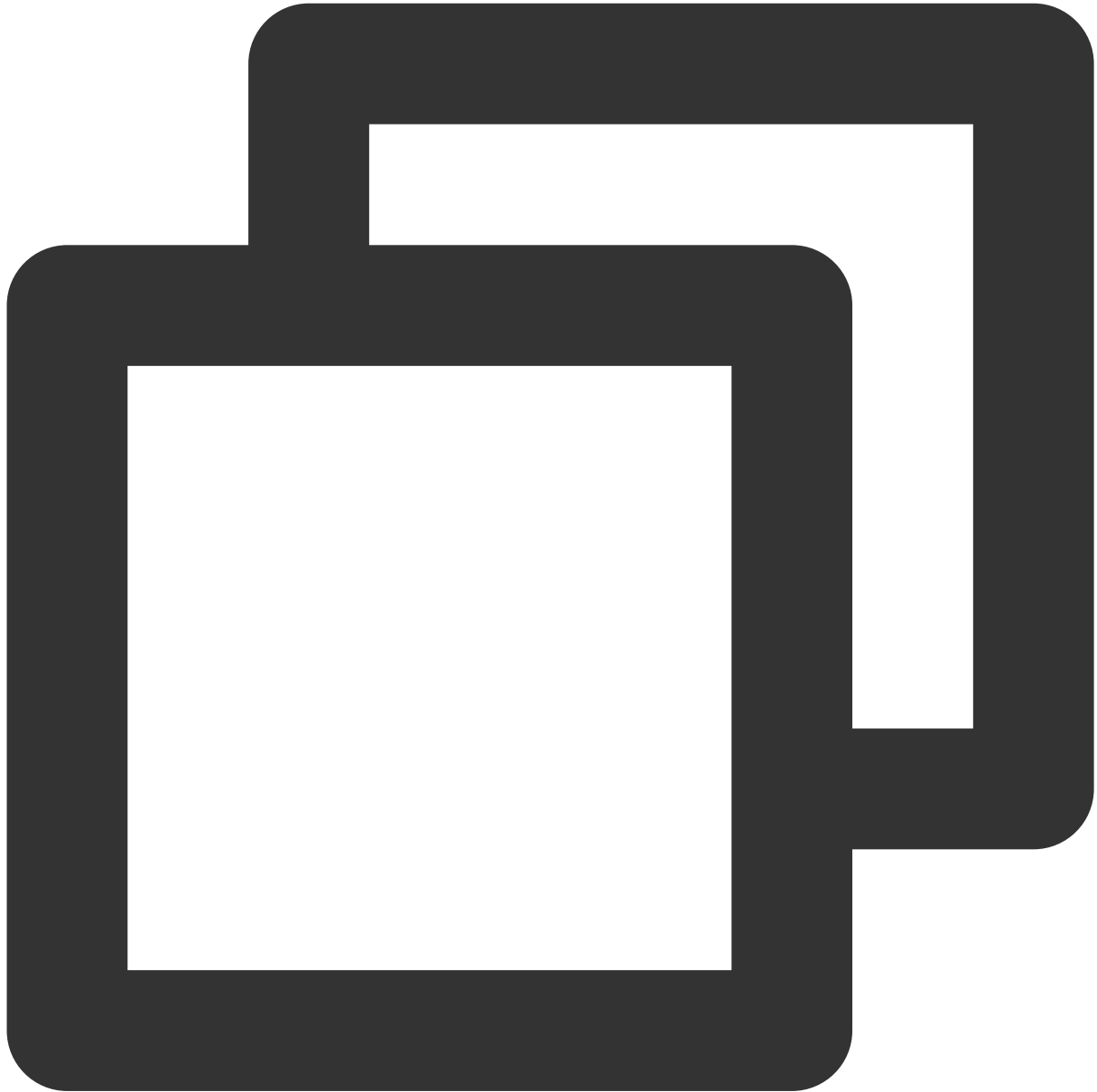
```
const cookies = new Cookies(cookieStr?: string, isSetCookie?: boolean);
```

Parameters

Parameter	Type	Required	Description
cookieStr	string	No	The Cookie string or Set-Cookie string.
isSetCookie	boolean	No	Specifies whether the value of the cookieStr parameter is a Set-Cookie string. Default value: false.

Methods

get



```
cookies.get(name?: string): null | Cookie | Array<Cookie>;
```

The `get()` method obtains the [Cookie](#) object of the specified name. If multiple objects are matched, a [Cookie](#) array is returned.

Parameters

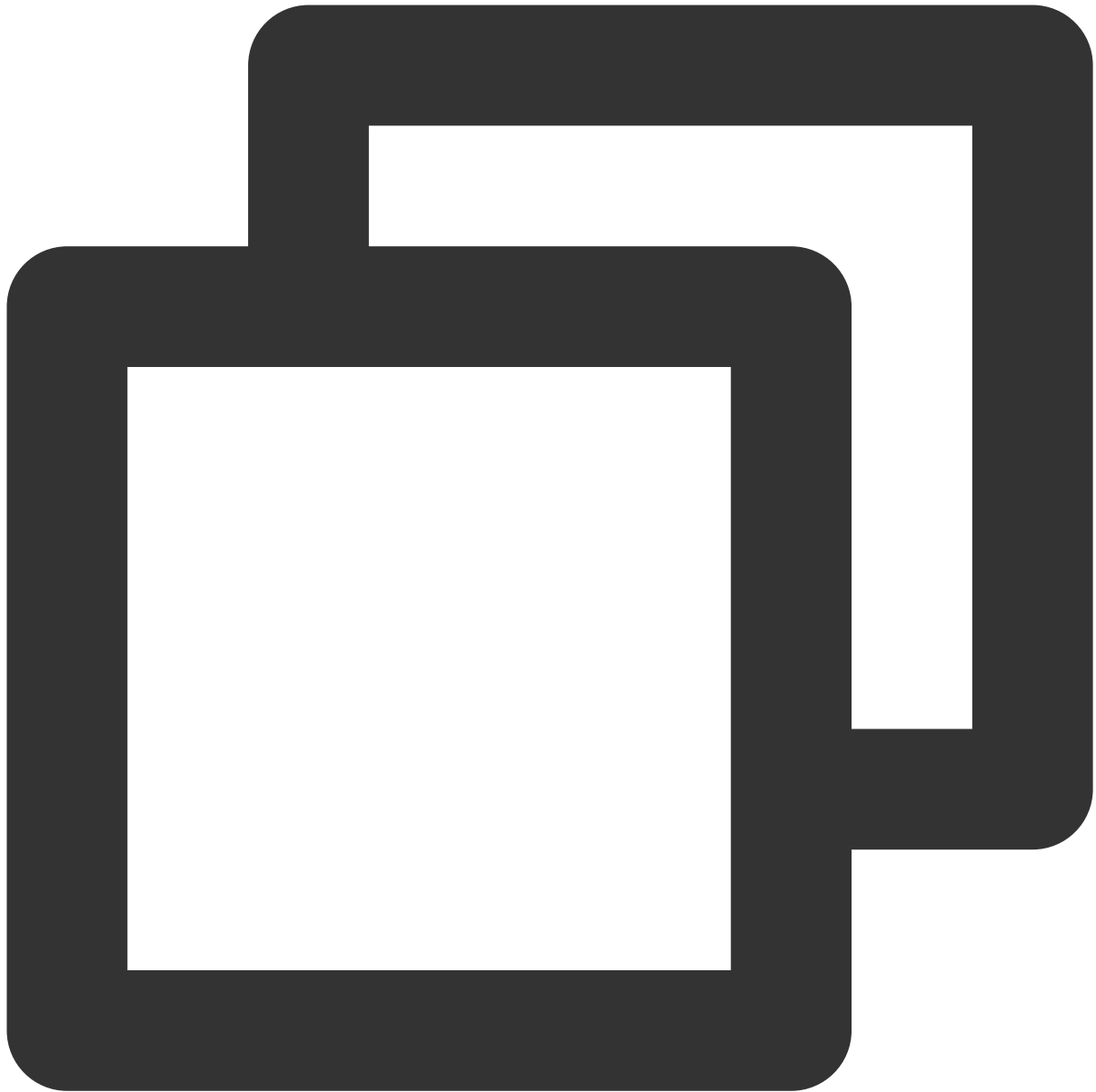
Parameter	Type	Required	Description
name	string	No	<p>The name of Cookie object. Valid options:</p> <ul style="list-style-type: none"> Default name Obtains all Cookie objects. Specified name <p>Obtains the Cookie object of the specified name. If multiple objects are matched, a Cookie array is returned.</p>

Cookie

The following table describes the attributes of the `Cookie` object. For more information, see [Set-Cookie](#).

Attribute	Type	Read-only	Description
name	string	Yes	The name of the Cookie object.
value	string	Yes	The value of the Cookie object.
domain	string	Yes	The host to which the Cookie object will be sent.
path	string	Yes	The path to which the Cookie object will be sent.
expires	string	Yes	The maximum effective time of the Cookie object. The value meets the HTTP Date header standards.
max_age	string	Yes	The number of seconds until the Cookie object expires.
samesite	string	Yes	Controls whether the Cookie object is sent with cross-site requests, providing some protection against cross-site request forgery (CSRF) attacks.
httponly	boolean	Yes	Forbids JavaScript from accessing the Cookie object. The attribute is carried only by HTTP requests.
secure	boolean	Yes	Specifies that the Cookie object can be carried only by HTTPS requests.

set



```
cookies.set(name: string, value: string, options?: Cookie): boolean;
```

The `set()` method adds cookies in overwrite mode. If `true` is returned, cookies are successfully added. If `false` is returned, cookies fail to be added because the number of cookies exceeds the upper limit. For more information, see [Cookie limits](#).

Note:

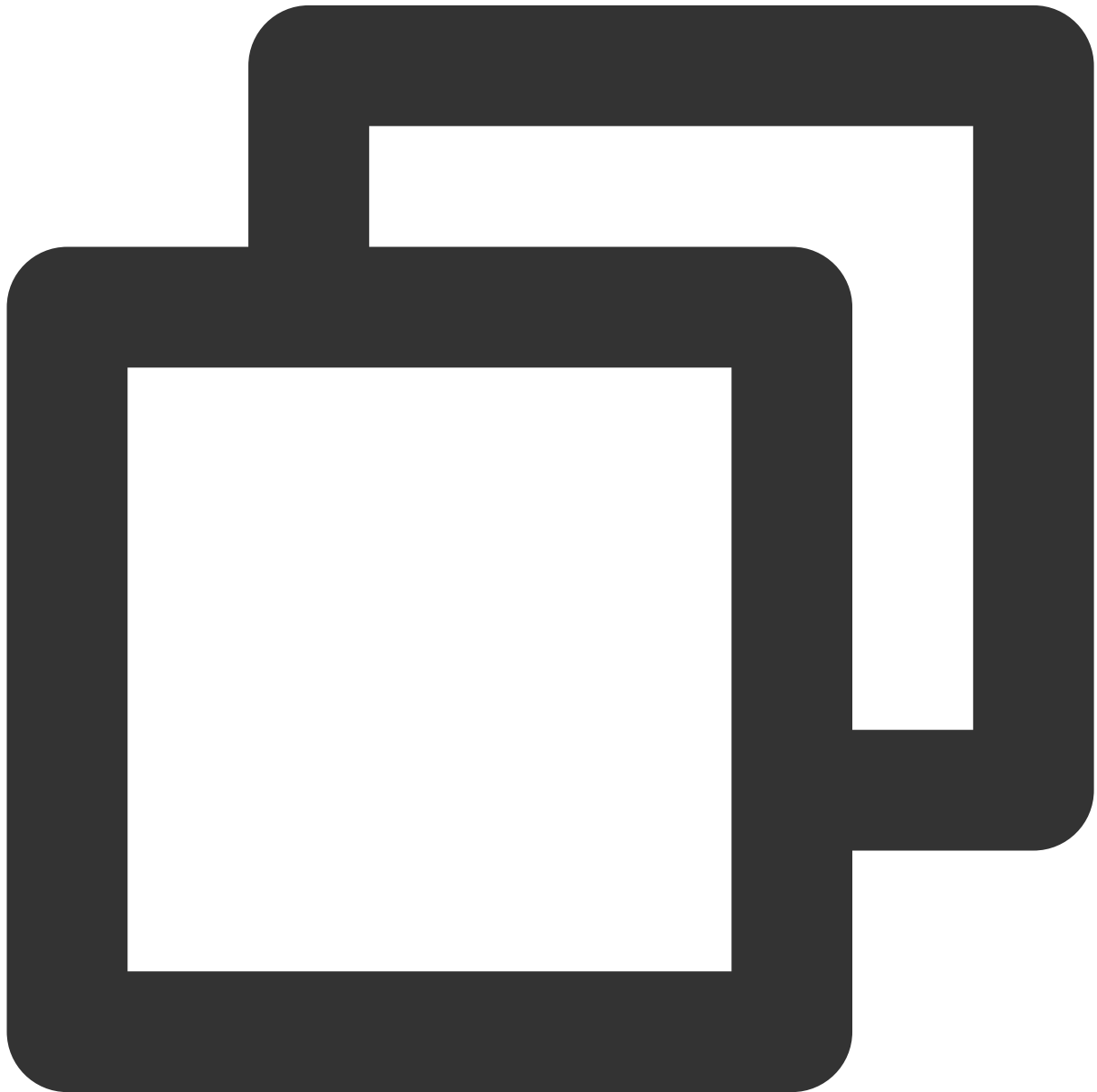
Cookies are added in overwrite mode based on unique keys in the format of `name + domain + path`.

Parameters

--	--	--	--

Parameter	Type	Required	Description
name	string	Yes	The name of the Cookie object.
value	string	Yes	The value of the Cookie object.
Cookie	string	No	The configuration items of the Cookie object.

append

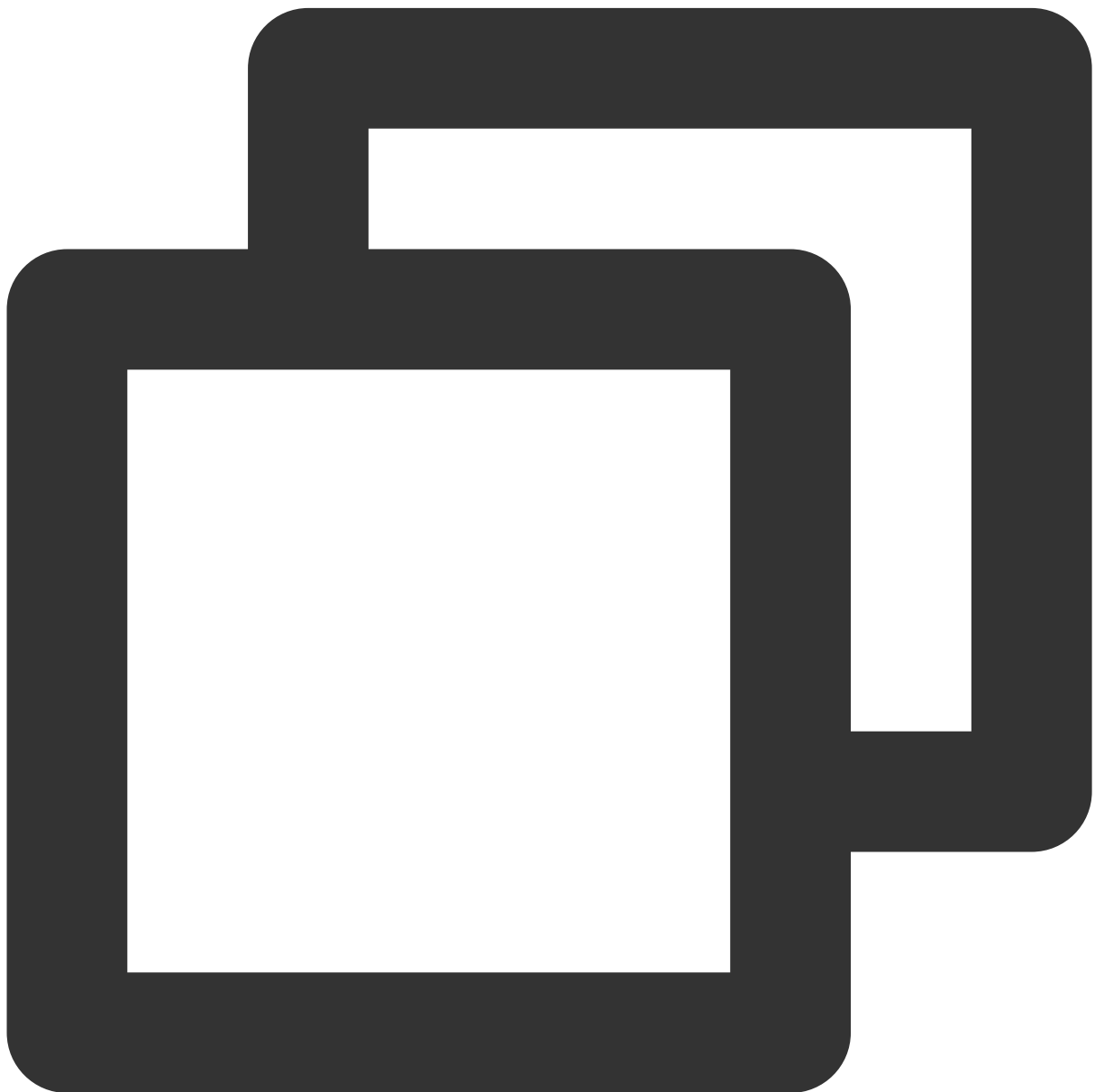


```
cookies.append(name: string, value: string, options?: Cookie): boolean;
```

The `append()` method appends cookies in scenarios where multiple values correspond to the same name. If `true` is returned, cookies are successfully appended. If `false` is returned, cookies fail to be appended because the value already exists or the number of cookies exceeds the upper limit. For more information, see [Cookie limits](#).

Note:

Cookies are appended based on unique keys in the format of `name + domain + path` .

remove

```
cookies.remove(name: string, options?: Cookie): boolean;
```

The `remove()` method deletes cookies.

Note:

Cookies are deleted based on unique keys in the format of `name + domain + path`.

Parameters

Parameter	Type	Required	Description
<code>name</code>	string	Yes	The name of the Cookie object.
<code>options</code>	Cookie	Yes	The configuration items of the Cookie object. The configuration items <code>`domain`</code> and <code>`path`</code> support the wildcard character (<code>*</code>), indicating that all items are matched.

Use Limits

Automatic escape of special characters

The following characters are automatically escaped if they are contained in the value of the `name` attribute: `" () , / : ; ? < = > ? @ [] \ \ { } . 0x00~0x1F` and `0x7F~0xFF`.

The following characters are automatically escaped if they are contained in the value of the `value` attribute: `, ; " \ \ . 0x00~0x1F` and `0x7F~0xFF`.

Cookie limits

The size of the Cookie attribute `name` cannot exceed 64 bytes.

The accumulated size of the Cookie attributes `value, domain, path, expires, max_age,` and `samesite` cannot exceed 1 KB.

The total length of all fields after escape of cookies cannot exceed 4 KB.

The total number of Cookie objects contained in cookies cannot exceed 64.

Sample Code



```
function handleEvent(event) {
  const response = new Response('hello world');

  // Generate a Cookies object.
  const cookies = new Cookies('ssid=helloworld; expires=Sun, 10-Dec-2023 03:10:01 G

  // Set the response header Set-Cookie.
  response.setCookies(cookies);

  return response;
}
```

```
addEventListener('fetch', (event) => {  
  event.respondWith(handleEvent(event));  
});
```

References

[MDN documentation: Set-Cookie](#)

[Sample Functions: Performing an A/B Test](#)

[Sample Functions: Setting Cookies](#)

Encoding

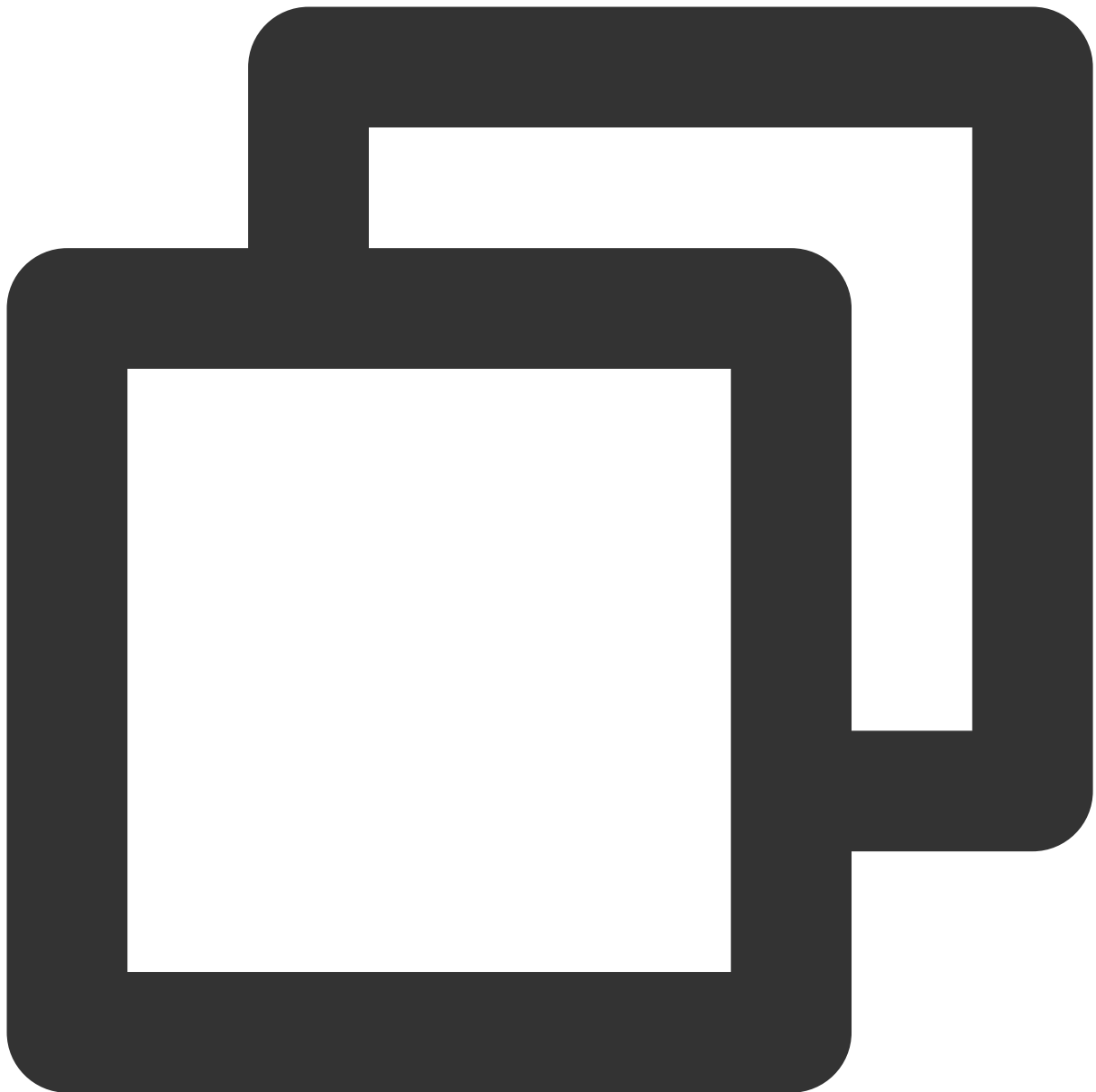
Last updated : 2024-01-30 16:56:26

The encoder and decoder are designed based on standard Web APIs [TextEncoder](#) and [TextDecoder](#).

TextEncoder

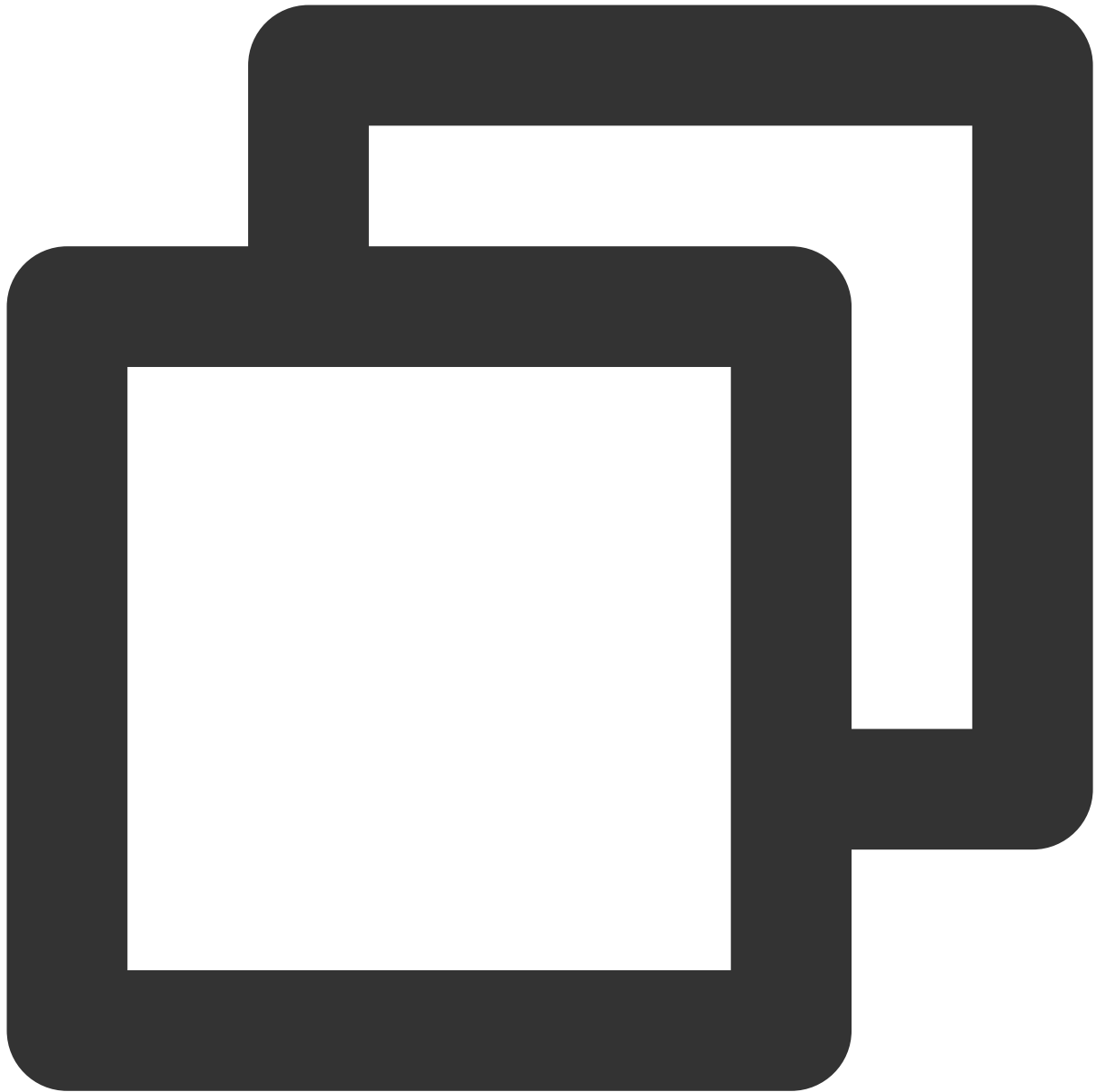
The TextEncoder API takes code point streams as inputs and generates `UTF-8` byte streams as outputs. For more information, see [TextEncoder](#).

Constructor API



```
// The TextEncoder() constructor does not have any parameters.  
const encoder = new TextEncoder();
```

Attributes

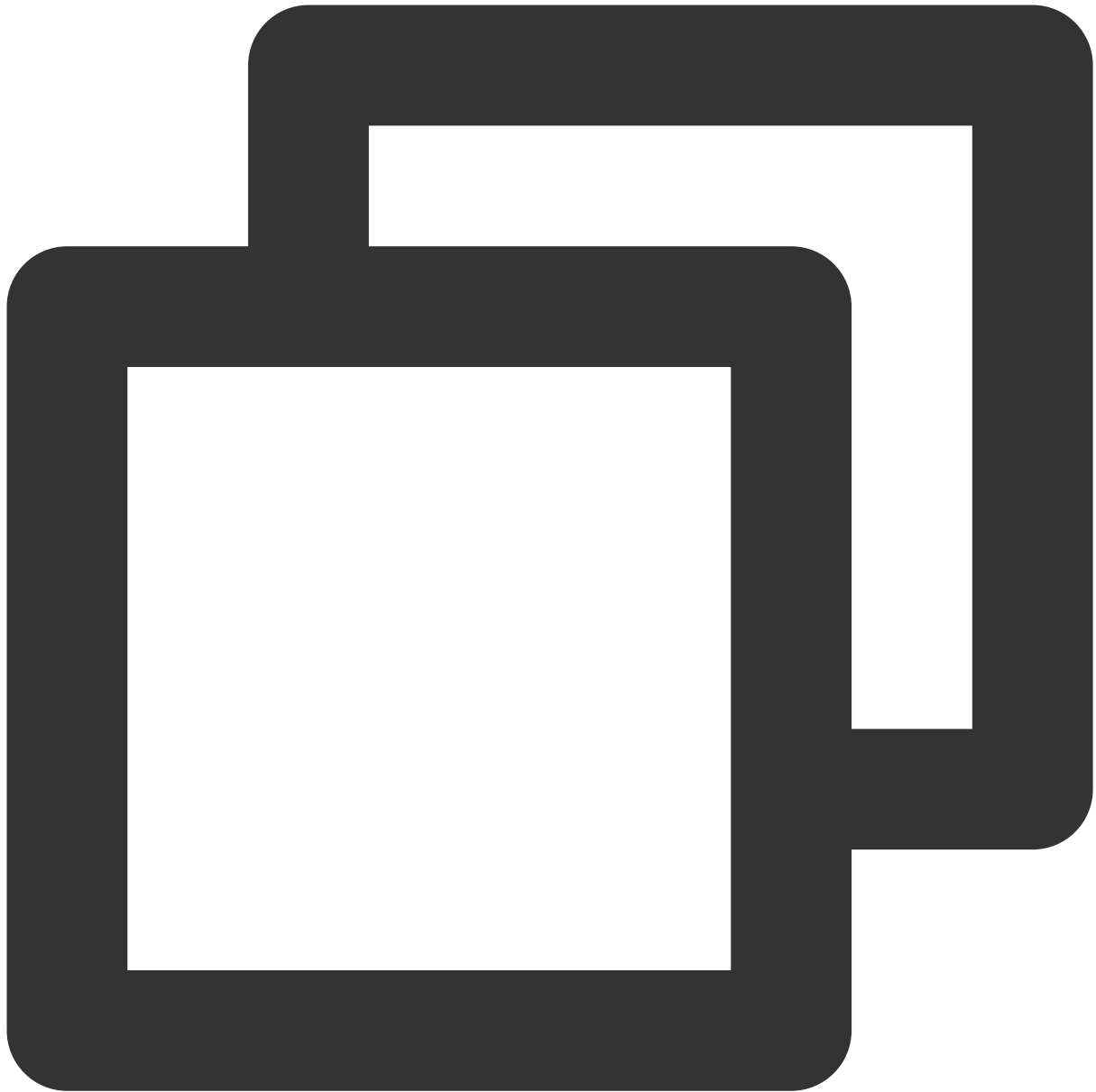


```
// encoder.encoding  
readonly encoding: string;
```

The name of the encoding algorithm that is used by the encoder. The value is fixed to `UTF-8`.

Methods

encode



```
encoder.encode(input?: string | undefined): Uint8Array
```

The `encoder.encode()` method takes code point streams as inputs and generates `UTF-8` byte streams as outputs.

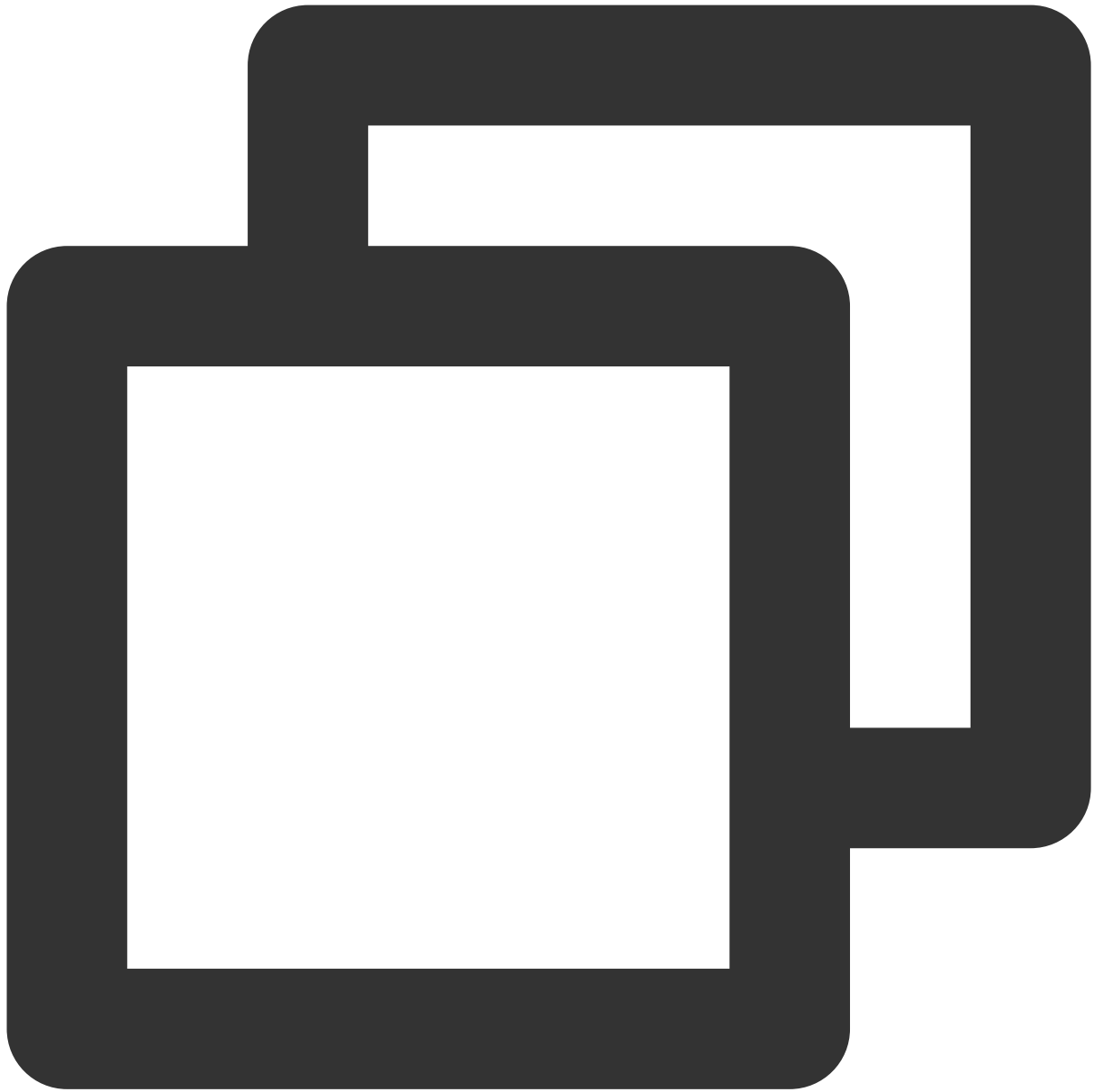
Note:

The maximum length of **input** is 300 MB. An exception will be thrown if the maximum length is exceeded.

`encoder.encode` parameters

Parameter	Type	Required	Description
input	string undefined	No	The text to be encoded.

encodeInto



```
encoder.encodeInto(input: string, destination: Uint8Array): EncodeIntoResult;
```

The `encoder.encodeInto()` method takes code point streams as inputs, generates `UTF-8` byte streams as outputs, and writes the outputs to a `destination` byte array.

Parameters

Parameter	Type	Required	Description
<code>input</code>	<code>string</code>	Yes	The text to be encoded.

destination	Uint8Array	Yes	The object in which the encoded text is stored.
-------------	----------------------------	-----	---

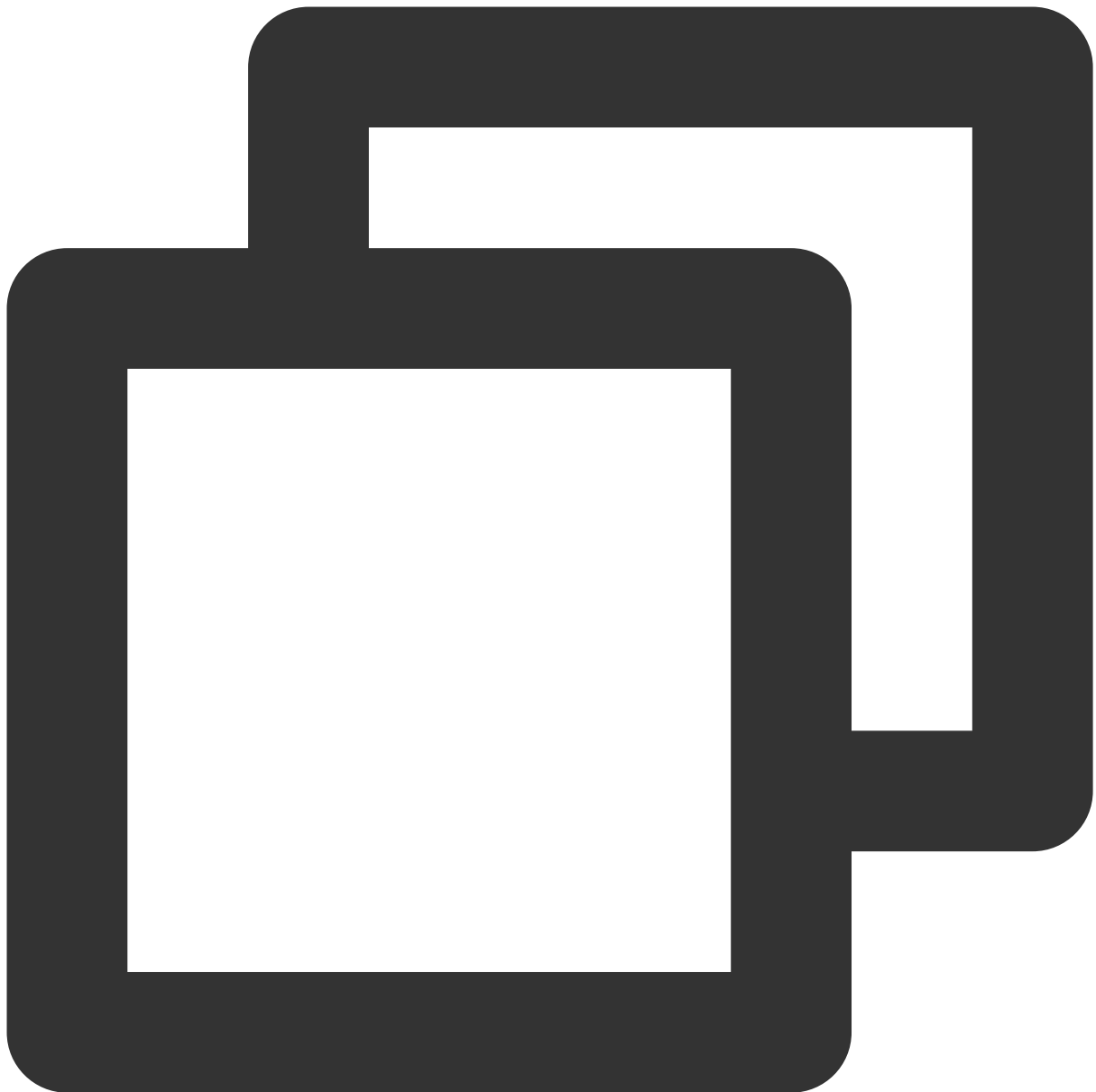
Return value: `EncodeIntoResult`

Parameter	Type	Description
read	number	The number of UTF-16 units that have been converted to UTF-8.
written	number	The number of bytes that are modified in the destination Uint8Array .

TextDecoder

The TextDecoder API takes byte streams as inputs and generates code point streams as outputs. For more information, see [TextDecoder](#).

Construction API



```
const decoder = new TextDecoder(label?: string | undefined, options?: DecoderOption
```

Parameters

Note:

The `label` parameter does not support the following values:

iso-8859-16

hz-gb-2312

csiso2022kr, iso-2022-kr

Parameter	Type	Required	Description
label	string undefined	No	The name of the decoding algorithm that is used by the decoder. Default value: UTF-8. For the valid values of label, see Encoding API Encodings .
options	DecoderOptions undefined	No	The configuration items of the decoder.

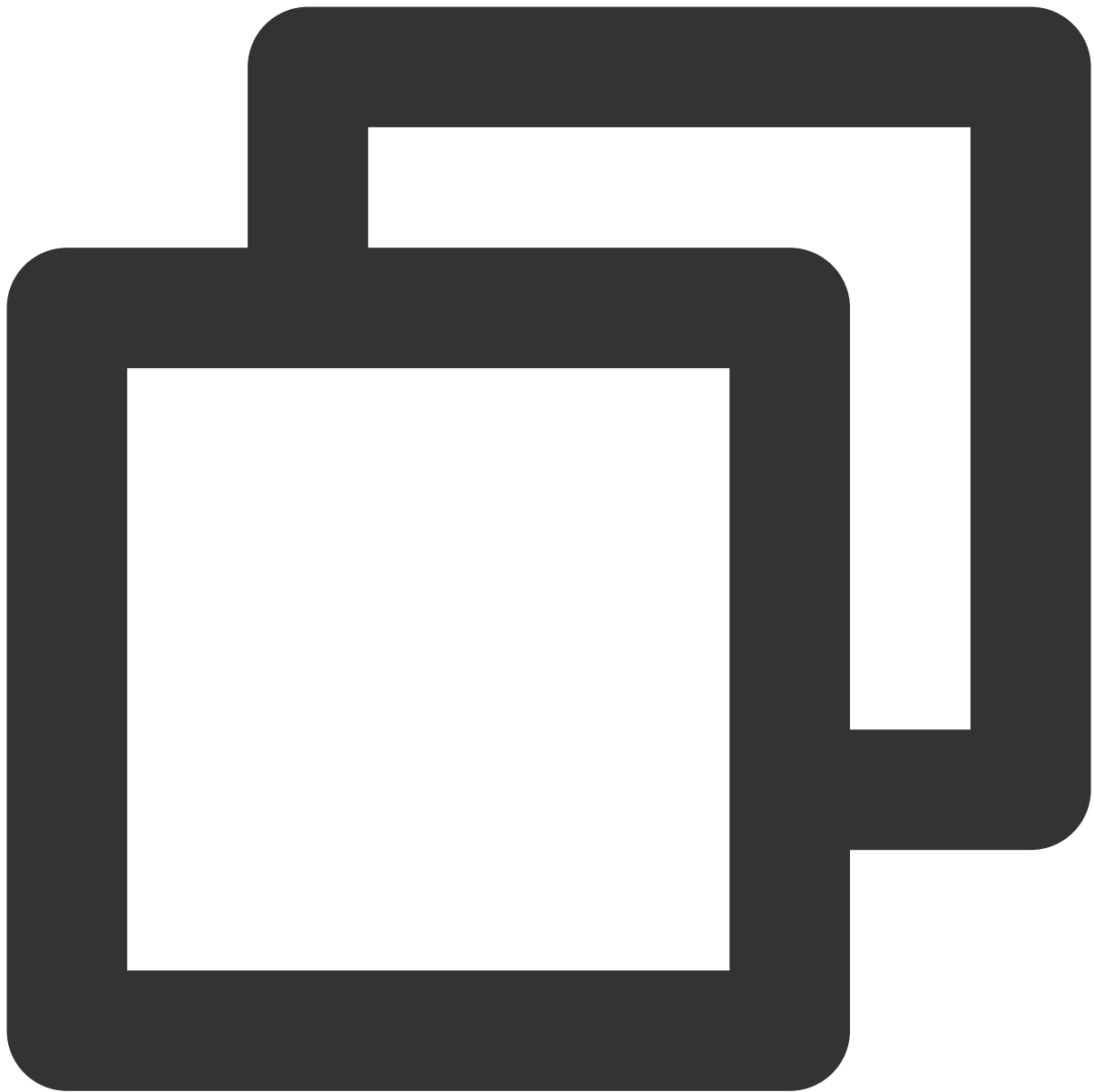
DecoderOptions

The following table describes the configuration items of the decoder.

Parameter	Type	Default value	Description
fatal	boolean	false	Specifies whether to throw an exception when decoding fails.
ignoreBOM	boolean	false	Specifies whether to ignore byte-order marker .

Attributes

encoding



```
// decoder.encoding  
readonly encoding: string;
```

The name of the decoding algorithm that is used by the decoder.

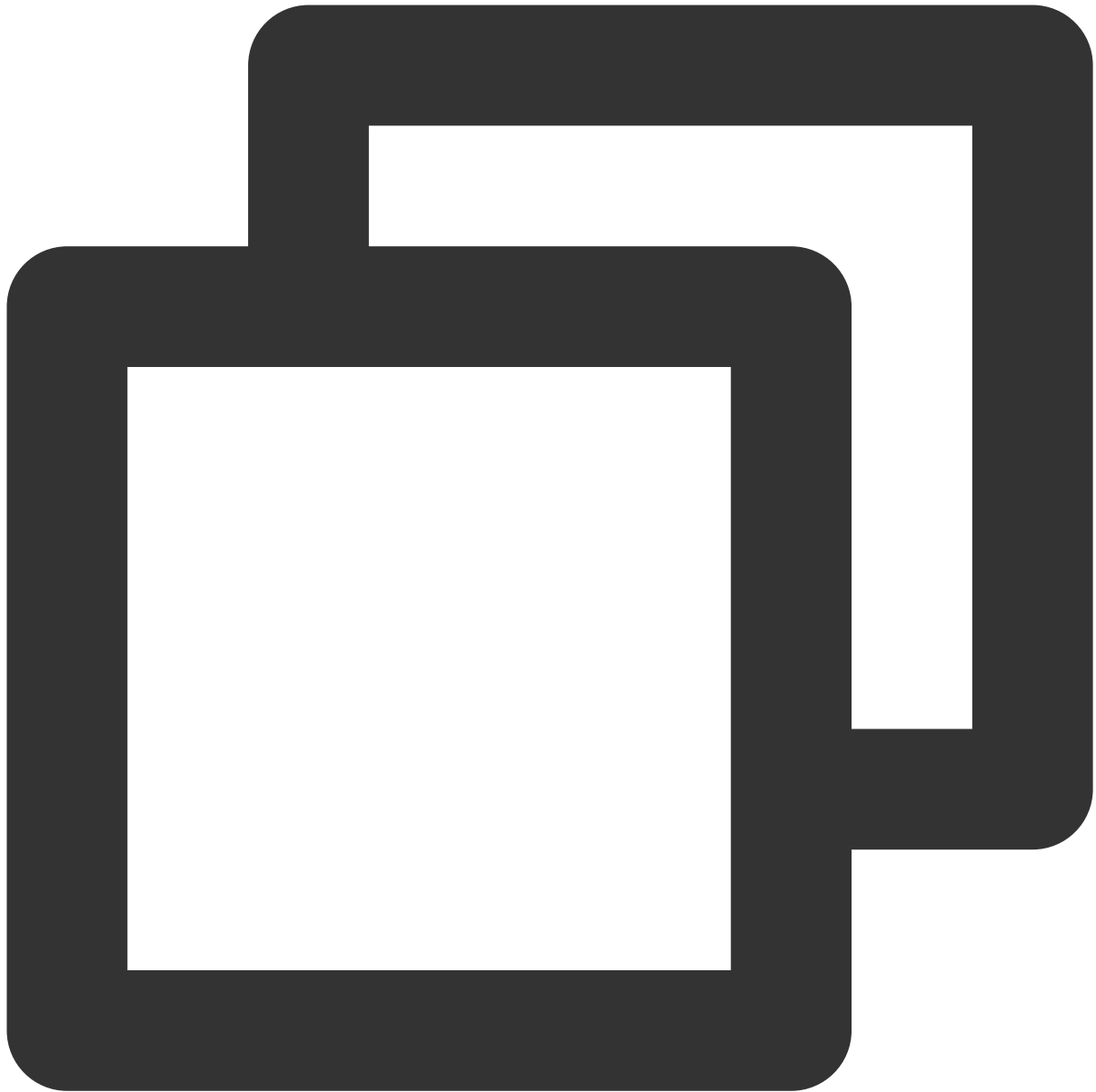
fatal



```
// decoder.fatal  
readonly fatal: boolean;
```

Specifies whether to throw an exception when decoding fails.

ignoreBOM

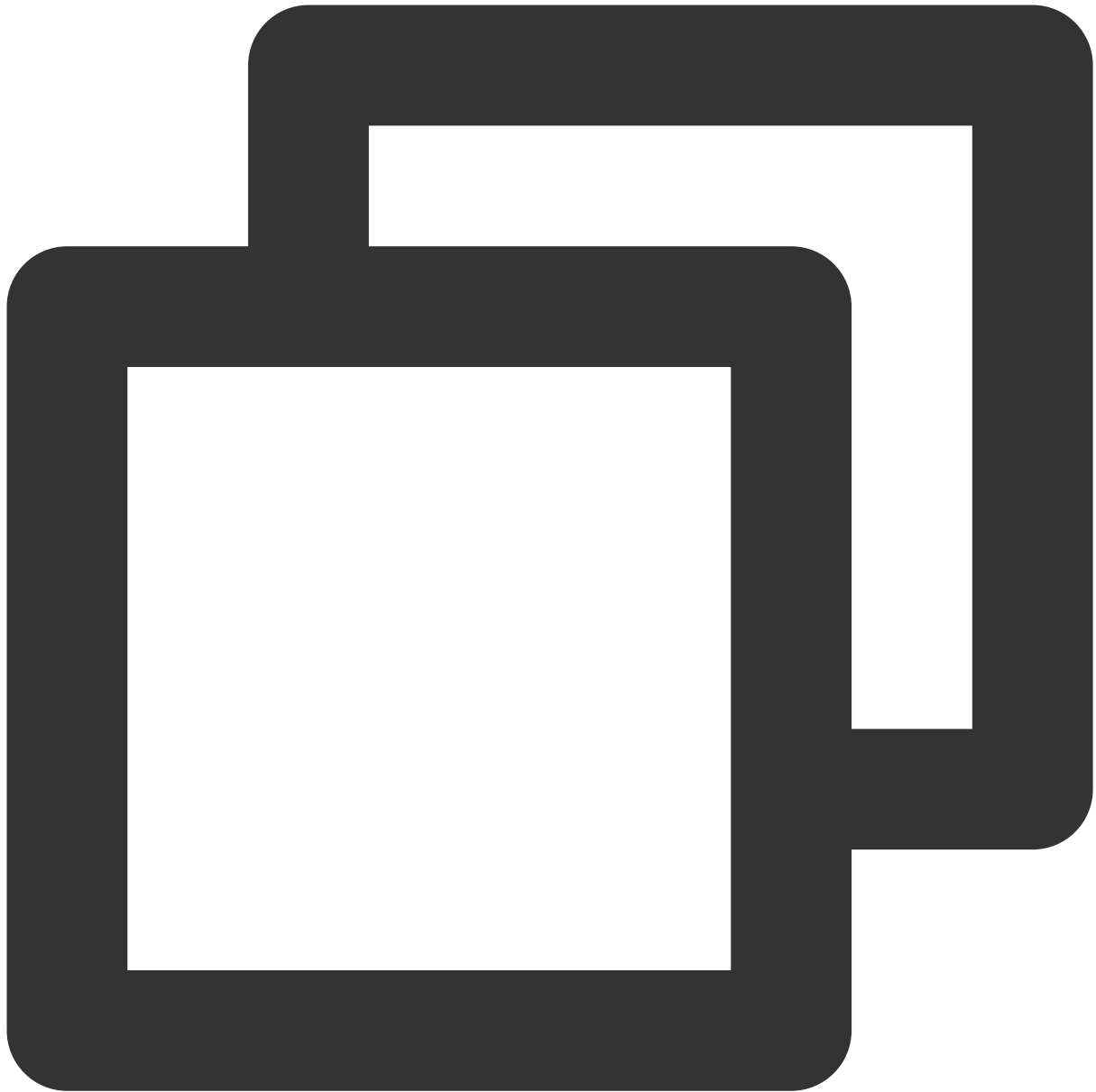


```
// decoder.ignoreBOM  
readonly ignoreBOM: boolean;
```

Specifies whether to ignore [byte-order marker](#).

Methods

decode



```
const result = decoder.decode(buffer?: ArrayBuffer | ArrayBufferView | undefined, o
```

Note:

The maximum length of **buffer** is 100 MB. An exception will be thrown if the maximum length is exceeded.

Parameter	Type	Required	Description
buffer	ArrayBuffer ArrayBufferView undefined	No	The byte stream to be decoded. The maximum length of buffer is 100 MB. An exception will be thrown if the maximum length is exceeded.

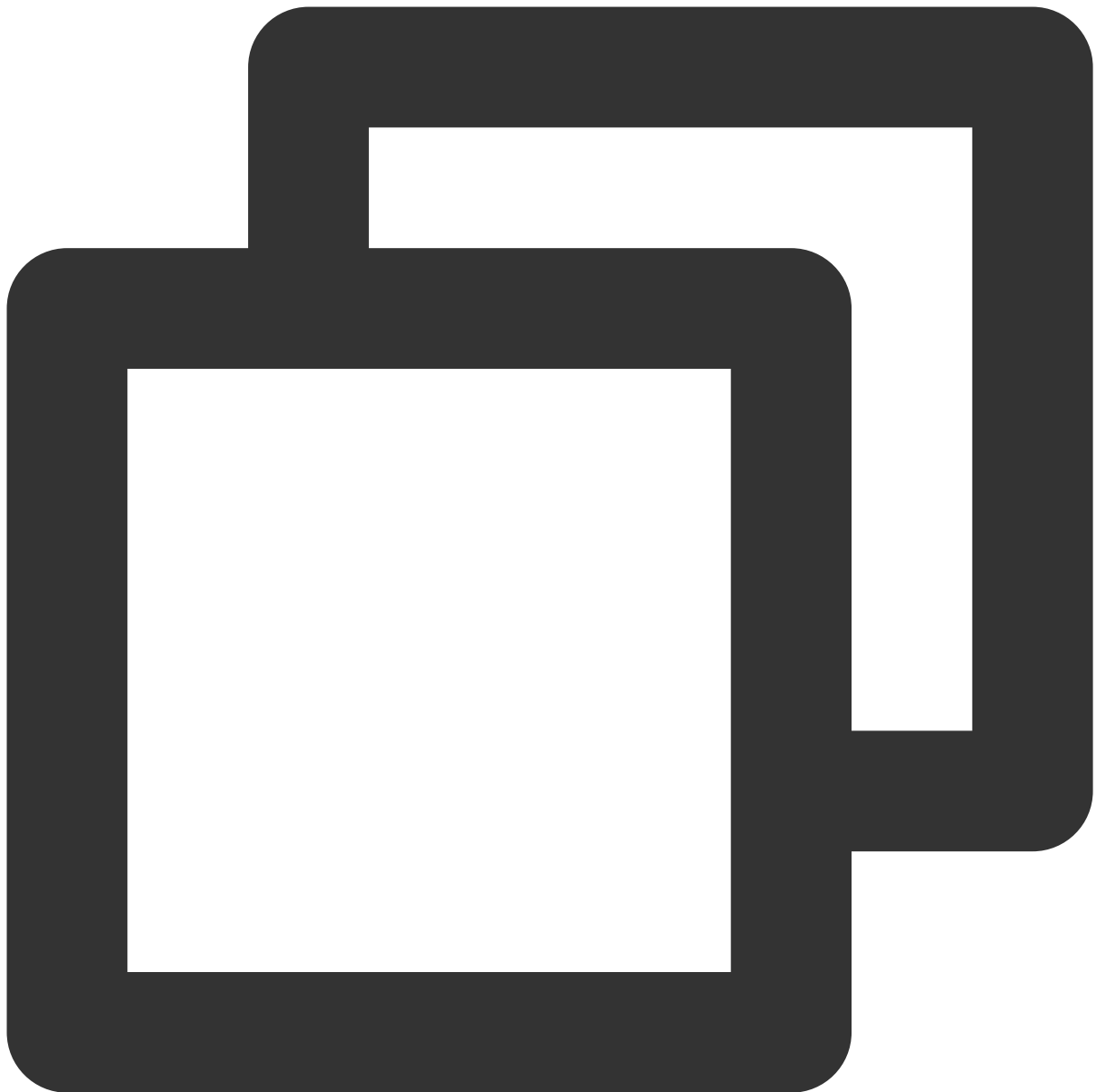
options	DecodeOptions	No	The configuration items for decoding.
---------	-------------------------------	----	---------------------------------------

DecodeOptions

The following table describes the configuration items for decoding.

Parameter	Type	Default value	Description
stream	boolean	false	Specifies whether to perform decoding in streaming mode. Default value: false. Valid values: true Perform decoding in streaming mode. Use this value if data is processed in chunks and additional chunks are expected. false Do not perform decoding in streaming mode. Use this value if the current chunk is the last one or data is not chunked.

Sample Code



```
function handleEvent(event) {  
  // Encoder  
  const encoder = new TextEncoder();  
  const encodeText = encoder.encode('hello world');  
  
  // Decoder  
  const decoder = new TextDecoder();  
  const decodeText = decoder.decode(encodeText);  
  
  // Response  
  const response = new Response(JSON.stringify({
```

```
    encodeText: encodeText.toString(),
    decodeText,
  }));

  return response;
}

addEventListener('fetch', (event) => {
  event.respondWith(handleEvent(event));
});
```

References

[MDN documentation: TextEncoder](#)

[MDN documentation:TextDecoder](#)

[MDN documentation: Encoding API Encodings](#)

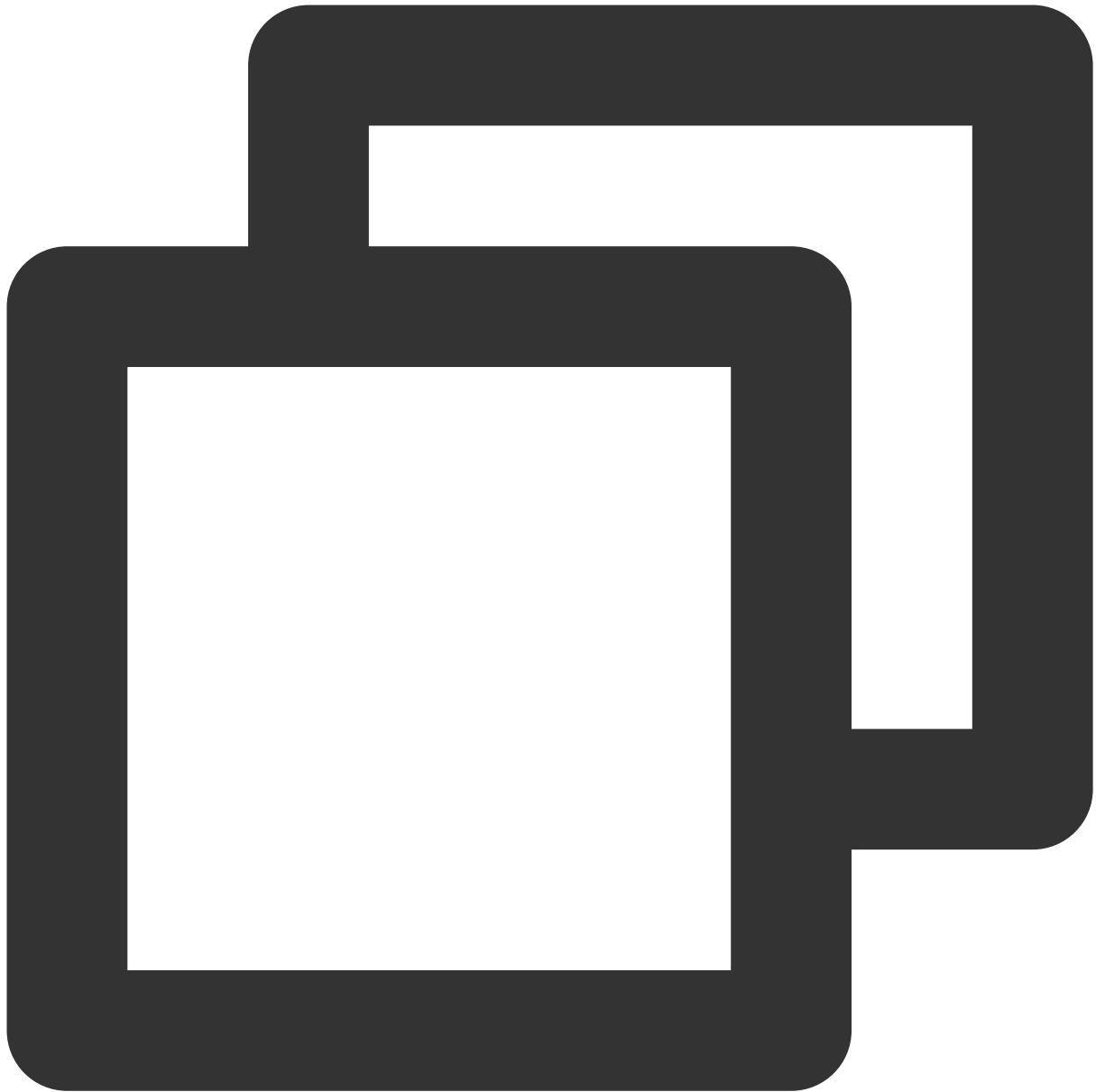
[Sample Functions: Protecting Data from Tampering](#)

Fetch

Last updated : 2023-09-12 09:55:42

The `Fetch` API is designed based on the standard Web API [Fetch](#). You can add `fetch` to the edge function runtime to initiate an async request to fetch remote.

Description



```
function fetch(request: string | Request, requestInit?: RequestInit): Promise<Respo
```

Parameters

Parameter name	Type	Required	Description
request	string Request	Yes	Requested resource.

requestInit	RequestInit	No	Initial configuration items of the request object. For more information, see RequestInit .
-------------	-----------------------------	----	--

Advanced Features

With `fetch`, you can pass in specific parameters for finer configuration of EdgeOne node caching, fetching from the origin, image processing and redirection.

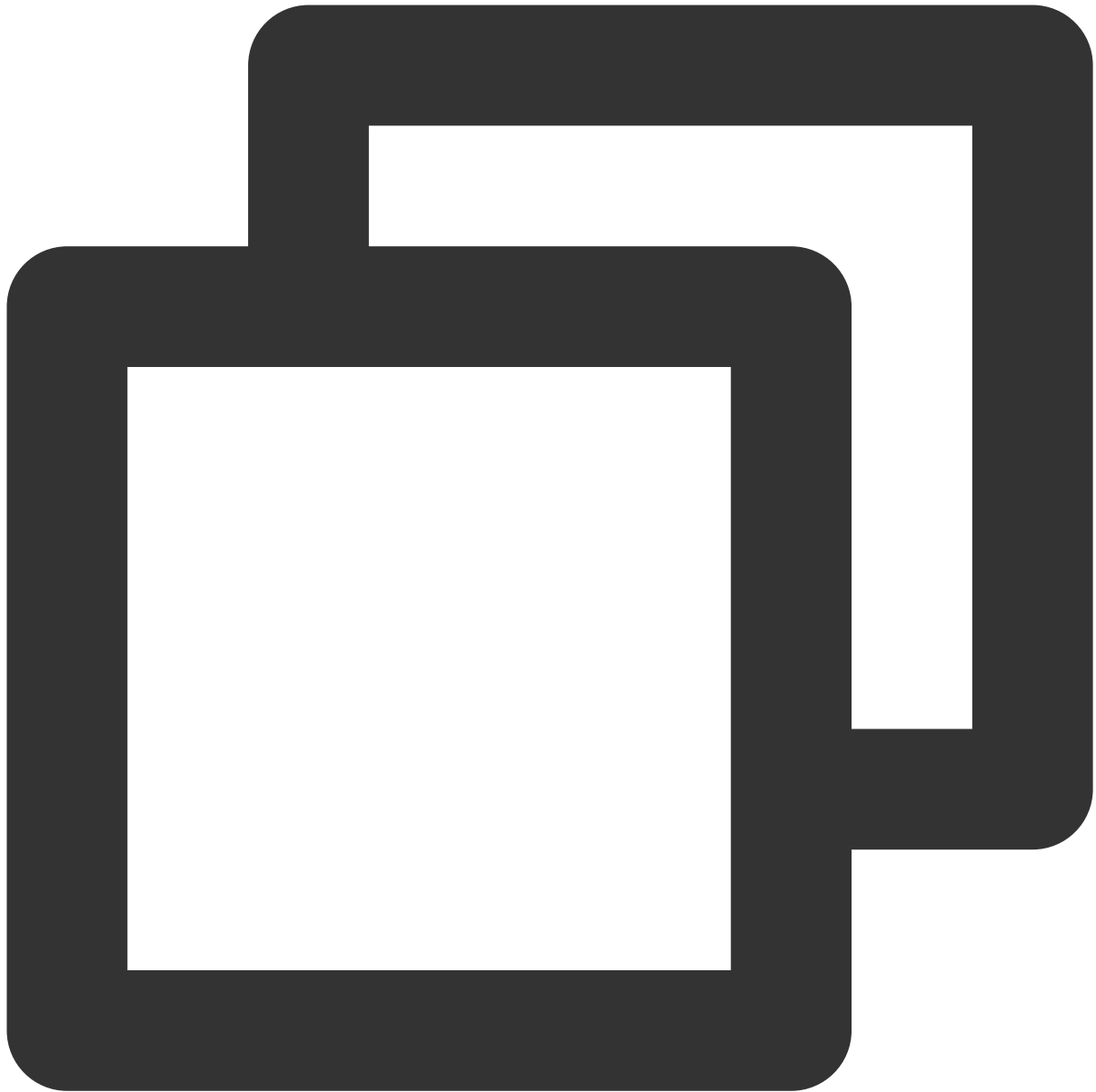
Accessing EdgeOne nodes or fetching from the origin

When a client request comes to a domain name [domain name connected to EdgeOne](#) (such as `www.example.com`), if the request triggers an edge function, `fetch(www.example.com)` is executed in the edge function. The request is directed to the cache on the EdgeOne node. If no cache is hit, the request is redirected to the origin.

Restrictions and requirements:

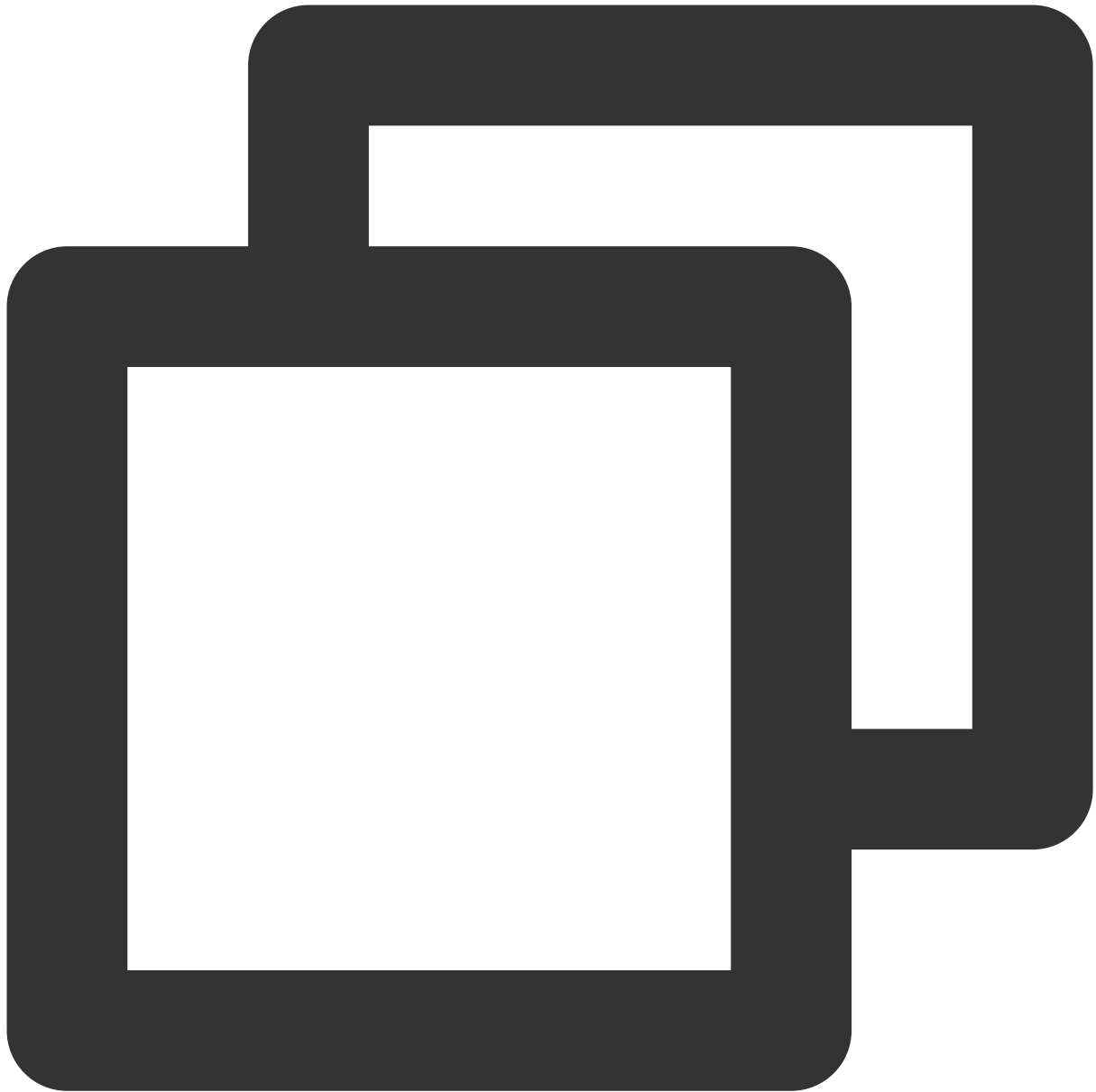
1. The domain name is connected to EdgeOne and the request triggers the edge function.
2. HOST of `request.url` specified in `fetch(request)` is the same as the HOST of client request URL.
3. HOST of `request.headers.host` specified in `fetch(request)` is the same as the HOST of client request URL.

Use `fetch(event.request)` to obtain the cache from EdgeOne nodes and pull resources from the origin if no cache is hit.



```
addEventListener('fetch', (event) => {  
  //Use `fetch(event.request)` to obtain the cache from EdgeOne nodes and pull resources from the origin if no cache is hit.  
  const response = fetch(event.request);  
  
  event.respondWith(response);  
});
```

Use `fetch(url)` to obtain the cache from EdgeOne nodes and pull resources from the origin if no cache is hit.



```
addEventListener('fetch', (event) => {
  event.respondWith(handleEvent(event));
});

async function handleEvent(event) {
  const { request } = event;
  const urlInfo = new URL(request.url);
  // origin-pull URL rewrite
  const url = `${urlInfo.origin}/h5/${urlInfo.pathname}`;

  // fetch(url) collected EdgeOne CDN Cache and origin-pull.
```

```
const response = await fetch(url);
return response;
}
```

Image processing

You can use `requestInit.eo.image` to scale images or convert the image format. For details, see [ImageProperties](#).

Note:

To use `fetch(request, requestInit)` to process images, the requirements for using `fetch` to obtain cache and pull from the origin must be met.

Redirection

`fetch` supports `3xx` redirect status codes. You can use the second parameter `requestInit.redirect` to specify the redirect status code. For more information, see [RequestInit](#).

Redirect rules conform to the [Fetch Standard](#). The follow rules vary based on the status code.

Status code	Redirect Rule
301 and 302	Replaces the POST method with the GET method.
303	Replaces all request methods except for HEAD and GET with the GET method.
307 and 308	Retains the original request method.

Important

The redirect address is obtained from the `Location` response header. If `Location` does not exist, no redirect action is taken.

The value of the `Location` can be an absolute URL or a relative URL. For more information, see [RFC-3986: URI Reference](#).

Runtime limits

If you use `fetch` to initiate a request in an edge function, take note of the following limits:

Number of times: Each time an edge function runs, `fetch` can be initiated for a maximum of 64 times. If the limit is exceeded, the exceeding requests fail and exceptions are returned.

Number of concurrencies: Each time an edge function runs, `fetch` can be initiated at a maximum concurrency of 8. If the limit is exceeded, the exceeding requests are postponed until a running `fetch` is resolved.

Note

Each redirect is counted as a request and has a higher priority than newly-initiated `fetch` requests.

References

[MDN documentation: Fetch](#)

[Sample functions: Obtaining Remote Resources and Responding to the Client](#)

FetchEvent

Last updated : 2024-01-30 16:48:21

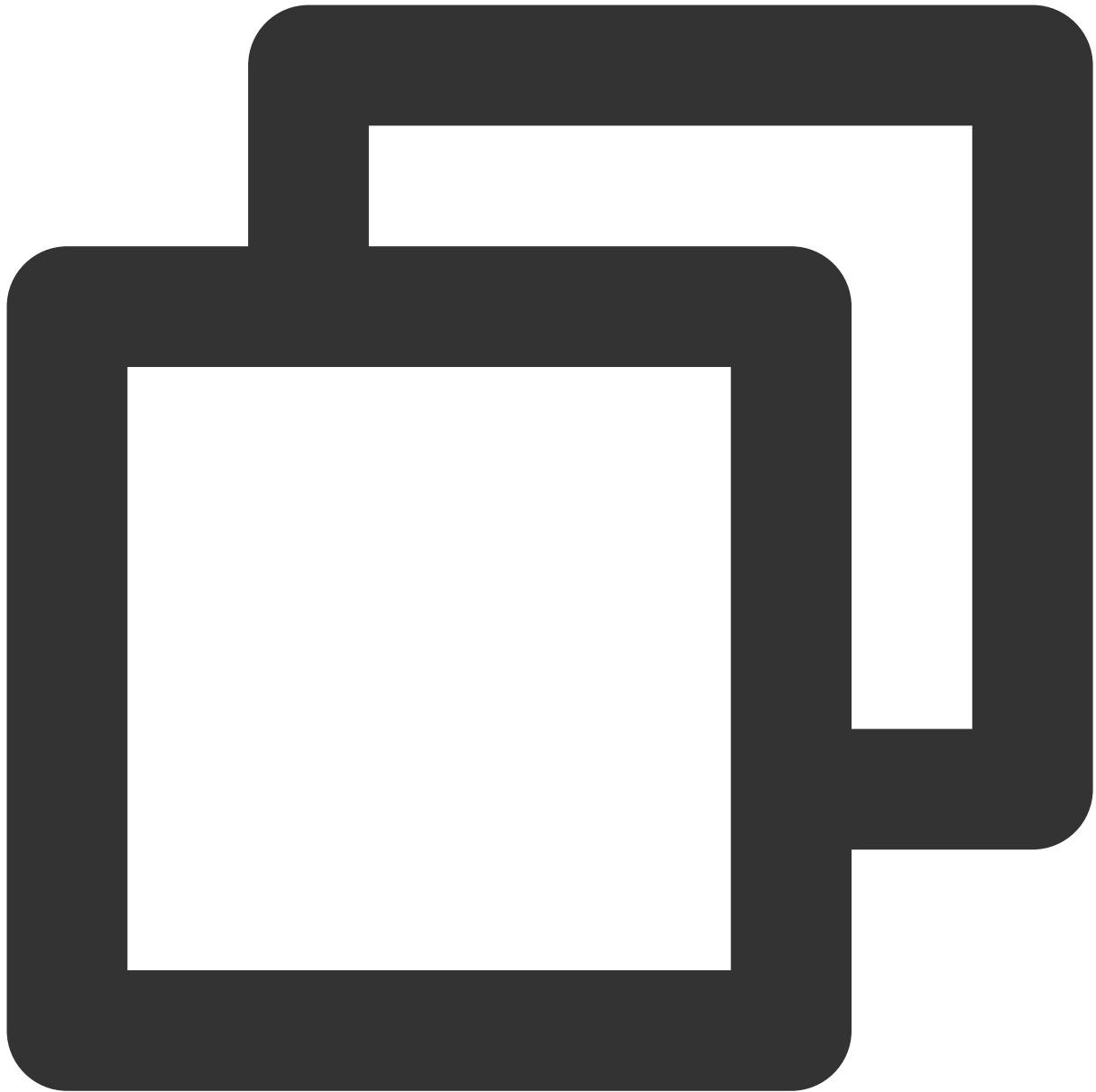
A **FetchEvent** object represents any incoming HTTP request event. Edge Functions processes HTTP requests by registering `fetch` event listeners.

Overview

In Edge Functions, use [addEventListener](#) to register a `fetch` event listener to generate an HTTP request event [FetchEvent](#), thereby processing HTTP requests.

Note:

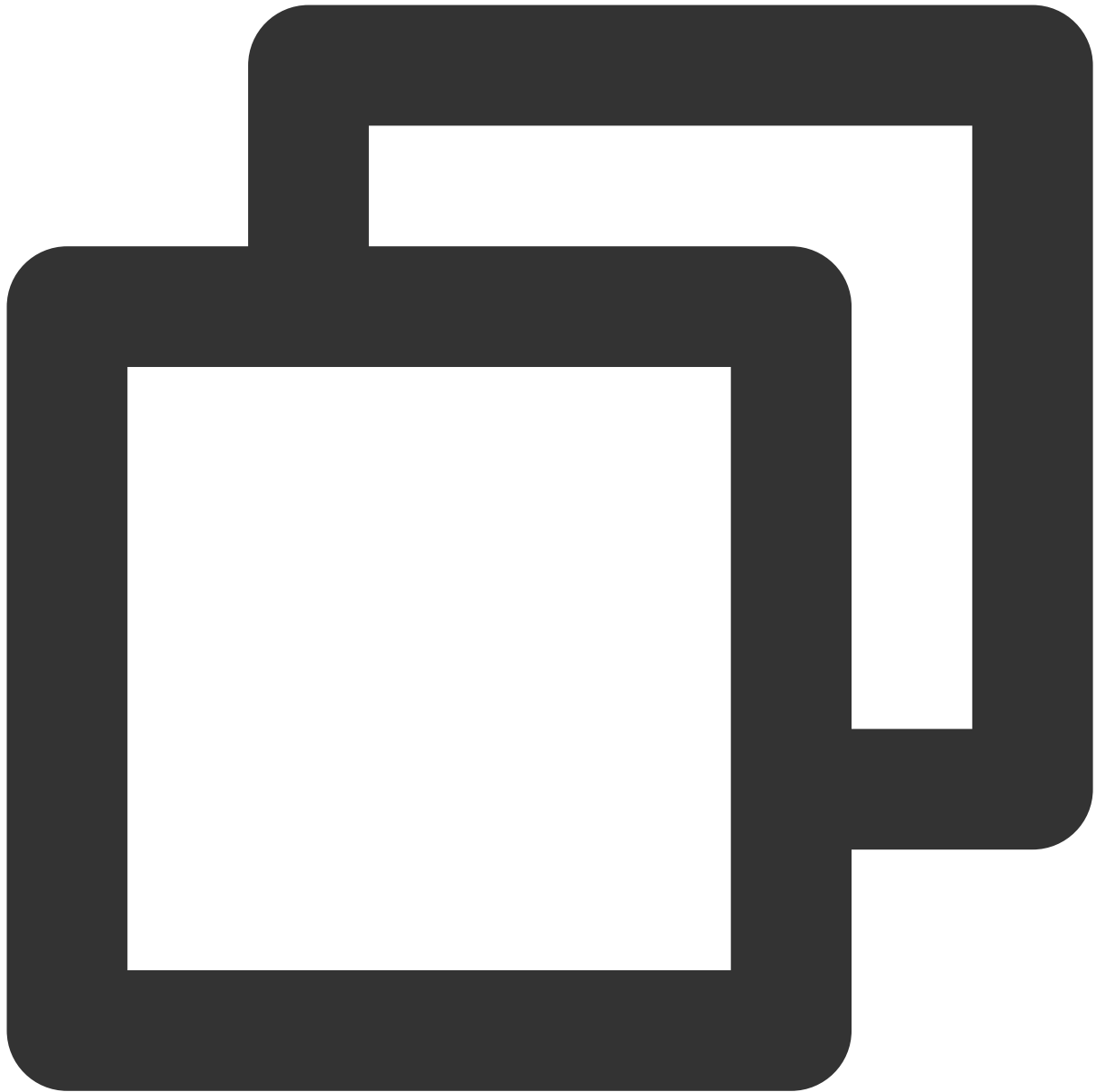
The `FetchEvent` object cannot be constructed directly. You can use `addEventListener` to register a `fetch` event listener to obtain the `event` object.



```
// `event` is the `FetchEvent` object.  
addEventListener('fetch', (event) => {  
  event.respondWith(new Response('hello world!'));  
});
```

Attributes

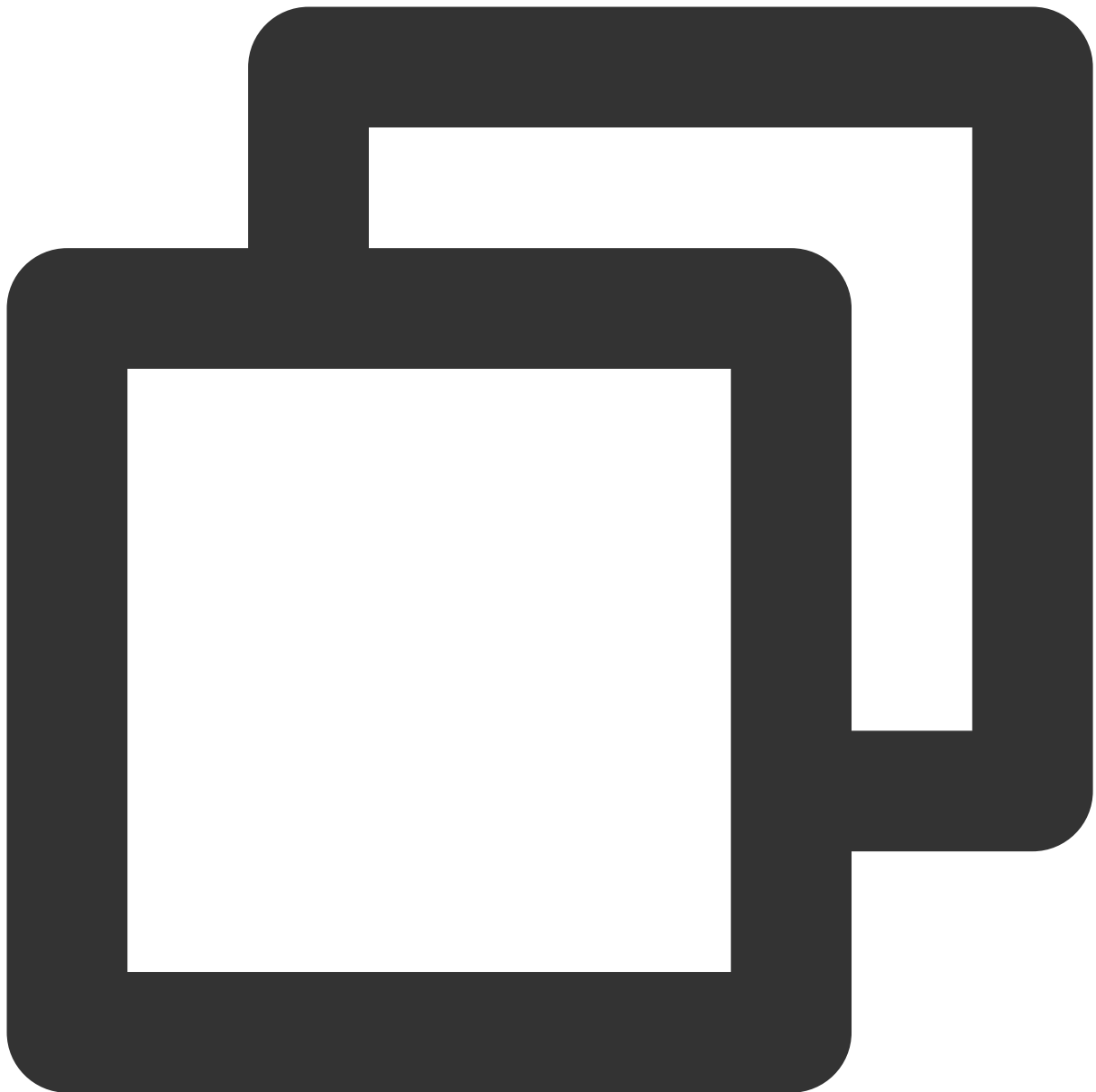
ClientId



```
// event.clientId  
readonly clientId: string;
```

The `ClientId` attribute specifies the ID allocated by Edge Functions for each request.

request

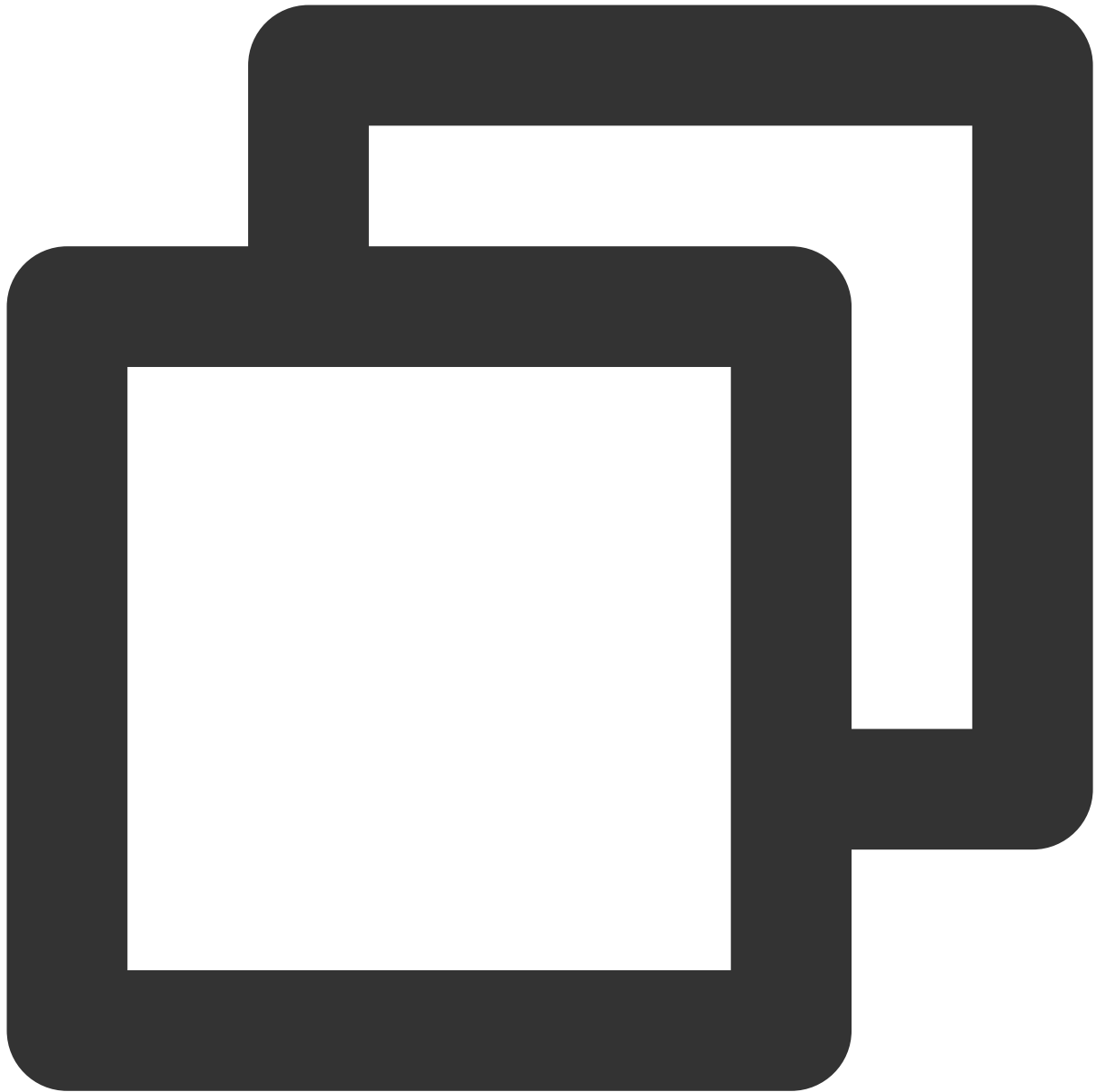


```
// event.request  
readonly request: Request;
```

The request attribute specifies the HTTP request object initiated by the client. For more information, see [Request](#).

Methods

respondWith



```
event.respondWith(response: Response | Promise<Response>): void;
```

Edge Functions takes over requests from the client and uses this method to return custom responses.

Note:

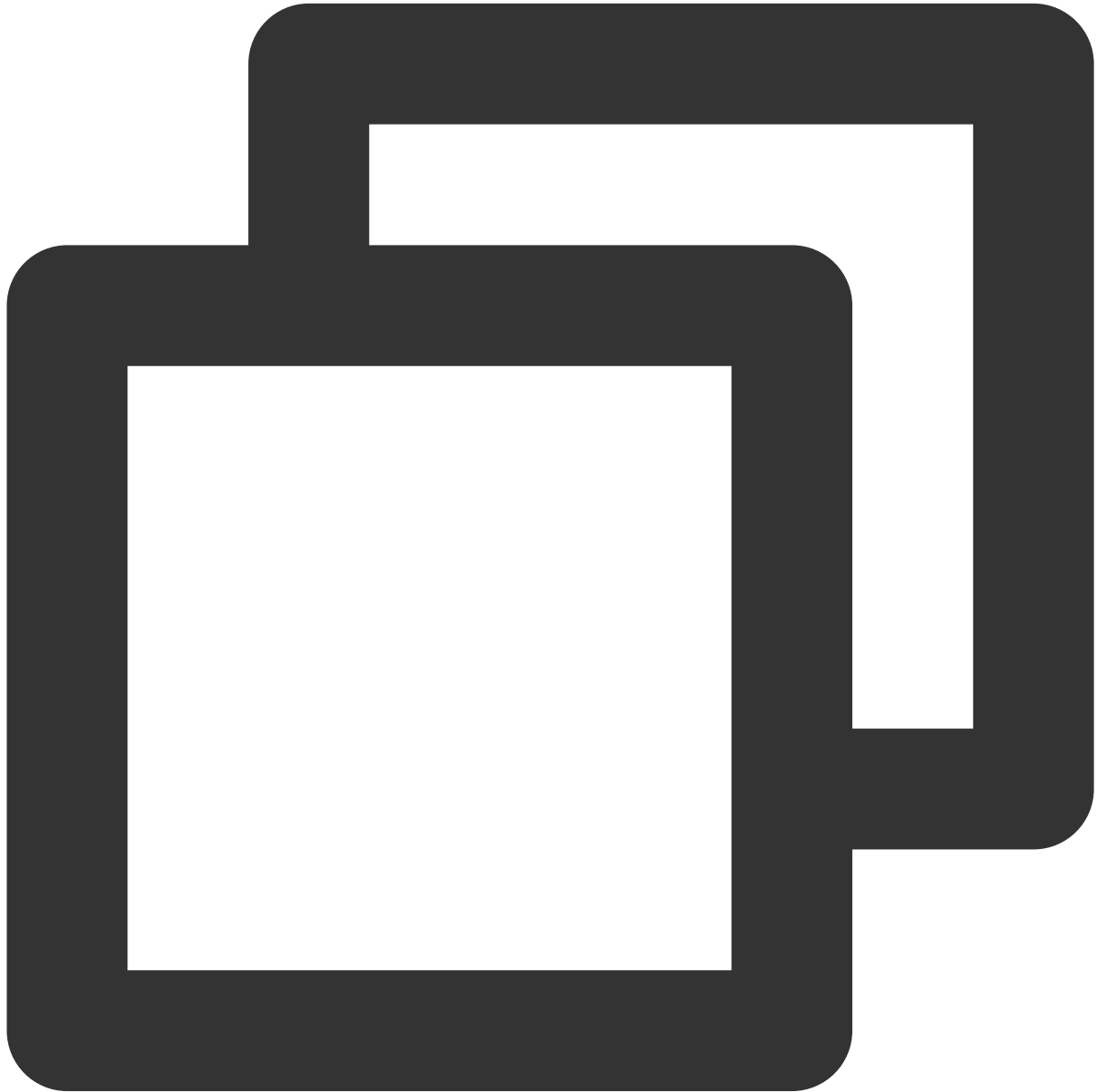
In the `fetch` event callback of the `addEventListener` event listener, the `event.respondWith()` method is used to respond to the client. If this method is not invoked, Edge Functions forwards the current request back to the origin.

Parameters

--	--	--	--

Parameter	Type	Required	Description
response	Response Promise< Response >	Yes	The response to the HTTP request of the client.

waitUntil



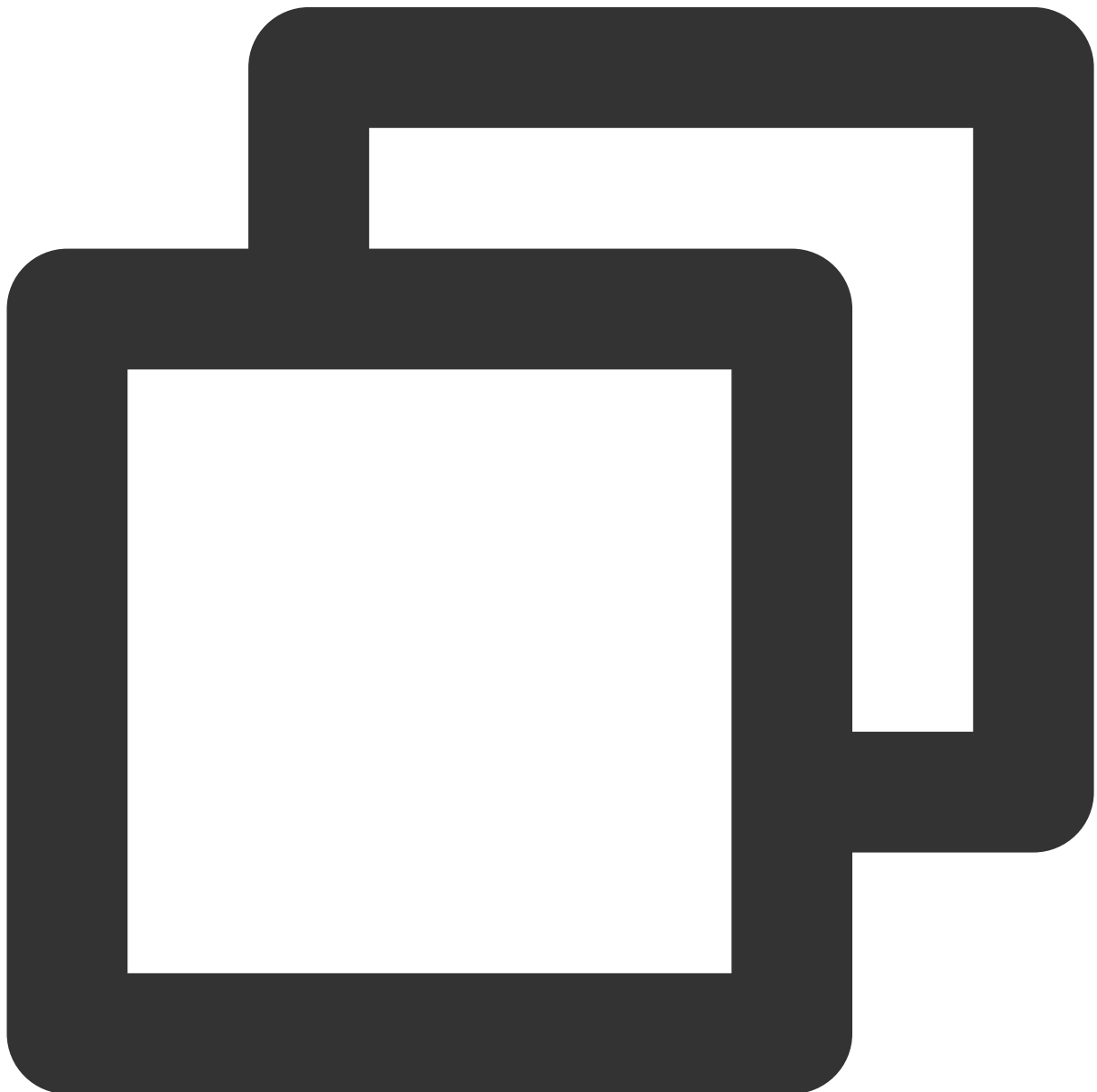
```
event.waitUntil(task: Promise<any>): void;
```

The `waitUntil()` method is used to notify Edge Functions to wait until a `Promise`-based task is completed, extending the event processing lifecycle.

Parameters

Parameter	Type	Required	Description
<code>task</code>	<code>Promise<Response></code>	Yes	The <code>Promise</code> -based task.

`passThroughOnException`

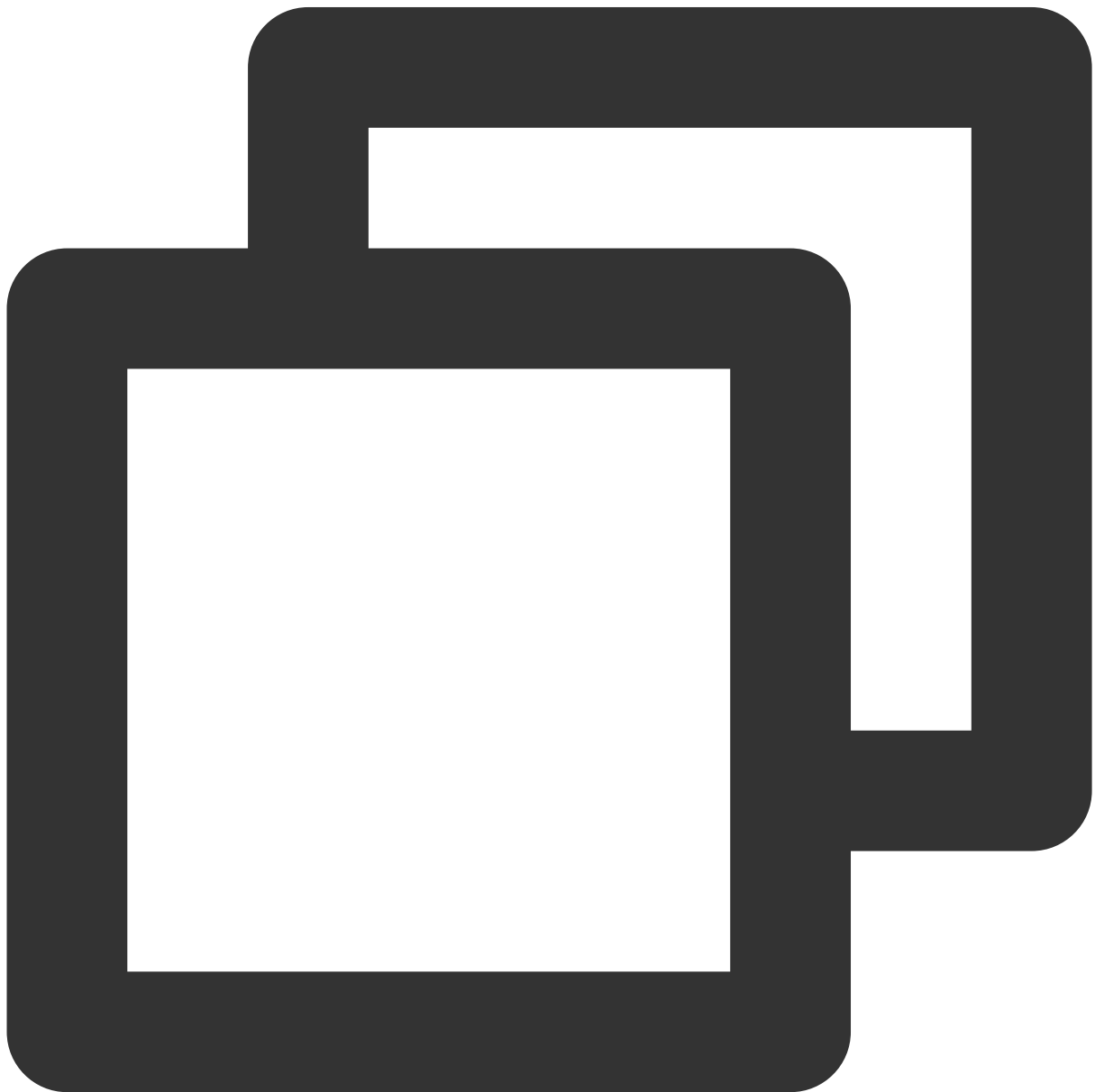


```
event.passThroughOnException(): void;
```

The `passThroughOnException()` method is used to prevent runtime error responses. If the function code throws an unhandled exception, Edge Functions forwards the request back to the origin, enhancing the service availability.

Sample Code

If the `event.respondWith` method is not invoked, Edge Functions forwards the current request back to the origin.

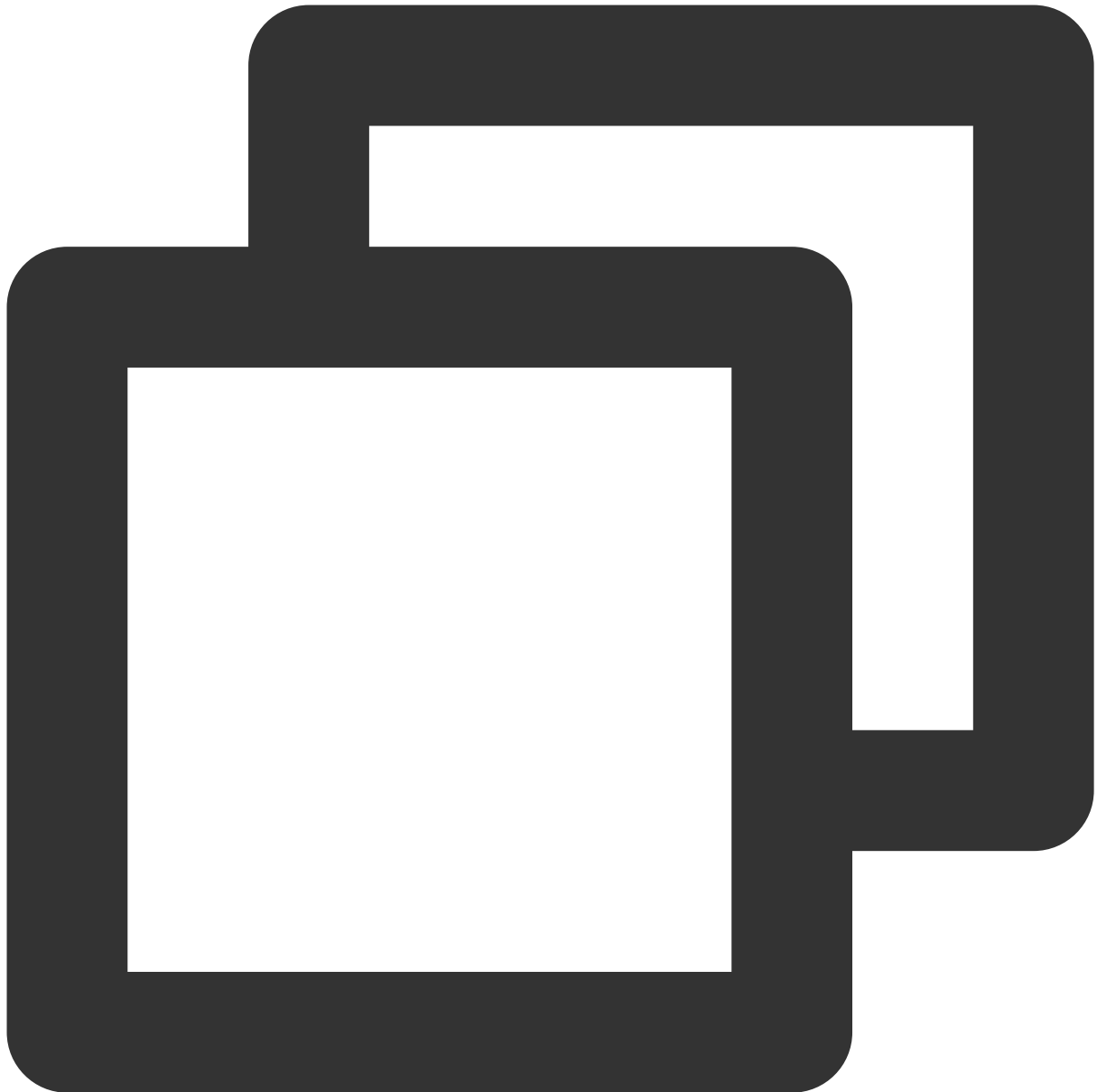


```
function handleRequest(request) {
  return new Response('Edge Functions, Hello World!');
}

addEventListener('fetch', event => {
  const request = event.request;
  // If the request URL contains the string /ignore/, Edge Functions forwards the c
  if (request.url.indexOf('/ignore/') !== -1) {
    // The event.respondWith method is not invoked.
    return;
  }

  // Customize content in the edge function to respond to the client.
  event.respondWith(handleRequest(request));
});
```

If the function code throws an unhandled exception, Edge Functions forwards the current request back to the origin.



```
addEventListener('fetch', event => {  
  // If the function code throws an unhandled exception, Edge Functions forwards th  
  event.passThroughOnException();  
  throw new Error('Throw error');  
});
```

References

[MDN documentation: FetchEvent](#)

[Sample Functions: Returning an HTML Page](#)

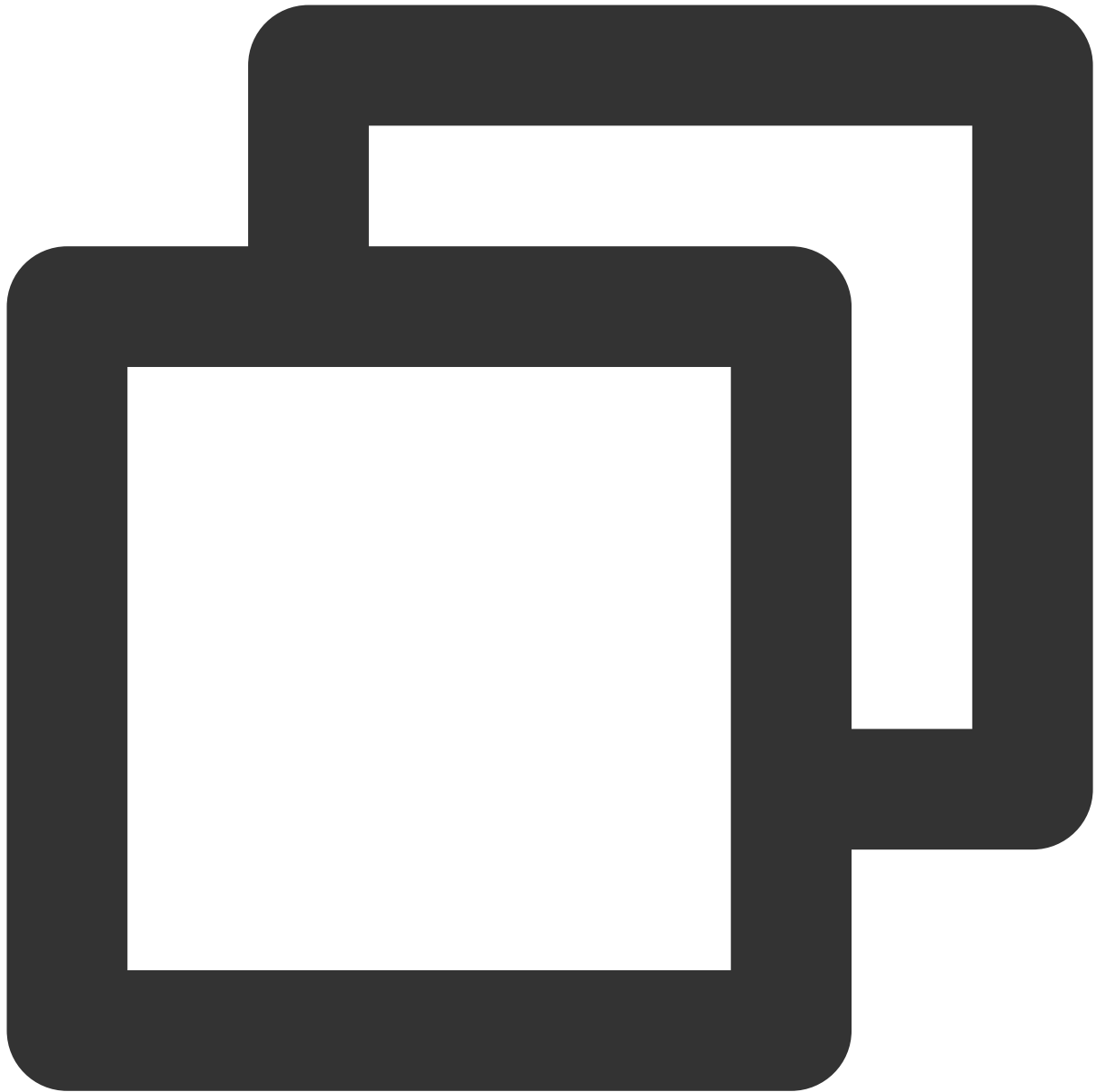
[Sample Functions: Using the Cache API](#)

Headers

Last updated : 2023-09-12 09:50:38

The **Headers** API is designed based on the standard Web API [Headers](#). You can use this API to perform operations on HTTP request and response headers.

Constructor API



```
const headers = new Headers(init?: object | Array<[string, string]> | Headers);
```

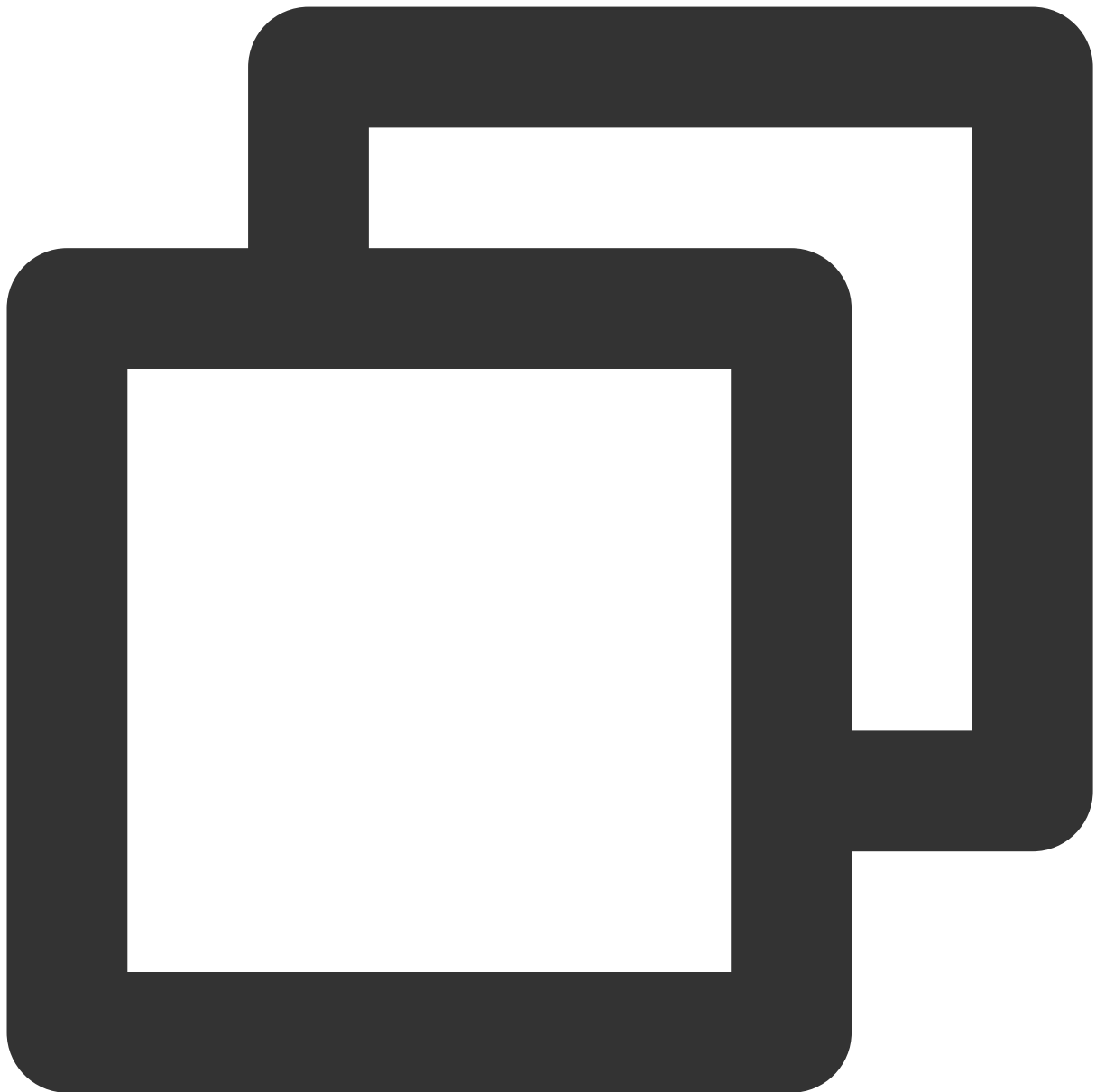
Parameters

Parameter	Type	Required	Description
init	object Array<[string, string]> Headers	No	The HTTP header that is used to pre-populate the Headers object. Valid parameter types:

			<p>object</p> <p>The Constructor API enumerates all enumerable attributes that are included in the specified object and pre-populates the attributes to the new Headers object.</p> <p>Array<[string, string]></p> <p>Each element in the array is a key-value pair. Example: [key, value]. The Constructor API traverses the array and pre-populates the key-value pairs to the new Headers object.</p> <p>Headers</p> <p>The Constructor API copies all fields from an existing Headers object to the new Headers object.</p>
--	--	--	---

Methods

append



```
headers.append(name: string, value: string): void;
```

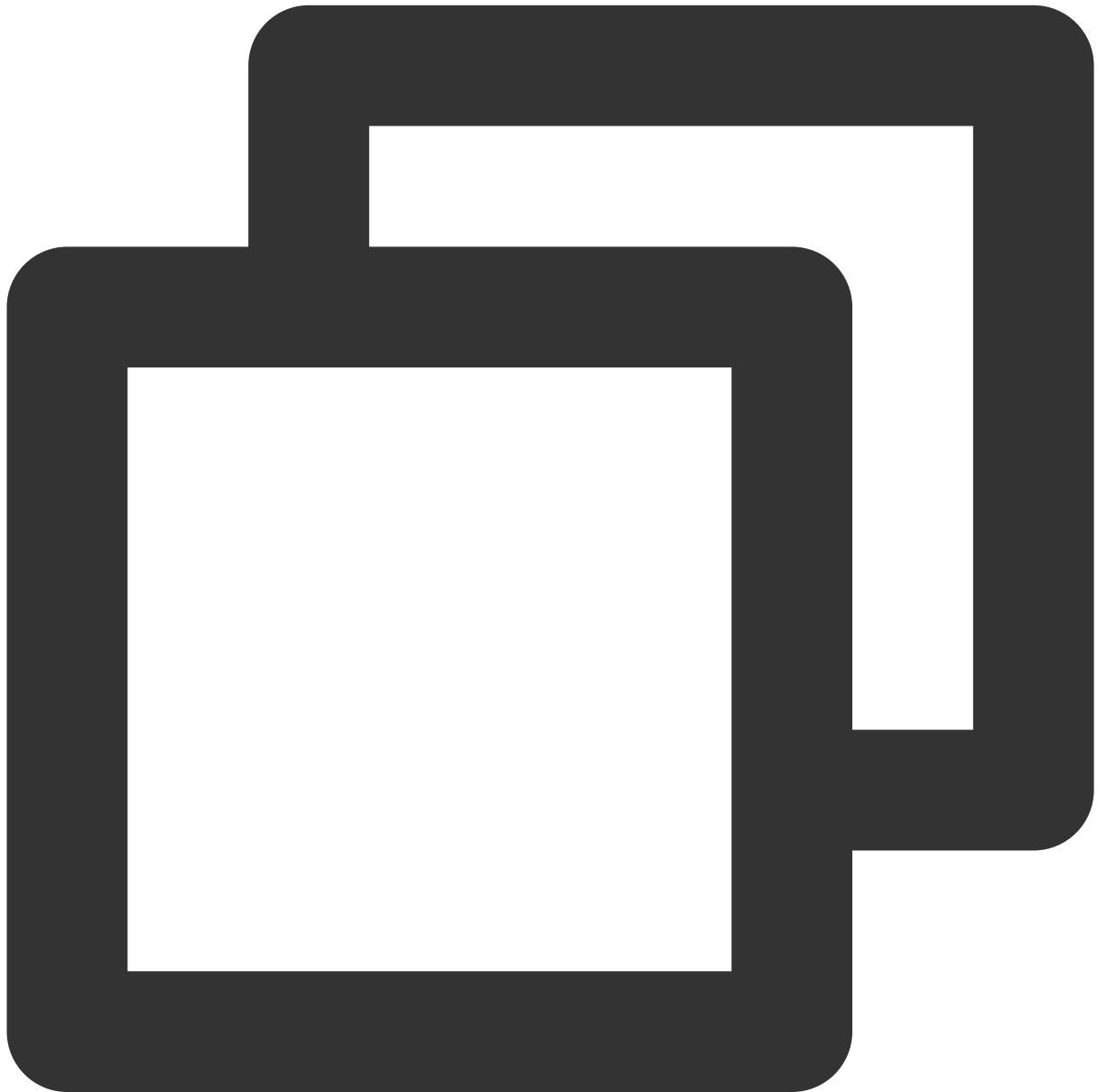
The `append()` method appends a new value to a header that is specified by the `Headers` object. If the header does not exist, the `append()` method directly adds the header.

Parameters

Parameter	Type	Required	Description
<code>name</code>	<code>string</code>	Yes	The name of the HTTP header that you want to add to the <code>Headers</code> object.

value	string	Yes	The value of the HTTP header that you want to add.
-------	--------	-----	--

delete

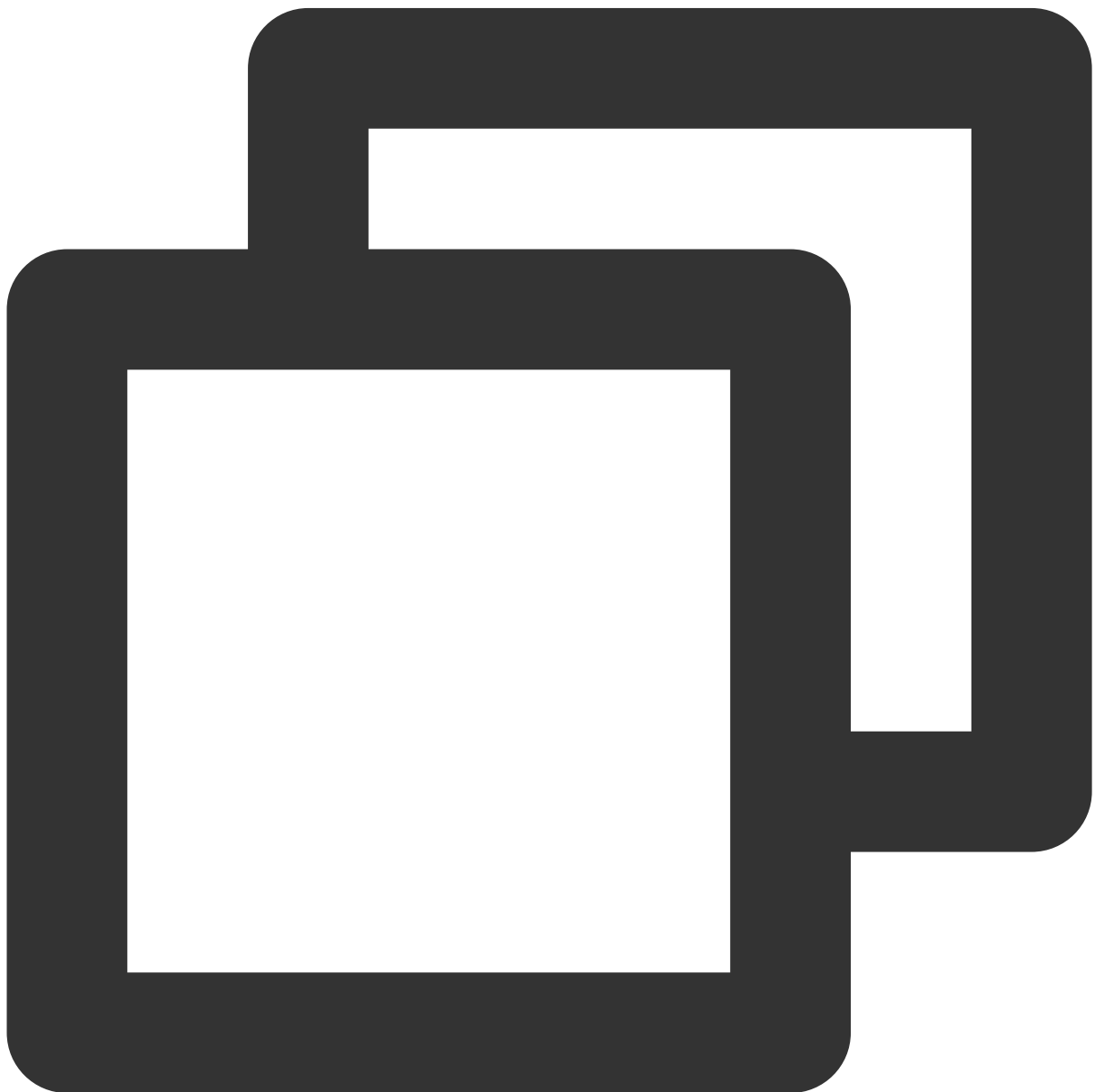


```
headers.delete(name: string): void;
```

The `delete()` method deletes the specified header from the `Headers` object.

Parameters

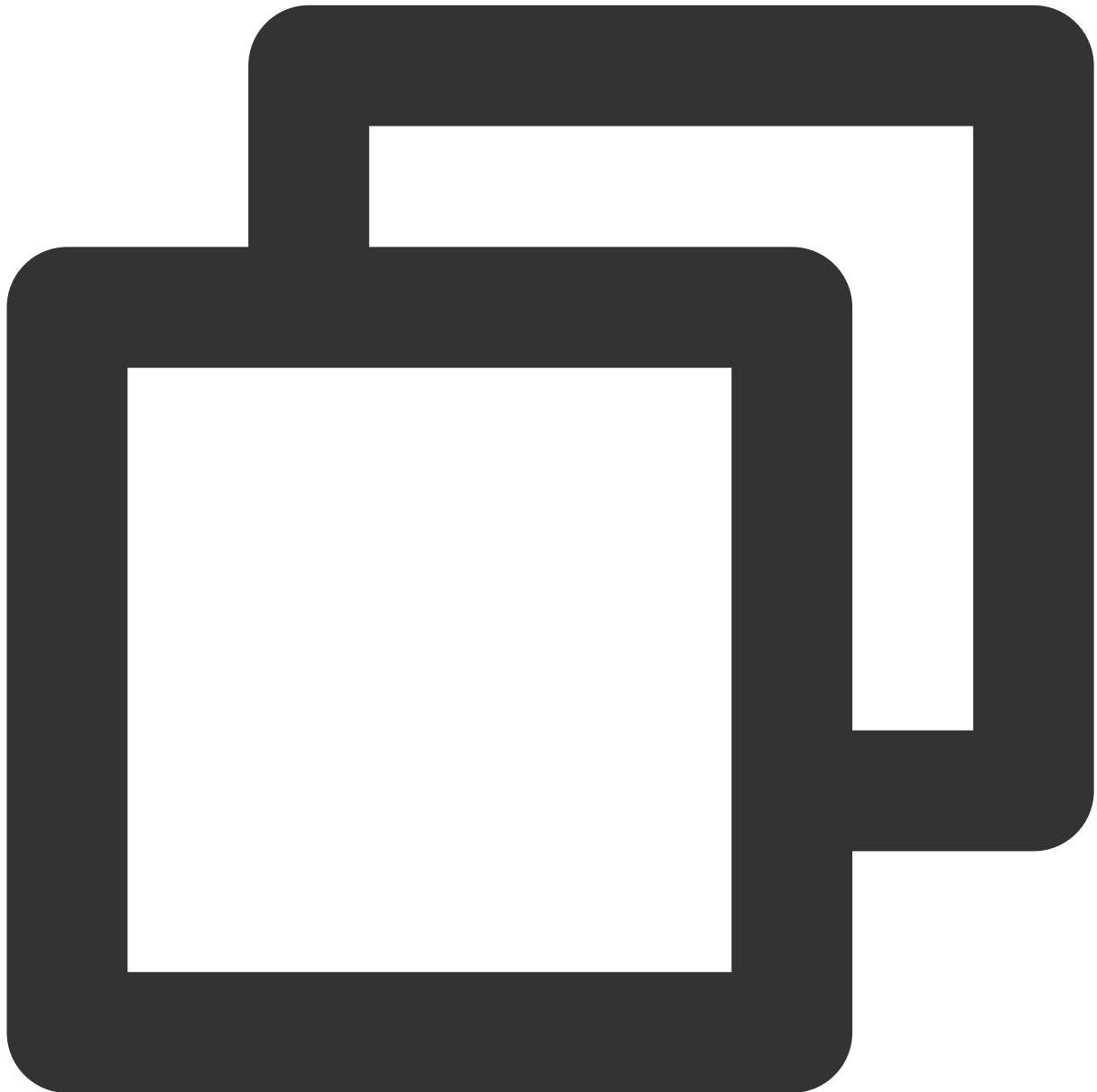
Parameter	Type	Required	Description
name	string	Yes	The name of the HTTP header that you want to delete from the Headers object.

entries

```
headers.entries(): iterator;
```

The `entries()` method obtains an array of all key-value pairs from the `Headers` object. The key-value pairs are in the format of `[name, value]`. For valid return values, see [Iteration protocols](#).

forEach

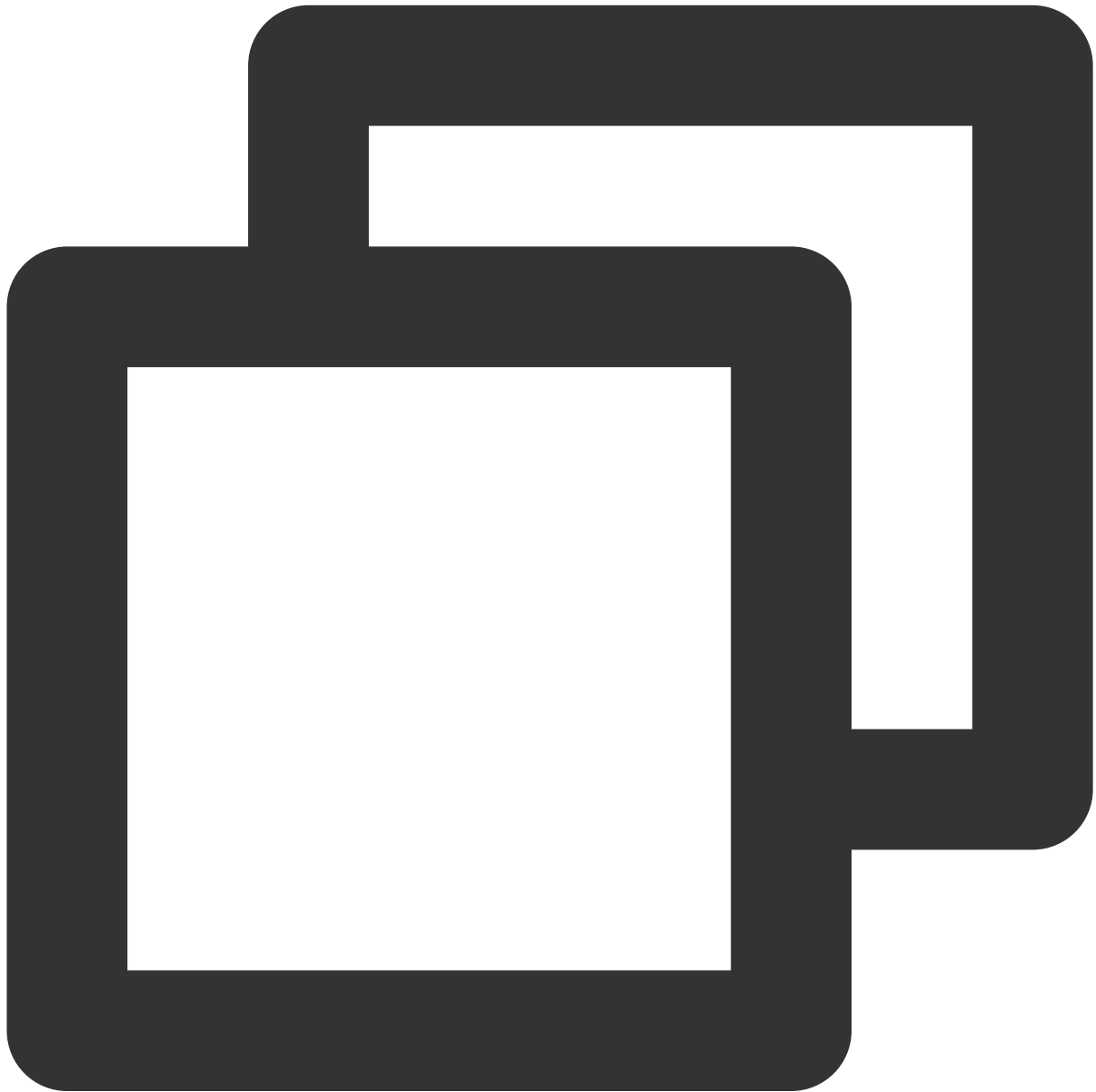


```
headers.forEach(callback: (name: string, value: string) => void | number): void;
```

The `forEach()` method traverses all headers that are included in the `Headers` object. If `callback` returns a non-zero value, traversal is stopped.

Note

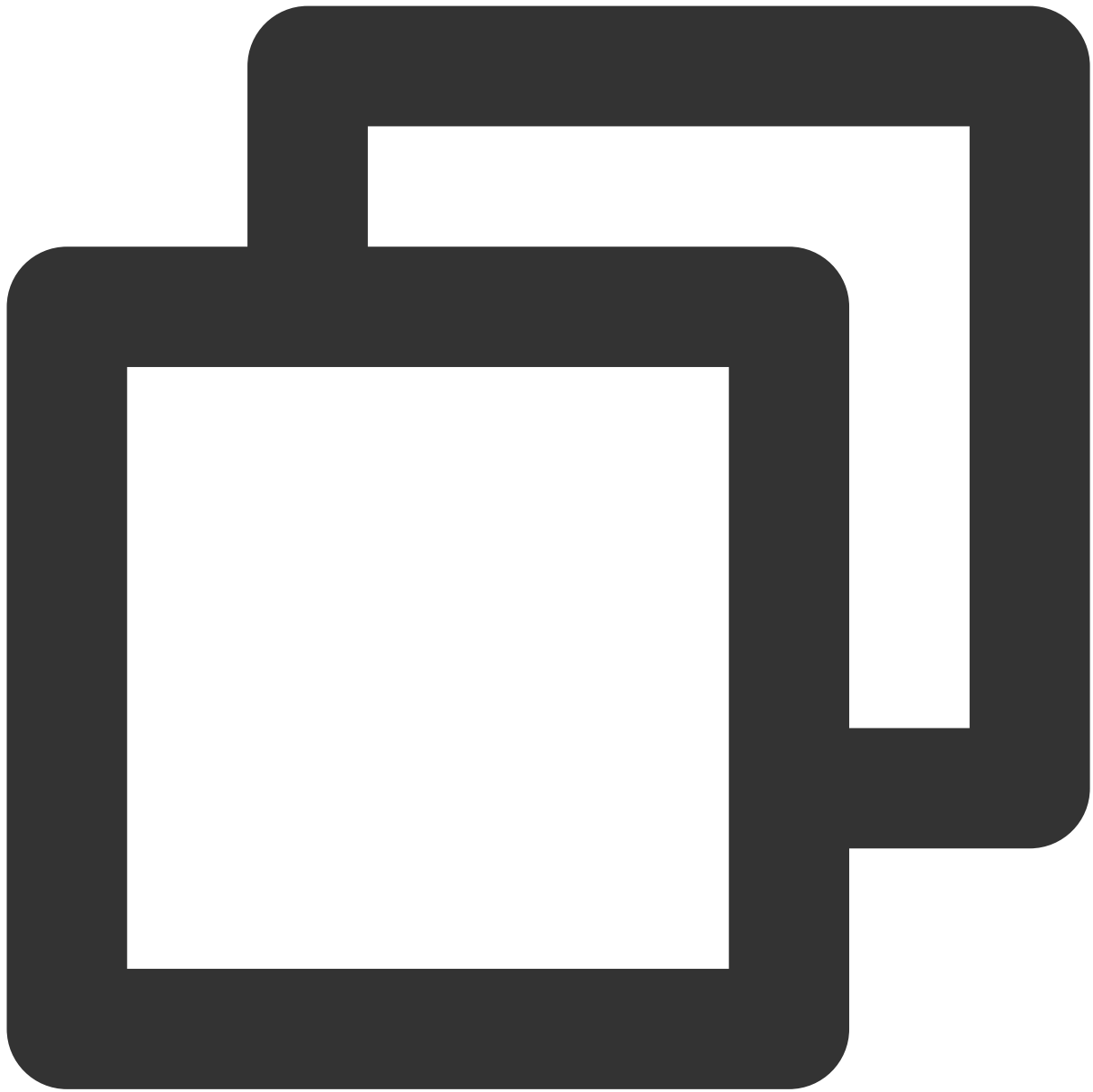
The `forEach` method does not comply with Web API standards. Edge Functions extends the functionality of the method based on Web API standards to provide an efficient way to traverse headers.

get

```
headers.get(name: string): string;
```

The `get()` method obtains the value of the specified header from the `Headers` object.

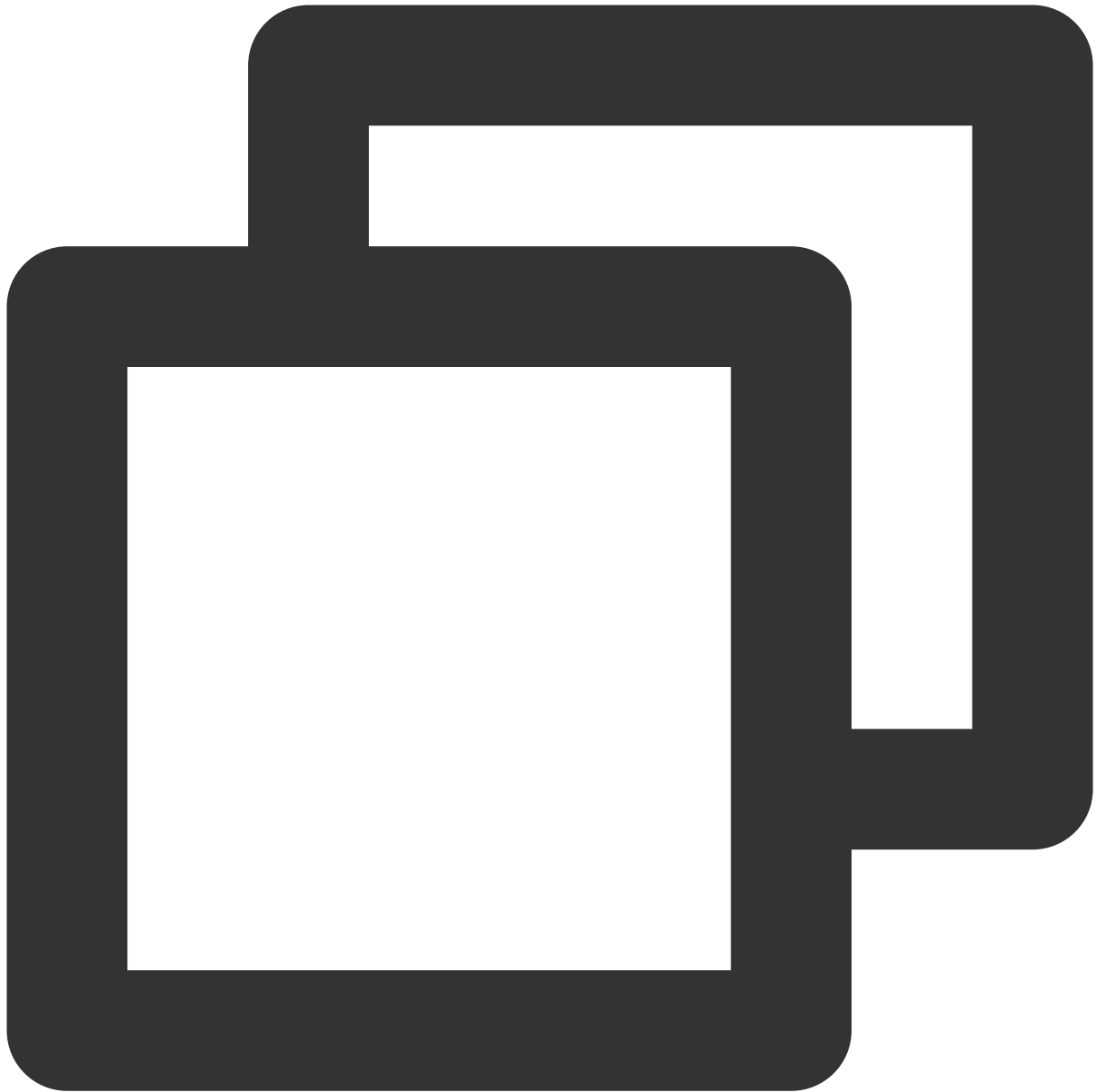
getSetCookie



```
headers.getSetCookie(): Array<string>
```

This method returns an array, containing all values of the [Set-Cookie](#) headers.

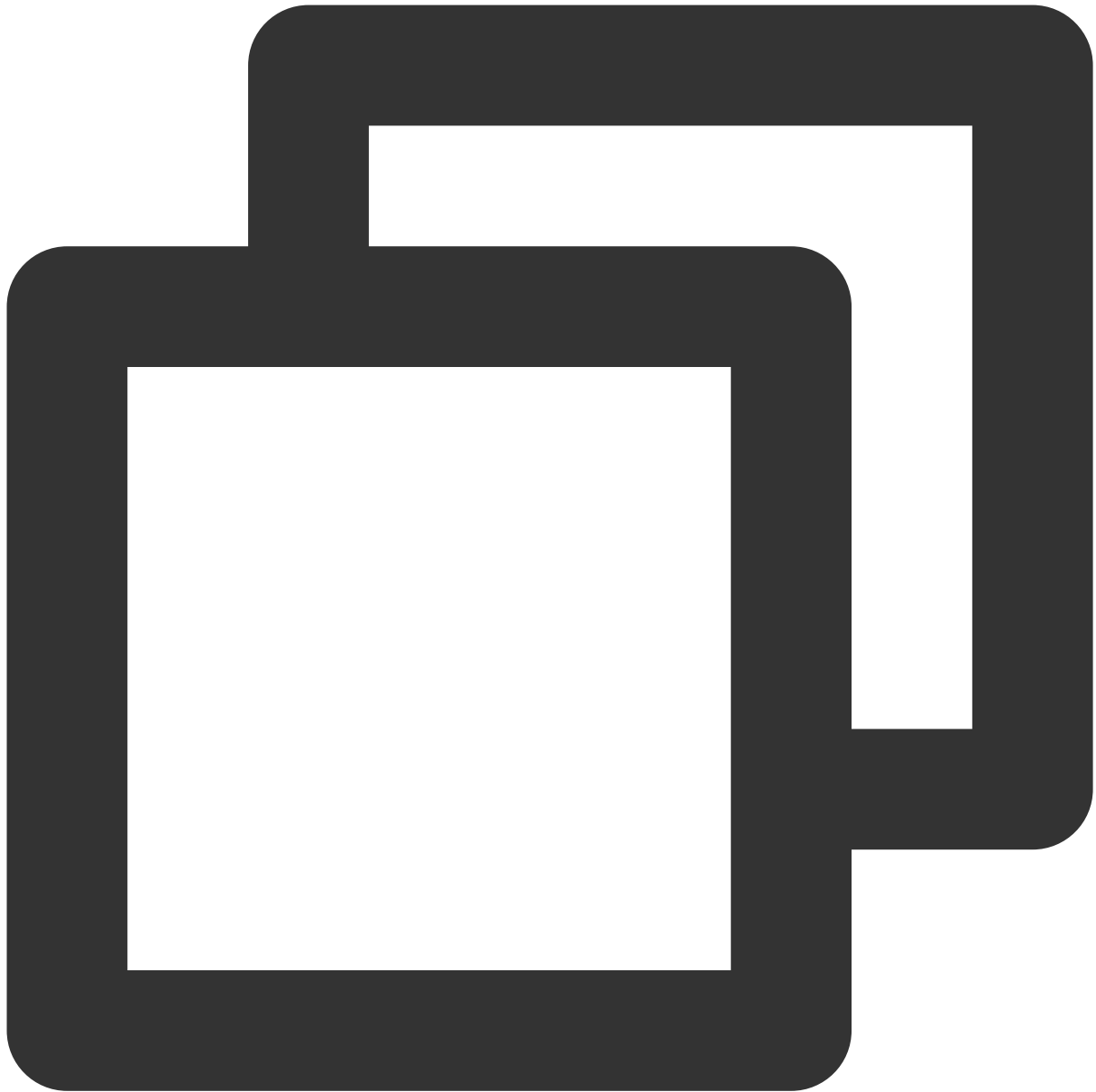
has



```
headers.has(name: string): boolean;
```

The `has()` method checks whether the `Headers` object contains the specified header.

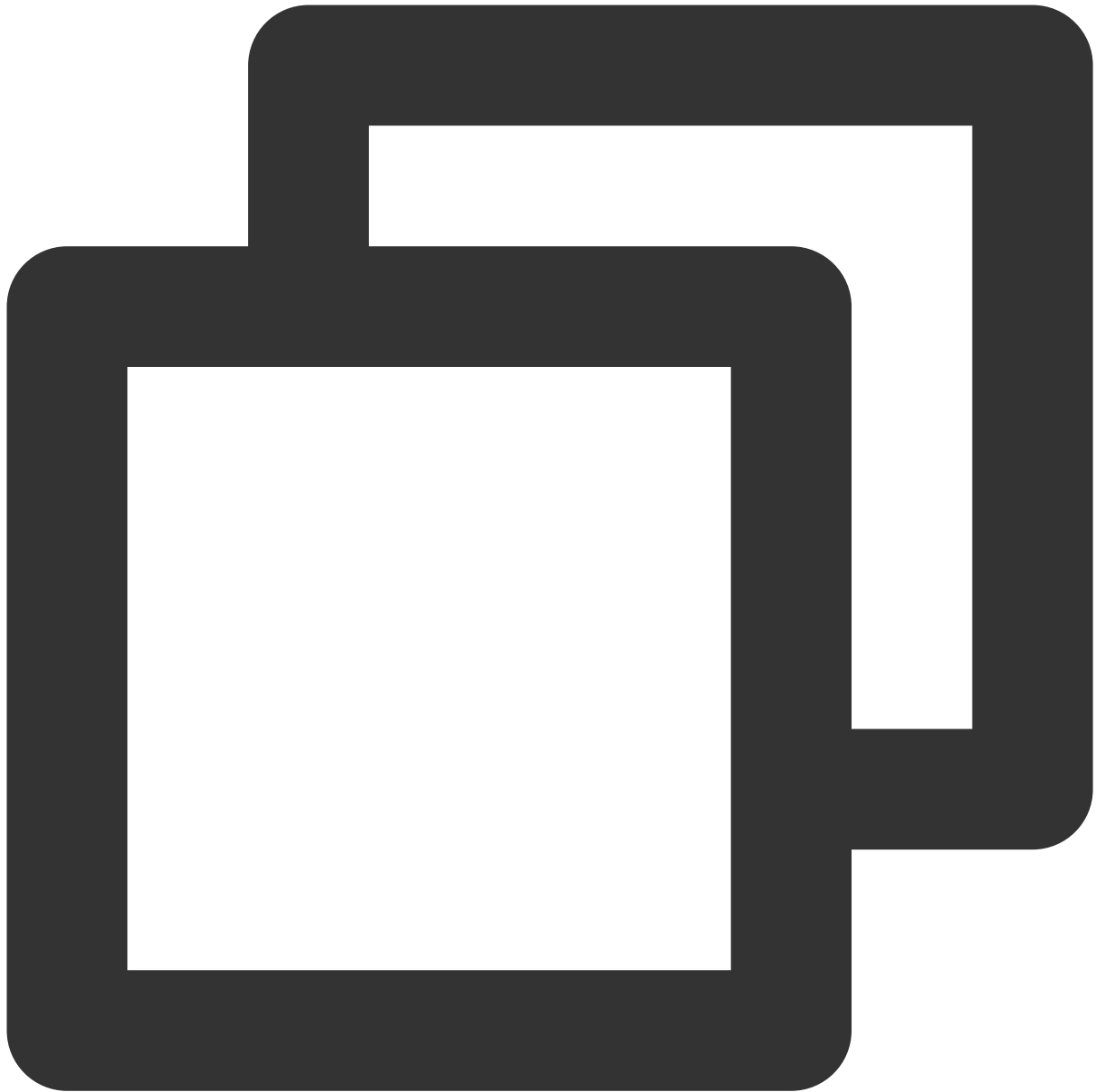
keys



```
headers.keys(): iterator;
```

The `keys()` method obtains all keys that are included in the `Headers` object. For valid return values, see [Iteration protocols](#).

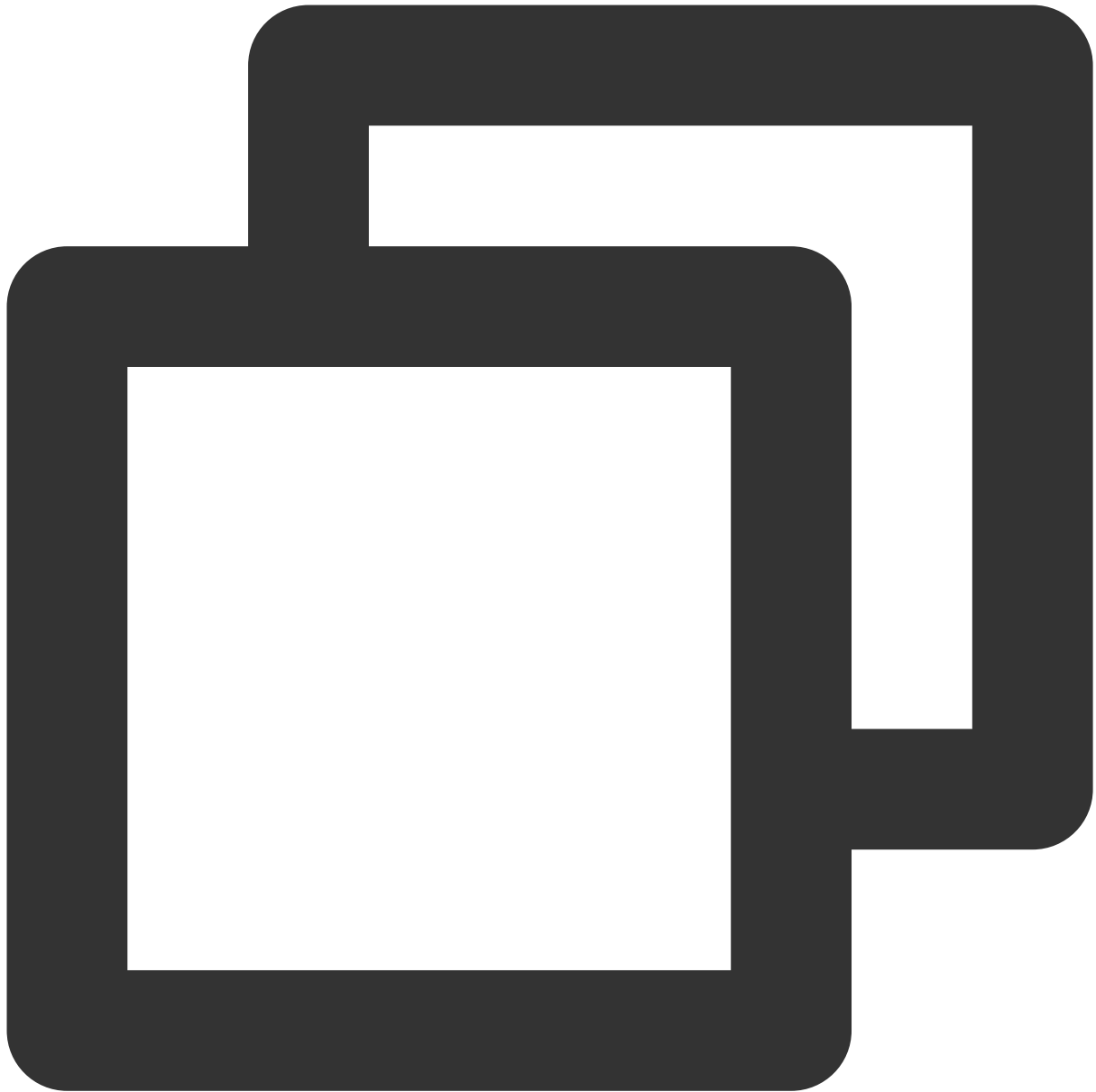
set



```
headers.set(name: string, value: string): void;
```

The `set()` method sets a new value for an existing header in the `Headers` object. If the header does not exist, the `set()` method directly adds the header.

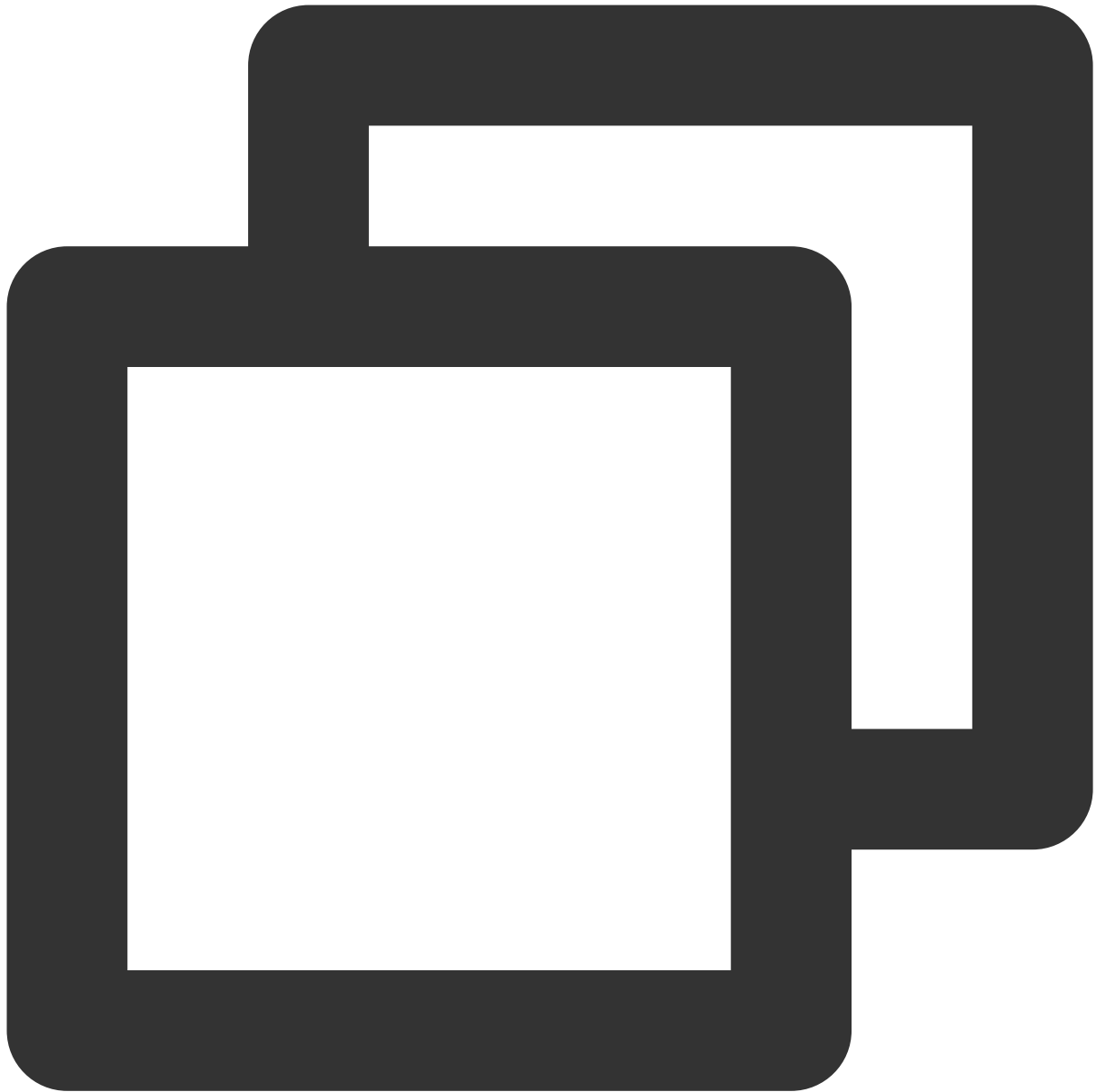
values



```
headers.values(): iterator;
```

The `values()` method obtains all values that are included in the `Headers` object. For valid return values, see [Iteration protocols](#).

Sample Code



```
function handleEvent() {
  const headers = new Headers({
    'my-header-x': 'hello world',
  });

  const response = new Response('hello world', {
    headers,
  });
  return response;
}
```

```
addEventListener('fetch', (event) => {  
  event.respondWith(handleEvent(event));  
});
```

References

[MDN documentation: Headers](#)

[Sample Functions: Protecting Data from Tampering](#)

[Sample Functions: Authenticating a Request Header](#)

[Sample Functions: Modifying a Response Header](#)

Request

Last updated : 2023-11-24 15:12:49

The **Request** API represents an HTTP request. It is designed based on the standard Web API [Request](#).

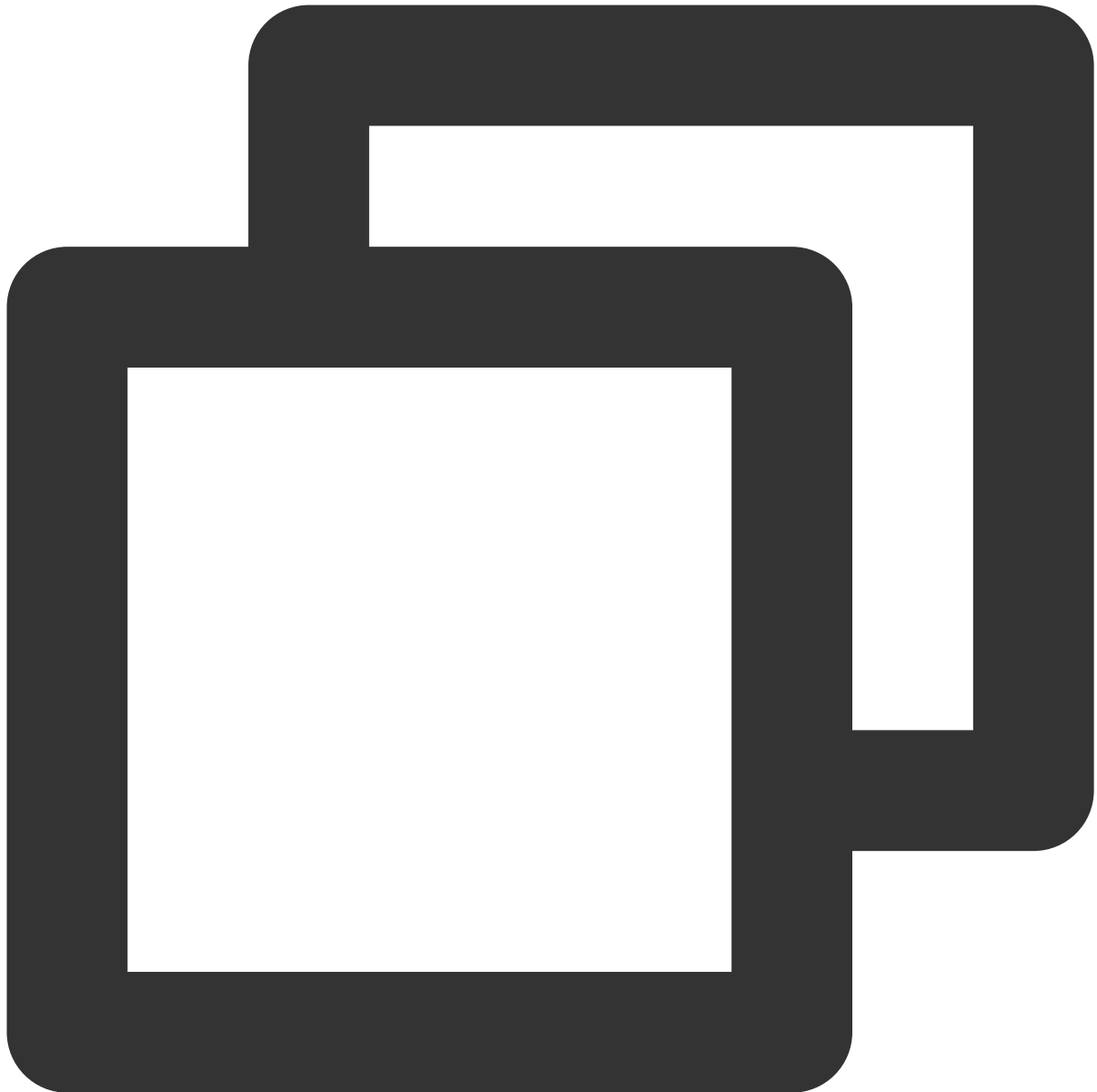
Note

In Edge Functions, you can obtain a `Request` object by using any of the following methods:

Create a `Request` object for the Fetch API by using the `Request` constructor.

Use the `FetchEvent` object [event.request](#) to obtain a `Request` object.

Constructor API



```
const request = new Request(input: string | Request, init?: RequestInit)
```

Parameters

Parameter name	Type	Required	Description
input	string Request	Yes	A URL string or a <code>Request</code> object.
options	RequestInit	No	Initial configuration items of the <code>Request</code>

object.

RequestInit

The following table describes the initial configuration items of the Request object.

Name	Type	Required	Default value	Description
method	string	No	GET	Request method. Examples: <code>GET</code> and <code>POST</code> .
headers	Headers	No	-	Headers that you want to add to the request.
body	string Blob ArrayBuffer ArrayBufferView ReadableStream	No	-	Request body.
redirect	string	No	follow	Redirect mode. Valid values: <code>manual</code> , <code>error</code> , and <code>follow</code> .
maxFollow	number	No	12	The maximum number of redirects allowed.
version	string	No	HTTP/1.1	HTTP version. Valid values: <code>HTTP/1.0</code> , <code>HTTP/1.1</code> , and <code>HTTP/2.0</code> .
copyHeaders	boolean	No	-	Specifies whether to copy the headers of the <code>Request</code> object. This parameter is not in the Web API specifications.
eo	RequestInitEoProperties	No	-	Specifies the behavior that Edge Functions adopts in processing the request. This parameter is not in the Web API specifications.

RequestInitEoProperties

This parameter specifies the behavior that Edge Functions adopts in processing the request. It is not in the Web API specifications.

Parameter name	Type	Required	Description
----------------	------	----------	-------------

resolveOverride	string	No	Overrides the original domain name resolution for the fetch request. You can specify a domain name or IP address that meets the following requirements: The IP address cannot contain a scheme or port number. For an IPv6 address, you do not need to enclose it in a pair of square brackets.
Image	ImageProperties	No	Image processing configurations

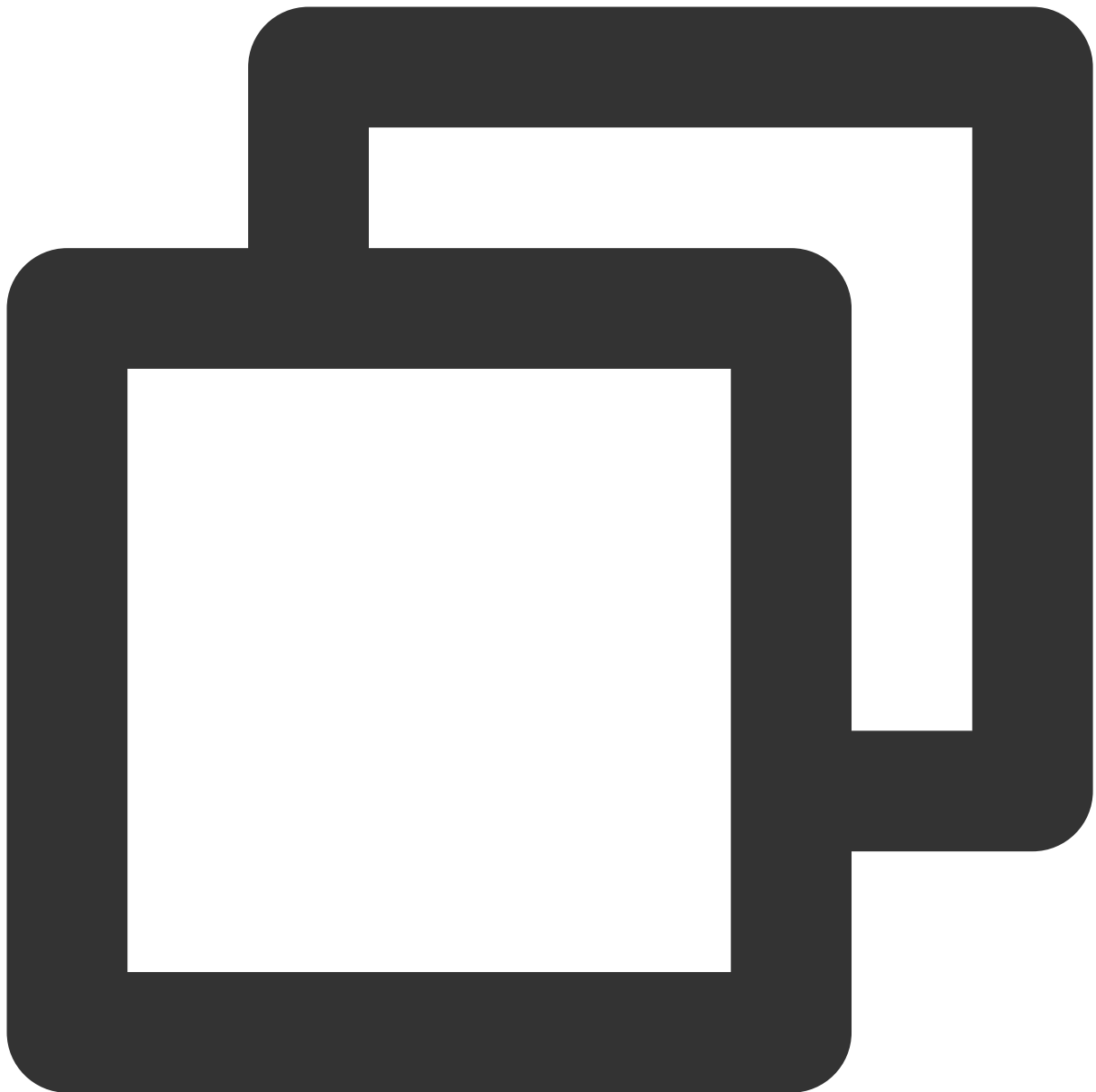
ImageProperties

[fetch](#) supports image processing. The configurations are the same as of site acceleration. For more information, see [Resizing and Converting Images](#).

Parameter name	Type	Required	Description
format	string	No	Convert an image into a specified format. Valid values: <code>jpg</code> , <code>gif</code> , <code>png</code> , <code>bmp</code> , <code>webp</code> , <code>avif</code> , <code>jp2</code> , <code>jxr</code> , <code>heif</code> .
long	number	No	Specify the length of the long side, and automatically scale the short side (if not specified)
short	number	No	Specify the length of the short side, and automatically scale the long side (if not specified)
width	number	No	Specify the width, and automatically scale the height (if not specified)
height	number	No	Specify the height, and automatically scale the width (if not specified)

Attributes

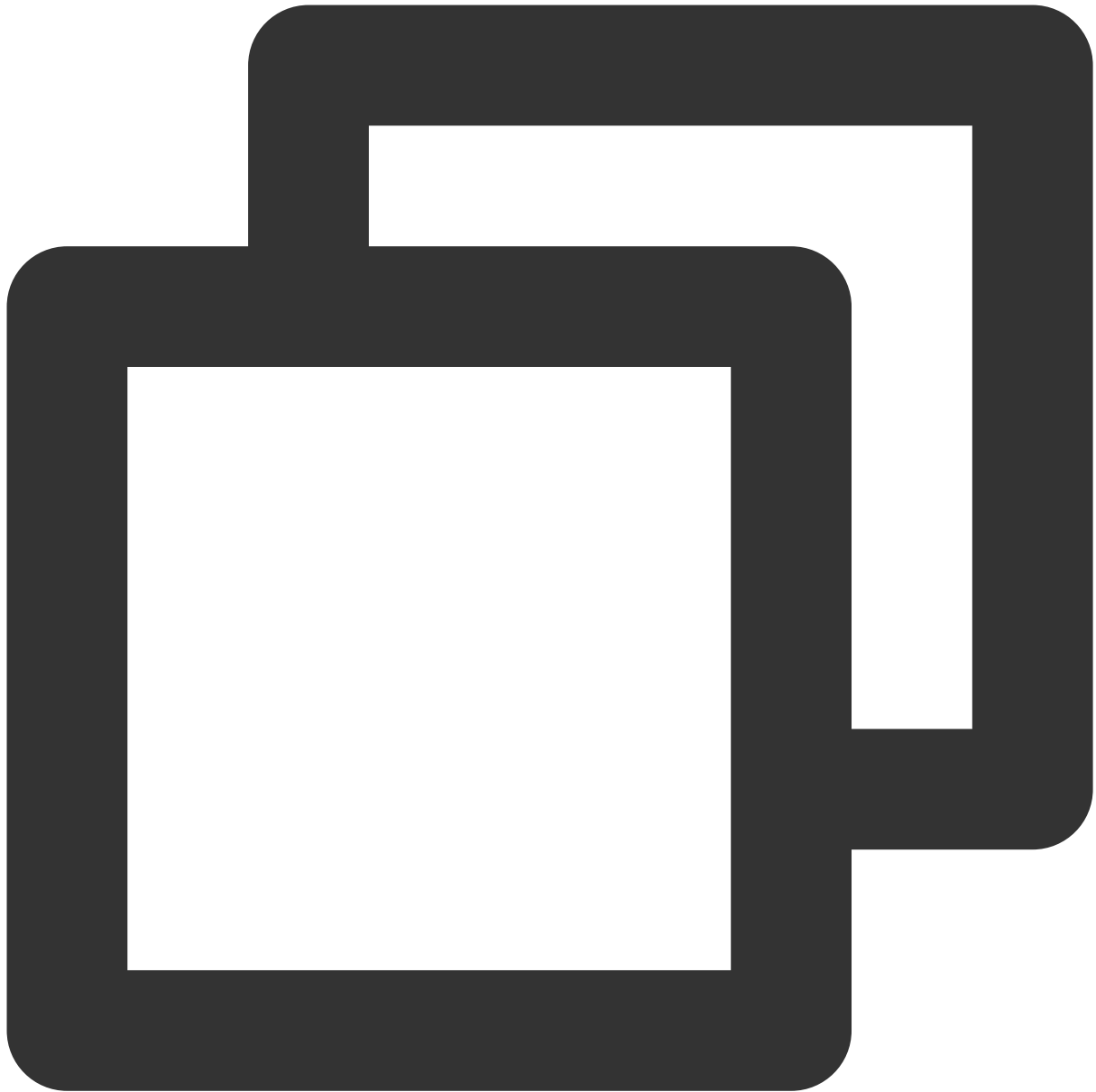
body



```
// request.body  
readonly body: ReadableStream;
```

Request body. For more information, see [ReadableStream](#).

bodyUsed



```
// request.bodyUsed  
readonly bodyUsed: boolean;
```

Indicates whether the request body is read.

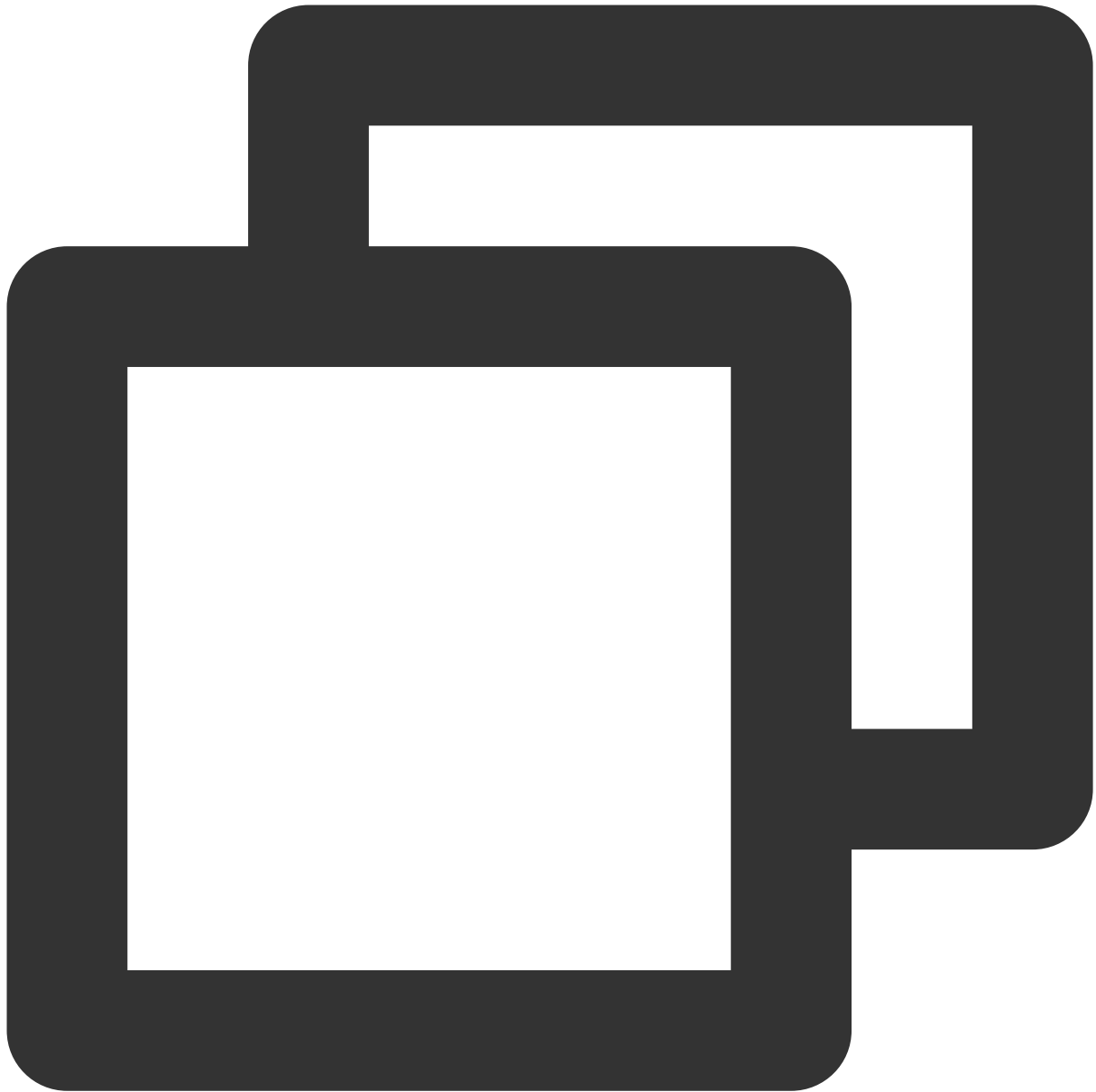
headers



```
// request.headers  
readonly headers: Headers;
```

Request headers. For more information, see [Headers](#).

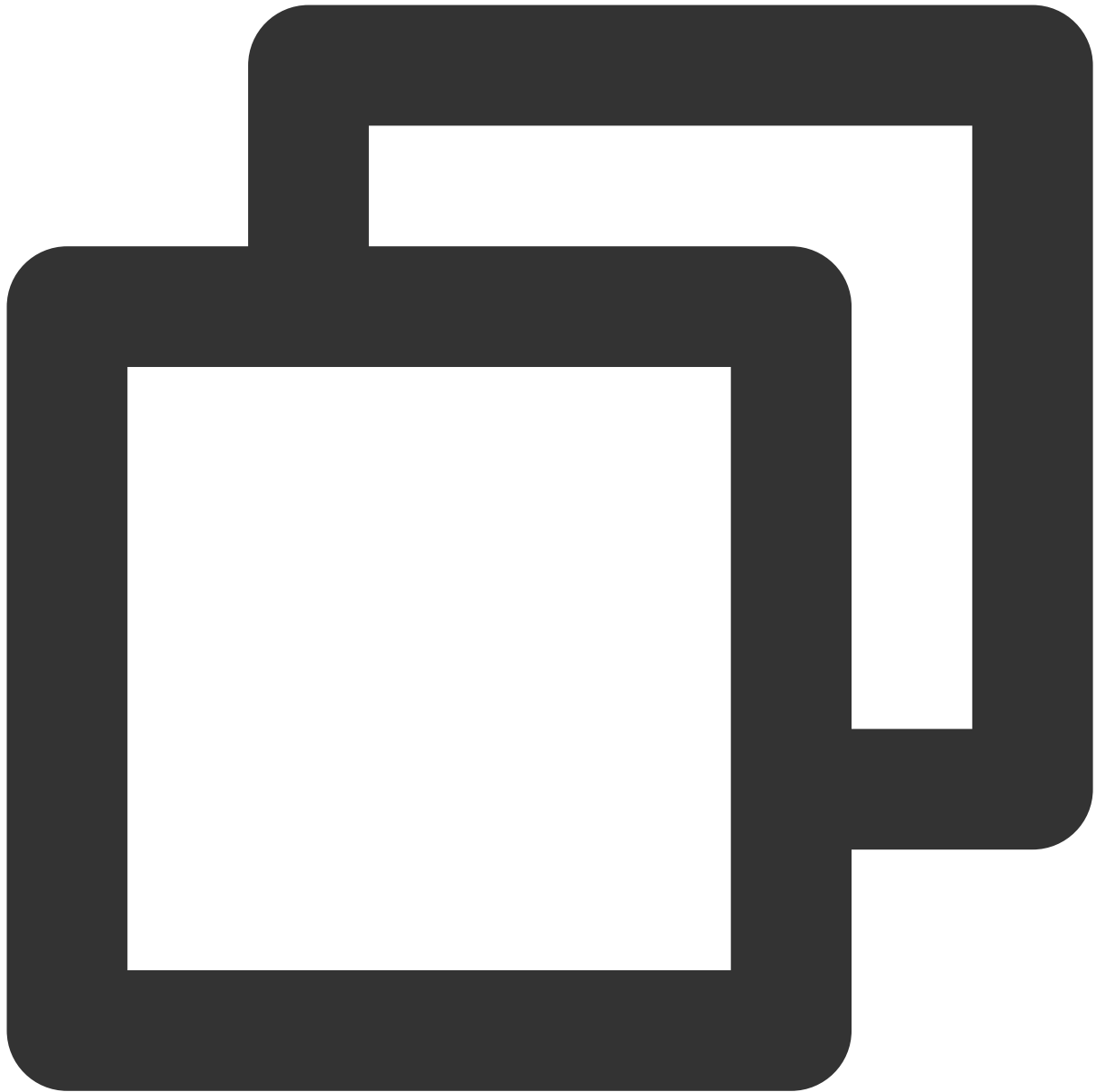
method



```
// request.method  
readonly method: string;
```

The request method. Default value: `GET` .

redirect



```
// request.redirect
readonly redirect: string;
```

The request redirect mode. Valid values: `follow` , `error` , and `manual` . Default value: `manual` .

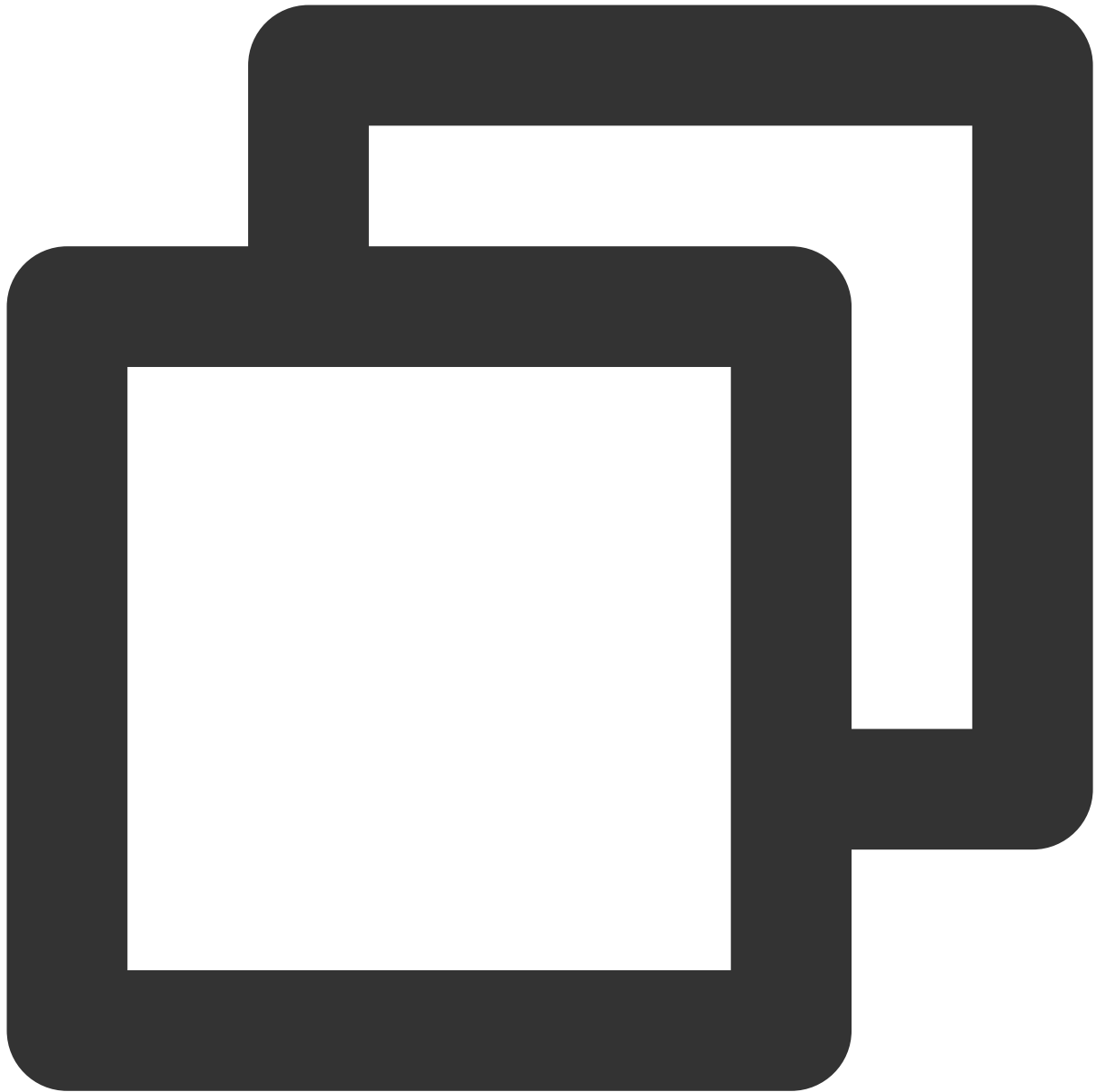
maxFollow



```
// request.maxFollow  
readonly maxFollow: number;
```

The maximum number of redirects.

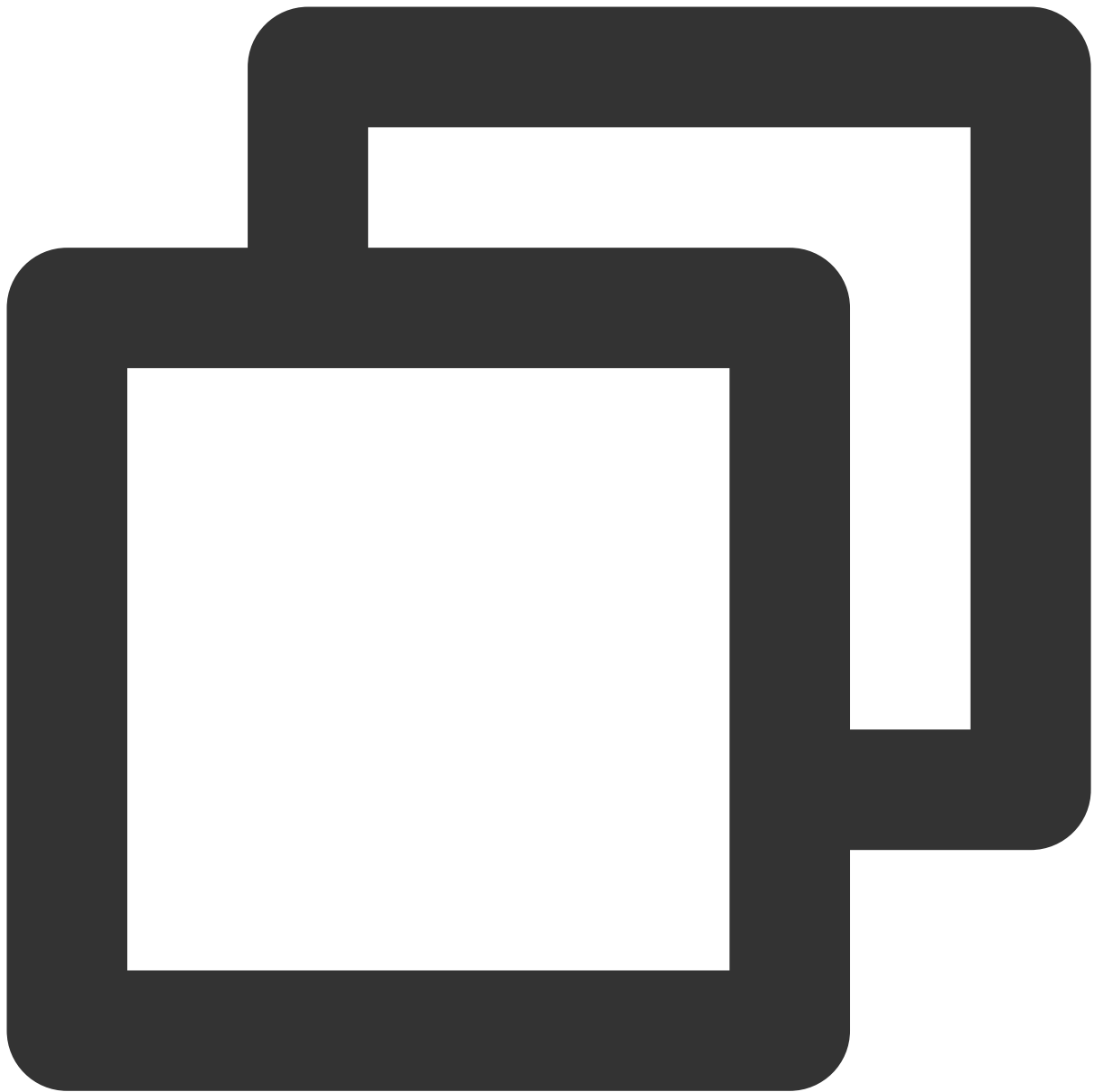
url



```
// request.url  
readonly url: string;
```

The request URL.

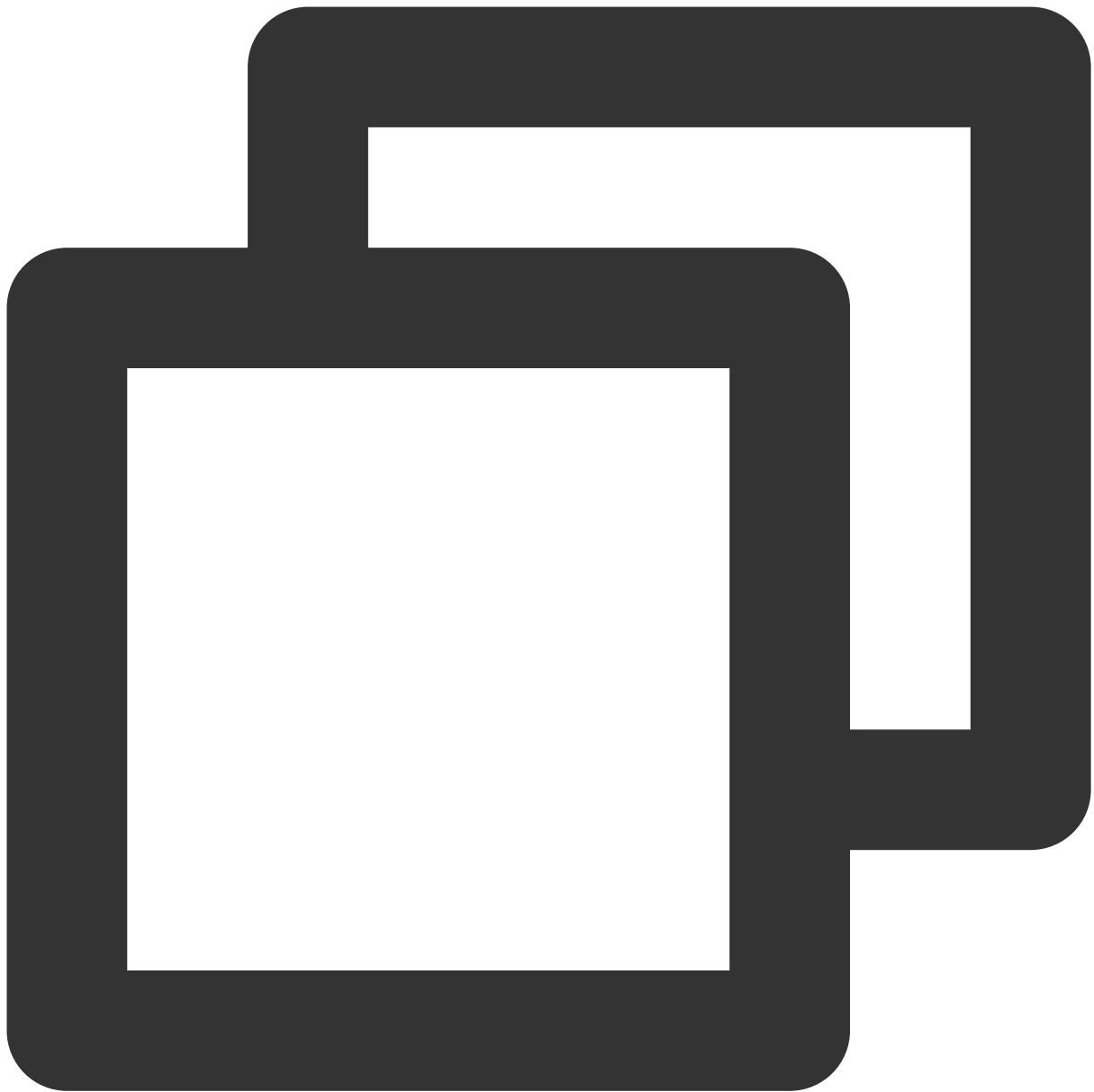
version



```
// request.version  
readonly version: string;
```

The HTTP version that is used by the request.

eo



```
// request.version
readonly eo: IncomingRequestEoProperties;
```

Other information provided by Edge Functions about the current request. For more information, see [IncomingRequestEoProperties](#).

IncomingRequestEoProperties

The client request object `event.request` contains an `eo` attribute.

Name	Type	Description	Example
------	------	-------------	---------

geo	GeoProperties	Location of the client who initiates the request.	-
-----	-------------------------------	---	---

GeoProperties

Location of the client who initiates the request.

Name	Type	Description	Example
asn	number	ASN	132203
countryName	string	Country name	Singapore
countryCodeAlpha2 audio/video proxy	string	ISO-3611 alpha2 code of the country	SG
countryCodeAlpha3 audio/video proxy	string	ISO-3611 alpha3 code of the country	SGP
countryCodeNumeric	string	ISO-3611 numeric code of the country.	702
regionName	string	Region name	-
regionCode	string	Region code	AA-AA
cityName	string	City name	singapore
latitude	number	Latitude	1.29027
longitude	number	Longitude	103.851959

Methods

Important

When using a method to obtain the request body, the size of the `HTTP body` is capped at 1 MB. If the threshold is exceeded, an `OverSize` exception is returned. In this case, we recommend that you use `request.body` to read the request body in streaming mode. For more information, see [ReadableStream](#).

arrayBuffer



```
request.arrayBuffer(): Promise<ArrayBuffer>;
```

The `arrayBuffer()` method reads the request body and returns a promise that resolves with an [ArrayBuffer](#).

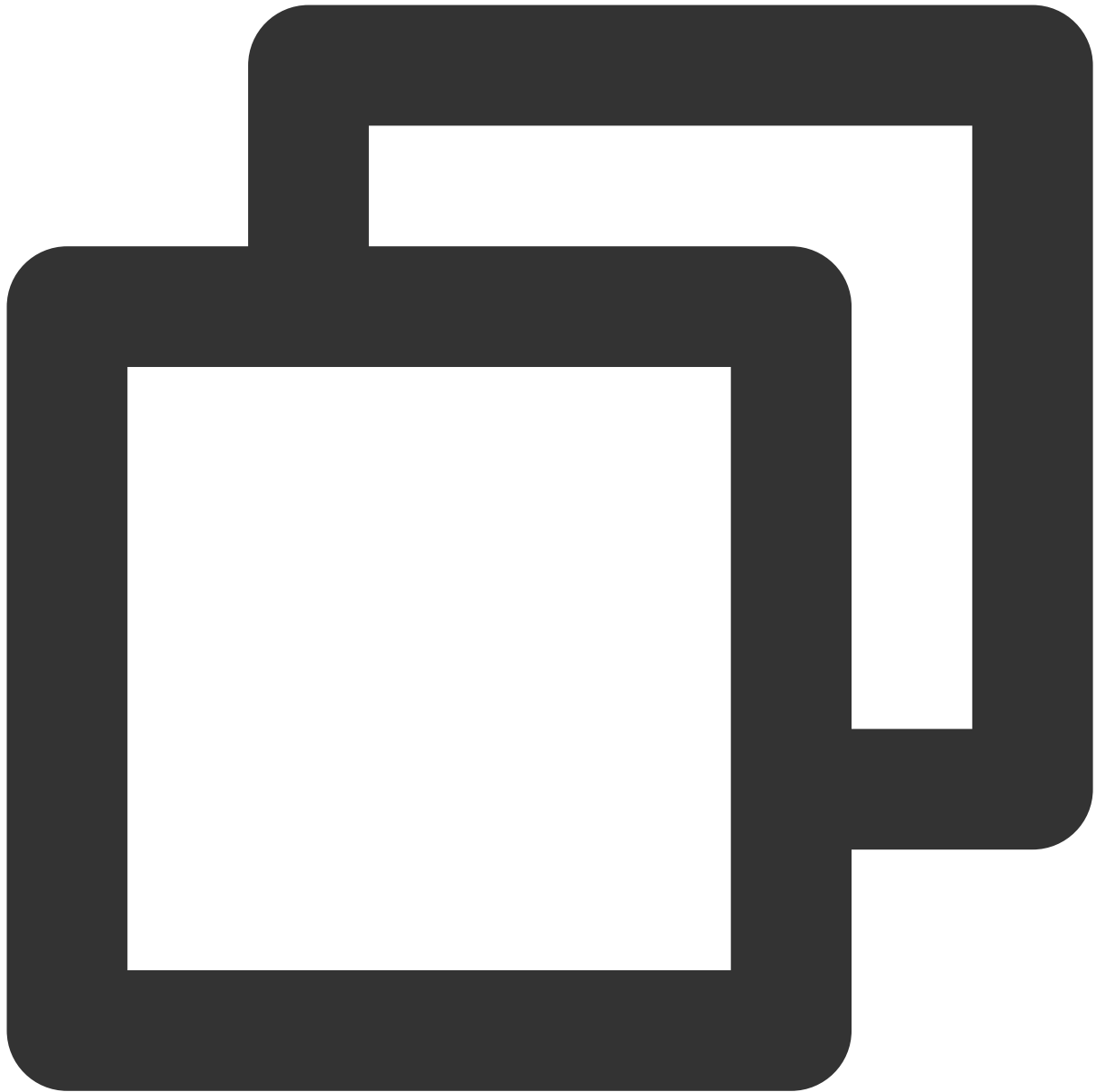
blob



```
request.blob(): Promise<Blob>;
```

The `blob()` method reads the request body and returns a promise that resolves with a [Blob](#).

clone



```
request.clone(copyHeaders?: boolean): Request;
```

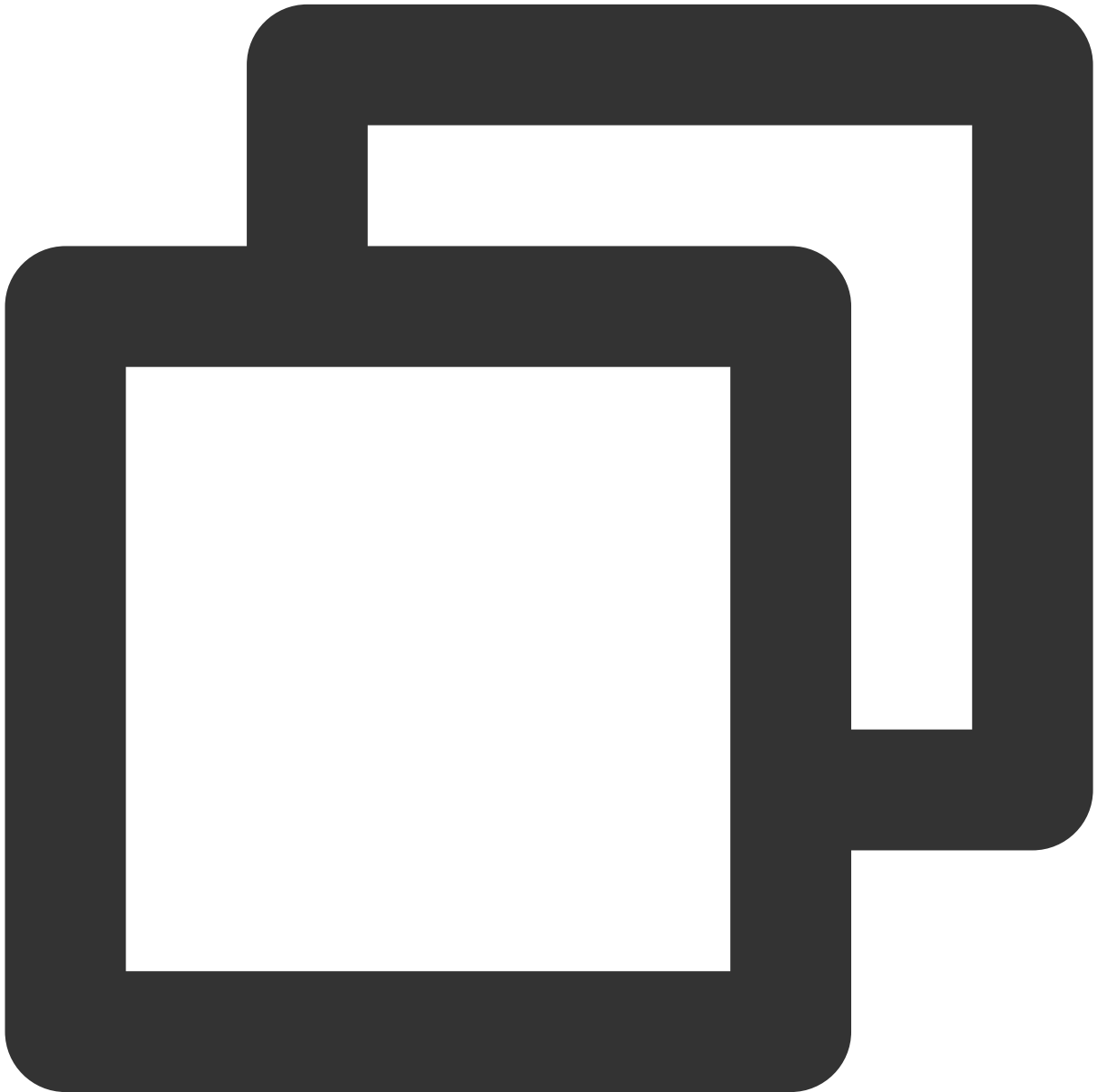
The clone() method creates a clone of a request object.

Parameter

Parameter name	Type	Required	Description
copyHeaders	boolean	No	Specifies whether to copy the request headers of the original object. Default value: <code>false</code> . Valid values:

			<p>true</p>
			<p>Copy the request headers of the original object.</p>
			<p>false</p>
			<p>Reference the request headers of the original object.</p>

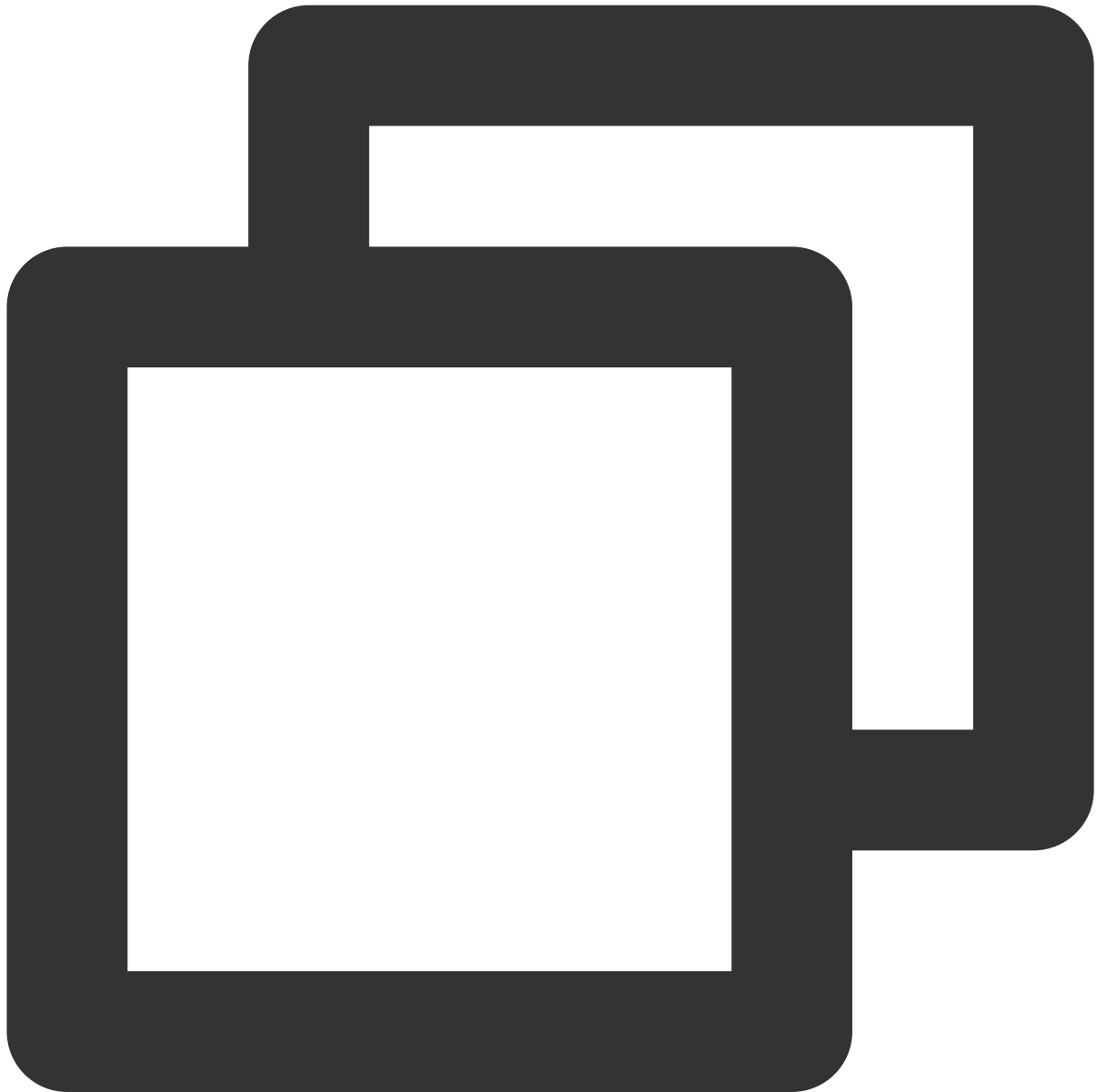
json



```
request.json(): Promise<object>;
```

The `json()` method reads the request body and returns a promise that resolves with the parsing result of the body text as `json`.

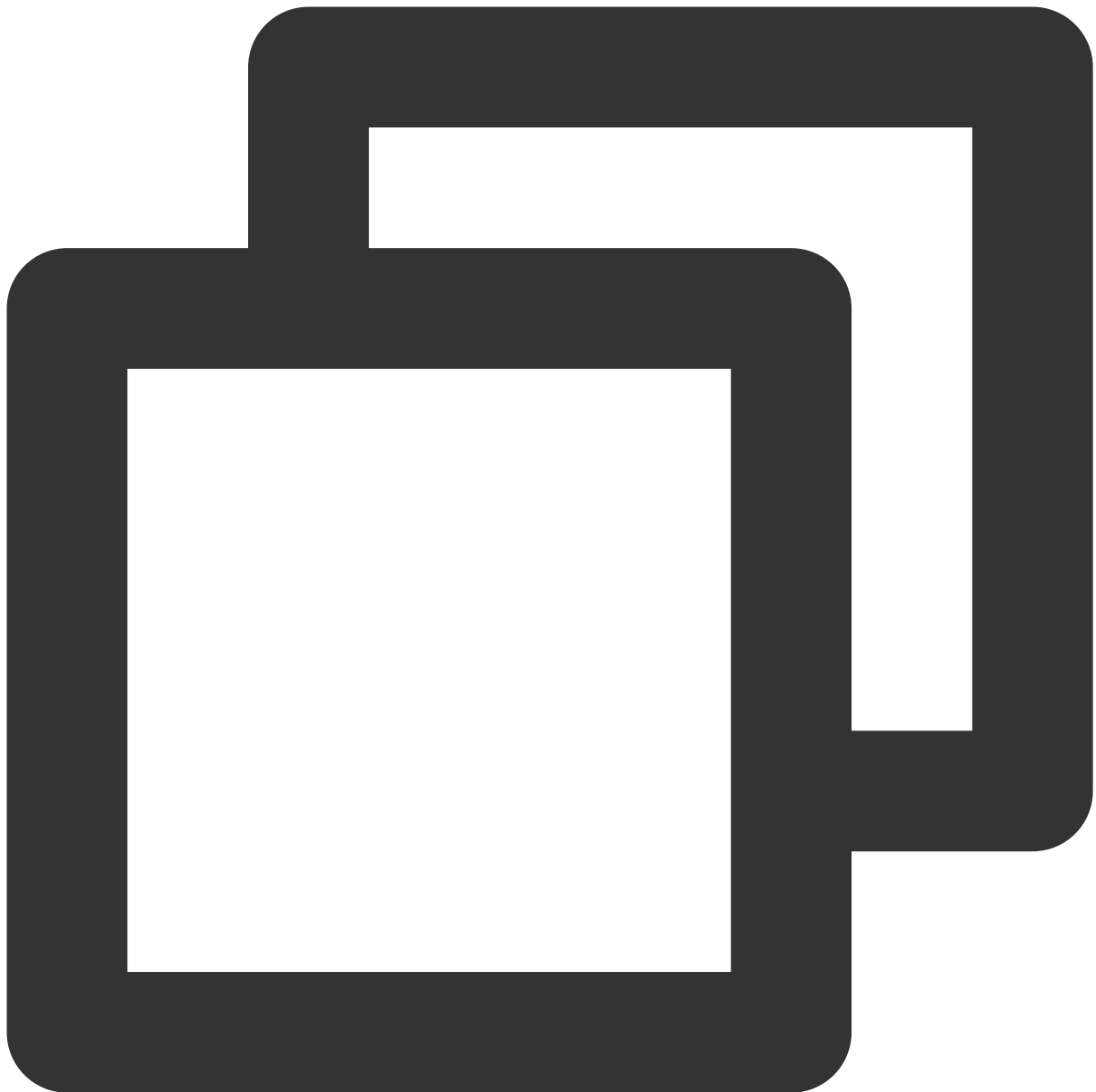
text



```
request.text(): Promise<string>;
```

The `text()` method reads the request body and returns a promise that resolves with a `String`.

formData



```
request.formData(): Promise<FormData>;
```

The `formData()` method takes a Response stream, reads it to completion, and returns a promise that resolves with a [FormData](#).

Parameter

Parameter name	Type	Required	Description

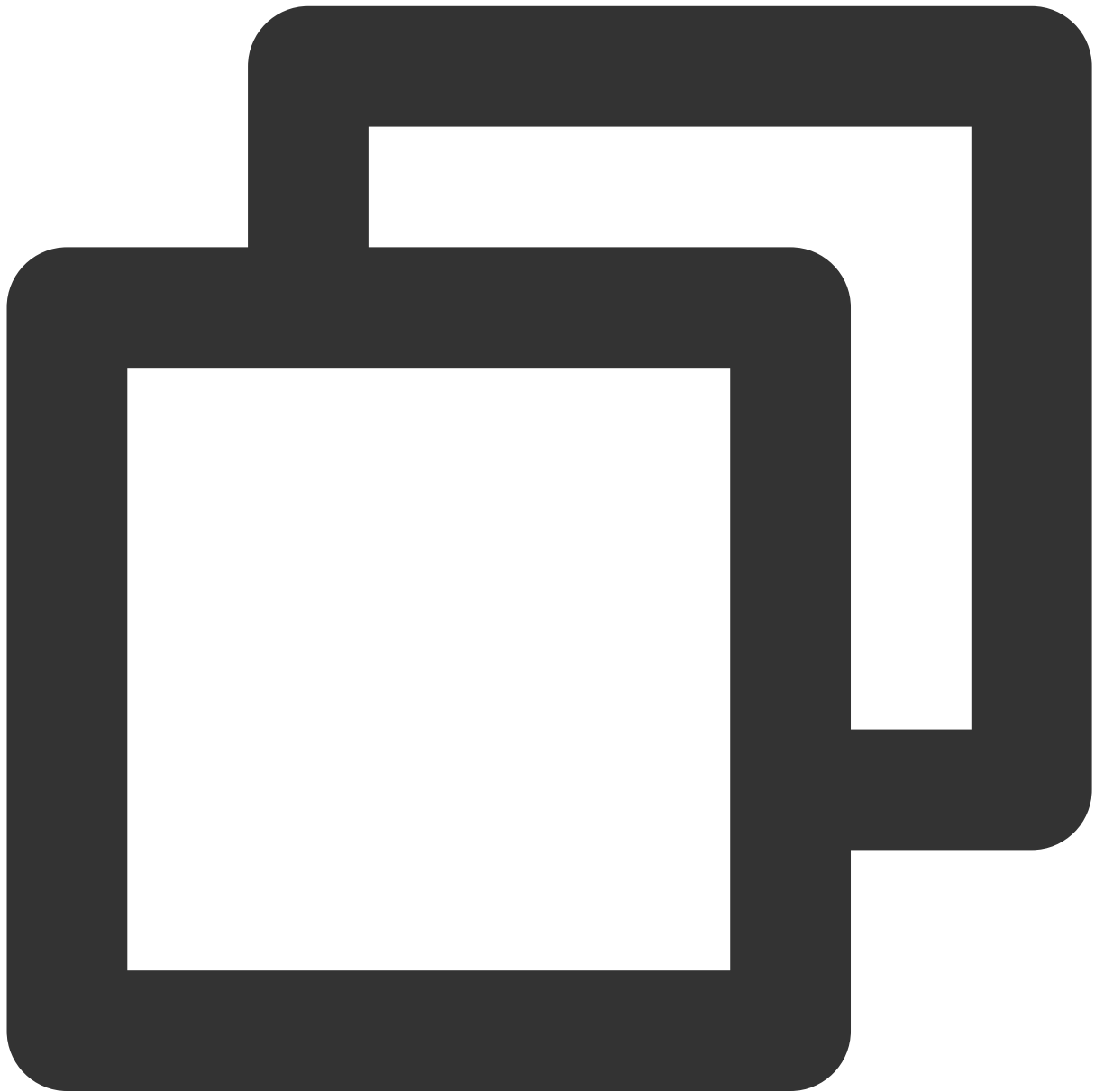
cookies

[Cookies](#)

No

A new Cookies object.

Sample Code



```
async function handleRequest() {
  const request = new Request('https://intl.cloud.tencent.com/');
  const response = await fetch(request);
  return response;
}
```

```
}  
  
addEventListener('fetch', (event) => {  
  event.respondWith(handleRequest());  
});
```

References

[MDN documentation: Request](#)

[Sample Functions: Using the Cache API](#)

[Sample Functions: Performing Redirect Based on the Request Location](#)

Response

Last updated : 2023-09-11 17:53:41

The **Response** API represents the response to an HTTP request. It is designed based on the standard Web API [Response](#).

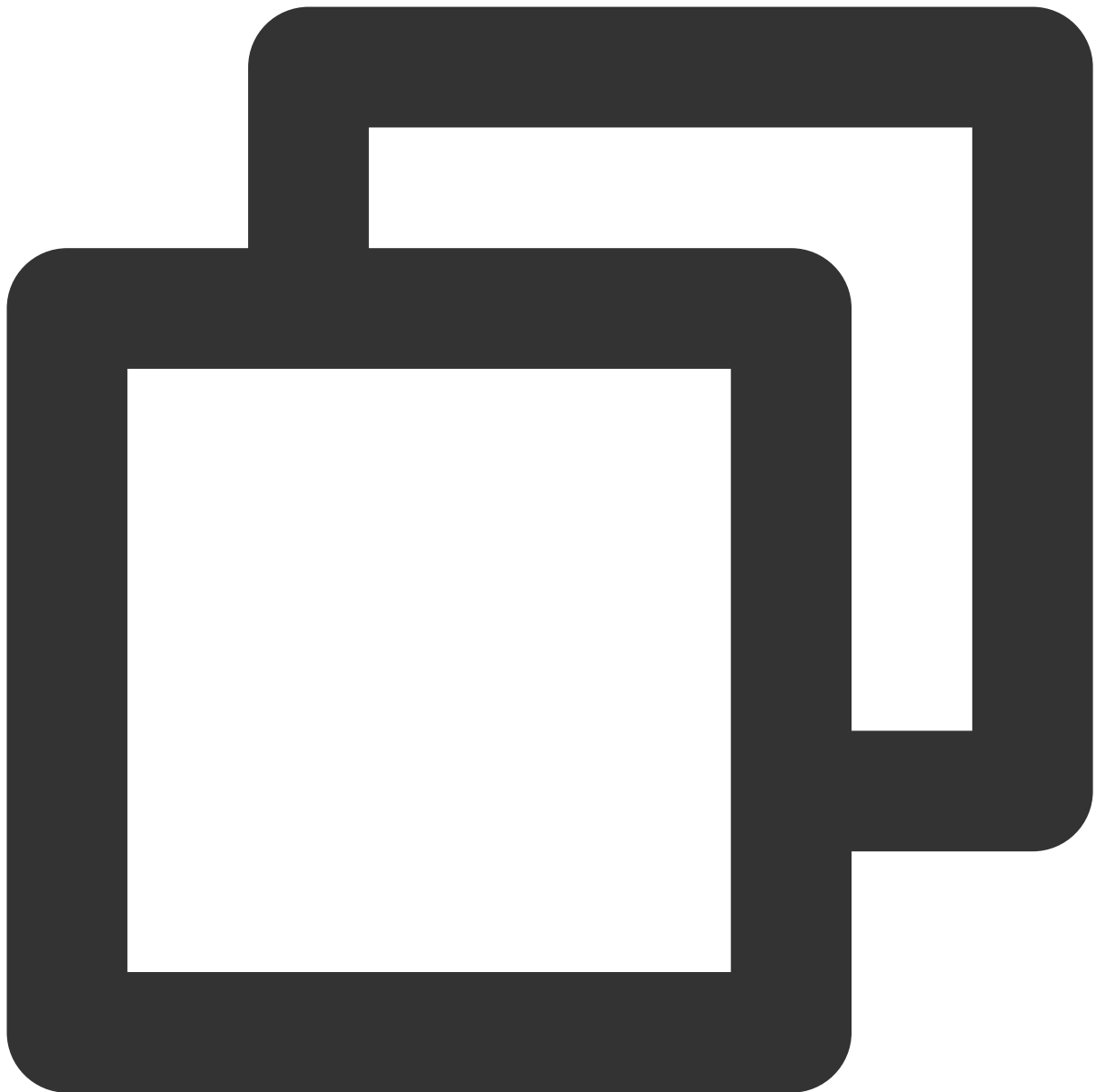
Note

In Edge Functions, you can obtain a `Response` object by using the following methods:

Create a `Response` object by using the `Response` constructor API. This object can be used as the value of the `response` parameter in the `event.respondWith` method.

Use [Fetch](#) to obtain a `Response` object.

Constructor API



```
const response = new Response(body?: string | ArrayBuffer | Blob | ReadableStream |
```

Parameters

Parameter	Type	Required	Description
body	string ArrayBuffer Blob ReadableStream null undefined	Yes	The body of the <code>Response</code> object.

init	ResponseInit	No	The initial configuration items of the <code>Response</code> object.
------	------------------------------	----	--

ResponseInit

Parameter	Type	Required	Description
status	number	No	The status code for the response.
statusText	string	No	The status message for the response. The maximum length is 4,095 bytes. If the length exceeds the upper limit, the extra content will be truncated.
headers	Headers	No	The headers associated with the response.

Attributes

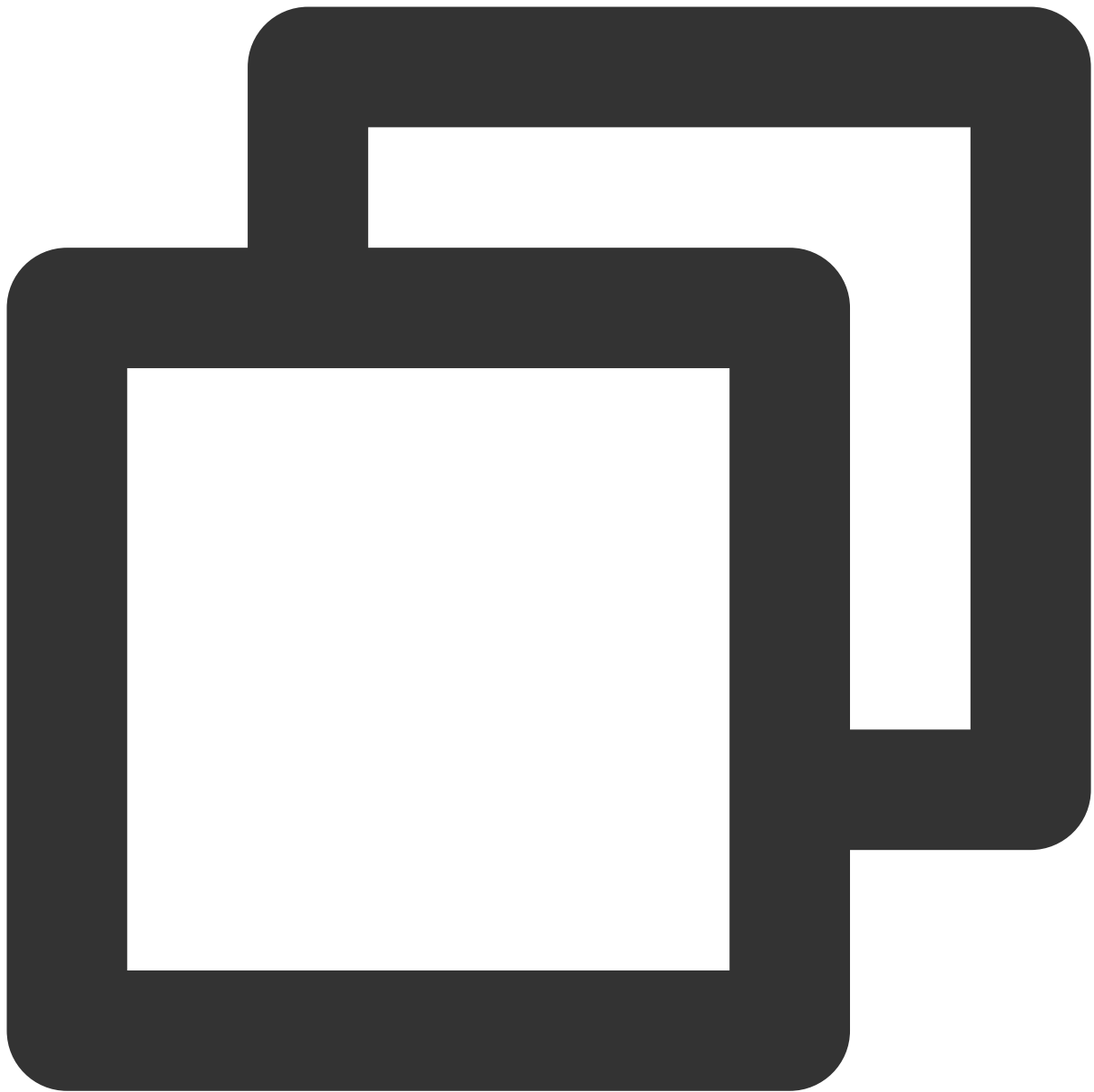
body



```
// response.body  
readonly body: ReadableStream;
```

The response body. For more information, see [ReadableStream](#).

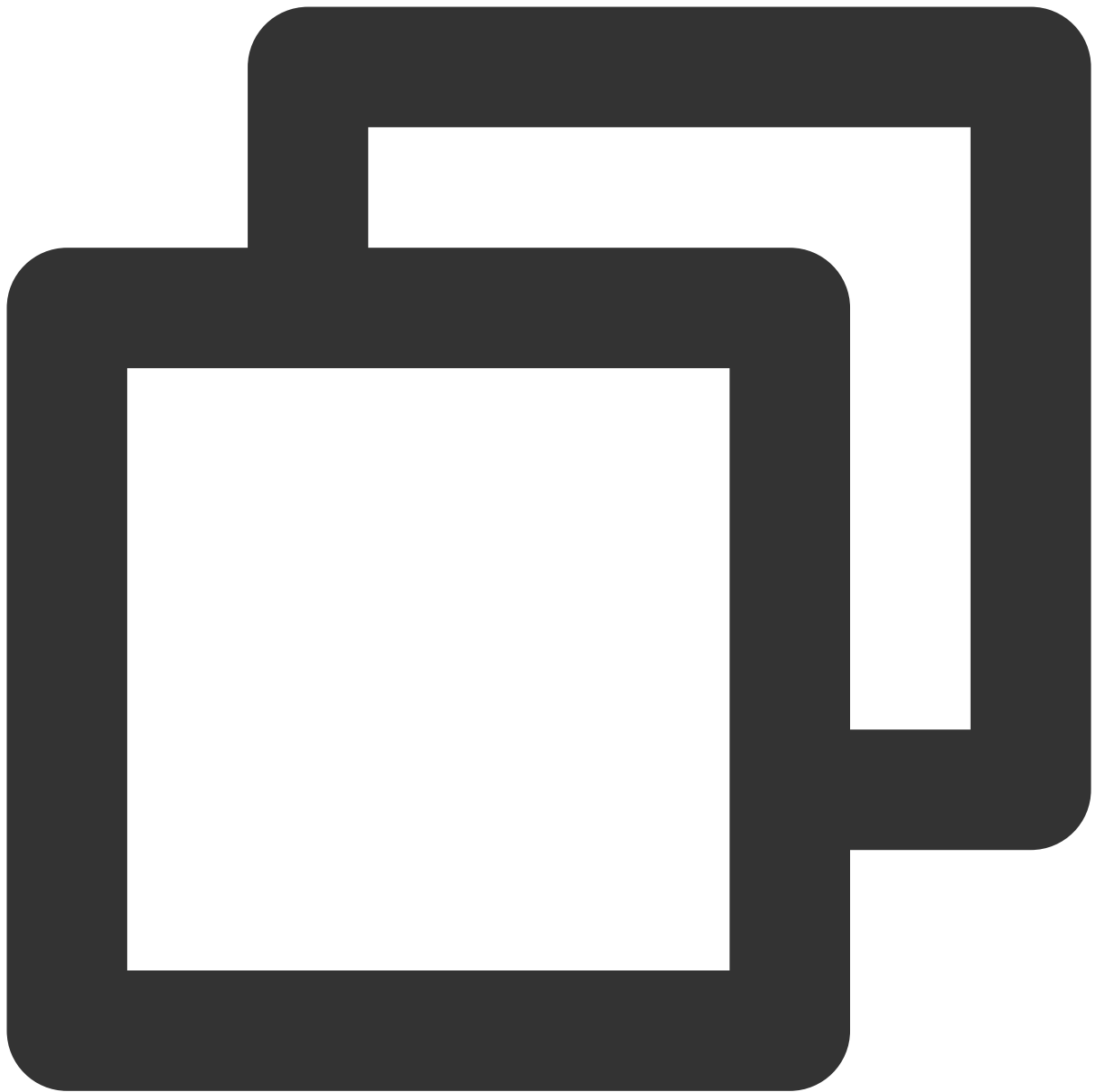
bodyUsed



```
// response.bodyUsed  
readonly bodyUsed: boolean;
```

Indicates whether the response body is read.

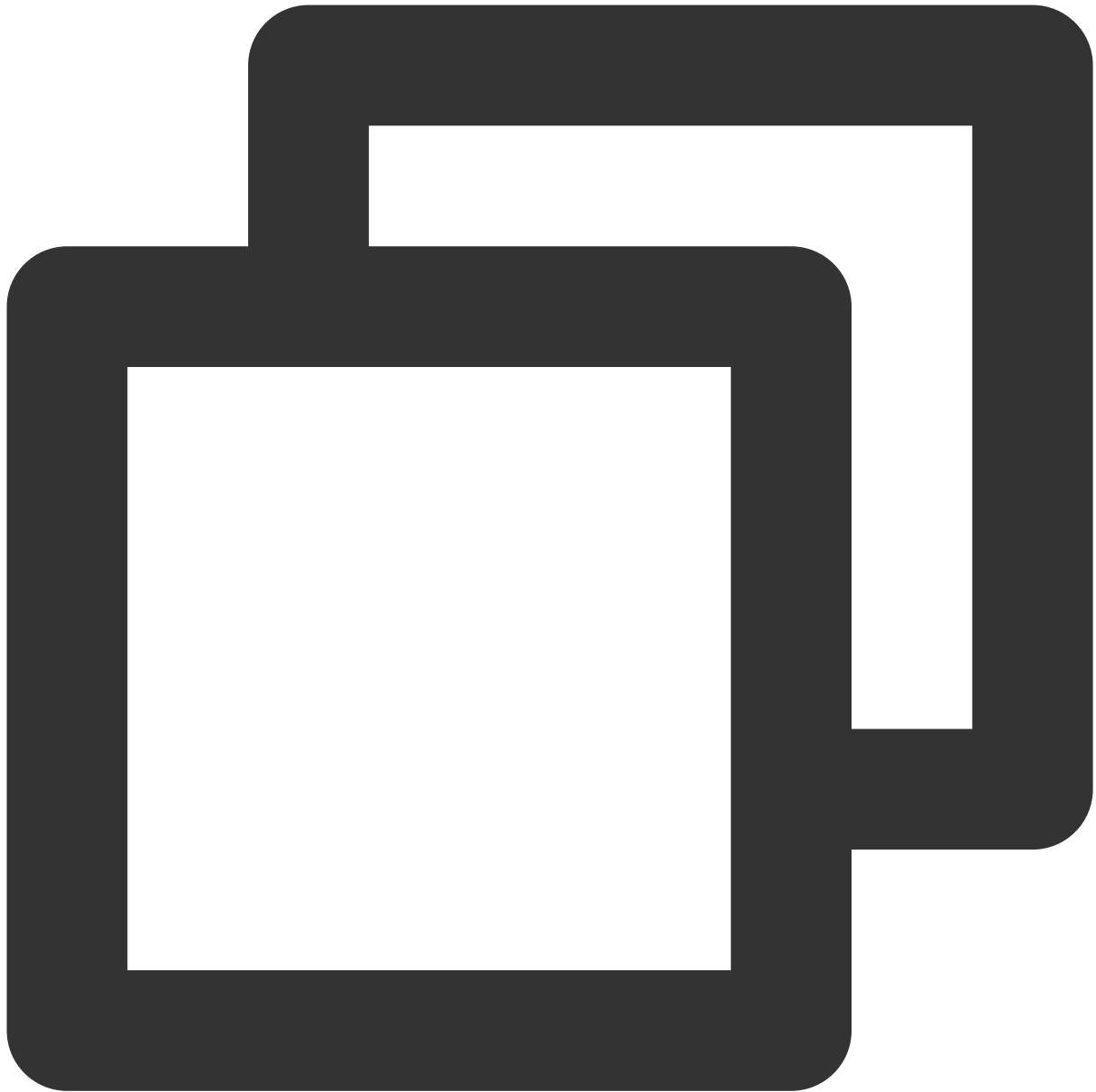
headers



```
// response.headers  
readonly headers: Headers;
```

The response headers. For more information, see [Headers](#).

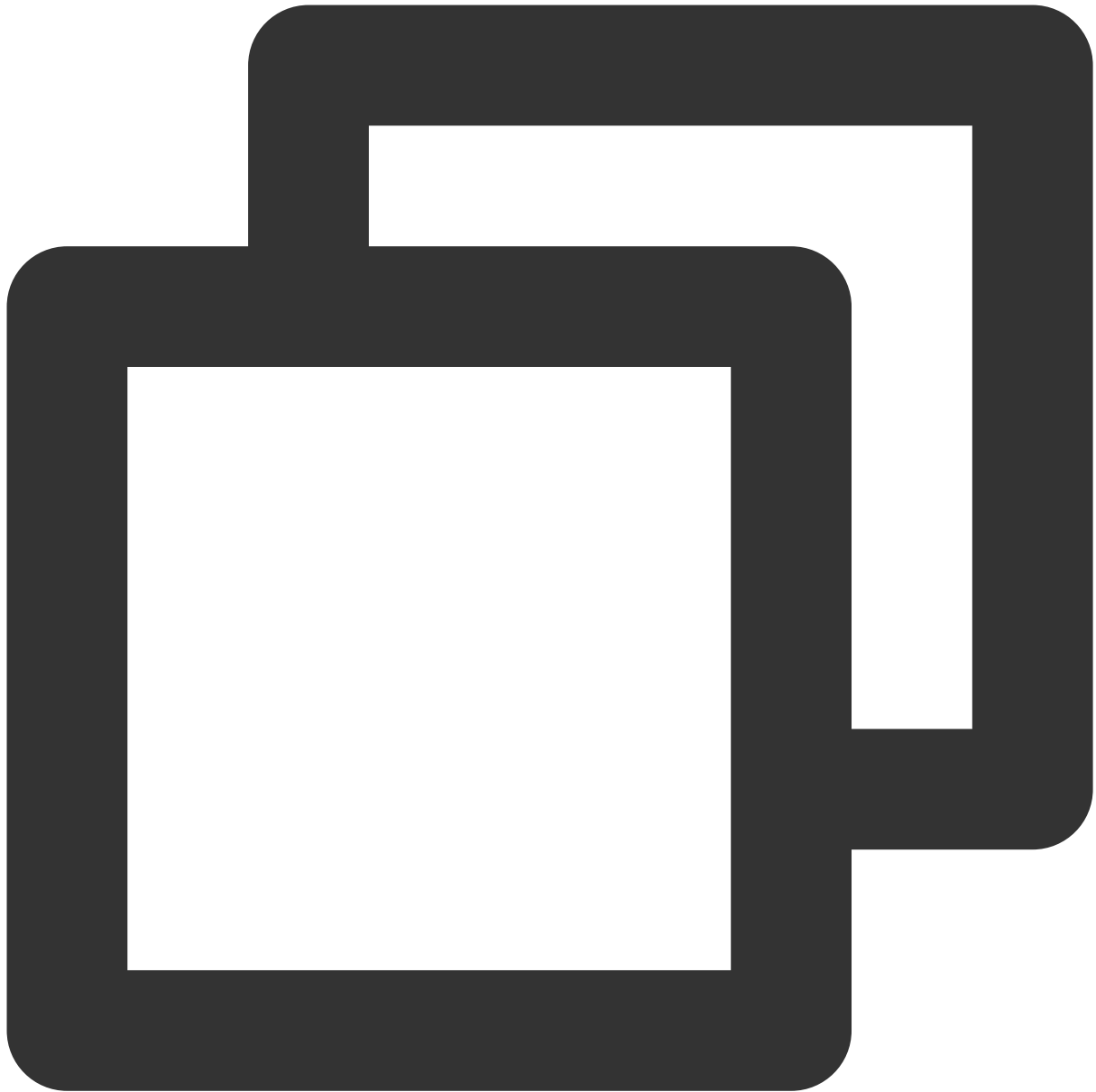
ok



```
// response.ok  
readonly ok: boolean;
```

Indicates whether the response was successful. If the status code ranges from 200 to 299, the response was successful.

status



```
// response.status  
readonly status: number;
```

The status code for the response.

statusText



```
// response.statusText  
readonly statusText: string;
```

The status message for the response.

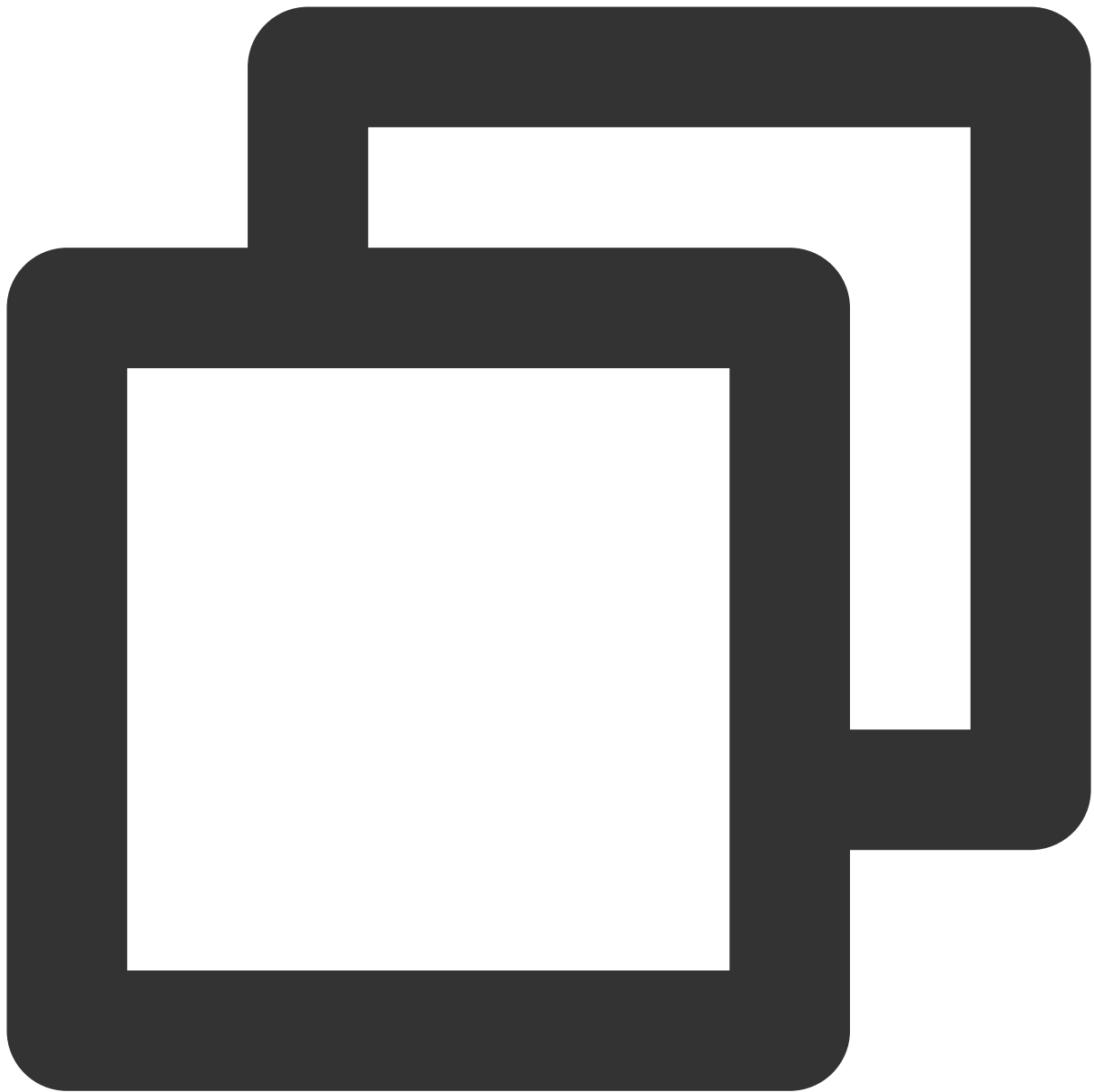
url



```
// response.url  
readonly url: string;
```

The URL of the response.

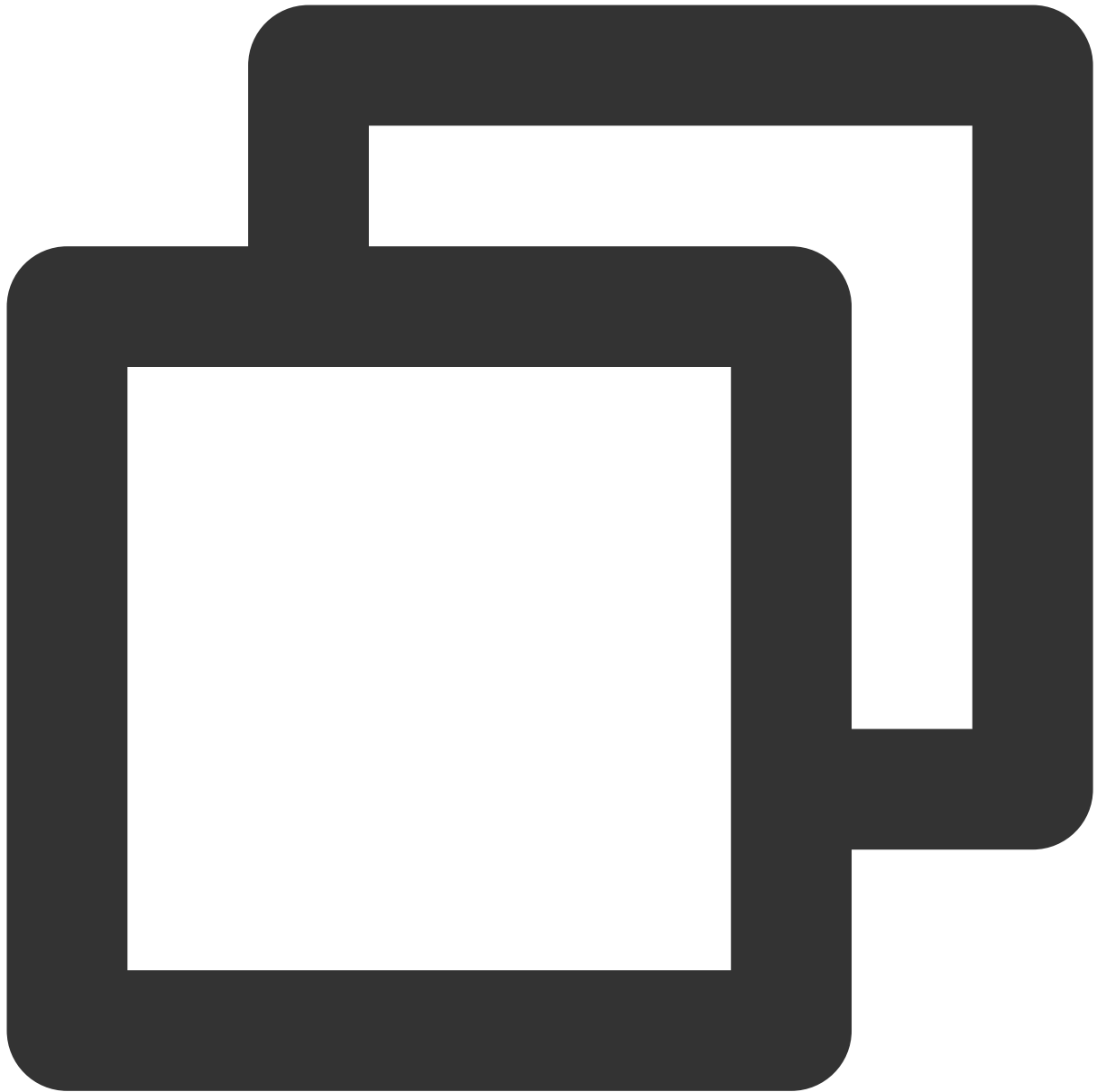
redirected



```
// response.redirected  
readonly redirected: boolean;
```

Indicates whether the response is the result of a redirect.

redirectUrls



```
// response.redirectUrls  
readonly redirectUrls: Array<String>
```

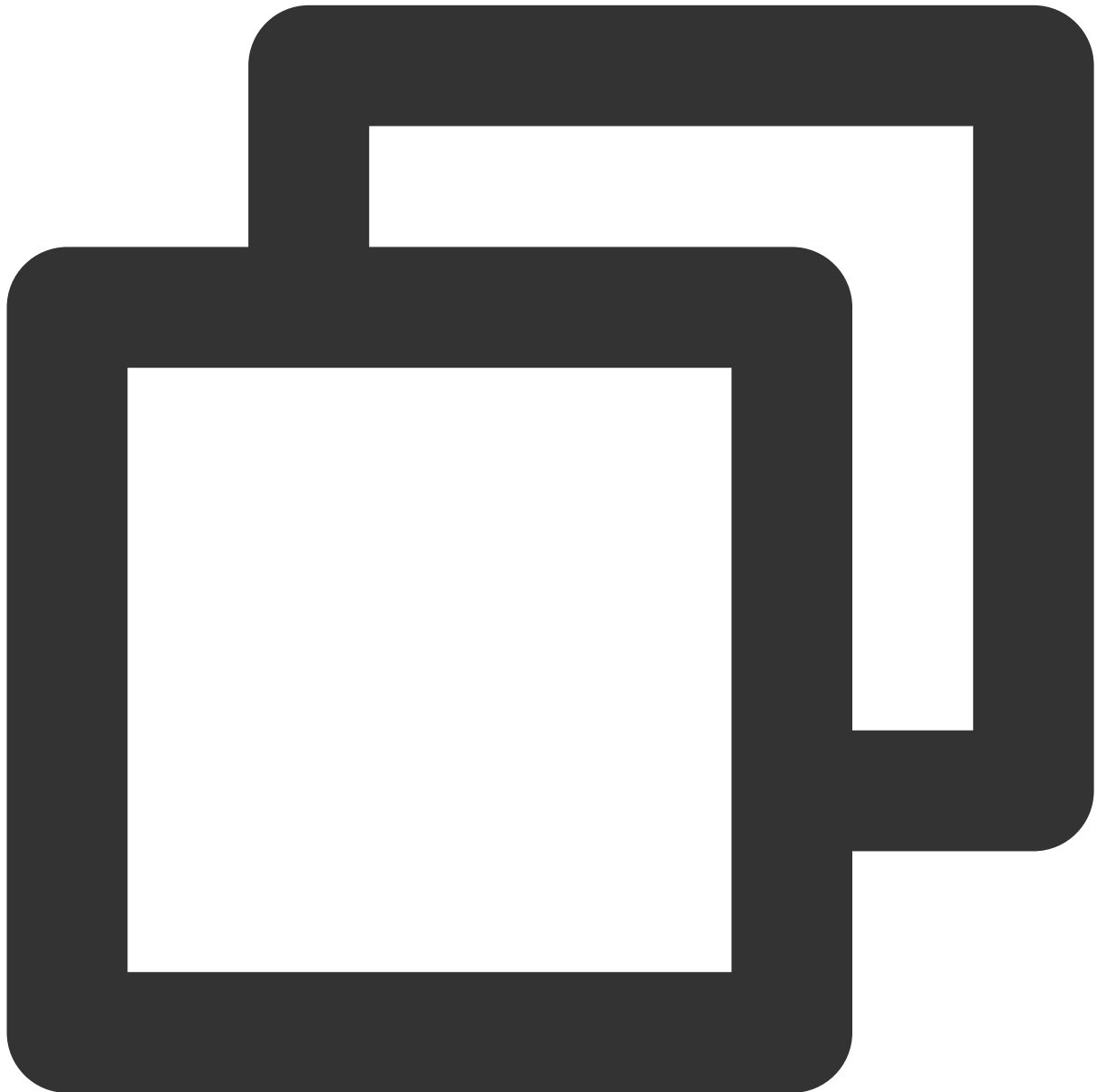
All URLs for redirection.

Methods

Note

If the size of the `HTTP body` obtained by using a method exceeds 1 MB, the `OverSize` exception will be thrown. In this case, we recommend that you use `response.body` to read the response body in streaming mode. For more information, see [ReadableStream](#).

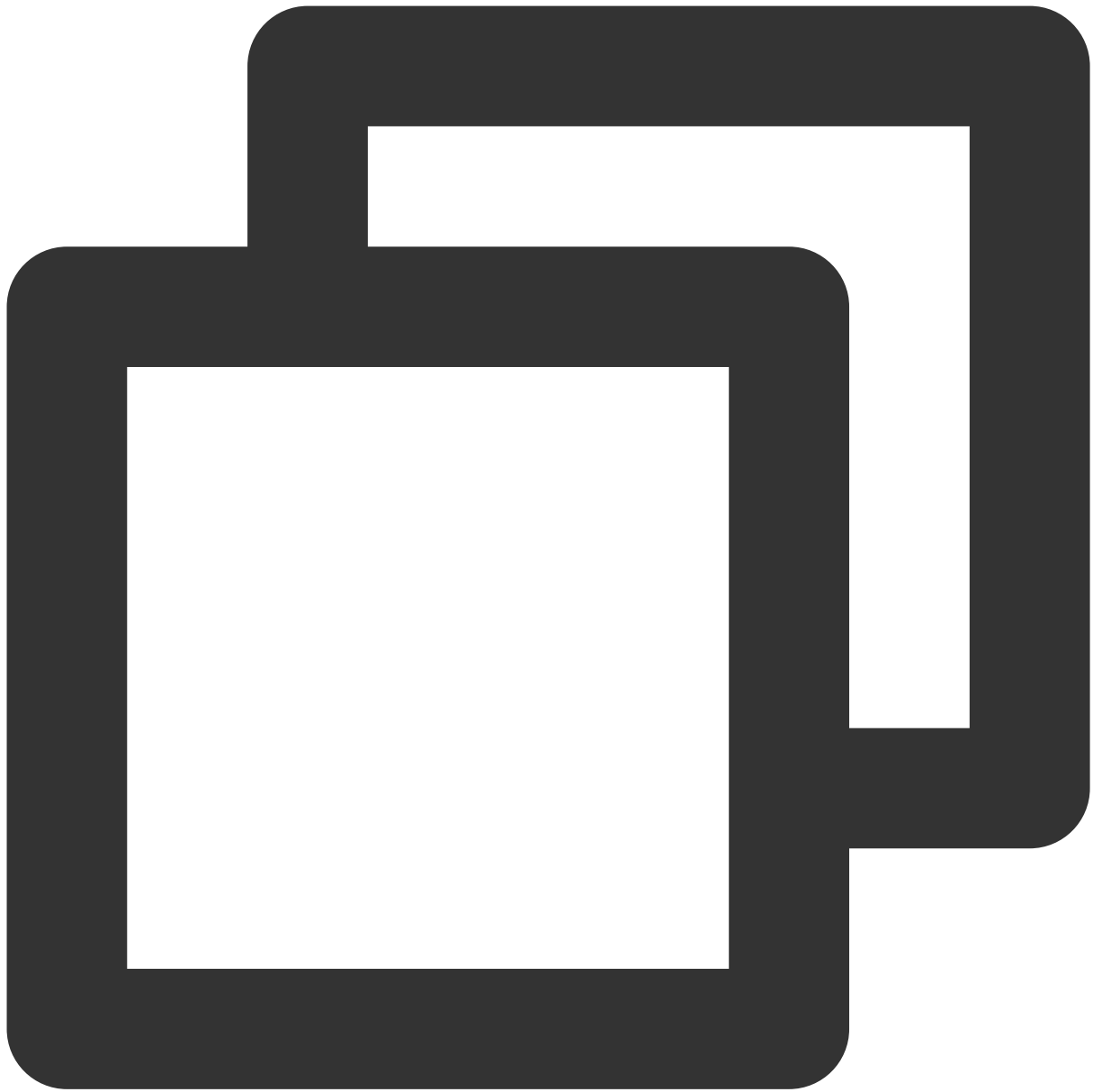
arrayBuffer



```
response.arrayBuffer(): Promise<ArrayBuffer>;
```

The `arrayBuffer()` method takes a `Response` stream, reads it to completion, and returns a promise that resolves with an [ArrayBuffer](#).

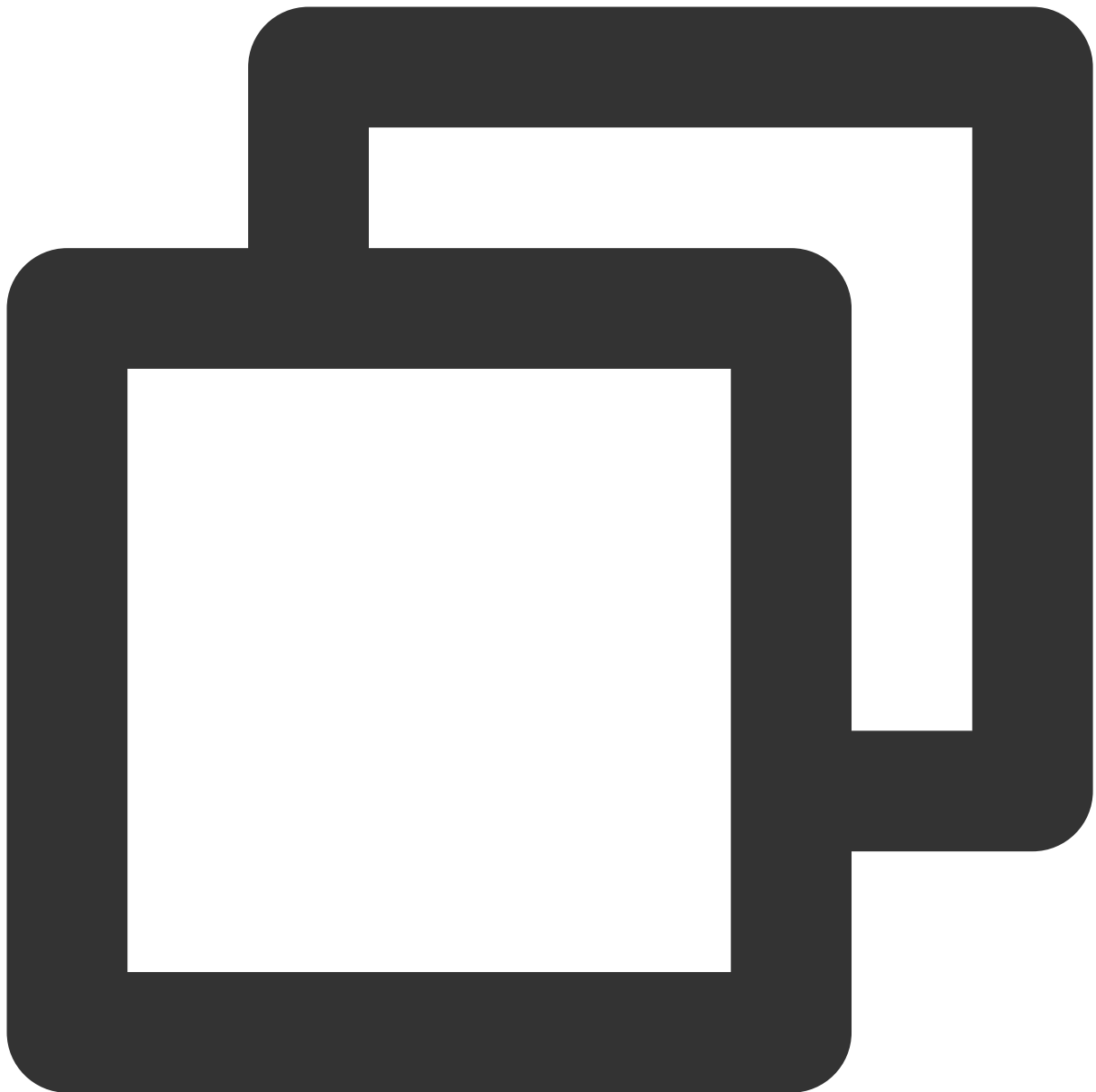
blob



```
response.blob(): Promise<Blob>;
```

The `blob()` method takes a `Response` stream, reads it to completion, and returns a promise that resolves with a [Blob](#).

clone



```
response.clone(copyHeaders?: boolean): Request;
```

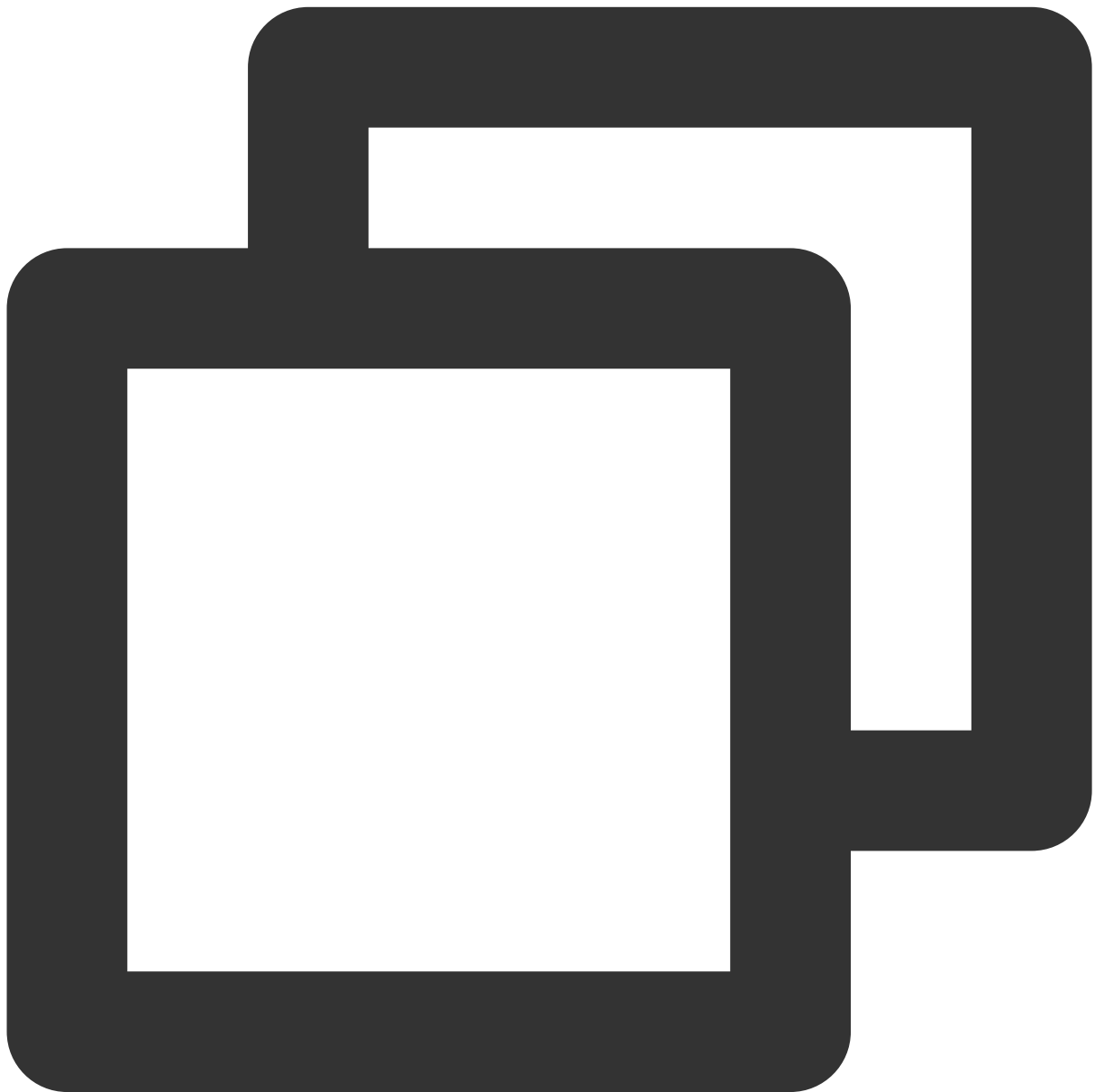
The clone() method creates a clone of a response object.

Parameters

Parameter	Type	Required	Description
copyHeaders	boolean	No	Specifies whether to copy the response headers of the original object. Default value: <code>false</code> . Valid values: <code>true</code>

			Copy the response headers of the original object. false Reference the response headers of the original object.
--	--	--	--

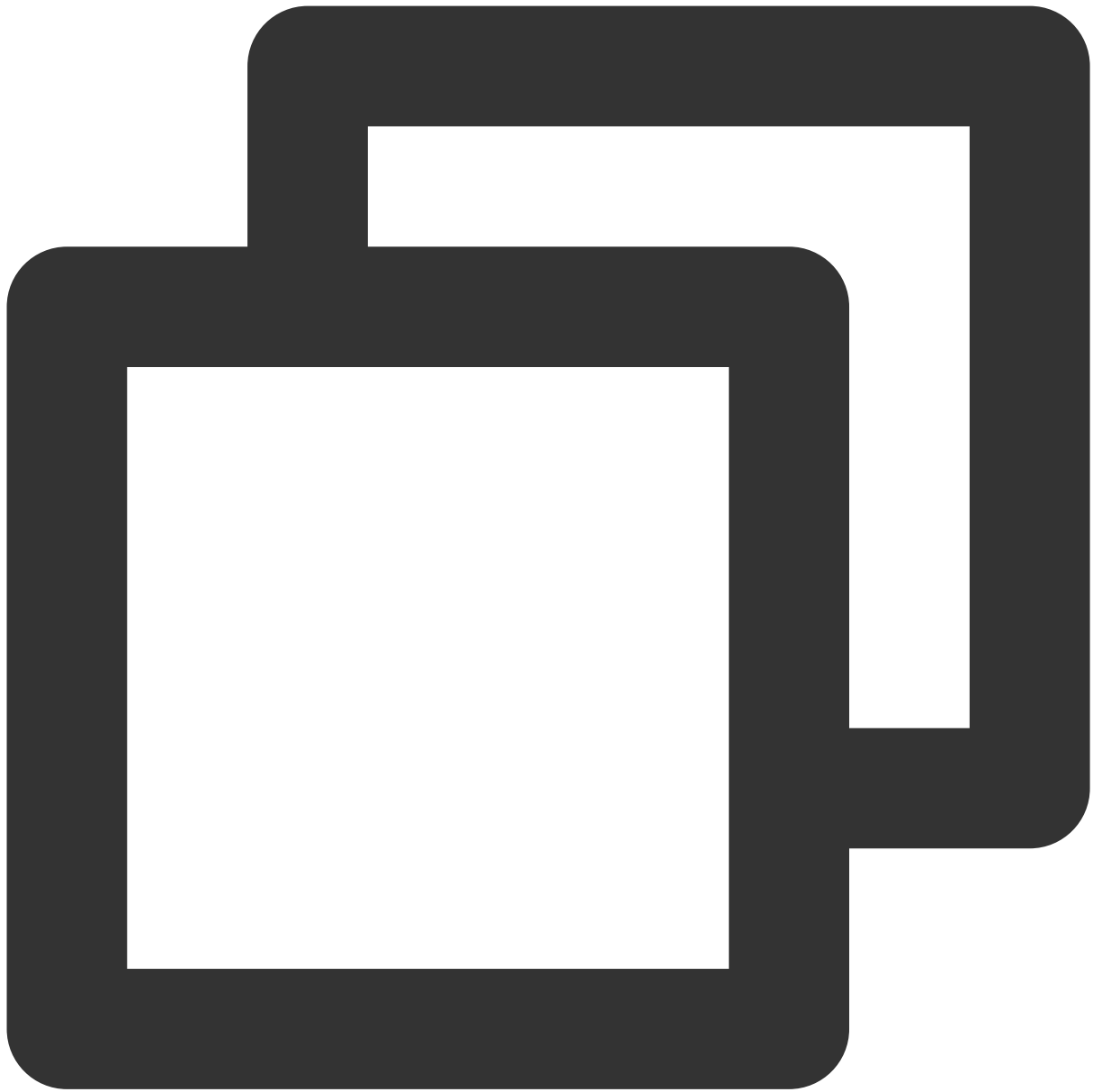
json



```
response.json(): Promise<object>;
```

The `json()` method takes a `Response` stream, reads it to completion, and returns a promise which resolves with the parsing result of the body text as `json`.

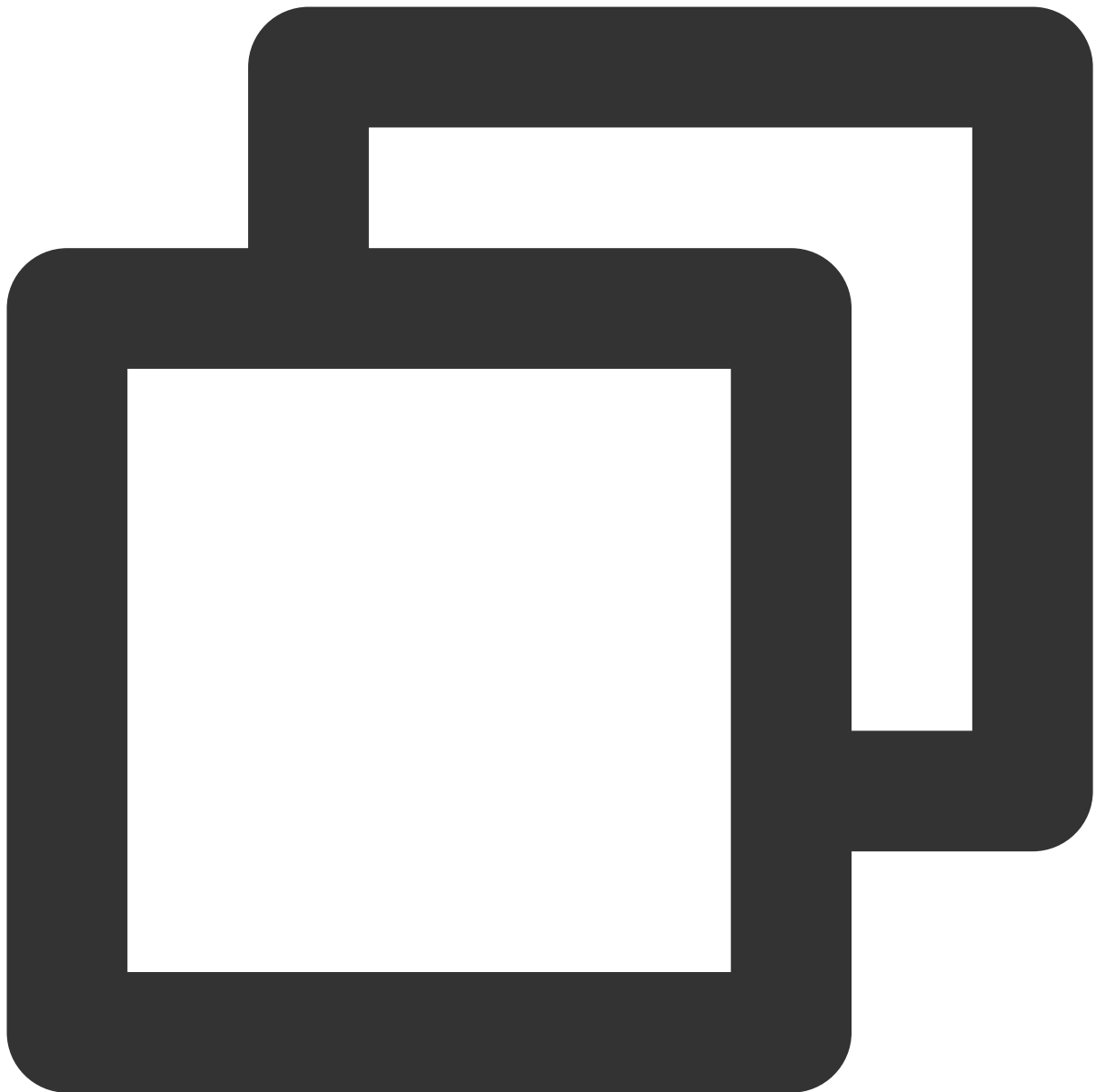
text



```
response.text(): Promise<string>;
```

The `text()` method takes a `Response` stream, reads it to completion, and returns a promise that resolves with a `String`.

formData

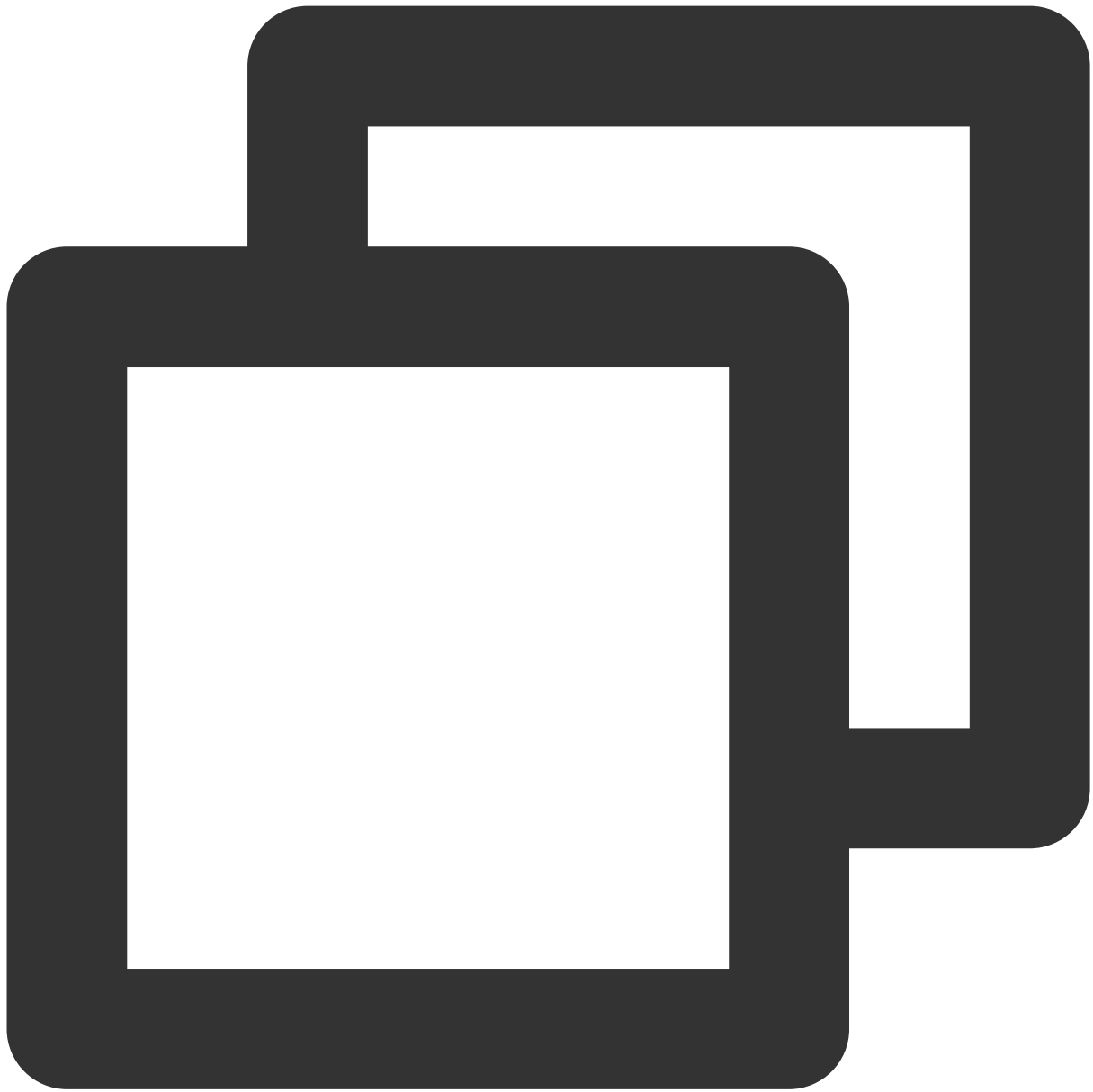


```
response.formData(): Promise<FormData>;
```

The `formData()` method takes a `Response` stream, reads it to completion, and returns a promise that resolves with a [FormData](#).

Static Methods

error



```
Response.error(): Response;
```

The `error()` method returns a new [Response](#) object that contains network error information.

redirect



```
Response.redirect(url: string | URL, status?: number): Response;
```

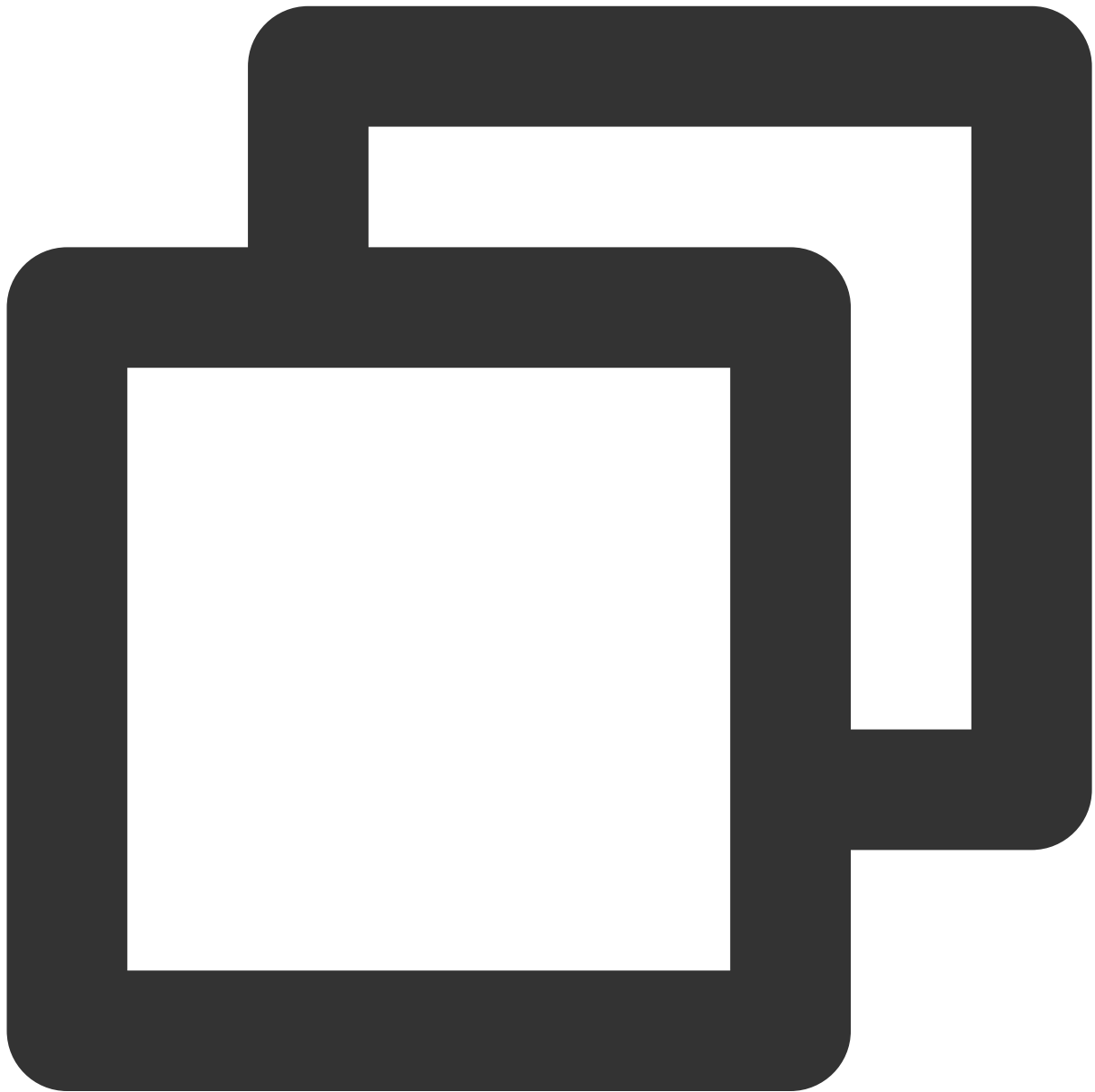
The `redirect()` method returns a [Response](#) object resulting in a redirect to the specified URL.

Parameters

Parameter	Type	Required	Description
<code>url</code>	<code>string</code>	Yes	Redirect URL
<code>status</code>	<code>number</code>	No	Status code for the response. Valid values: 301, 302,

			303, 307, and 308. Default value: 302.
--	--	--	--

Sample Code



```
addEventListener('fetch', (event) => {  
  const response = new Response('hello world');  
  event.respondWith(response);  
});
```

References

[MDN documentation: Response](#)

[Sample Functions: Returning an HTML Page](#)

[Sample Functions: Modifying a Response Header](#)

[Sample Functions: Performing an A/B Test](#)

Streams

ReadableStream

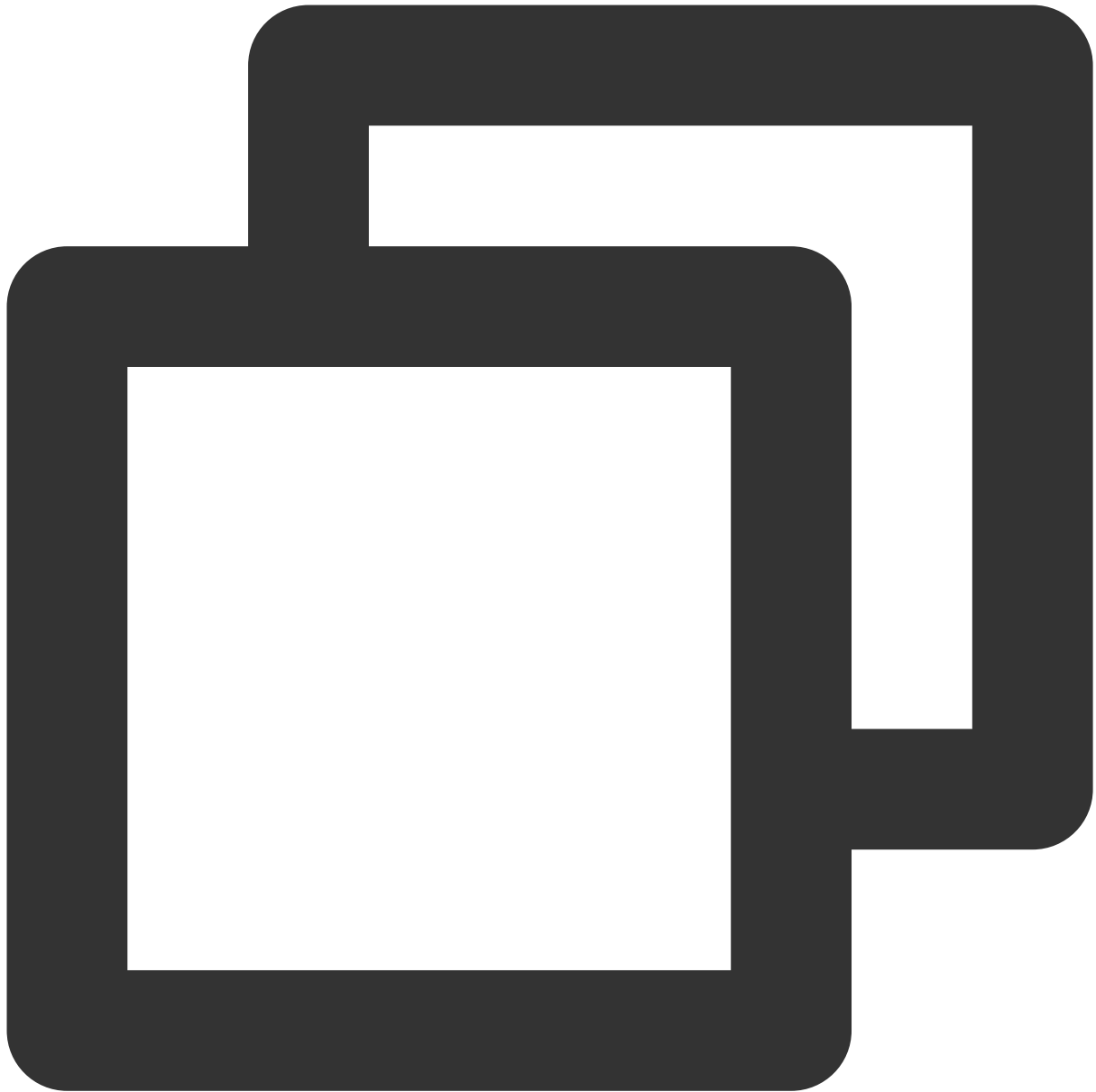
Last updated : 2024-01-30 14:59:48

The **ReadableStream** API represents a readable stream or readable end. It is designed based on the standard Web API [ReadableStream](#).

Note:

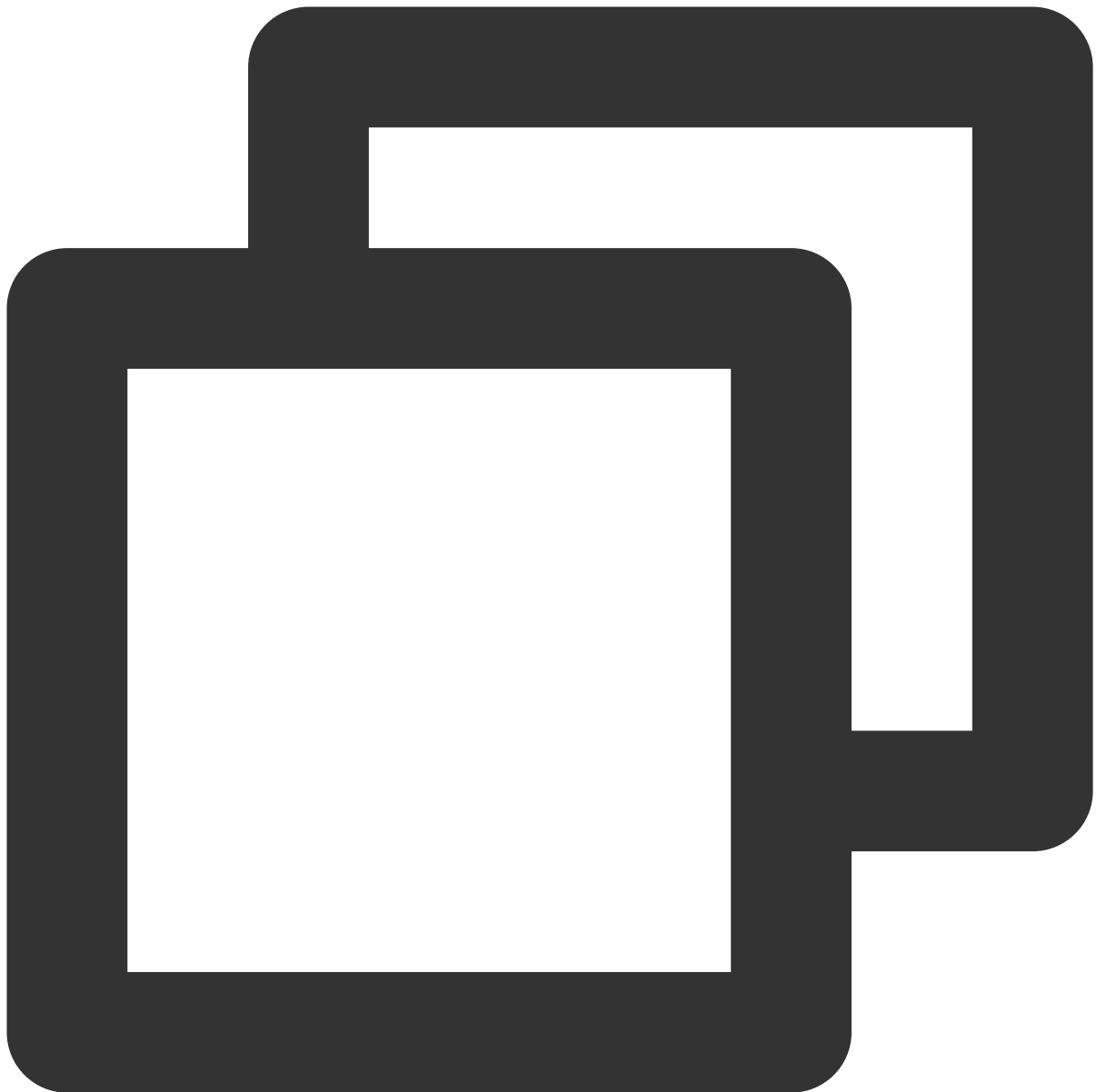
A `ReadableStream` object cannot be constructed directly. You can use [TransformStream](#) to construct a `ReadableStream` object.

Overview



```
// Use TransformStream to construct a ReadableStream object.  
const { readable } = new TransformStream();
```

Attributes



```
// readable.locked
readonly locked: boolean;
```

The locked attribute indicates whether a stream is locked.

Note:

A stream is locked in the following scenarios:

The stream has no more than one activated `reader`. Before the `reader` calls the `releaseLock()` method, the stream is locked.

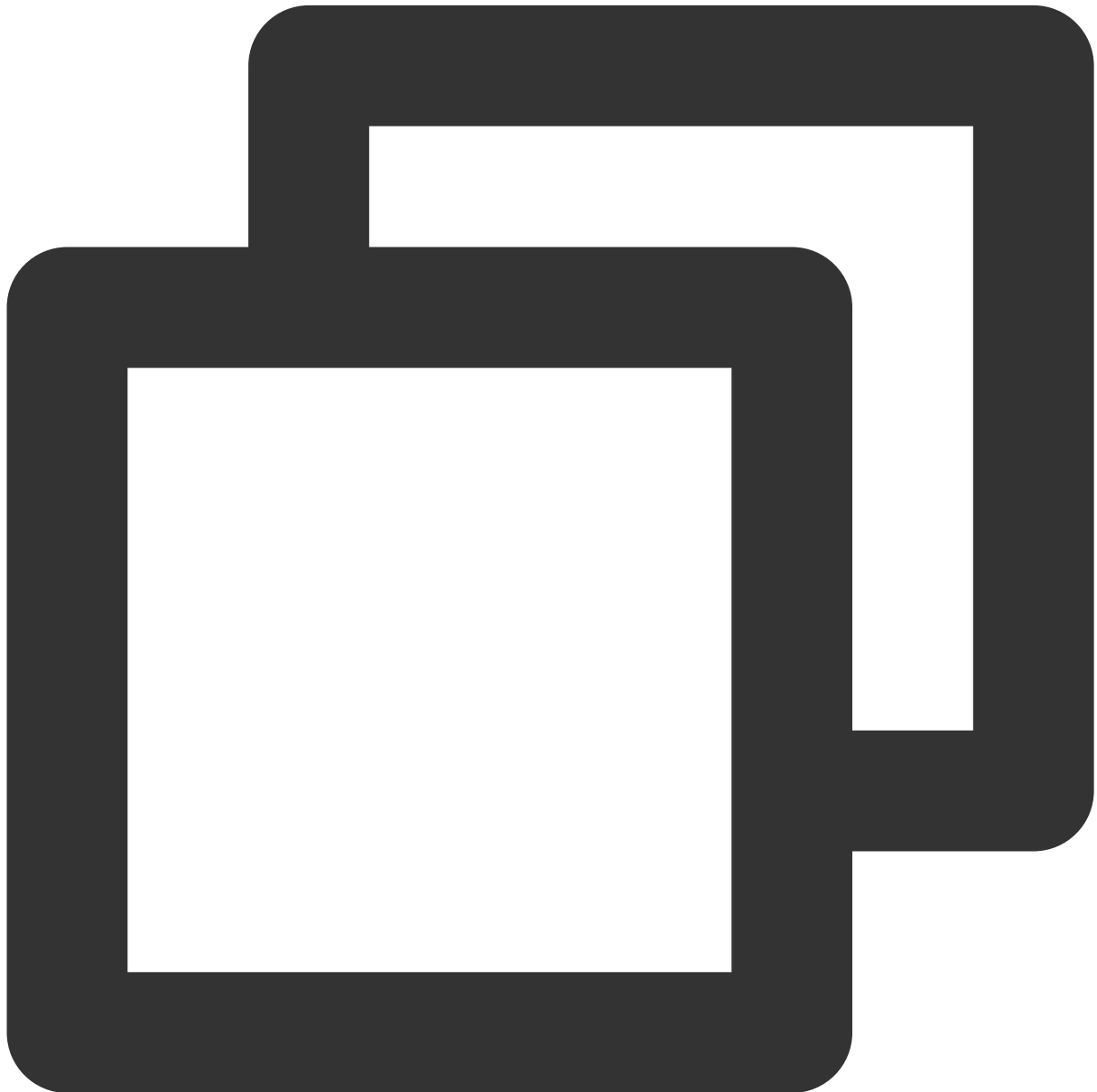
The stream is in being piped. The stream is locked until the piping ends.

Methods

Note:

Before you use any of the following methods, make sure that the stream is not locked. Otherwise, an exception is returned.

getReader



```
readable.getReader(options?: ReaderOptions): ReadableStreamDefaultReader | Readable
```

The `getReader()` method creates a `reader` and locks the current stream until the `reader` calls the `releaseLock()` method.

Parameters

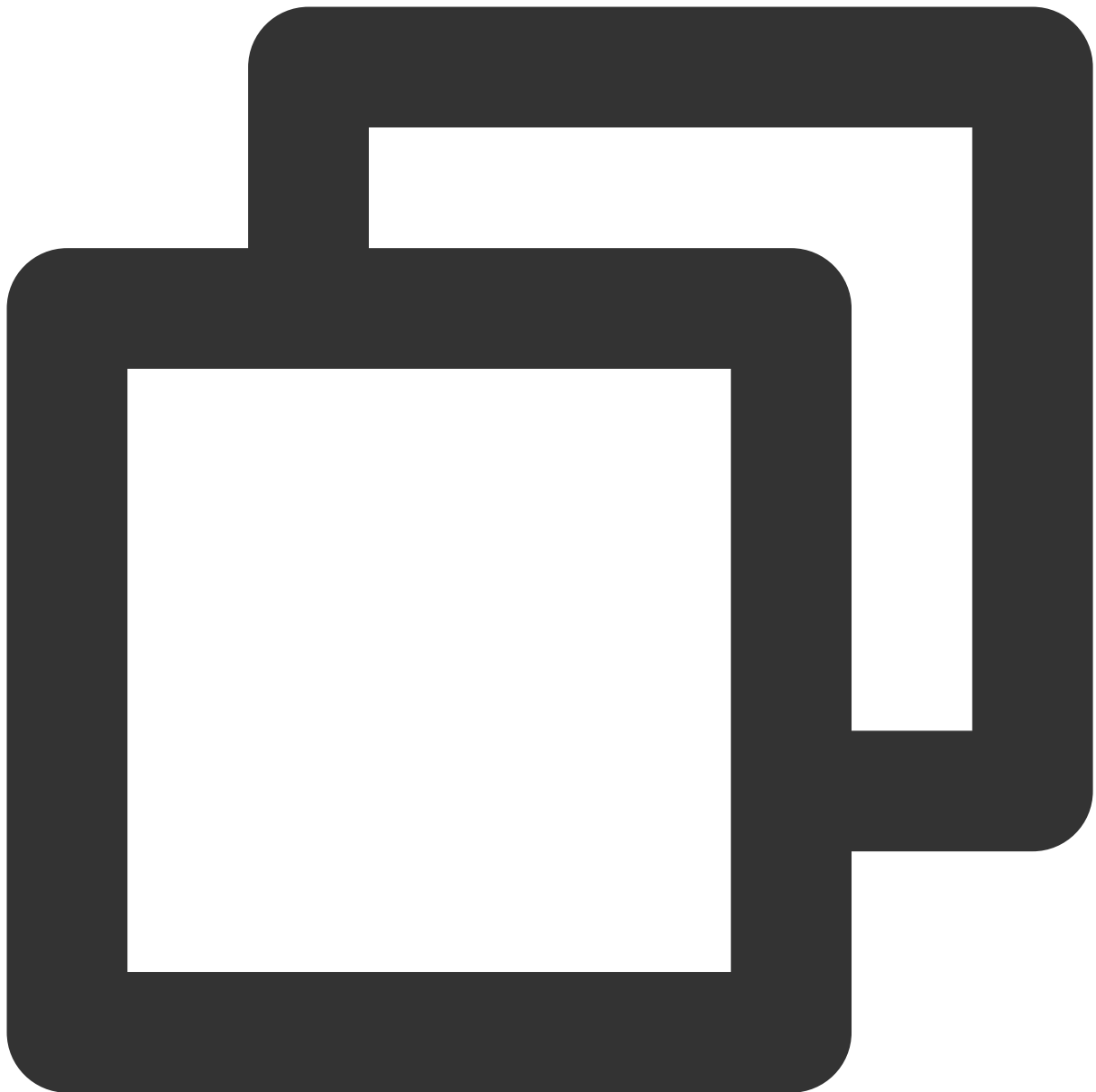
Parameter	Type	Required	Description
<code>options</code>	ReaderOptions	Yes	The configuration items for generating the reader.

ReaderOptions

The following table describes the parameters of the `ReaderOptions` object.

Parameter	Type	Required	Description
<code>mode</code>	string	No	Reader The type of the <code>reader</code> . Default value: <code>undefined</code> . Valid values: <code>undefined</code> Create a reader of the ReadableStreamDefaultReader type. <code>byob</code> Create a reader of the ReadableStreamBYOBReader type.

pipeThrough



```
readable.pipeThrough(transformStream: TransformStream, options?: PipeToOptions): Re
```

The `pipeThrough()` method pipes the data of the current readable stream to the writable side of the `transformStream` and returns the readable side of the `transformStream`.

Note:

During the piping, the `writable` side of the current stream is locked.

Parameters

Parameter	Type	Required	Description
-----------	------	----------	-------------

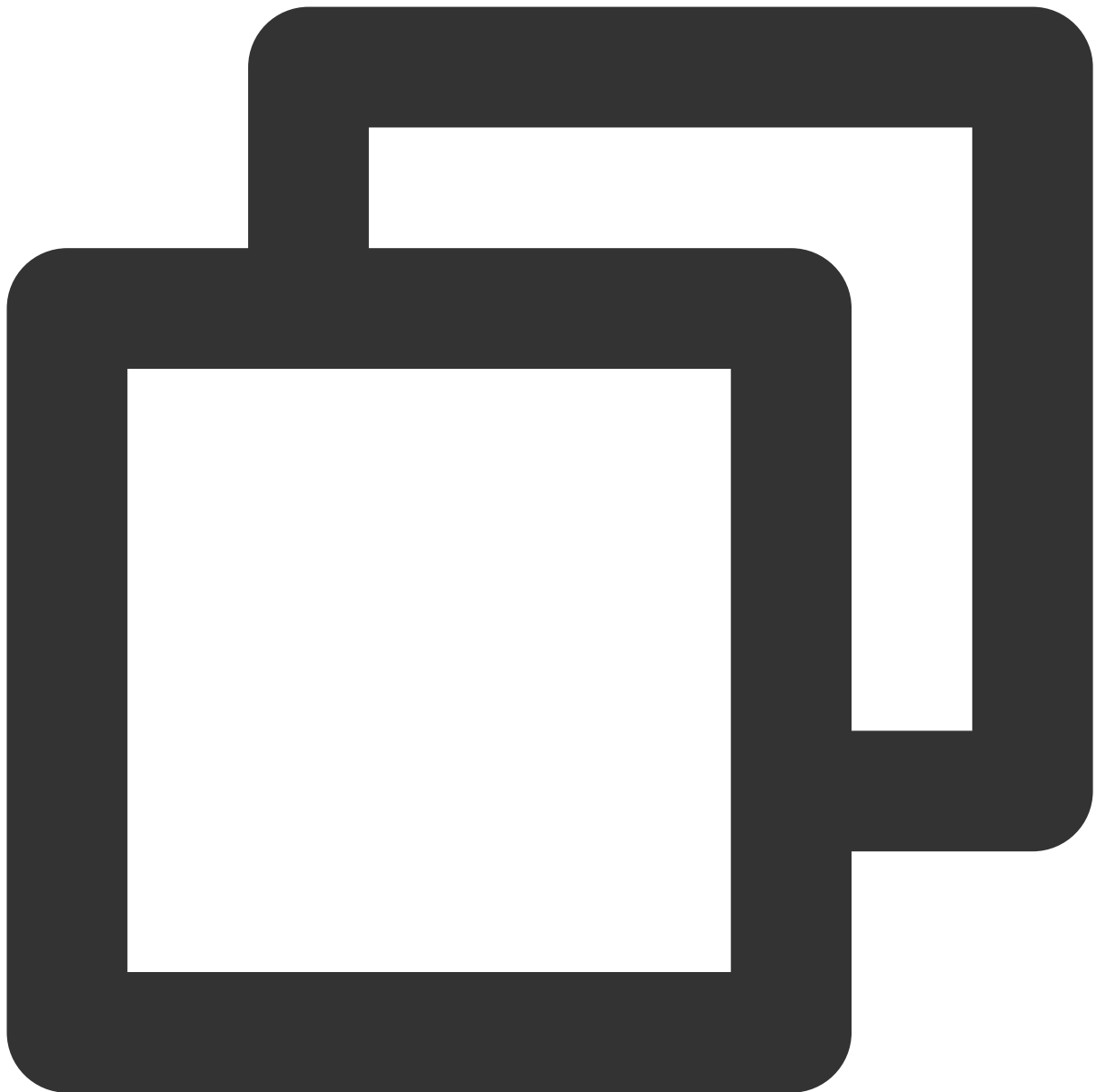
transformStream	TransformStream	Yes	The destination to which the current stream is piped.
options	PipeToOptions	Yes	The configuration items for piping the stream.

PipeToOptions

The following table describes the configuration items for piping the stream.

Parameter	Type	Required	Description
preventClose	boolean	No	If the value is true, the writable stream is not closed along with the readable stream.
preventAbort	boolean	No	If the value is true, the writable stream is not stopped when an exception occurs on the readable stream.
preventCancel	boolean	No	If the value is true, the writable stream is not closed when the readable stream is incorrect.
signal	AbortSignal	No	If `signal` is stopped, ongoing pipe operations are stopped.

pipeTo



```
readable.pipeTo(destination: WritableStream, options?: PipeToOptions): Promise<void>
```

The `pipeTo()` method pipes the current readable stream to the `destination` writable stream.

Note:

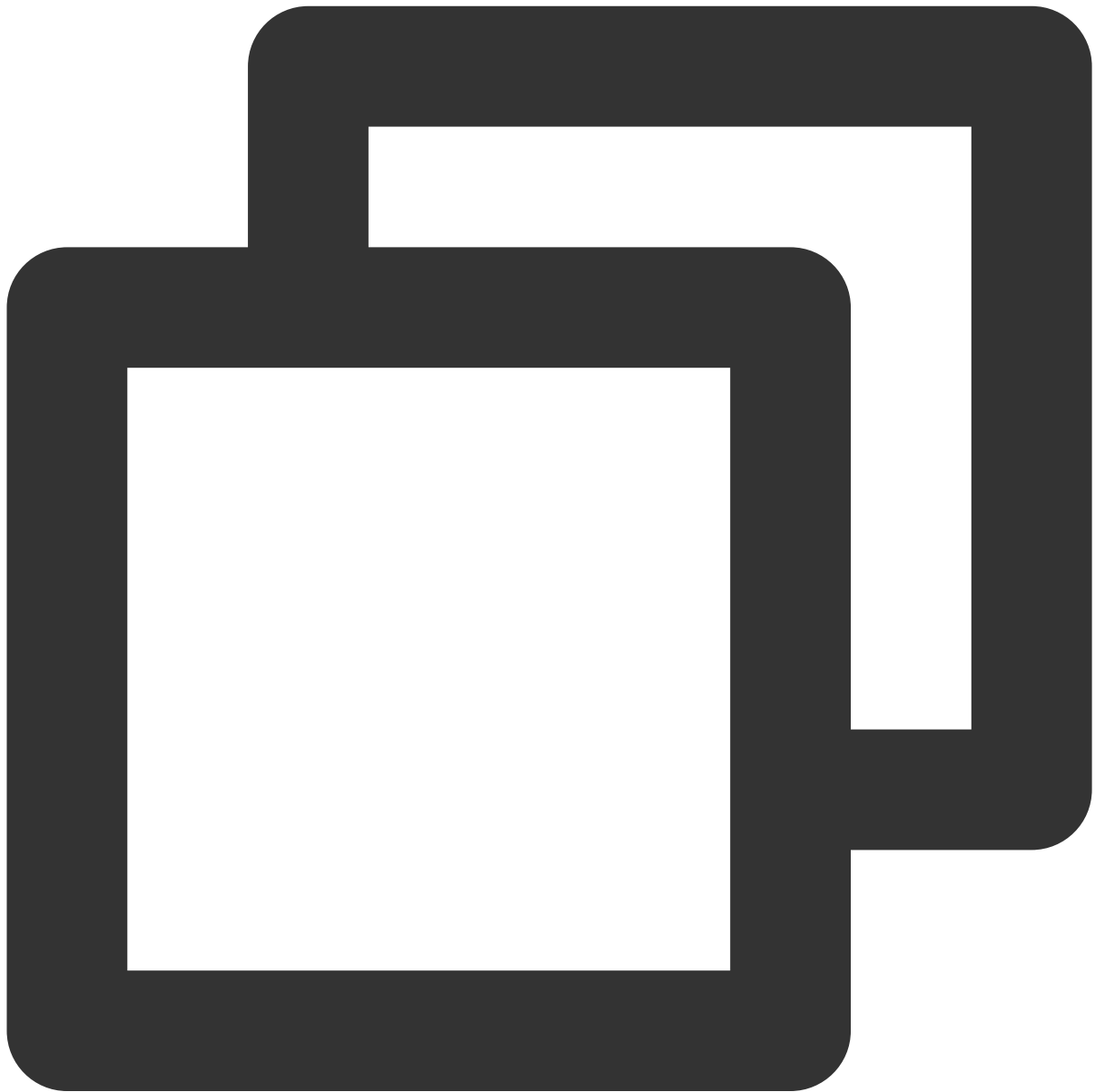
During the piping, the `destination` of the current stream is locked.

Parameters

Parameter	Type	Required	Description

destination	WritableStream	Yes	The writable stream.
options	PipeToOptions	Yes	The configuration items for piping the stream.

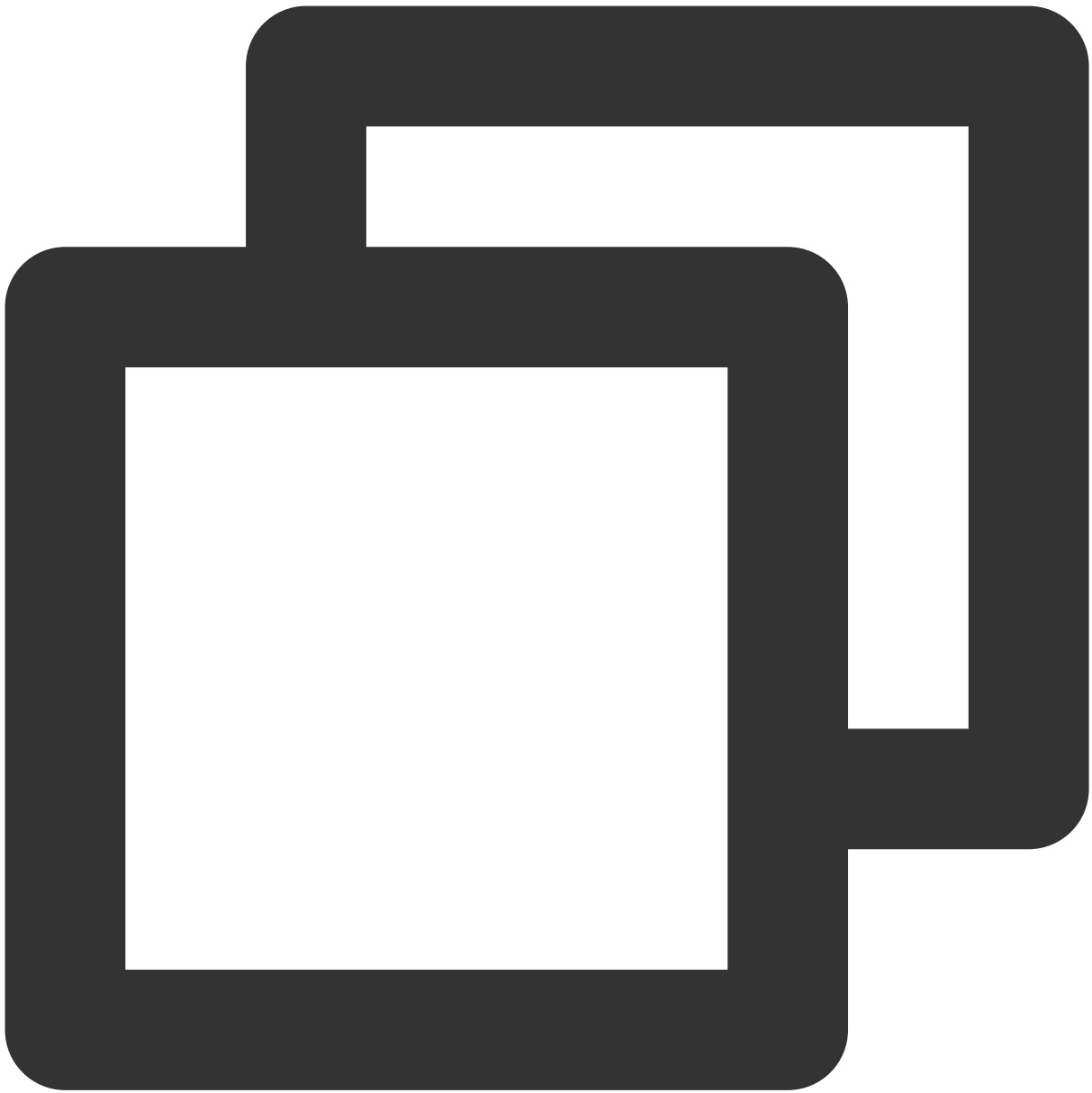
tee



```
readable.tee(): [ReadableStream, ReadableStream];
```

The `tee()` method tees the current readable stream and returns two independent branches.

cancel



```
readable.cancel(reason?: string): Promise<string>;
```

The `cancel()` method ends the current stream.

References

[MDN documentation: ReadableStream](#)

[Sample Functions: Merging Resources and Responding in Streaming Mode](#)

[Sample Functions: Rewriting a m3u8 File and Configuring Authentication](#)

ReadableStreamBYOBReader

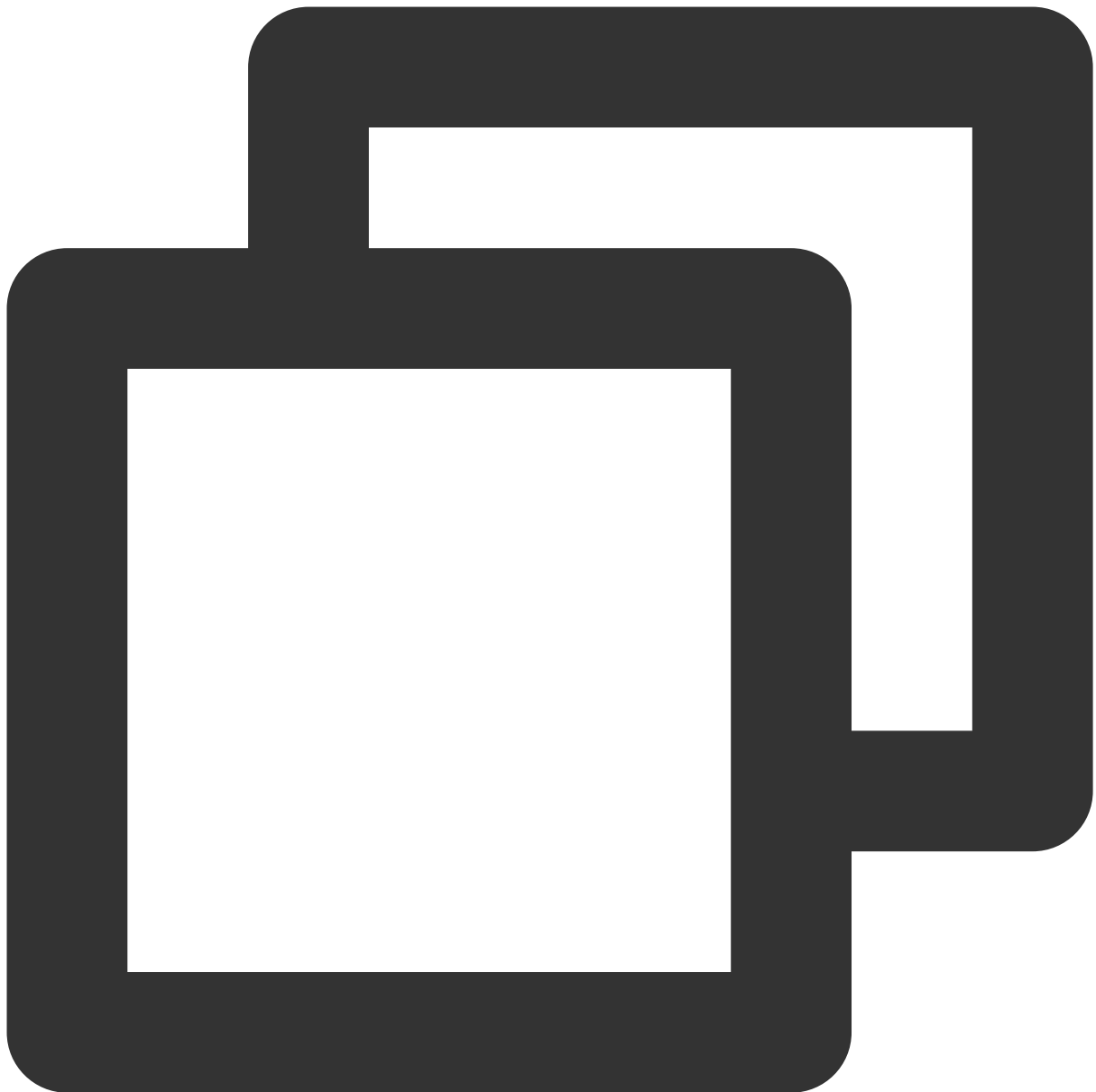
Last updated : 2024-01-30 15:05:35

The **ReadableStreamBYOBReader** API defines a reader for a readable stream. It is designed based on the standard Web API [ReadableStreamBYOBReader](#). **BYOB** is an abbreviation of bring your own buffer. A `ReadableStreamBYOBReader` object allows to read data from streams and write the read data to the buffer, thereby reducing replicas.

Note:

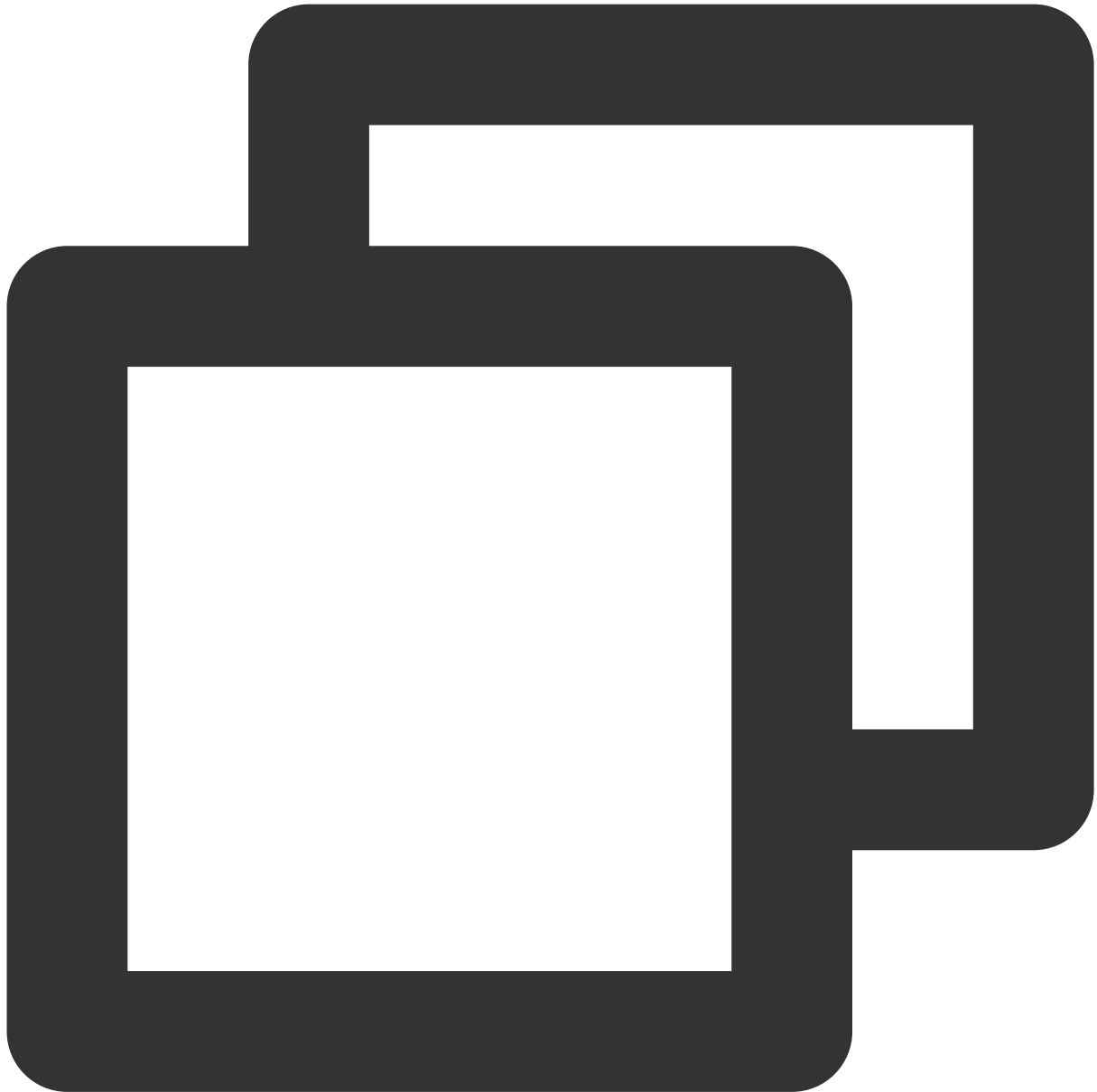
A `ReadableStreamBYOBReader` object cannot be constructed directly. You can use the [ReadableStream.getReader](#) method to construct a `ReadableStreamBYOBReader` object.

Overview



```
// Use TransformStream to construct a ReadableStream object.  
const { readable } = new TransformStream();  
  
// Use the ReadableStream object to obtain the reader.  
const reader = readable.getReader({  
  mode: 'byob',  
});
```


Attributes

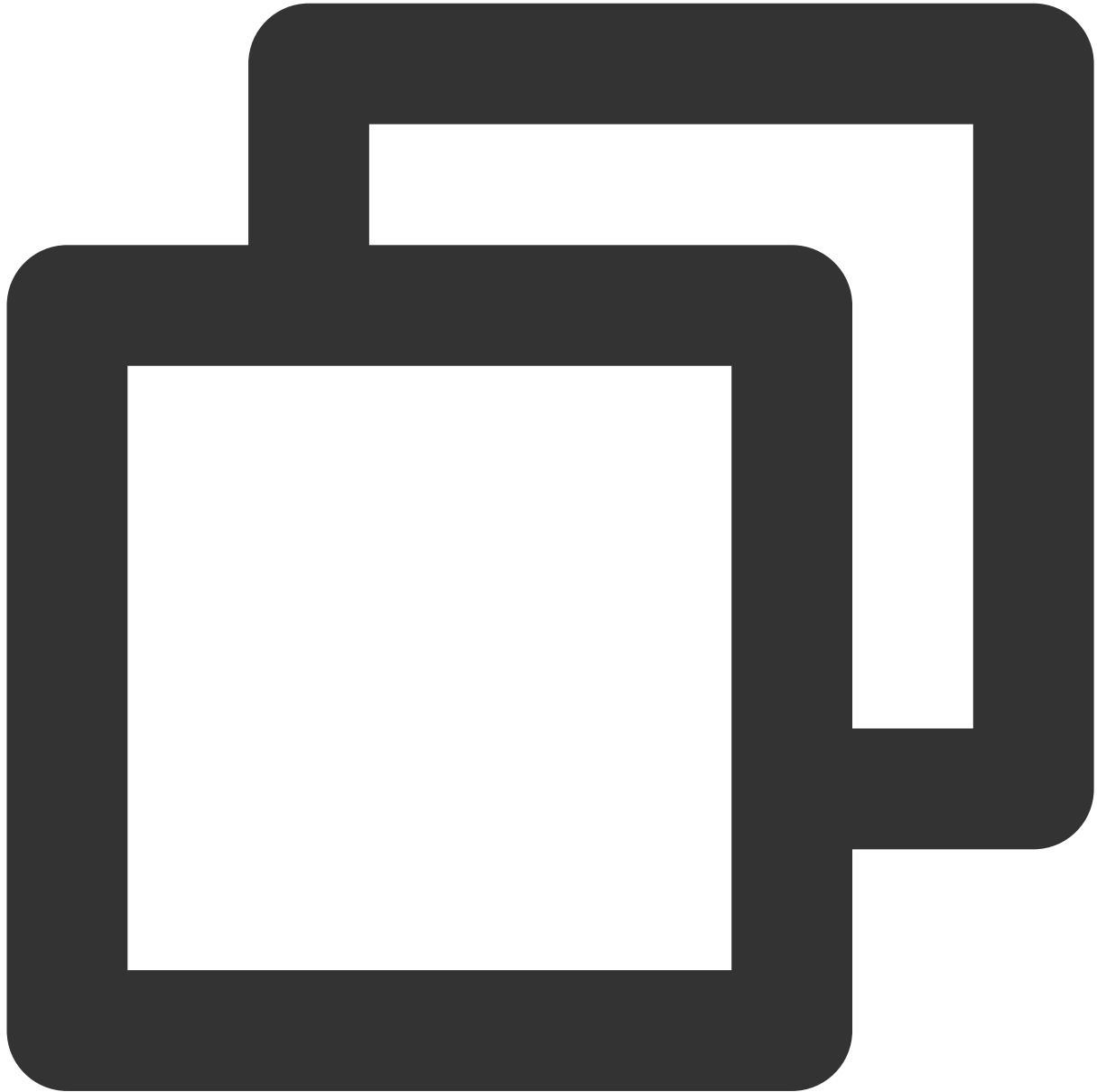


```
// readable.locked
readonly locked: boolean;
```

The `locked` attribute returns a Promise object. If the stream is closed, the status of the Promise object is `fulfilled`. If an exception occurs on the stream or the lock on the reader is released, the status of the Promise object is `rejected`.

Methods

read



```
reader.read(bufferView: ArrayBufferView): Promise<{value: ArrayBufferView, done: bo
```

The `read()` method reads data from the stream and writes the read data to the `bufferView` on the buffer.

Note:

You cannot initiate the next stream reading operation until the current stream reading operation ends.

Returned values

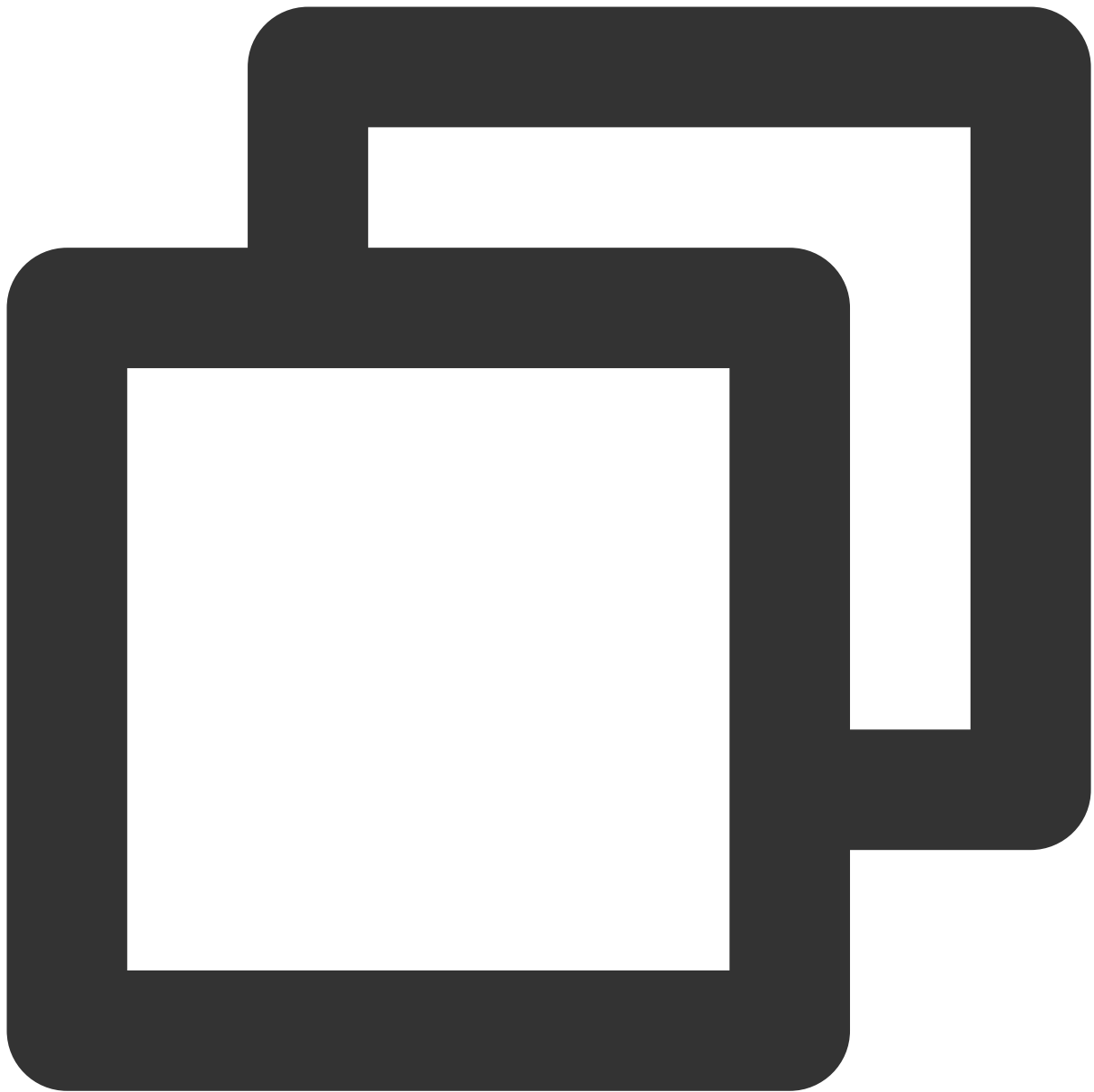
The `reader.read` method returns a Promise object that contains the read data and the reading status.

If a chunk is available, the Promise object is in the `fulfilled` status and contains an object in the `{ value: theChunk, done: false }` format.

If the stream is closed, the status of the Promise object is switched to `fulfilled`, and an object in the `{ value: theChunk, done: true }` format is contained.

If an exception occurs on the stream, the Promise object is in the `rejected` status, and the relevant error information is included.

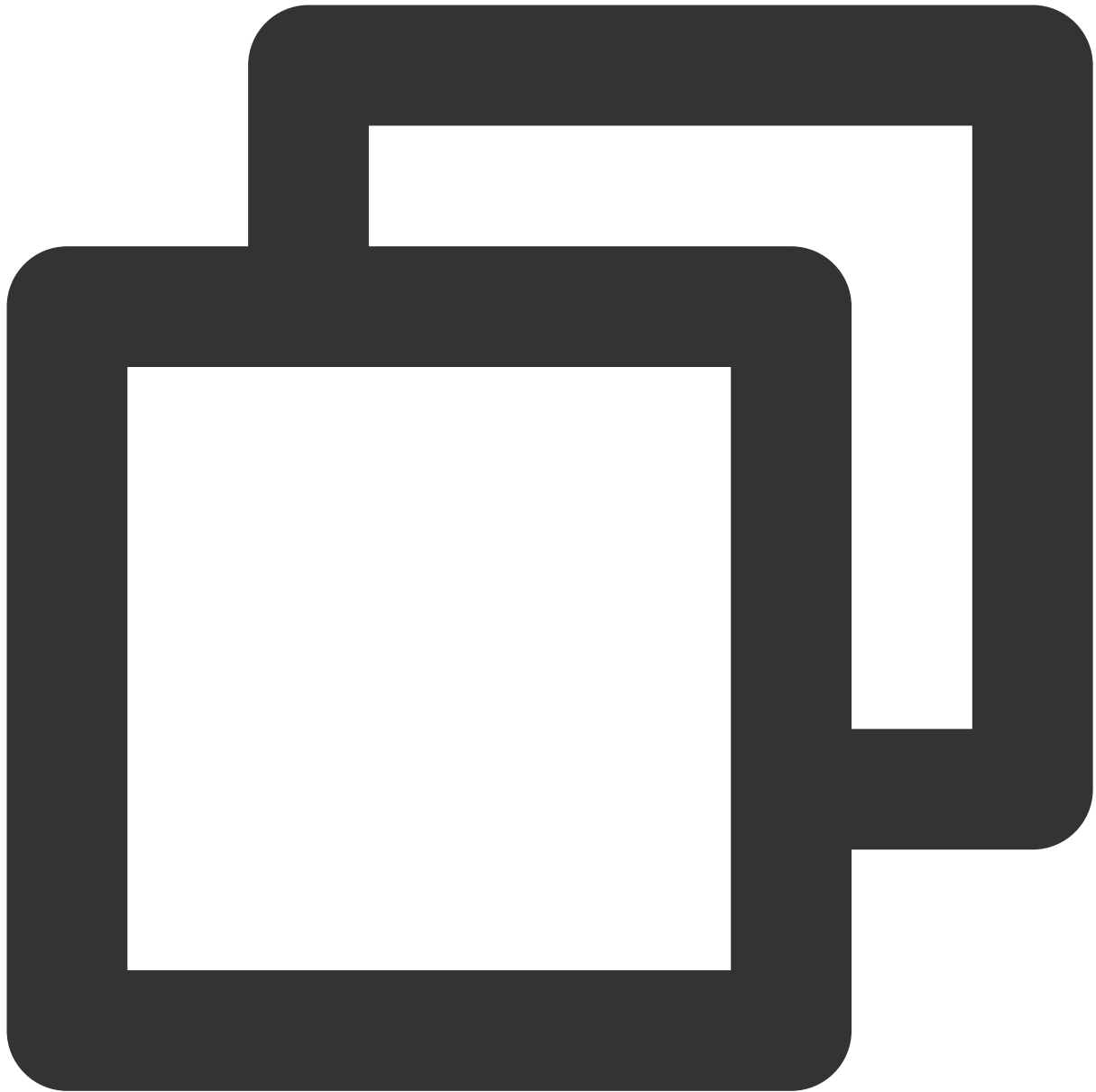
cancel



```
reader.cancel(reason?: string): Promise<string>;
```

The `cancel()` method closes the stream and ends the reading operation.

releaseLock



```
reader.releaseLock(): void;
```

The `releaseLock()` method cancels the association with the stream and releases the lock on the stream.

References

[MDN documentation: ReadableStreamBYOBReader](#)

ReadableStreamDefaultReader

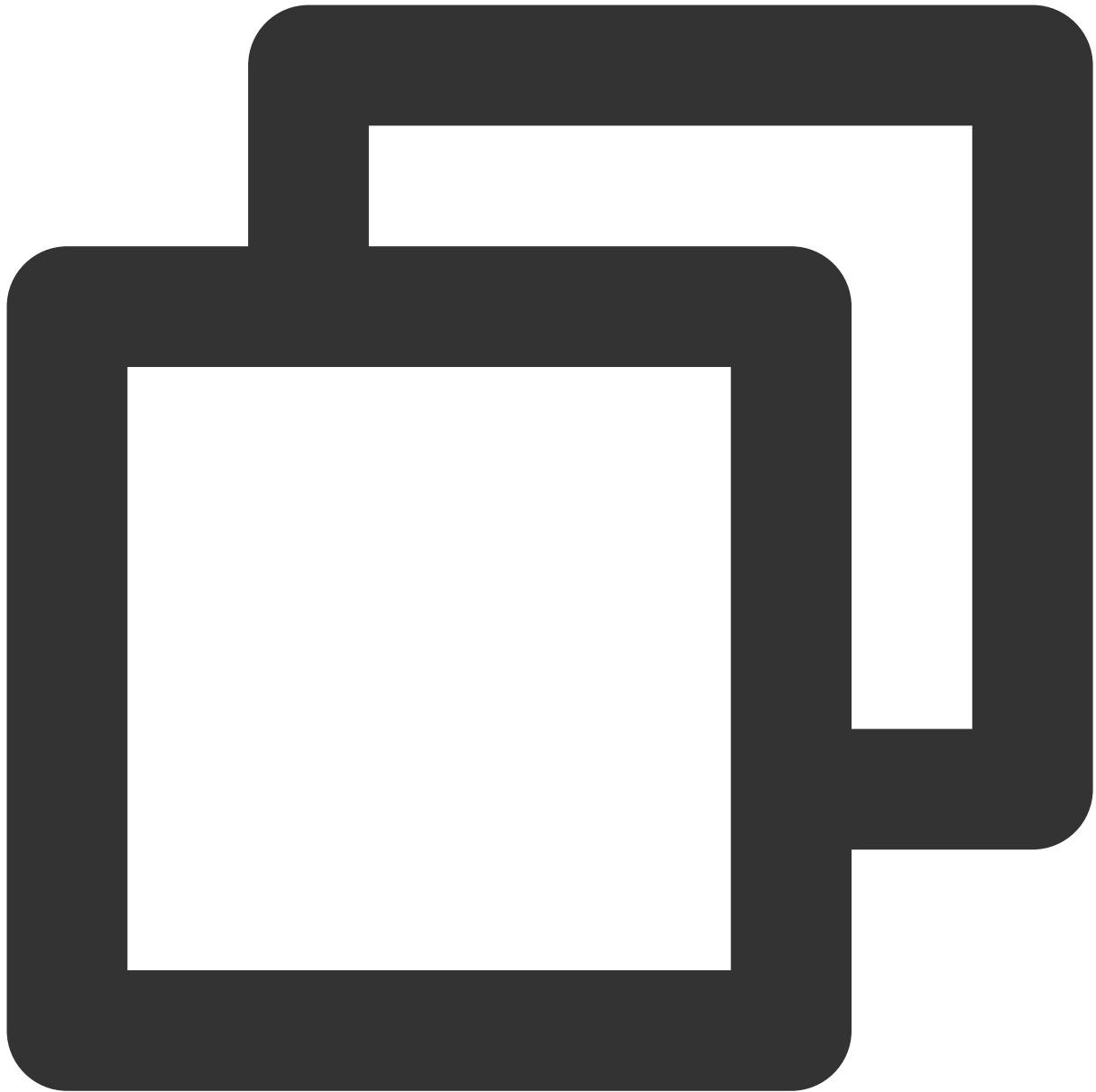
Last updated : 2024-01-30 15:08:11

The **ReadableStreamDefaultReader** API defines a reader for a readable stream. It is designed based on the standard Web APIs [ReadableStreamDefaultReader](#).

Note:

A `ReadableStreamDefaultReader` object cannot be constructed directly. You can use the [ReadableStream.getReader](#) method to construct a `ReadableStreamDefaultReader` object.

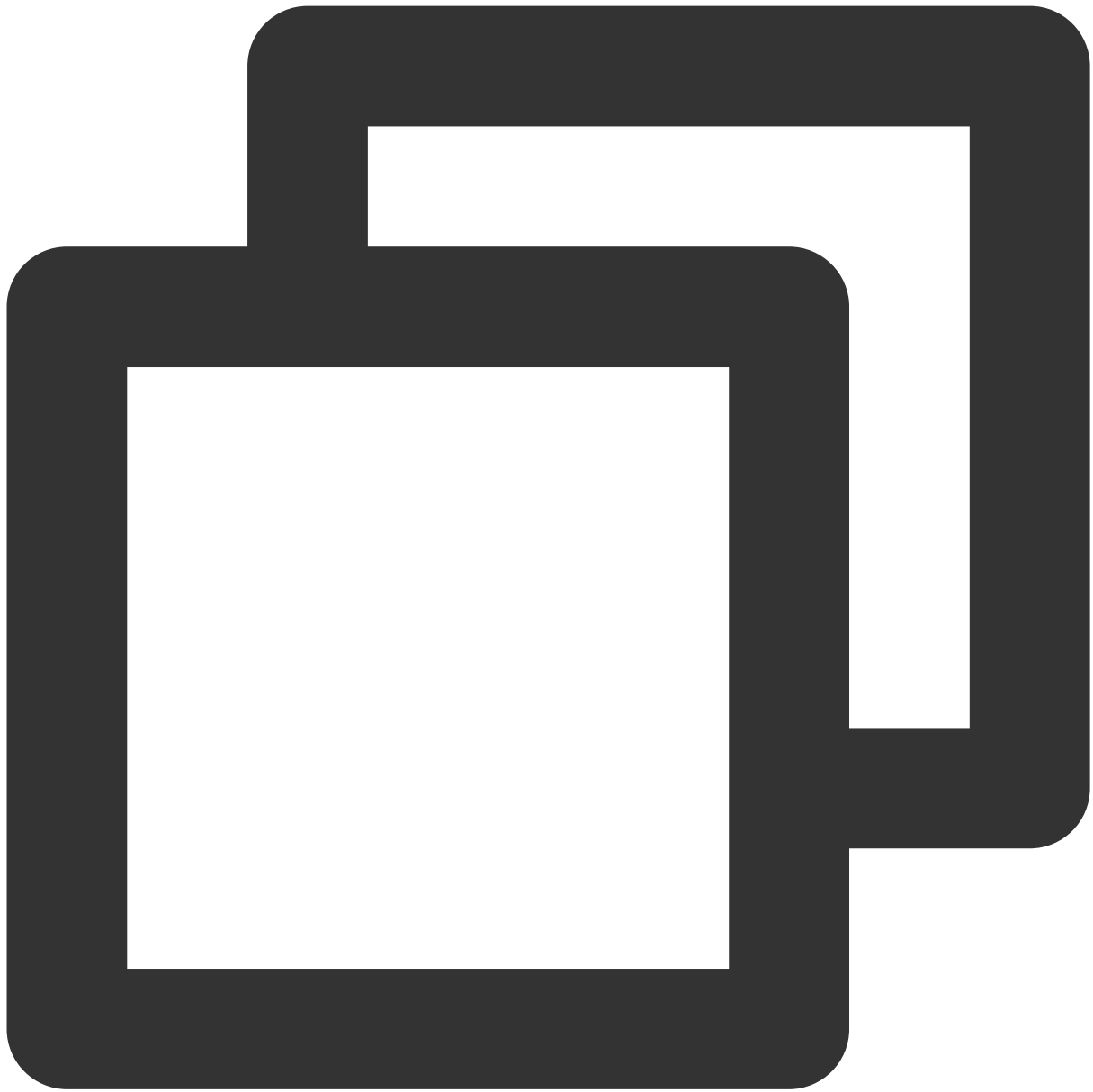
Overview



```
// Use TransformStream to construct a ReadableStream object.  
const { readable } = new TransformStream();  
  
// Use the ReadableStream object to obtain the reader.  
const reader = readable.getReader();
```

Attributes

closed

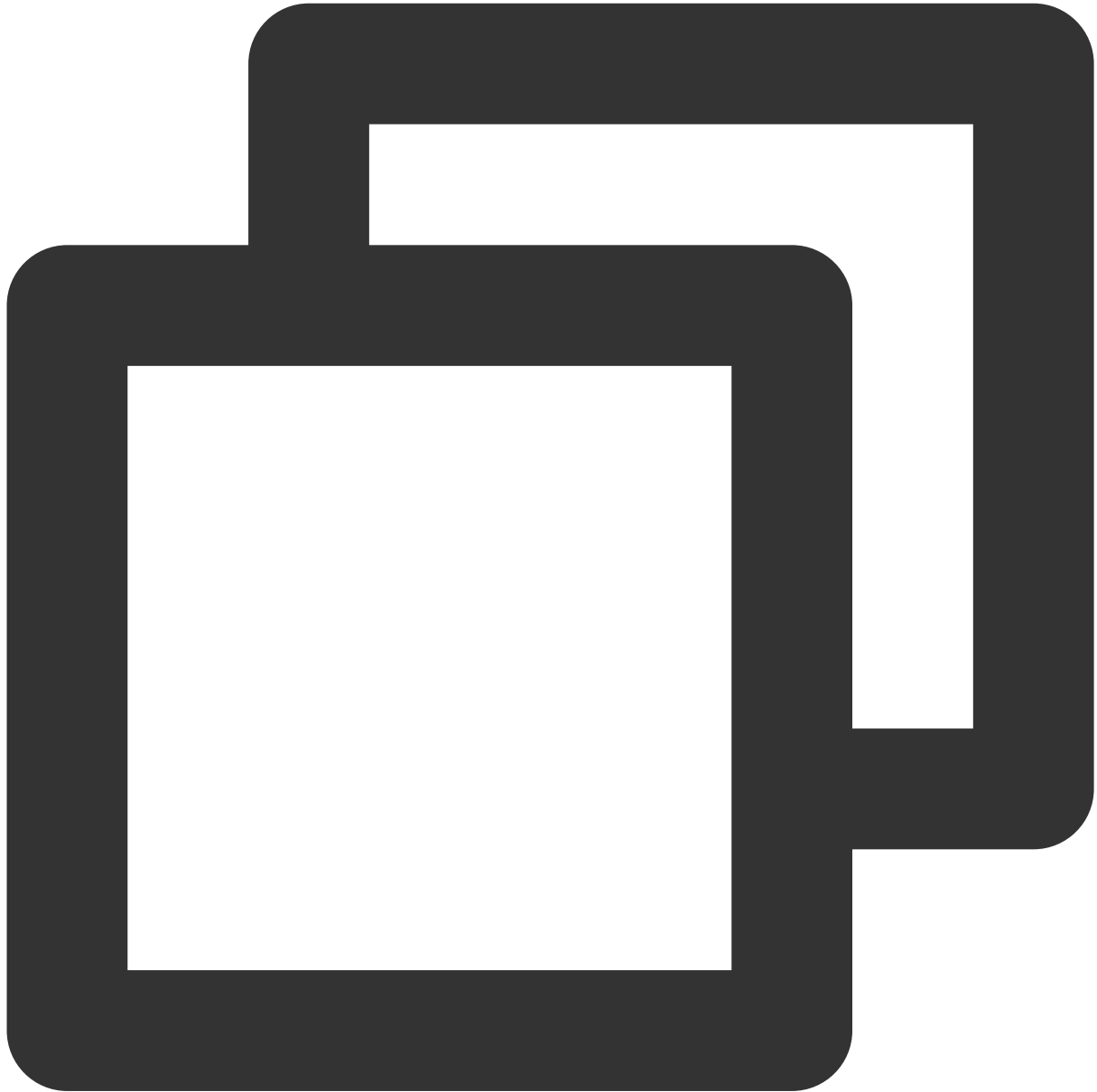


```
// reader.closed  
readonly closed: Promise<void>;
```

The `closed` attribute returns a Promise object. If the stream is closed, the status of the Promise object is `fulfilled`. If an exception occurs on the stream or the lock on the reader is released, the status of the Promise object is `rejected`.

Methods

read



```
reader.read(): Promise<{value: Chunk, done: boolean}>;
```

The `read()` method reads data from the stream.

Note:

You cannot initiate the next stream reading operation until the current stream reading operation ends.

Returned values

The `reader.read` method returns a Promise object that contains the read data [Chunk](#) and the reading status.

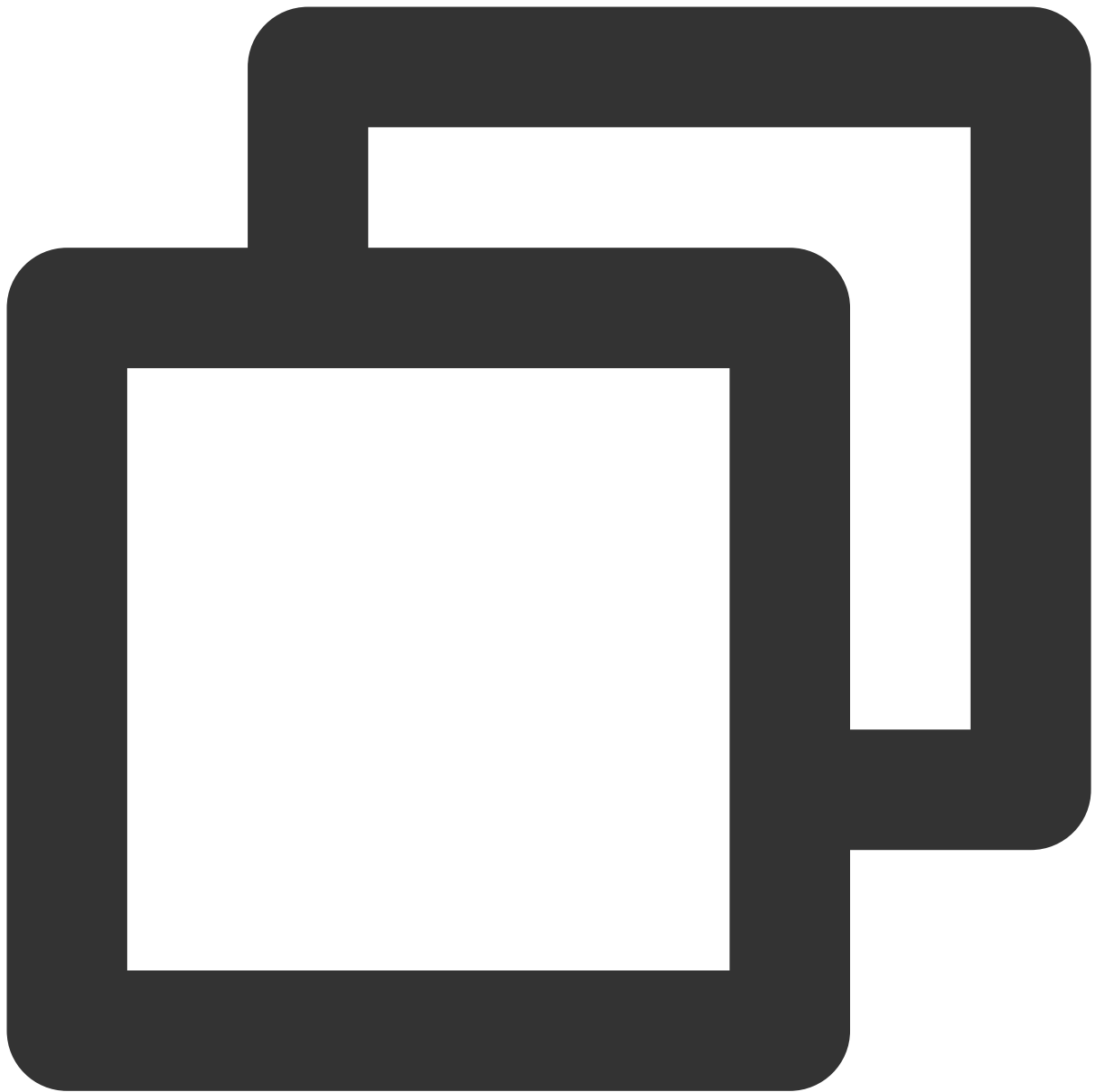
If a chunk is available, the Promise object is in the `fulfilled` status and contains an object in the `{ value: theChunk, done: false }` format.

If the stream is closed, the Promise object is in the `fulfilled` status and contains an object in the `{ value: undefined, done: true }` format.

If an exception occurs on the stream, the Promise object is in the `rejected` status, and the relevant error information is included.

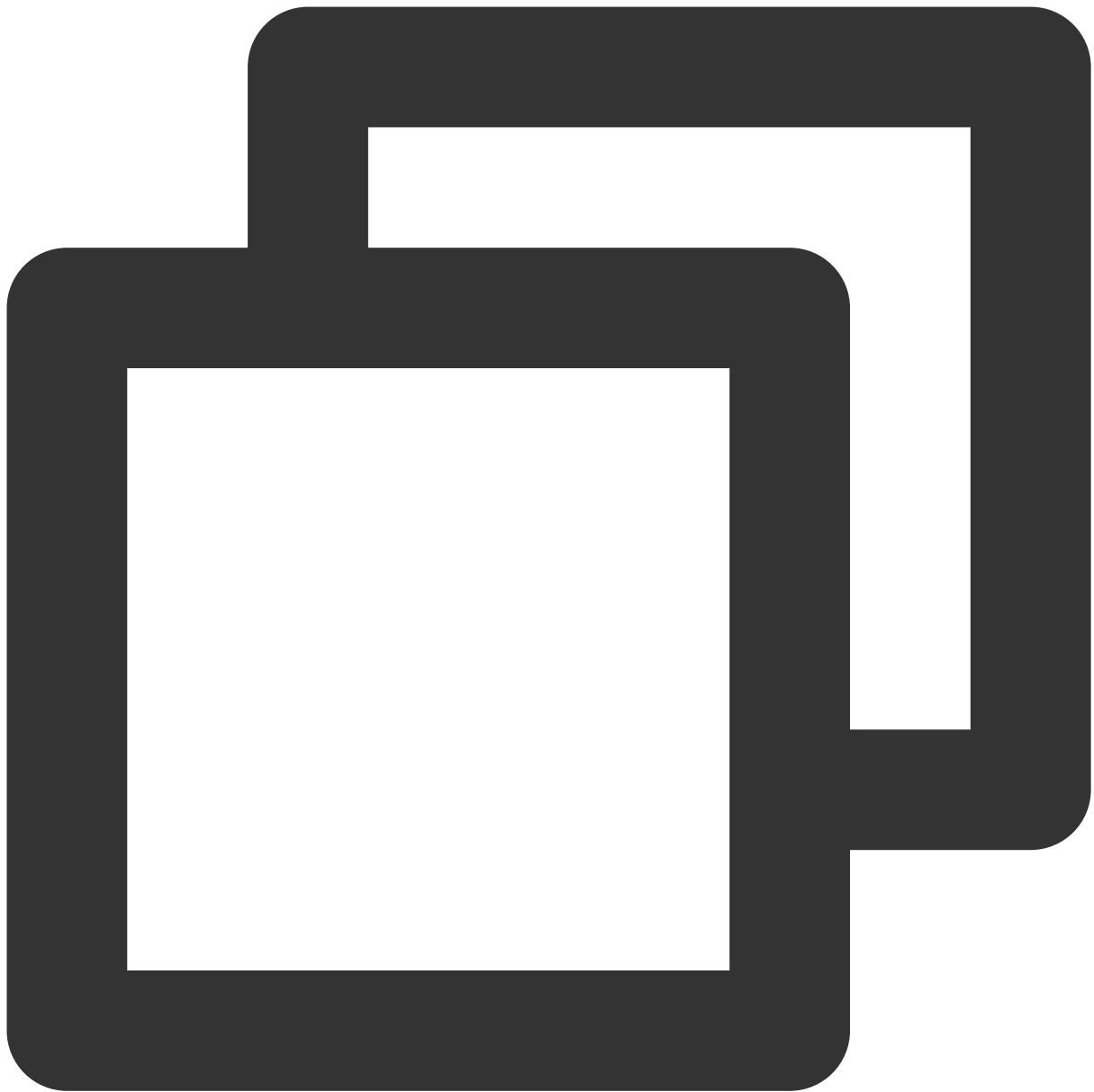
Chunk

The `Chunk` parameter indicates the data to be read from the stream.



```
type Chunk = string | ArrayBuffer | ArrayBufferView;
```

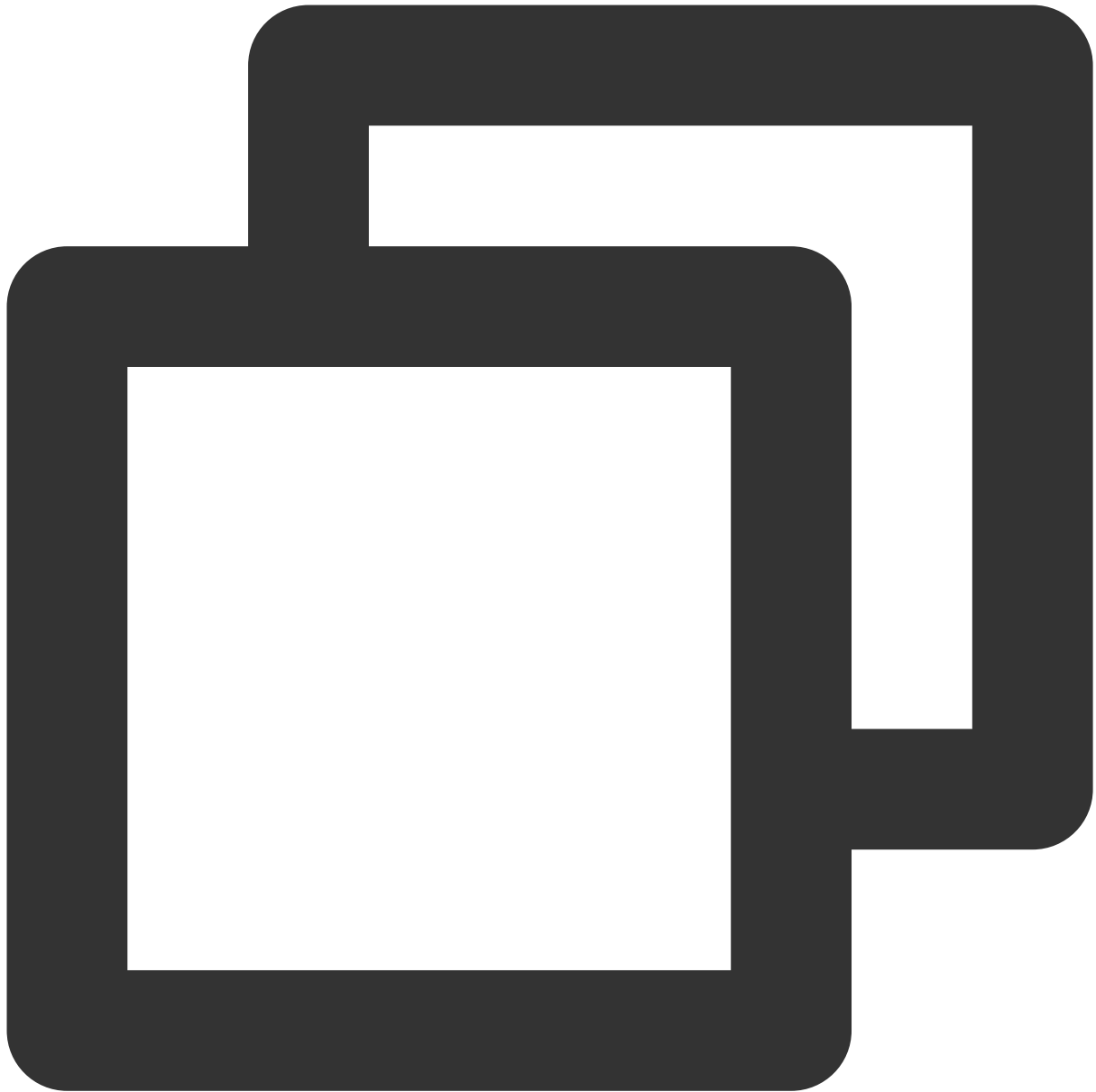
cancel



```
reader.cancel(reason?: string): Promise<string>;
```

The `cancel()` method closes the stream and ends the reading operation.

releaseLock



```
reader.releaseLock(): void;
```

The `releaseLock()` method cancels the association with the stream and releases the lock on the stream.

References

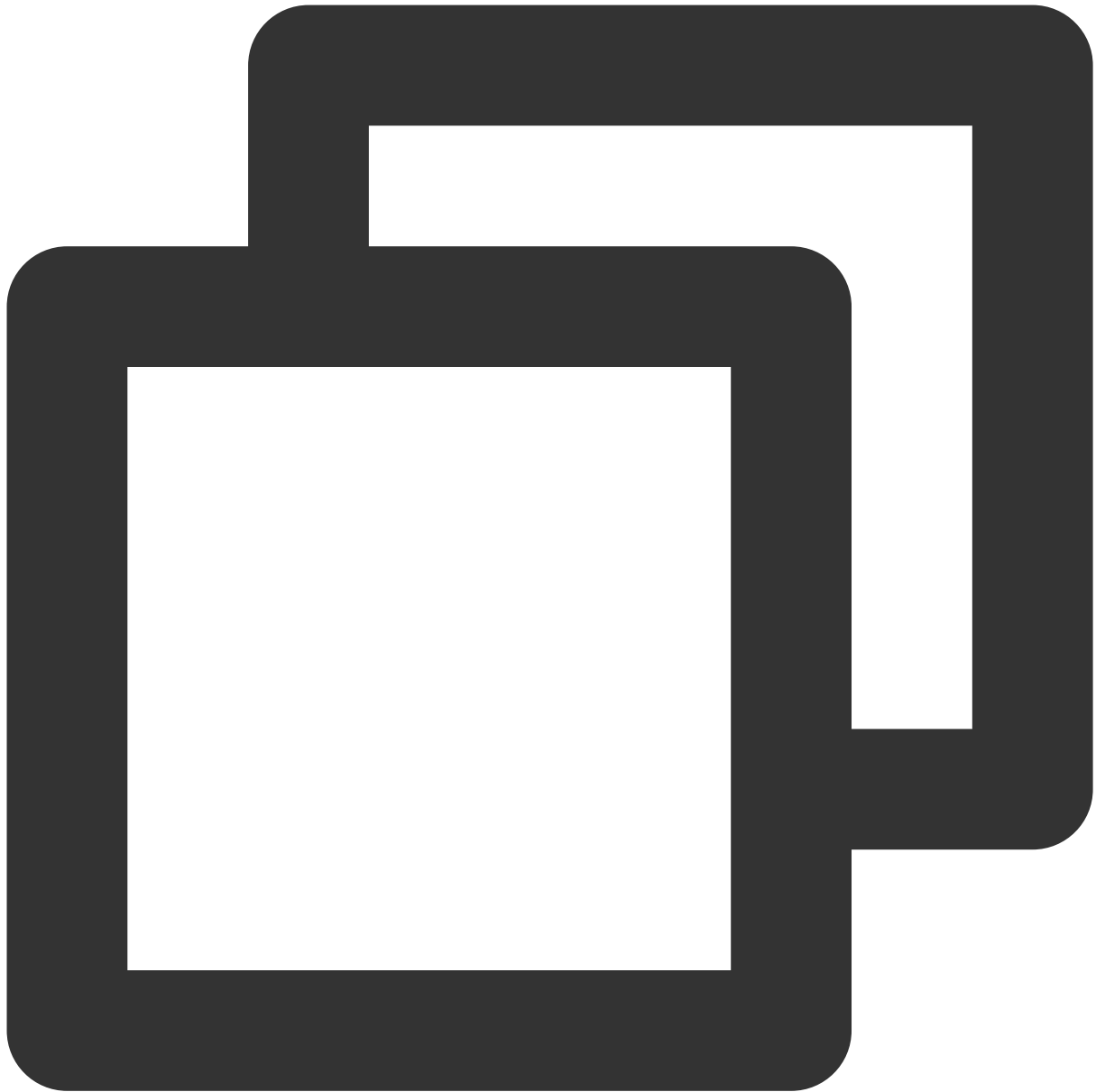
[MDN documentation: ReadableStreamDefaultReader](#)

TransformStream

Last updated : 2024-01-30 15:32:47

A **TransformStream** consists of a readable stream and a writable stream. It is designed based on the standard Web API [TransformStream](#).

Constructor API



```
const { readable, writable } = new TransformStream(transformer?: any, writableStrat
```

Parameters

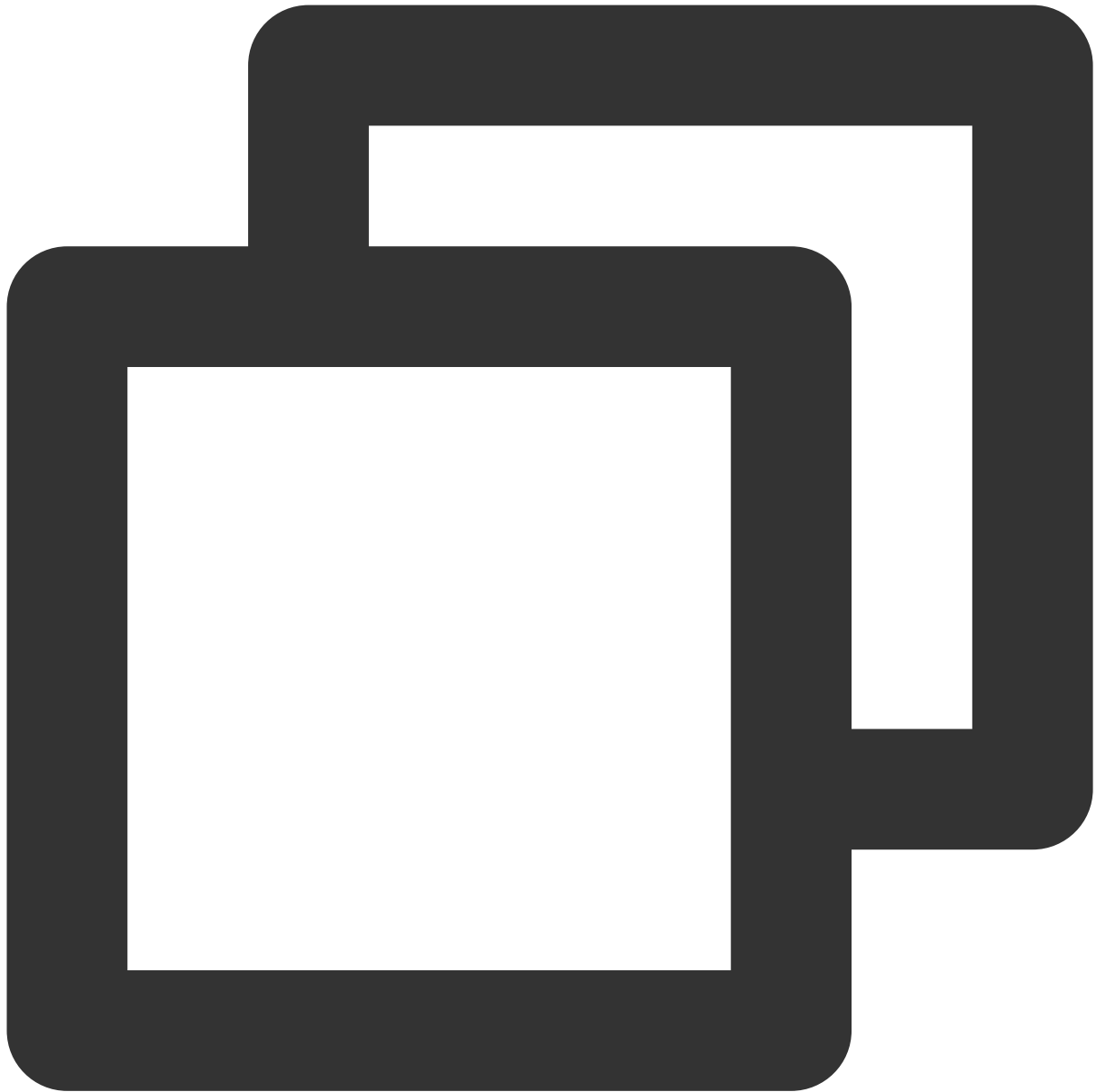
Parameter	Type	Required	Description
transformer	any	No	This parameter is not supported. The values do not take effect and are ignored automatically.
writableStrategy	WritableStrategy	No	The strategy for the writable side.

WritableStrategy

Parameter	Type	Required	Description
highWaterMark	number	Yes	The size of the writable buffer in bytes. Default value: 32K. Maximum value: 256K. If you enter a value greater than 256K, the value is changed to 256K automatically.

Attributes

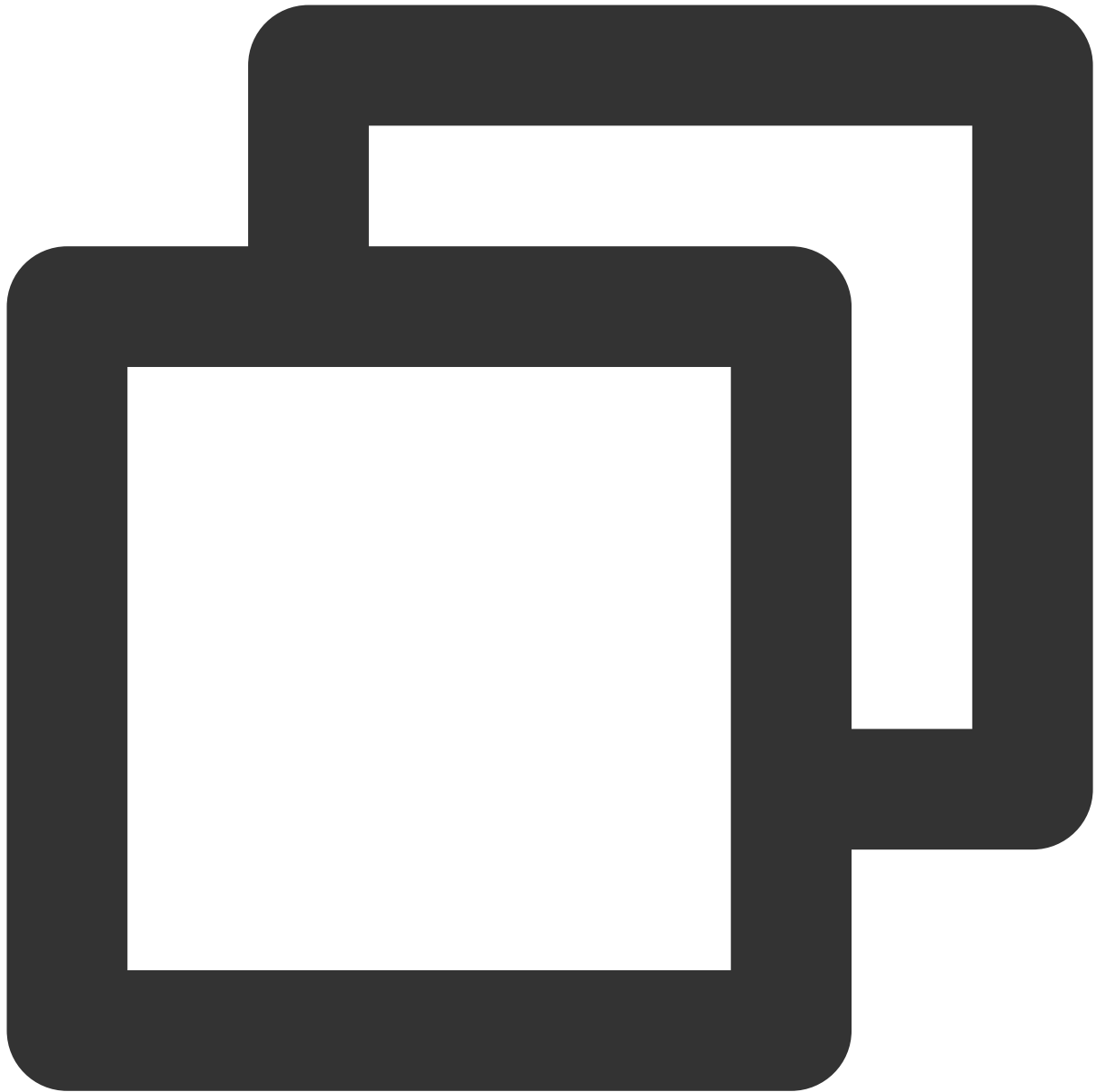
readable



```
readonly readable: ReadableStream;
```

The readable stream. For more information, see [ReadableStream](#).

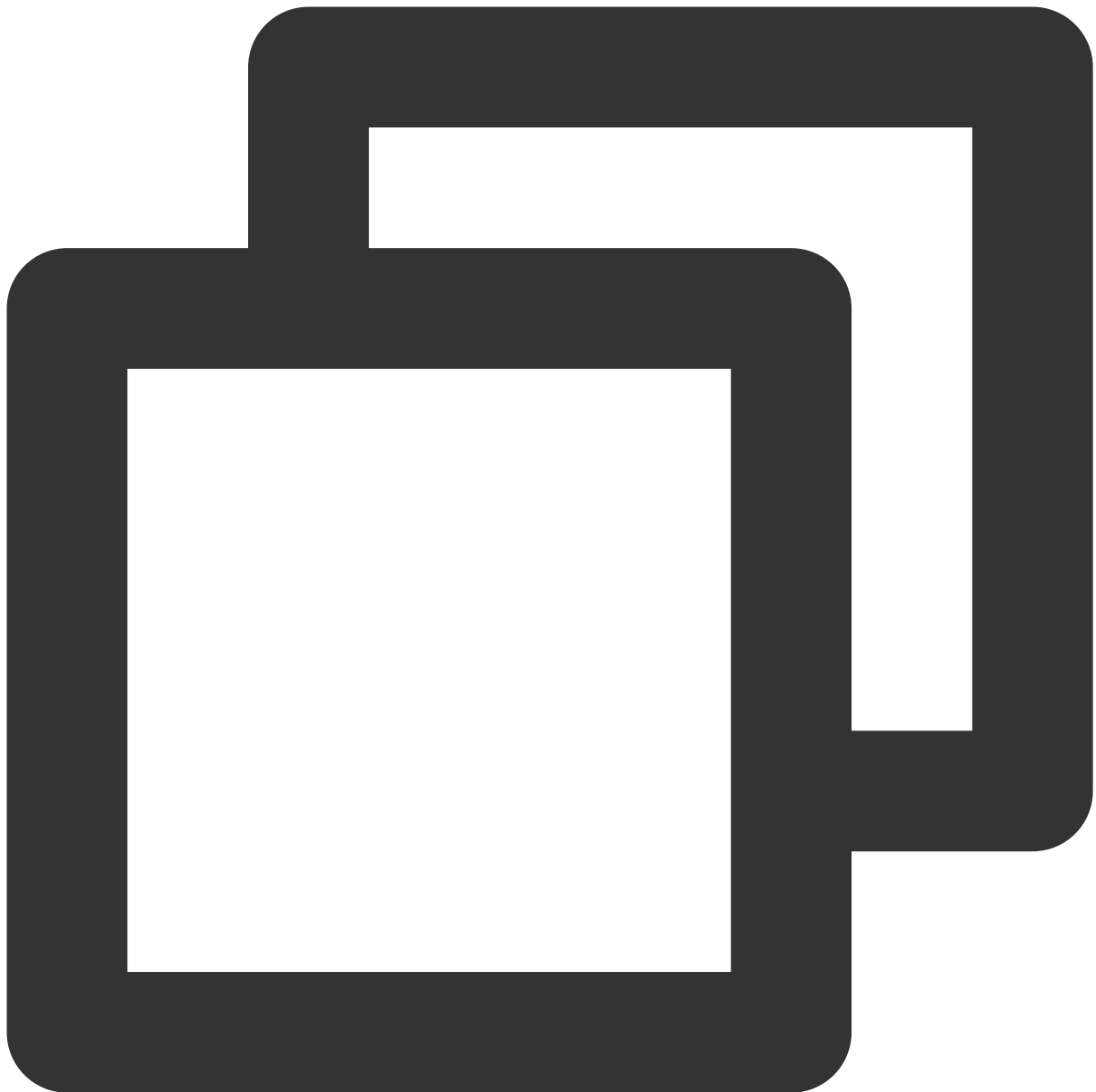
writable



```
readonly writable: WritableStream;
```

The writable stream. For more information, see [WritableStream](#).

Sample Code



```
async function handleEnterRoom() {
  // Generate readable streams and writeable streams.
  const { readable, writable } = new TransformStream();
  // Fetch a remote resource.
  const response = await fetch('https://intl.cloud.tencent.com/');
  // Respond to the client in streaming mode.
  response.body.pipeTo(writable);

  return new Response(readable, response);
}
```

```
addEventListener('fetch', (event) => {  
  event.respondWith(handleEvent(event));  
});
```

References

[MDN documentation: TransformStream](#)

[Sample Functions: Merging Resources and Responding in Streaming Mode](#)

[Sample Functions: Rewriting a m3u8 File and Configuring Authentication](#)

WritableStream

Last updated : 2024-01-30 16:00:52

The **WritableStream** API represents a writable stream or writable side. It is designed based on the standard Web API [WritableStream](#).

Note:

A `WritableStream` object cannot be constructed directly. You can use [TransformStream](#) to construct a `WritableStream` object.

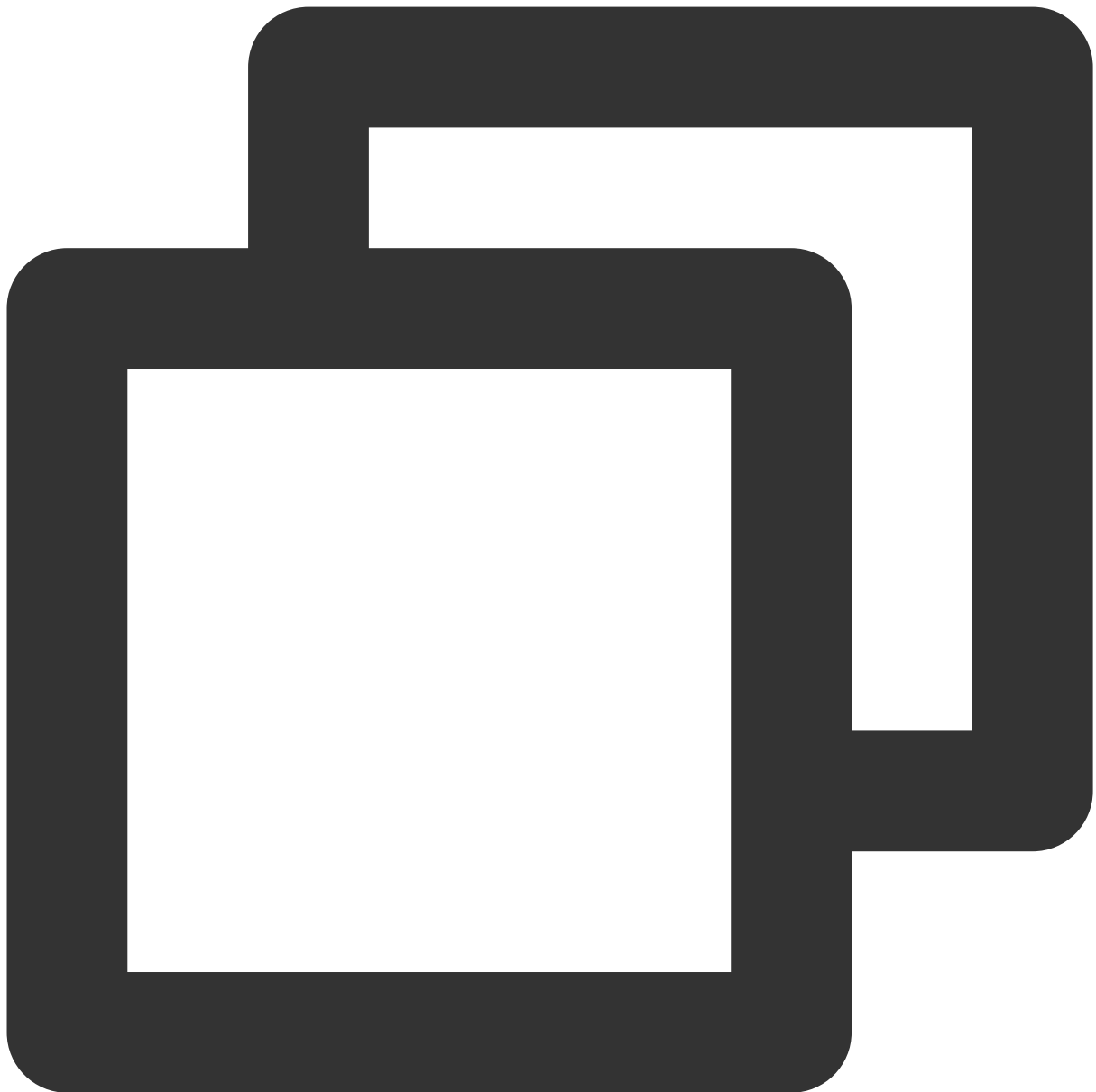
Overview



```
// Use TransformStream to construct a WritableStream object.  
const { writable } = new TransformStream();
```

Attributes

locked



```
// writable.locked  
readonly locked: boolean;
```

The locked attribute indicates whether the stream is locked.

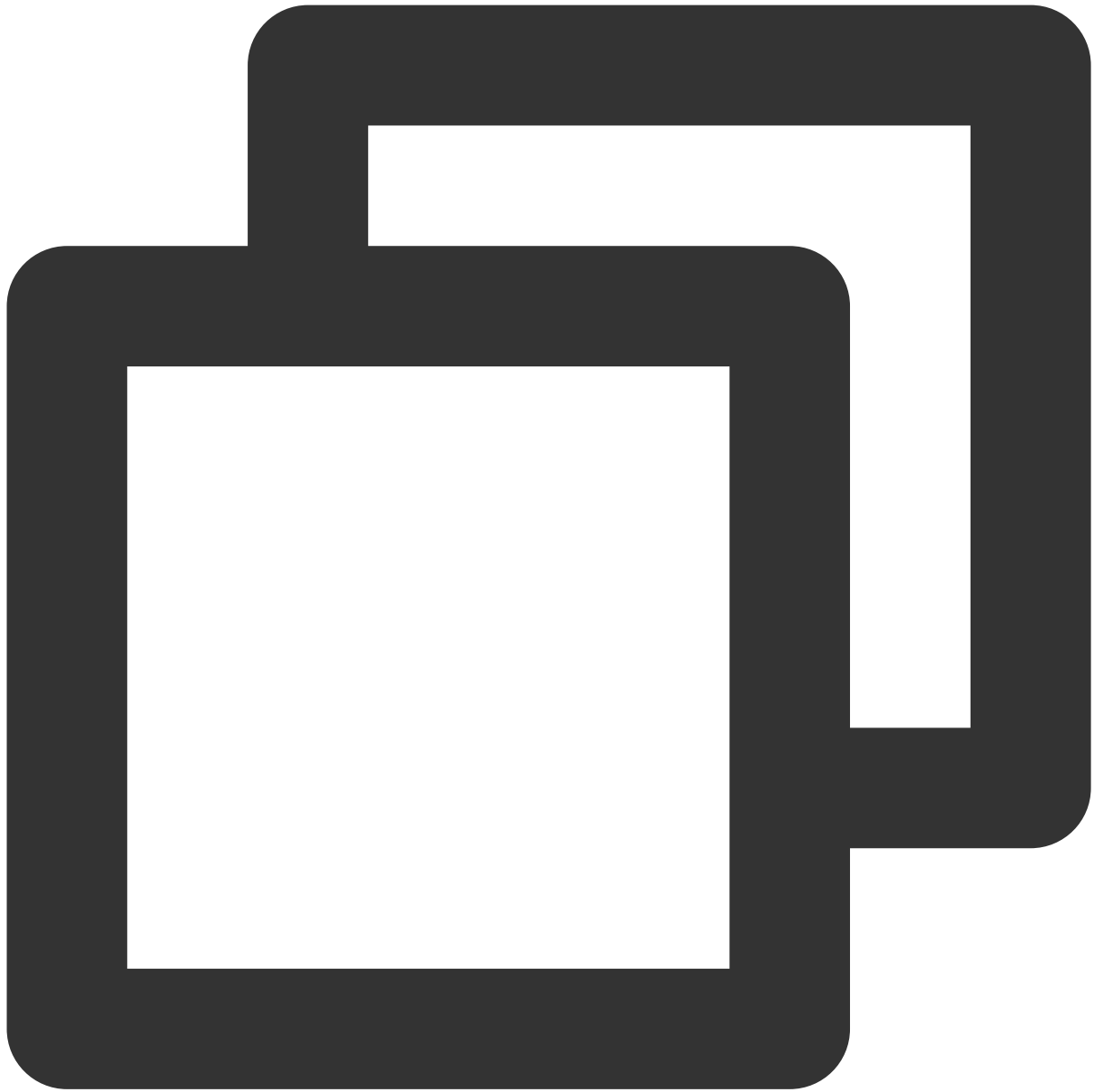
Note:

A stream is locked in the following scenarios:

The stream has no more than one activated `writer`. Before the `writer` calls the `releaseLock()` method, the stream is locked.

The stream is in being piped. The stream is locked until the piping ends.

highWaterMark



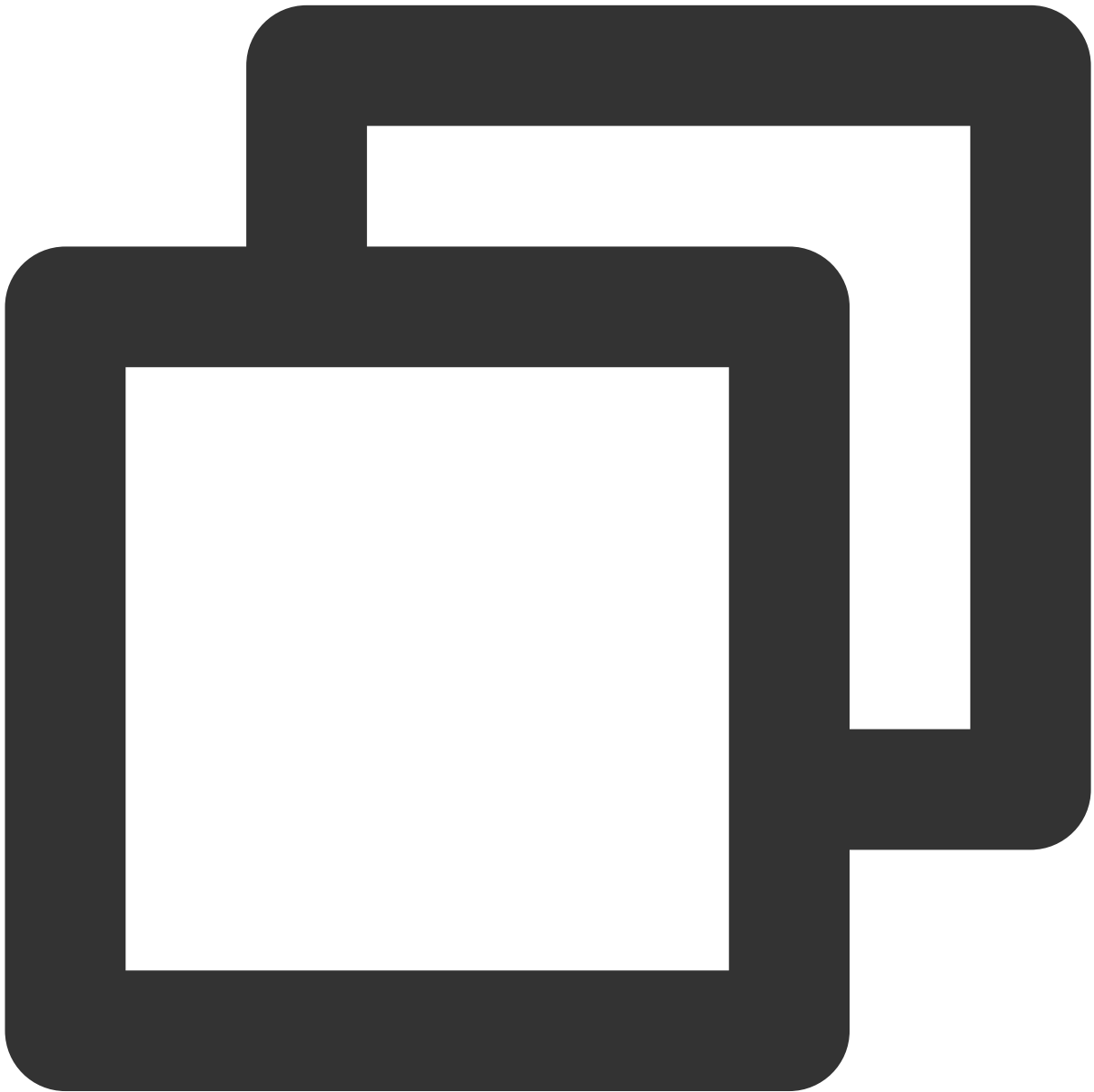
```
// writable.highWaterMark  
readonly highWaterMark: number;
```

The size of the writable buffer in bytes. Default value: 32K. Maximum value: 256K. If you enter a value greater than 256K, the value is changed to 256K automatically.

Methods

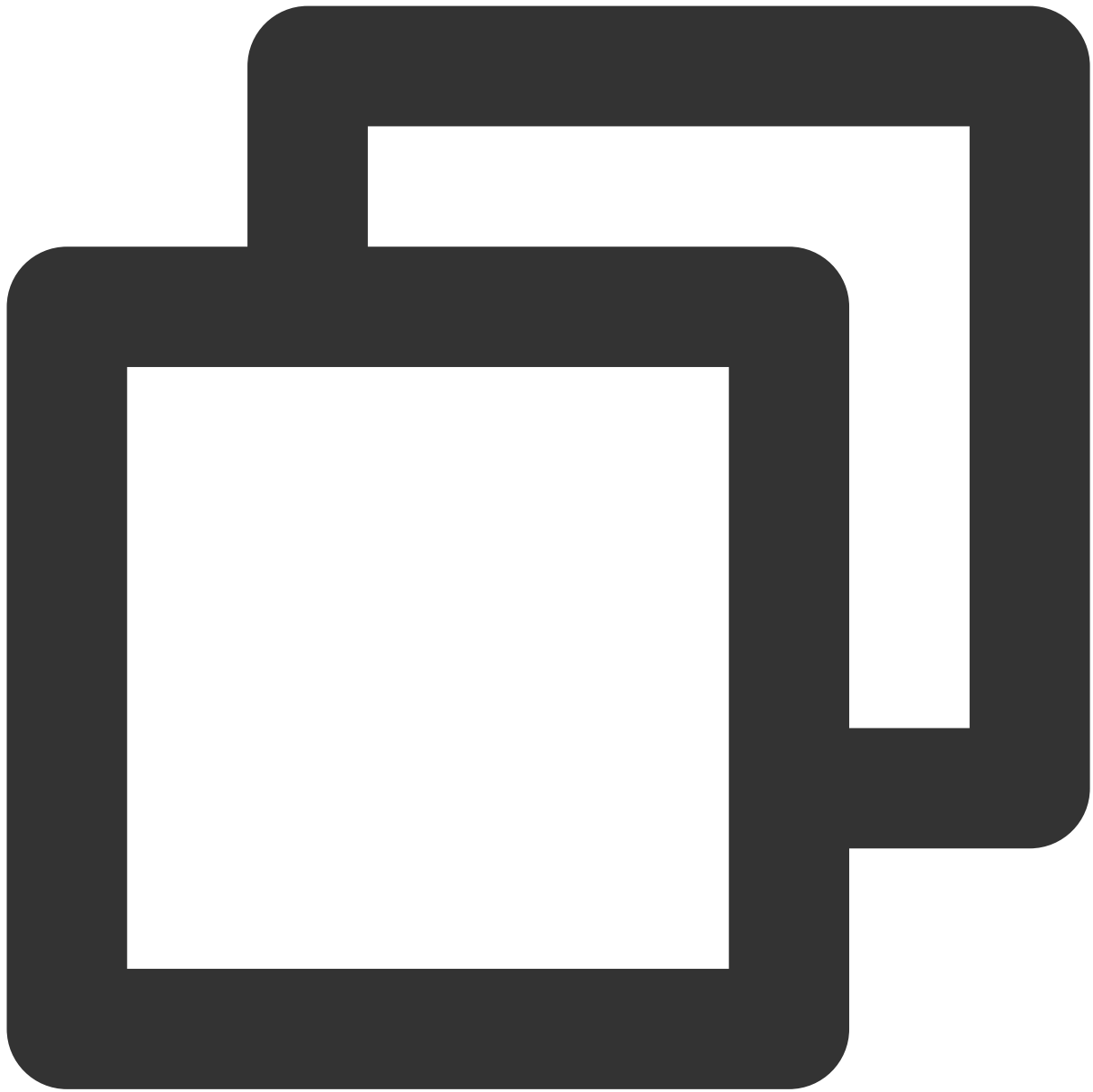
Note:

Before you use any of the following methods, make sure that the stream is not locked. Otherwise, an exception is returned.

getWriter

```
writable.getWriter(): WritableStreamDefaultWriter;
```

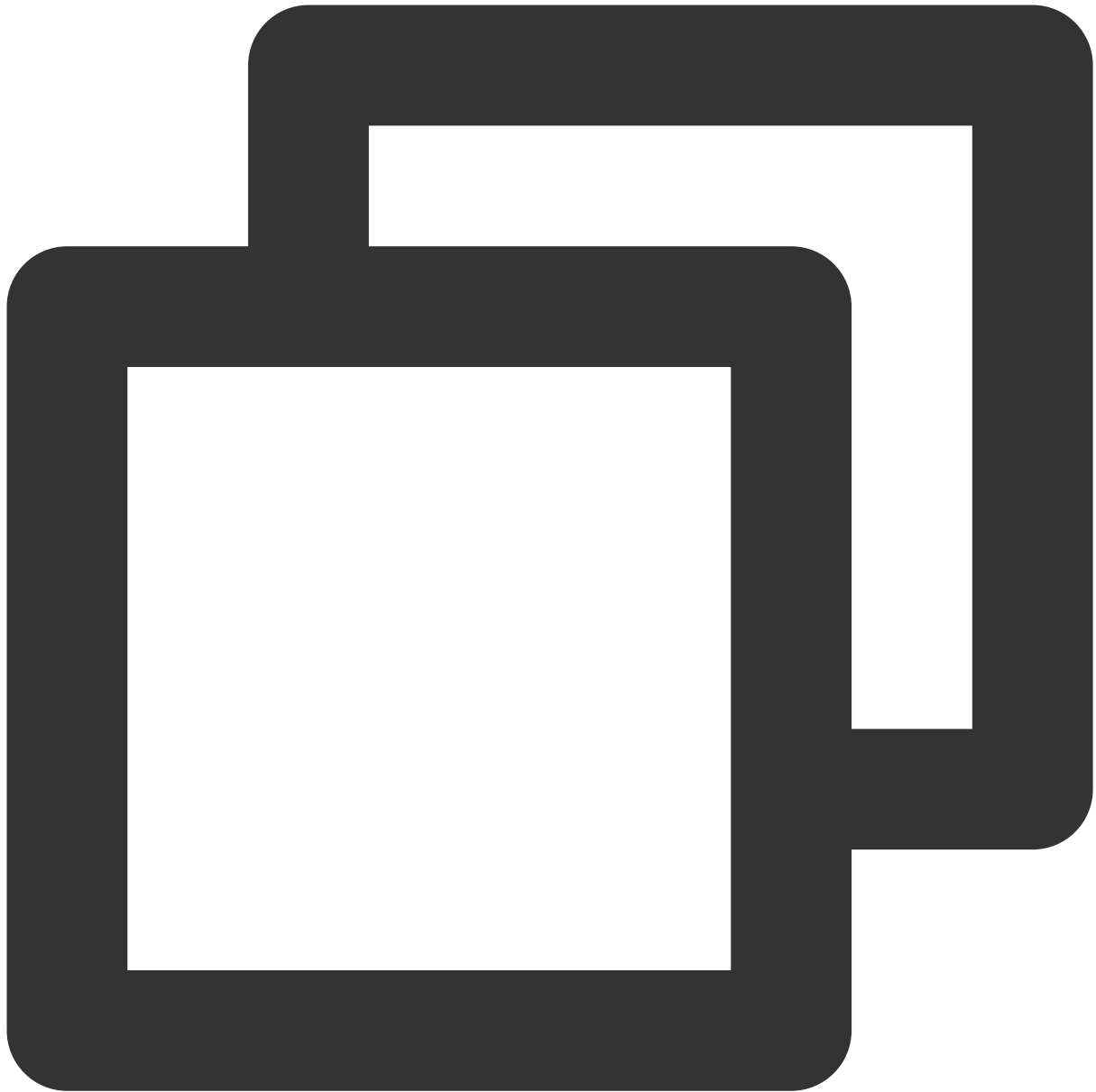
The `getWriter()` method creates a writer and locks the current stream until the writer calls the `releaseLock()` method. For more information about the returned values, see [WritableStreamDefaultWriter](#).

close

```
writable.close(): Promise<void>;
```

The `close()` method closes the current stream.

abort



```
writable.abort(reason?: string): Promise<string>;
```

The `abort()` method stops the current stream.

References

[MDN documentation: WritableStream](#)

[Sample Functions: Merging Resources and Responding in Streaming Mode](#)

[Sample Functions: Rewriting a m3u8 File and Configuring Authentication](#)

WritableStreamDefaultWriter

Last updated : 2024-01-30 16:03:02

The **WritableStreamDefaultWriter** API defines a writer for a writable stream. It is designed based on the standard Web API [WritableStreamDefaultWriter](#).

Note:

A `WritableStreamDefaultWriter` object cannot be constructed directly. You can use the [WritableStream.getWriter](#) method to construct a `WritableStreamDefaultWriter` object.

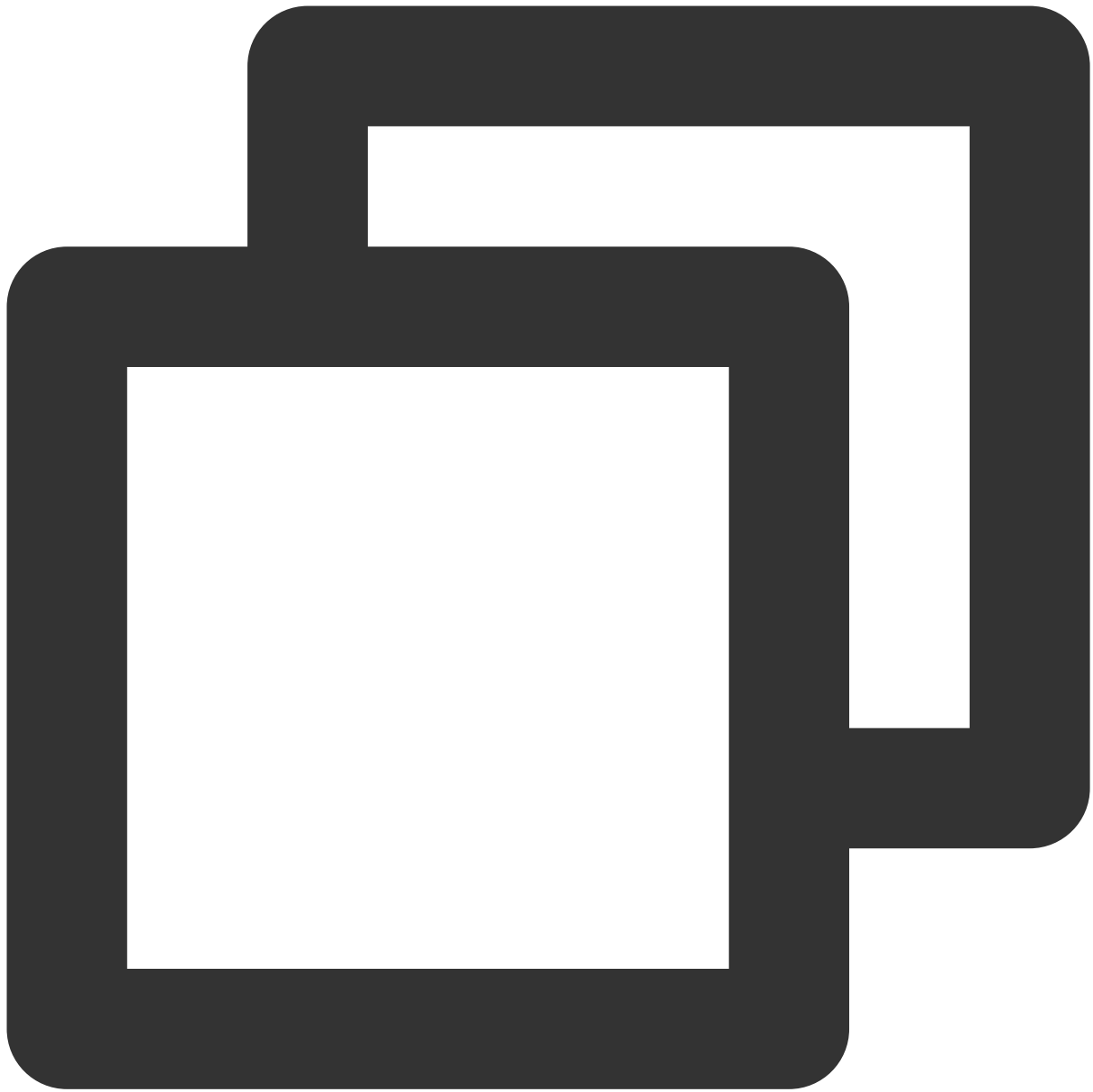
Overview



```
// Use TransformStream to construct a WritableStream object.  
const { writable } = new TransformStream();  
  
// Use the WritableStream object to obtain the writer.  
const writer = writable.getWriter();
```

Attributes

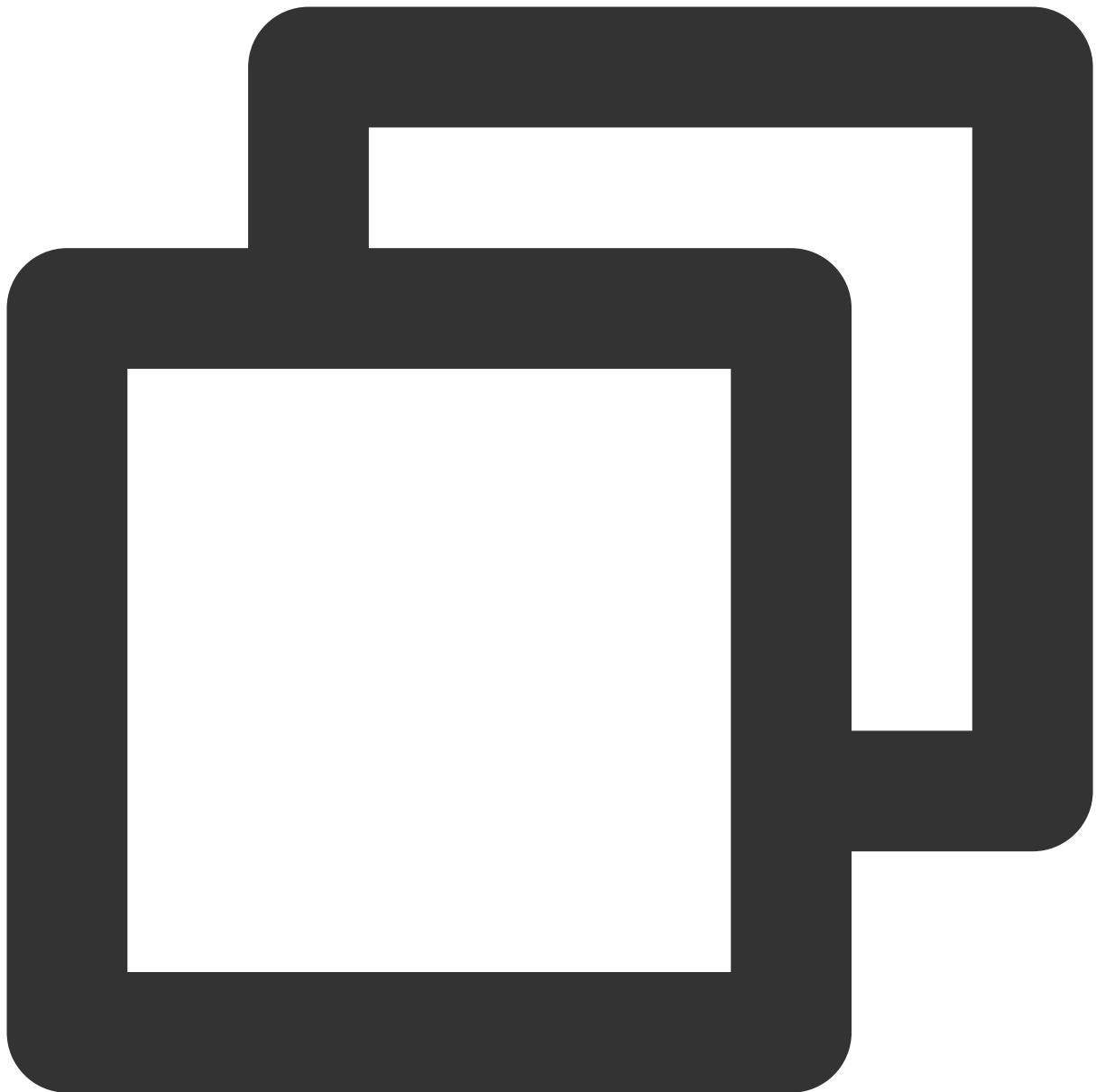
closed



```
// writer.closed  
readonly closed: Promise<void>;
```

The `closed` attribute returns a Promise object. If the stream is closed, the status of the Promise object is `fulfilled` . If an exception occurs on the lock on the writer is released, the status of the Promise object is `rejected` .

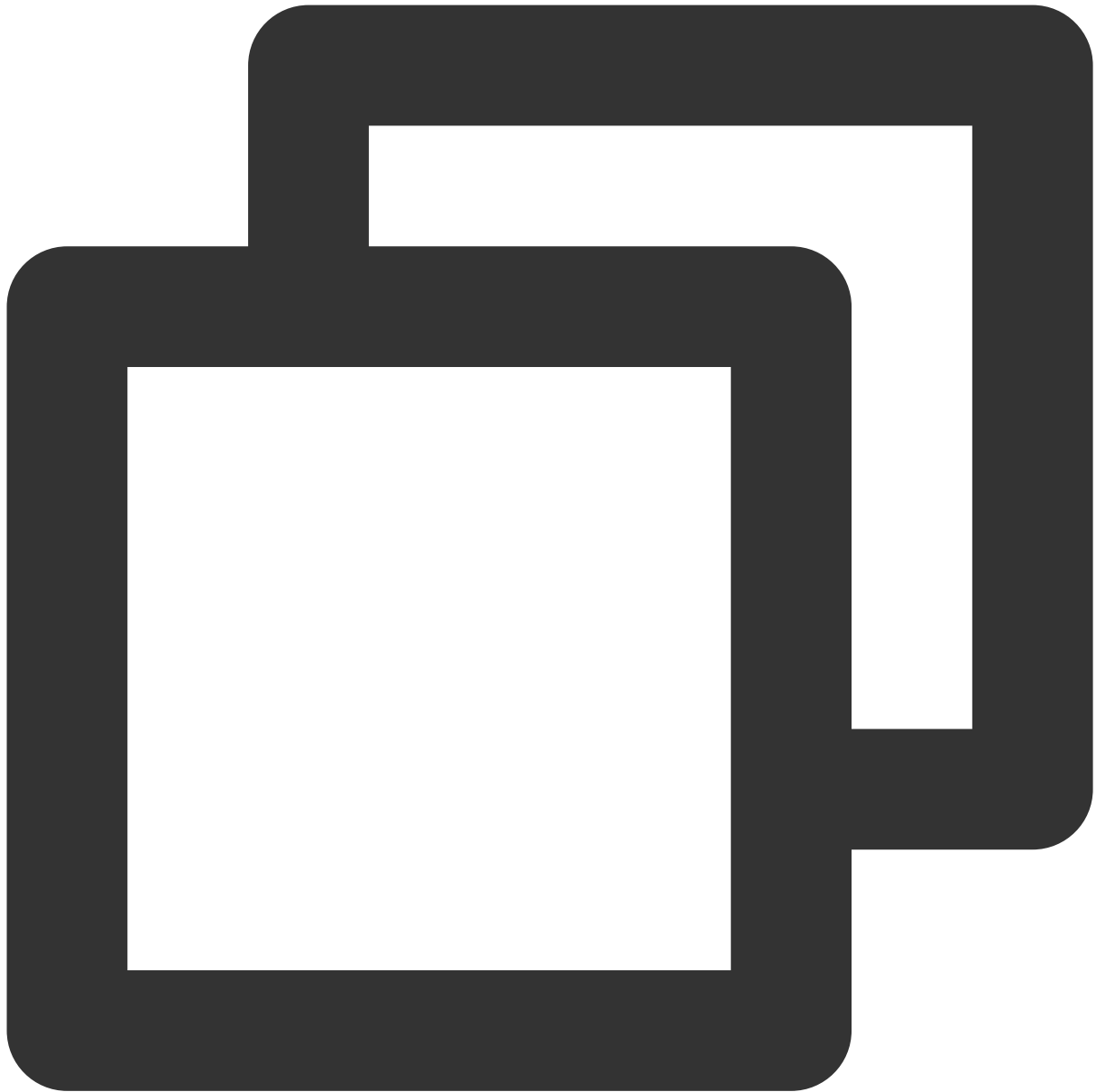
ready



```
// writer.ready  
readonly ready: Promise<void>;
```

The `ready` attribute returns a Promise object. When the size required by the internal queue of the stream changes from non-positive to positive, the Promise object is in the fulfilled status, indicating that it no longer applies backpressure.

desiredSize

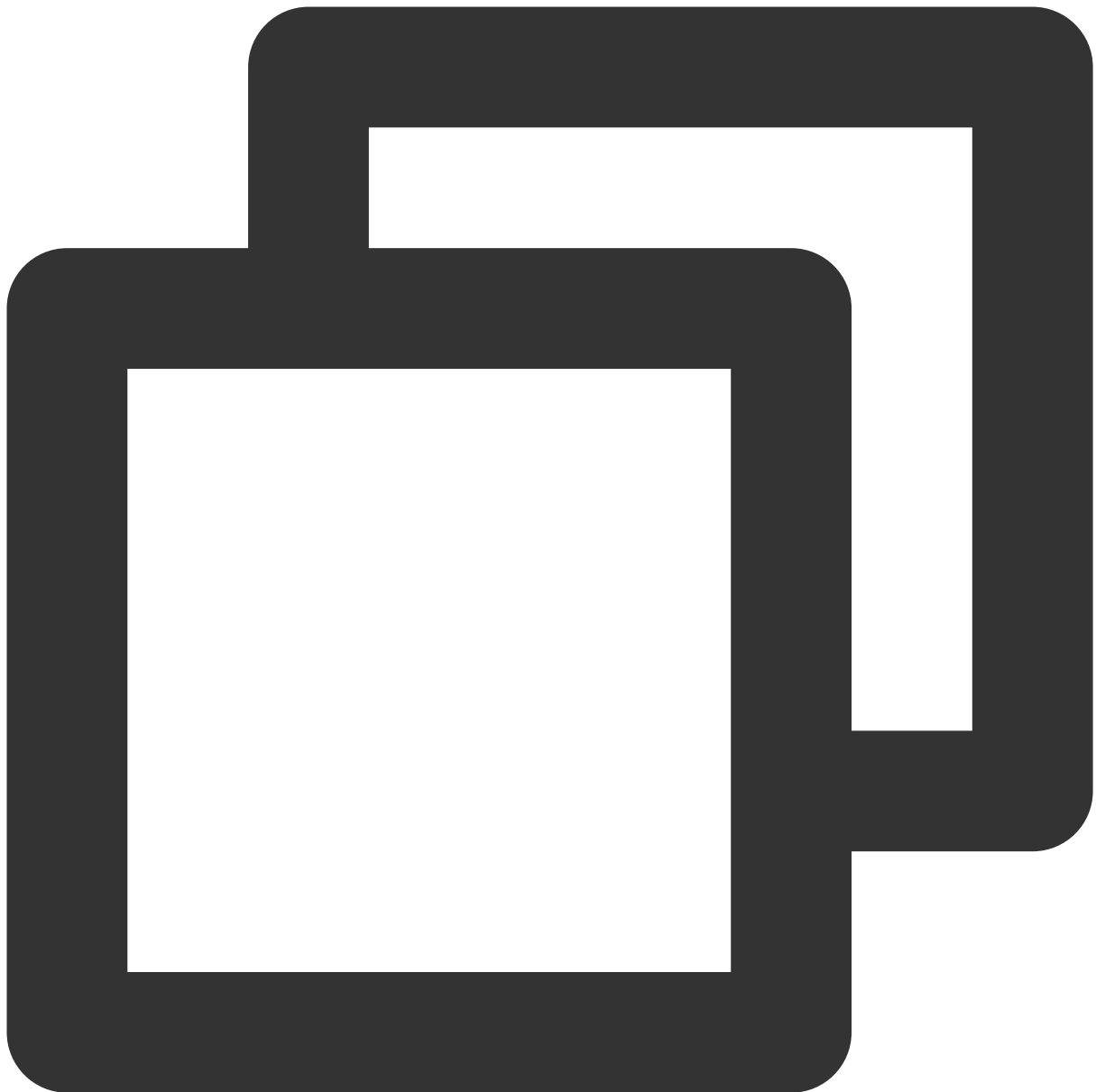


```
// writer.desiredSize  
readonly desiredSize: number;
```

The `desiredSize` attribute returns the size required to fill the internal queue of the stream.

Methods

write



```
writer.write(chunk: Chunk): Promise<void>;
```

The `write()` method writes the `Chunk` data to the stream.

Note:

You cannot call the `write` method to initiate the next stream writing operation until the current stream writing operation ends.

Parameters

Parameter	Type	Required	Description
-----------	------	----------	-------------

chunk

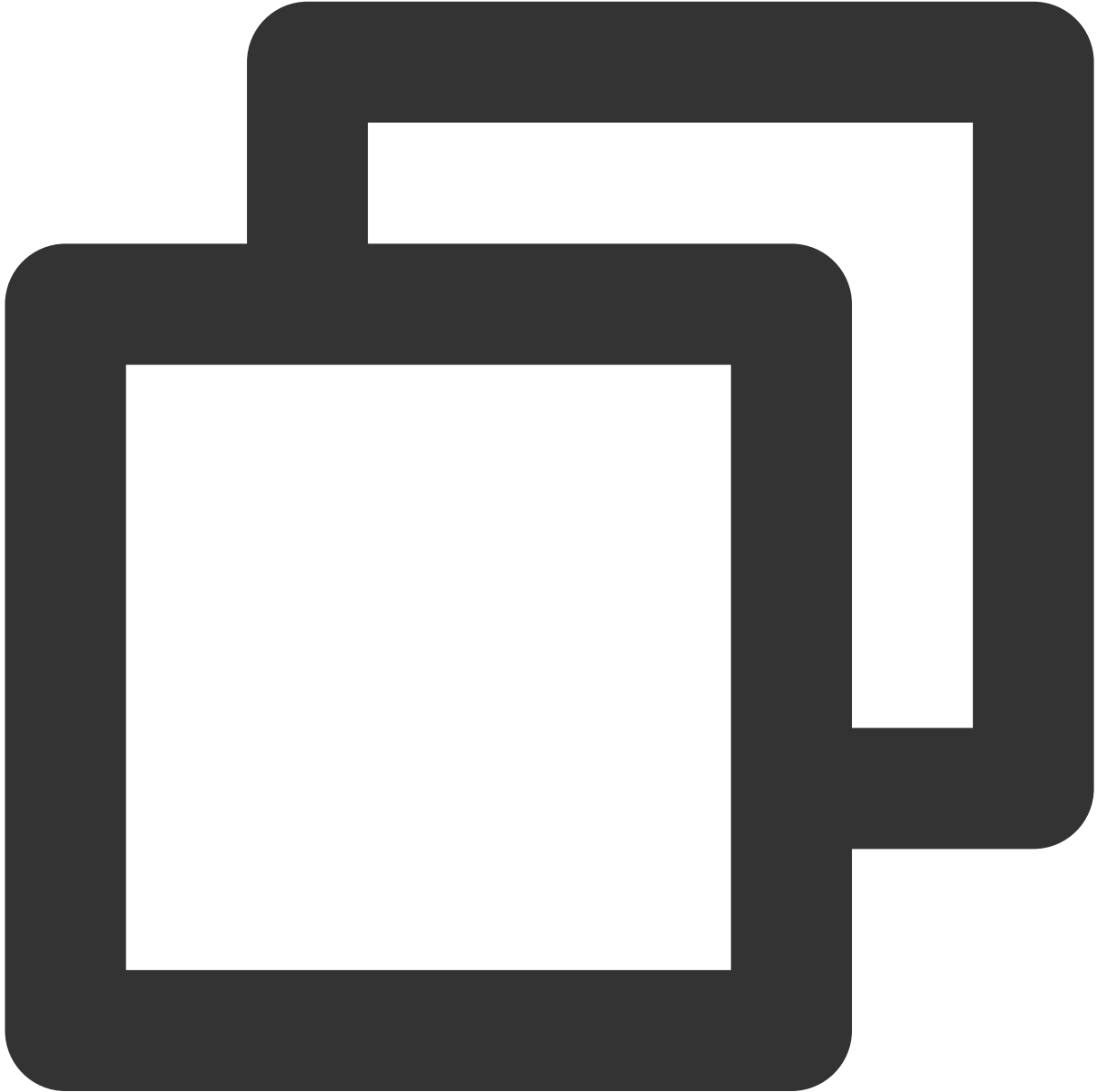
Chunk

Yes

The chunk of data to be written to the stream.

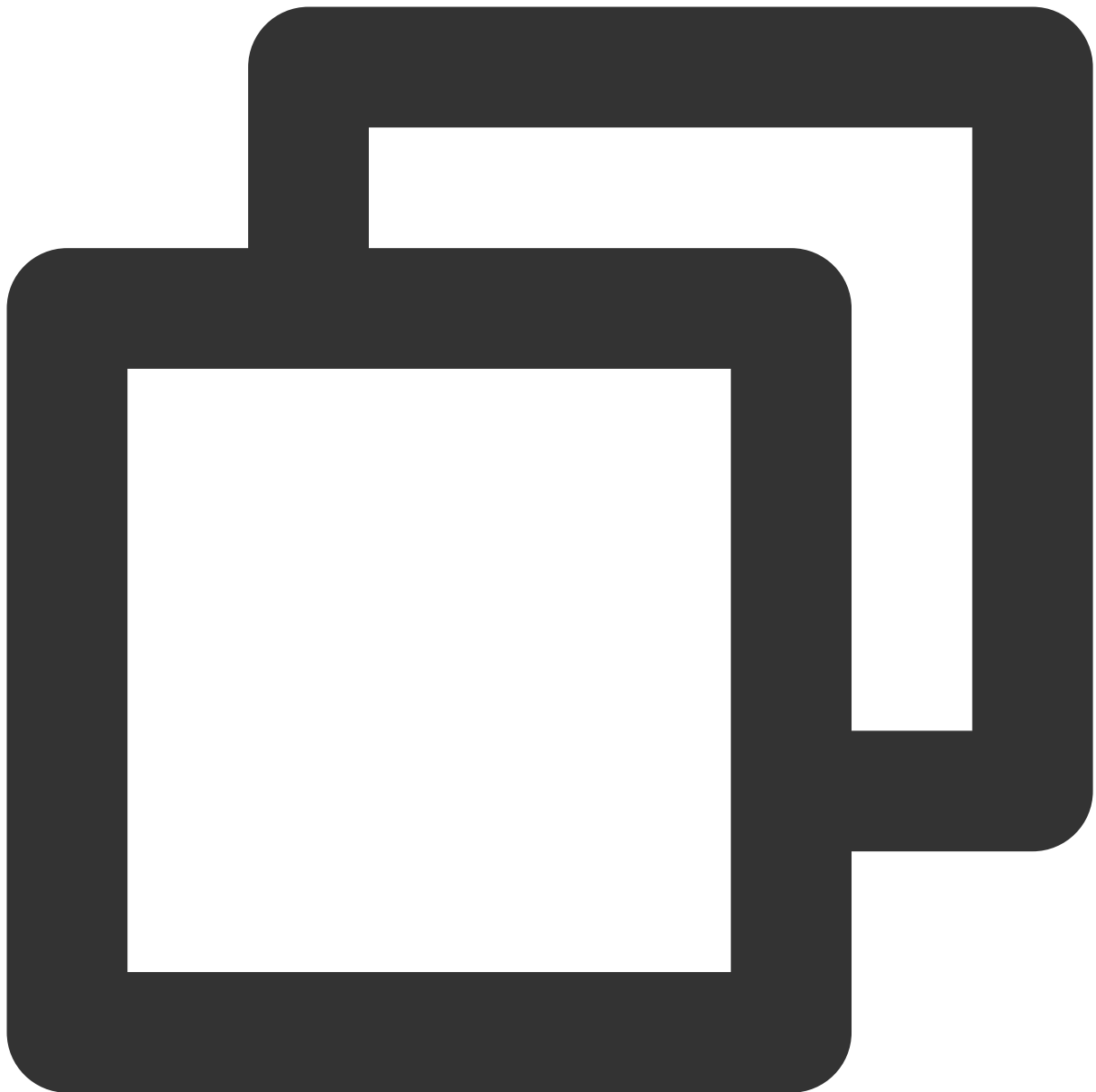
Chunk

The `Chunk` parameter indicates the data to be written to the stream.



```
type Chunk = string | ArrayBuffer | ArrayBufferView;
```

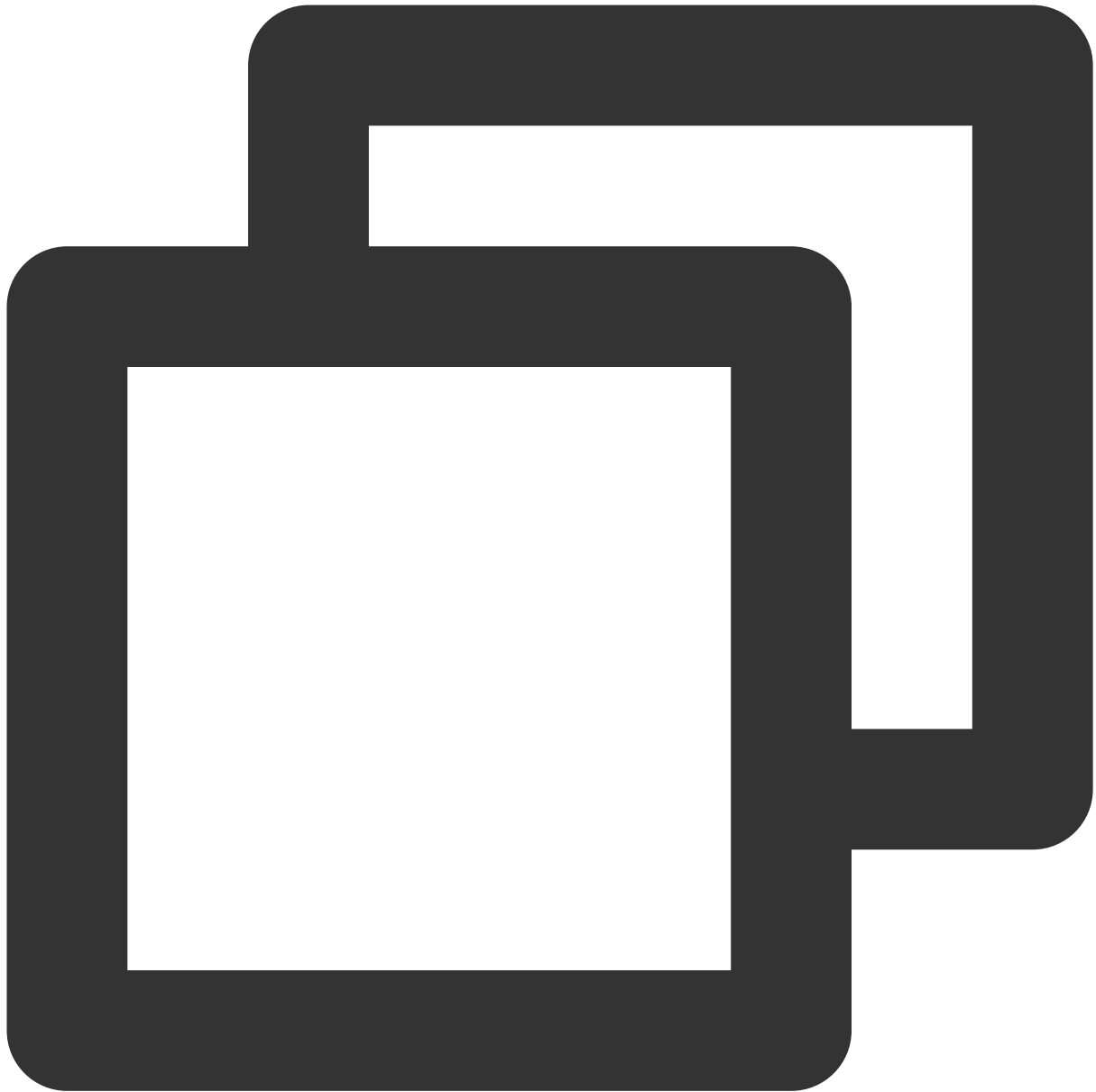
close



```
writer.close(): Promise<void>;
```

The `close()` method closes the current stream.

abort



```
writer.abort(reason?: string): Promise<string>;
```

The abort() method stops the current stream.

releaseLock



```
writer.releaseLock(): void;
```

The `releaseLock()` method cancels the association with the stream and releases the lock on the stream.

References

[MDN documentation: WritableStreamDefaultWriter](#)

Web Crypto

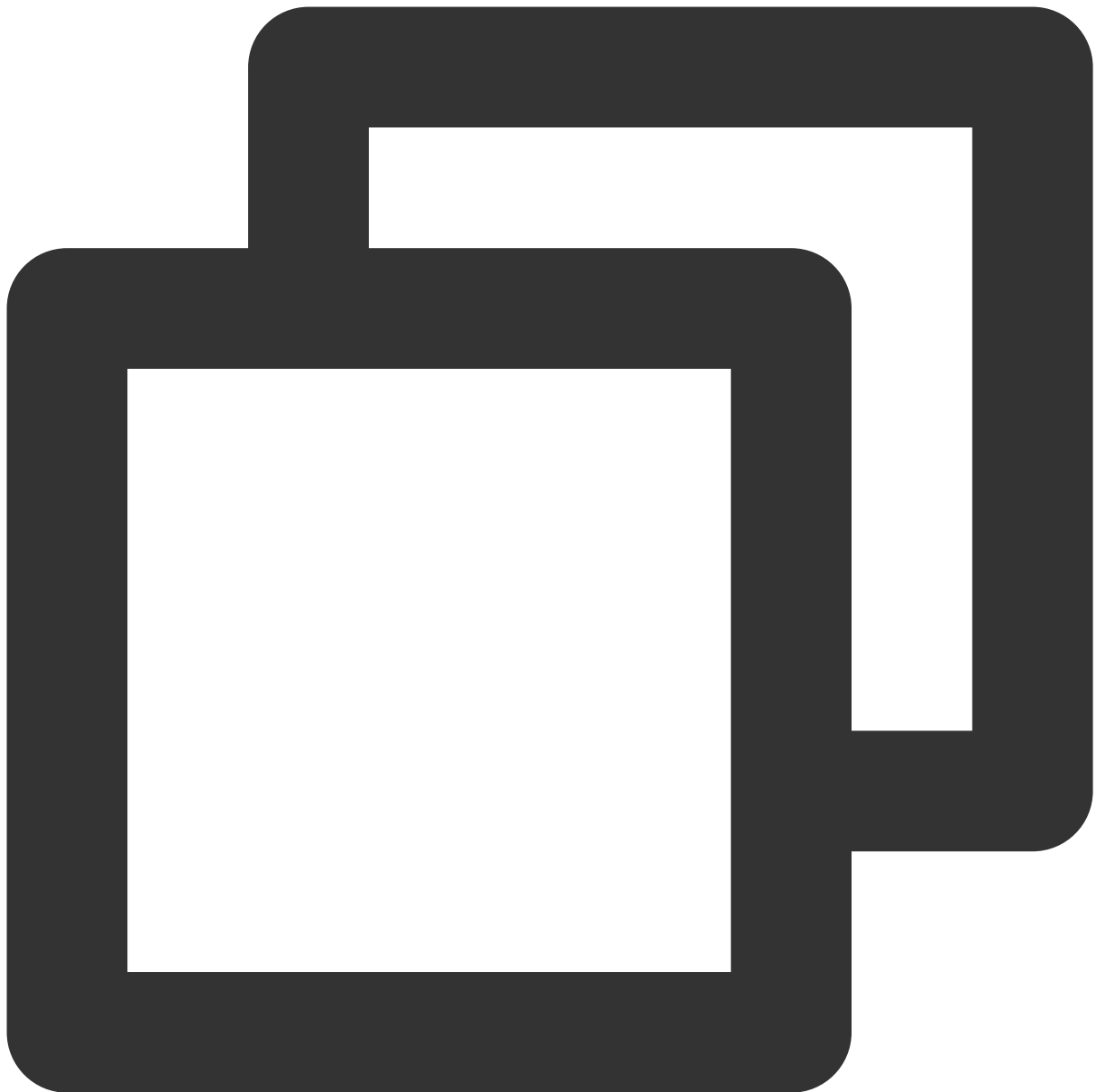
Last updated : 2024-01-30 14:51:12

The **Web Crypto API** is designed based on the standard Web API [Web Crypto API](#). The Web Crypto API provides a set of functions for common cryptographic operations. Performing cryptographic operations by using the Web Crypto API is significantly faster than performing them purely in JavaScript.

Note:

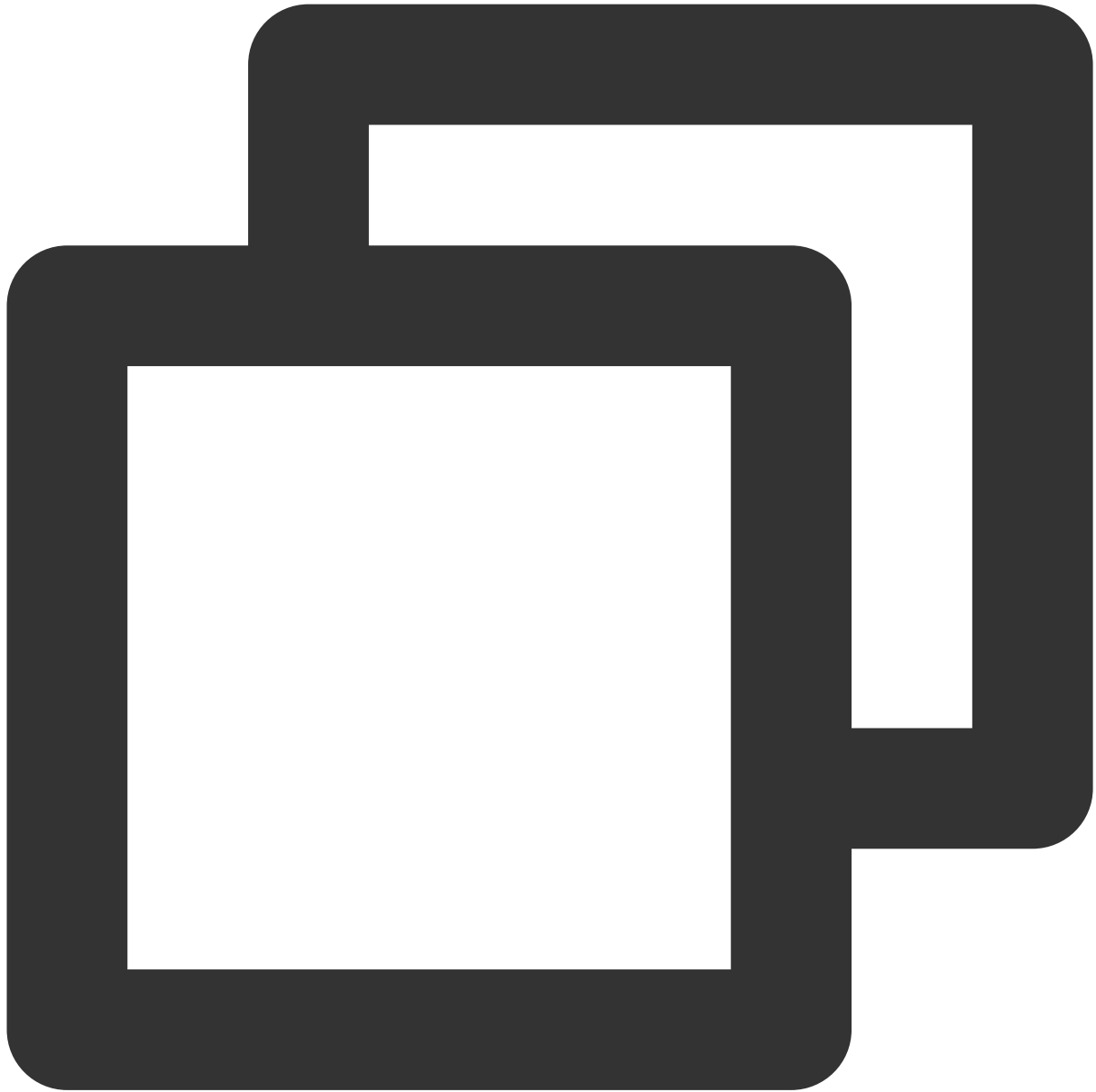
The `crypto` object cannot be constructed directly. It is globally injected during the runtime of edge functions. Directly use the global `crypto` instance.

Overview



```
// Perform encoding.
const encodeContent = new TextEncoder().encode('hello world');
// Use crypto to perform SHA-256 hashing. The resulting hash is a promise that fulf
const sha256Content = await crypto.subtle.digest(
  { name: 'SHA-256' },
  encodeContent
);
const result = new Uint8Array(sha256Content);
```


Attributes

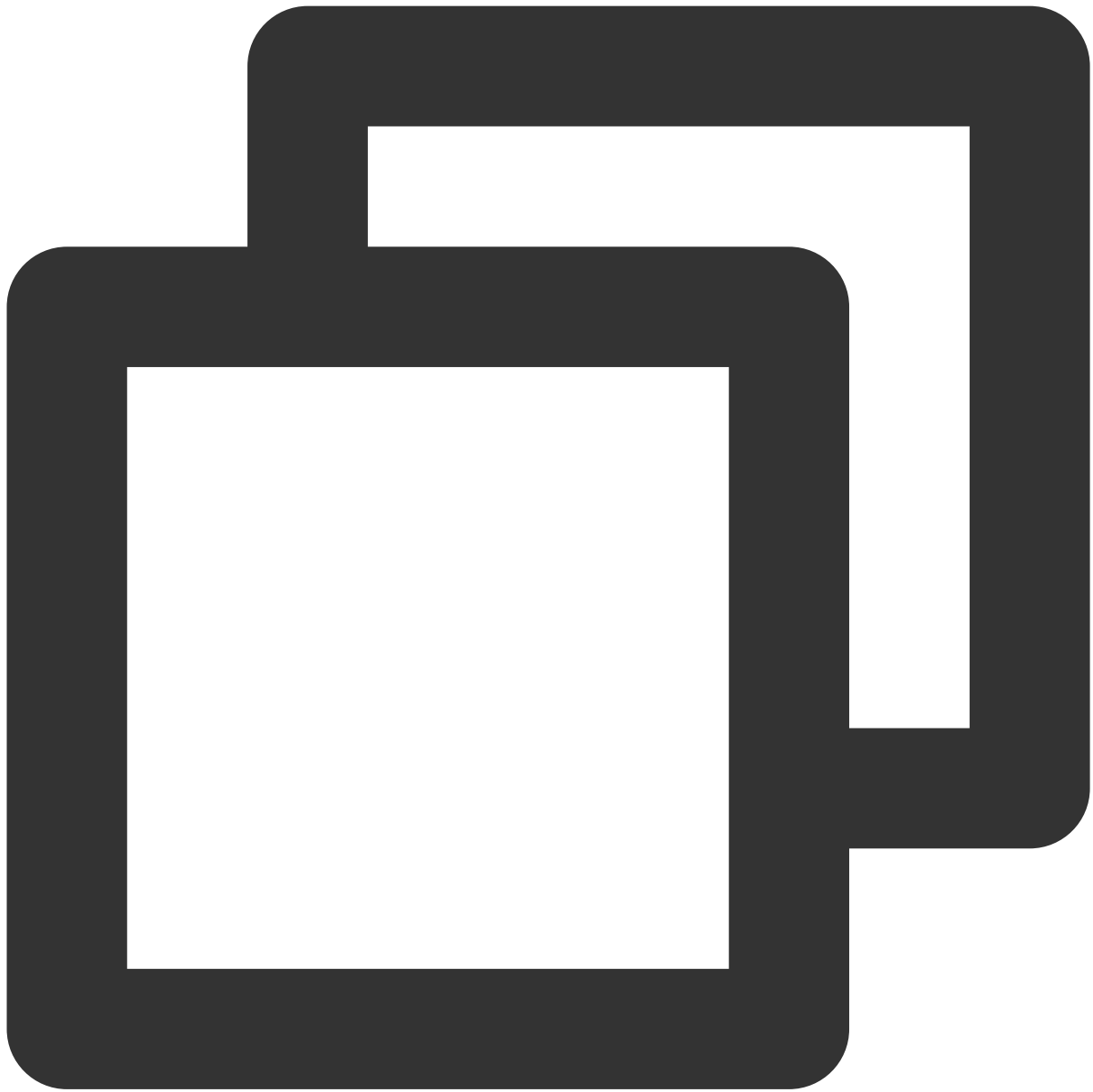


```
// crypto.subtle  
readonly subtle: SubtleCrypto;
```

The Web Crypto API supports common cryptographic operations, such as hashing, signature signing and verification, and encryption and decryption. For more information, see [SubtleCrypto](#).

Methods

getRandomValues



```
crypto.getRandomValues(buffer: TypedArray): TypedArray;
```

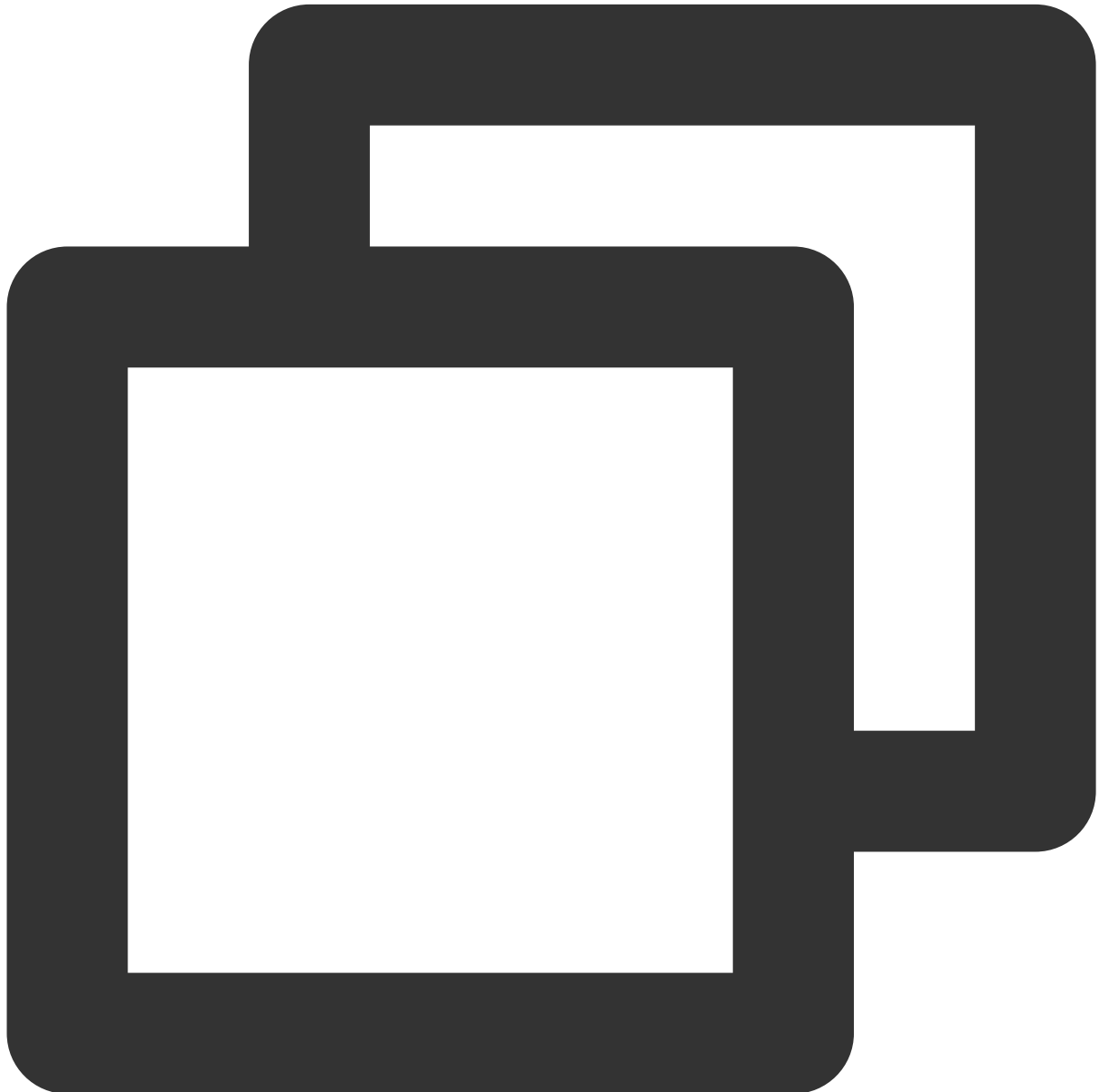
The `getRandomValues()` method generates a random value, fills the buffer with the random value, and returns the buffer.

Parameters

Parameter	Type	Required	Description

buffer	Int8Array Uint8Array Uint8ClampedArray Int16Array Uint16Array Int32Array Uint32Array BigInt64Array BigUint64Array	Yes	The buffer of random values. The value cannot exceed 65,536 bytes in length. For more information, see TypedArray .
--------	---	-----	---

randomUUID



```
crypto.randomUUID(): string;
```

The `randomUUID()` method generates a new random (version 4) UUID.

SubtleCrypto

The SubtleCrypto API supports common cryptographic operations, such as hashing, signature signing and verification, and encryption and decryption. For more information, see [SubtleCrypto](#).

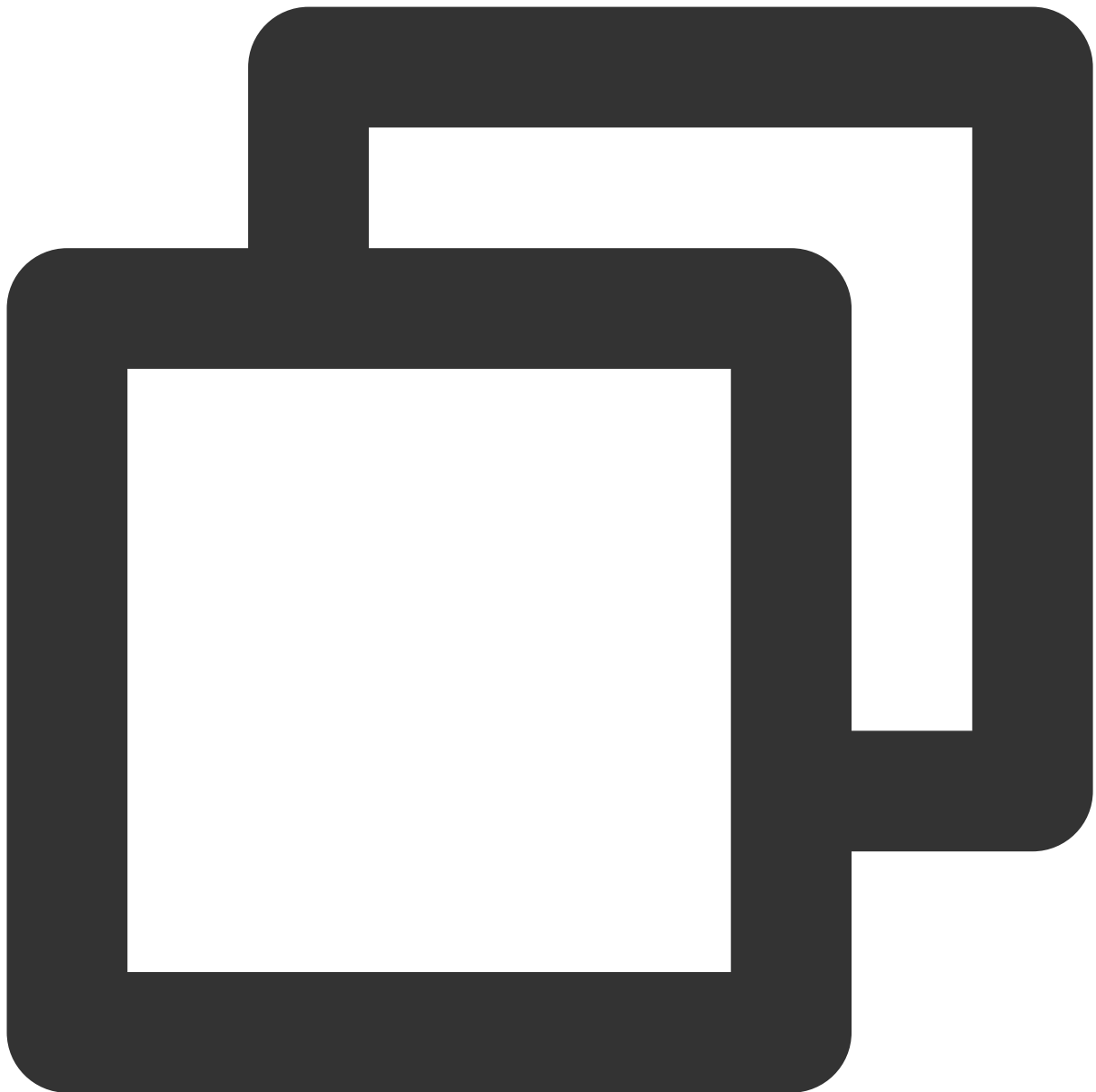
Note:

SubtleCrypto methods are classified into the following types based on features:

Encryption methods: `encrypt/decrypt` , `sign/verify` , and `digest` . Such methods can be used to implement security-related features such as privacy and identity verification.

Key management methods: `generateKey` , `deriveKey` , and `importKey/exportKey` . Such methods can be used to manage keys.

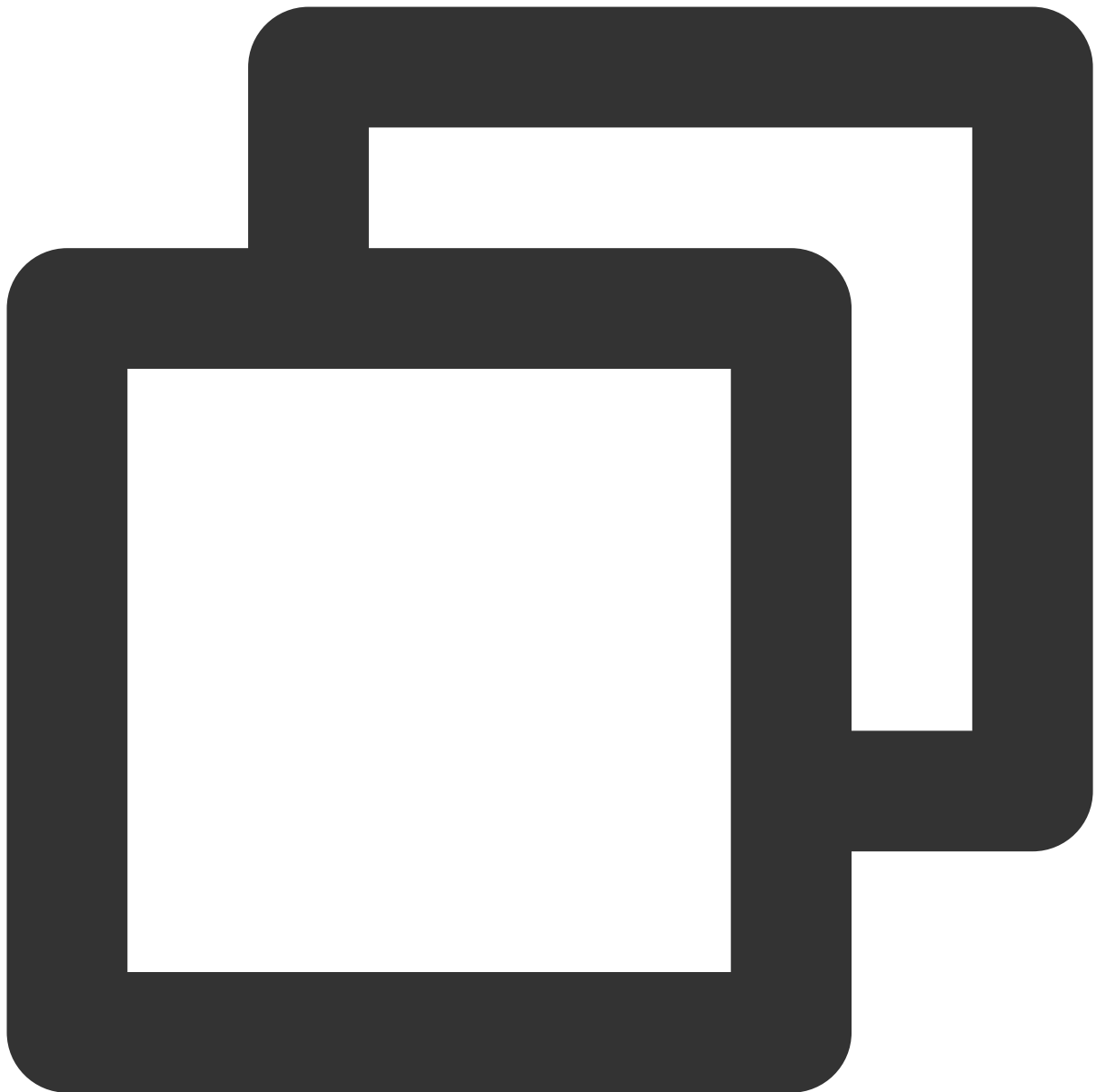
digest



```
crypto.subtle.digest(algorithm: string | object, data: ArrayBuffer): Promise<ArrayB
```

The `digest()` method returns a Promise object that fulfills with the generated data digest (hash). For more information, see [SubtleCrypto.digest](#).

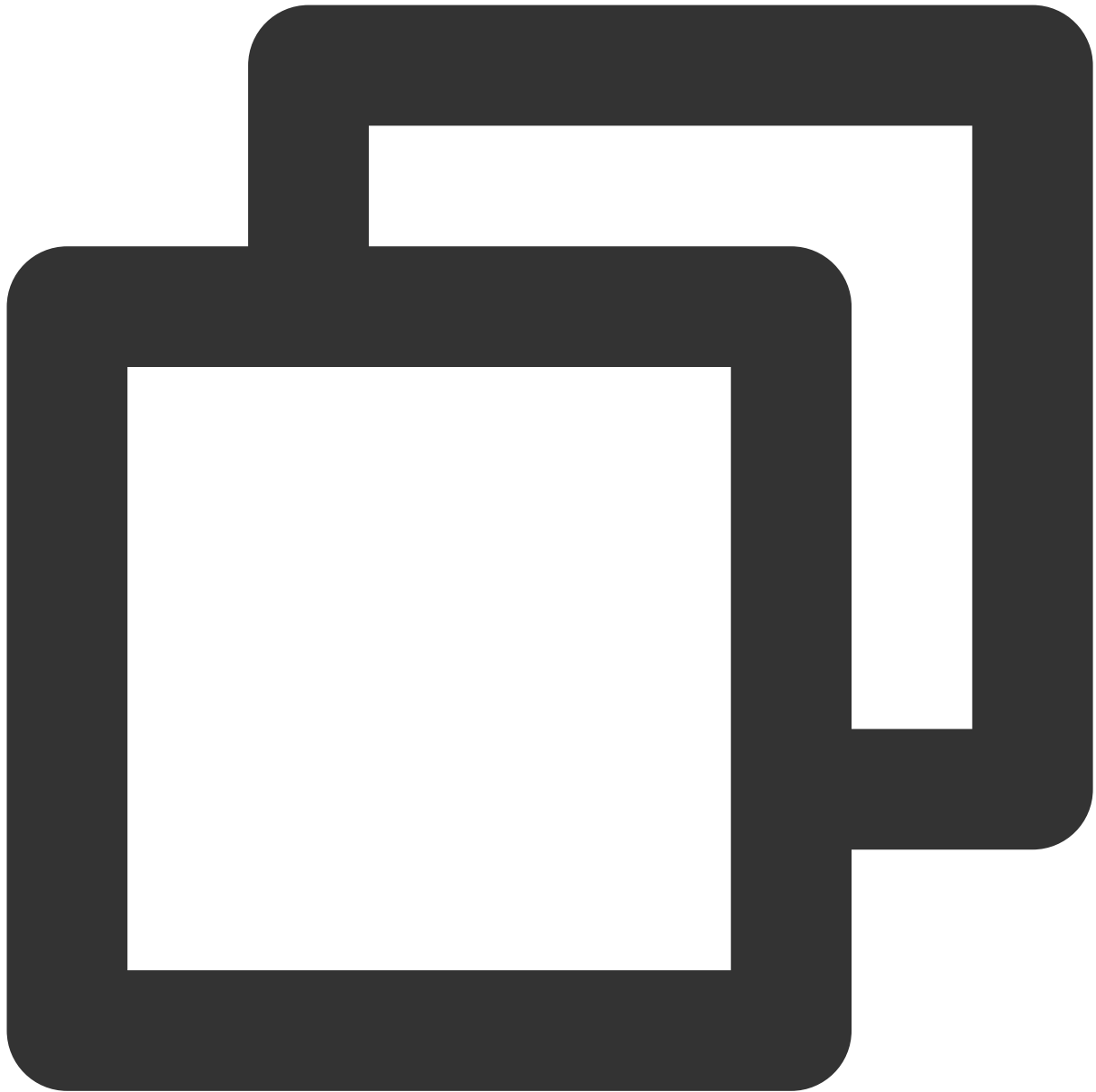
encrypt



```
crypto.subtle.encrypt(algorithm: object, key: CryptoKey, data: ArrayBuffer): Promise
```

The `encrypt()` method returns a Promise object that fulfills with the encrypted data. For more information, see [SubtleCrypto.encrypt](#).

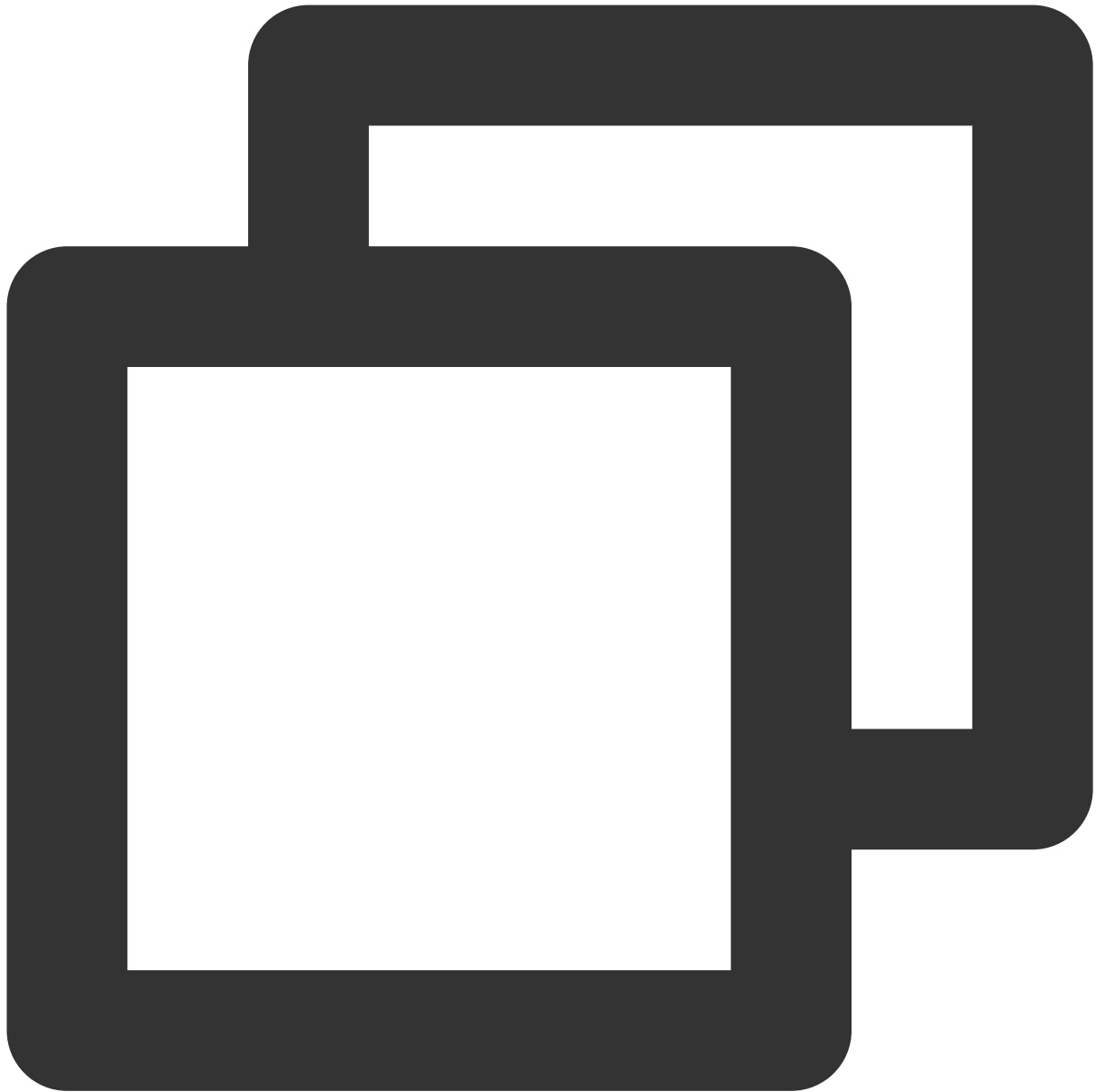
decrypt



```
crypto.subtle.decrypt(algorithm: object, key: CryptoKey, data: ArrayBuffer): Promise
```

The `decrypt()` method returns a Promise object that fulfills with the decrypted data. For more information, see [SubtleCrypto.decrypt](#).

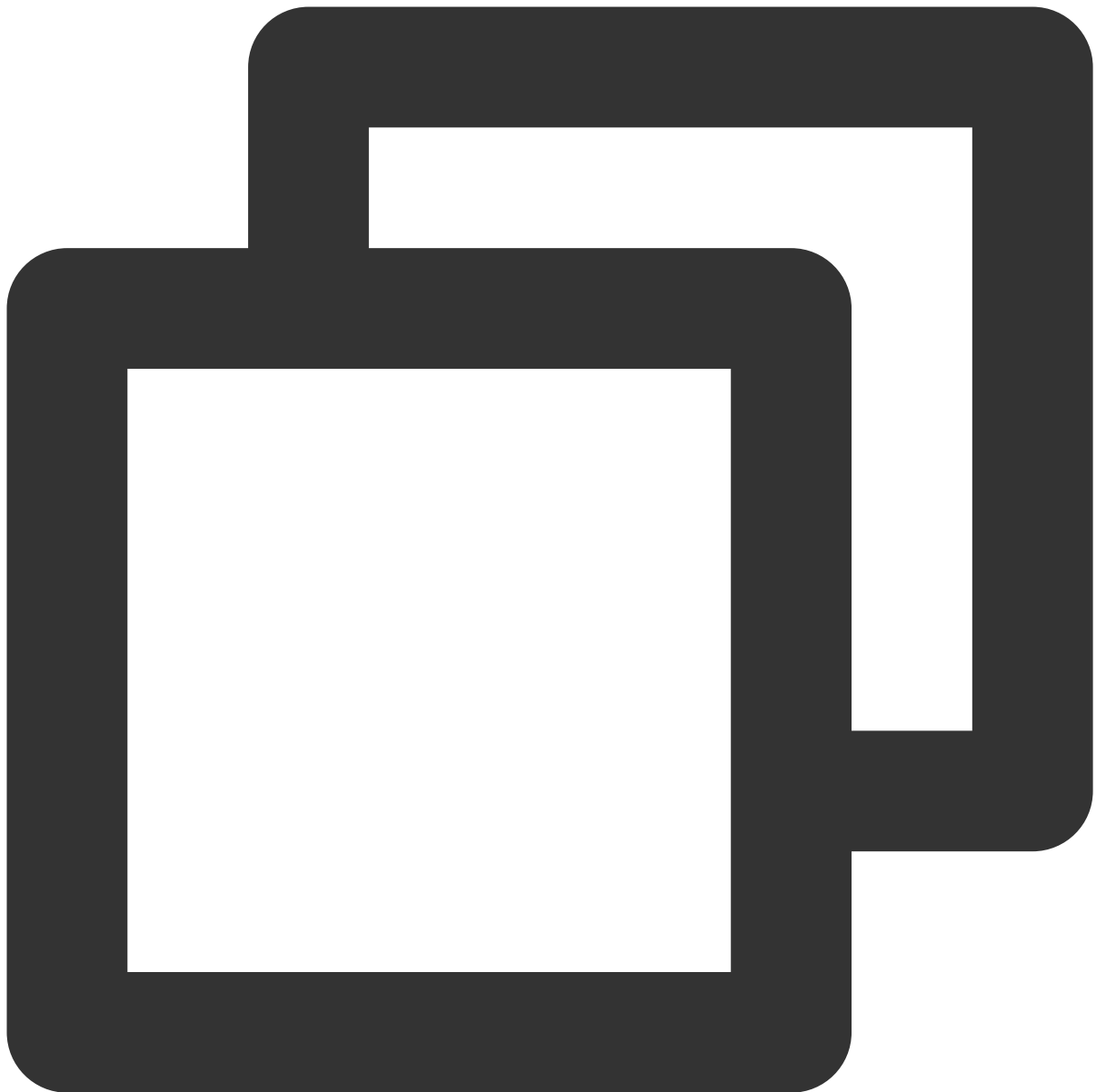
sign



```
crypto.subtle.sign(algorithm: string | object, key: CryptoKey, data: ArrayBuffer):
```

The `sign()` method returns a Promise object that fulfills with the signature. For more information, see [SubtleCrypto.sign](#).

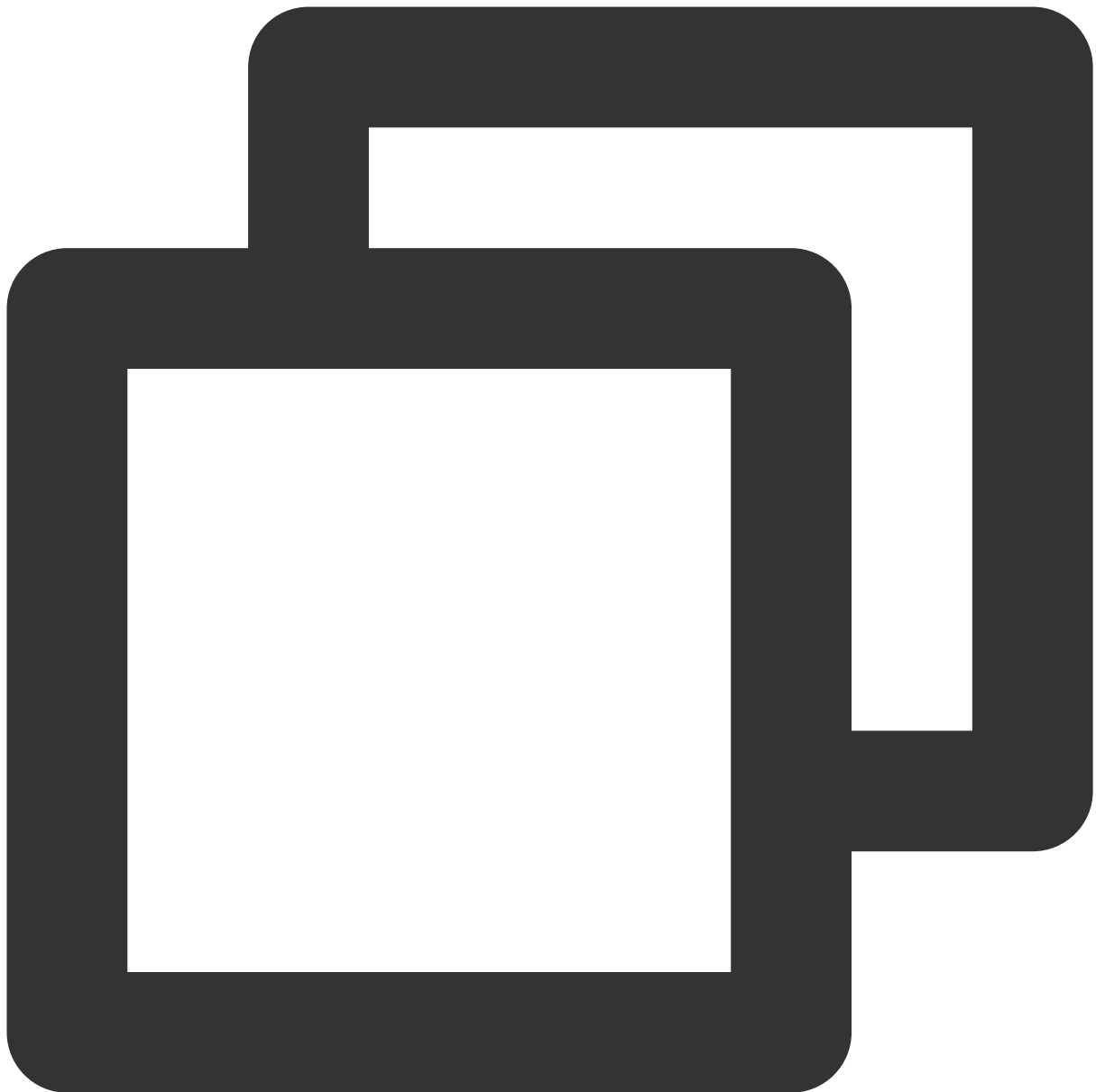
verify



```
crypto.subtle.verify(algorithm: string | object, key: CryptoKey, signature: BufferS
```

The `verify()` method returns a Promise object that fulfills with the signature verification result. For more information, see [SubtleCrypto.verify](#).

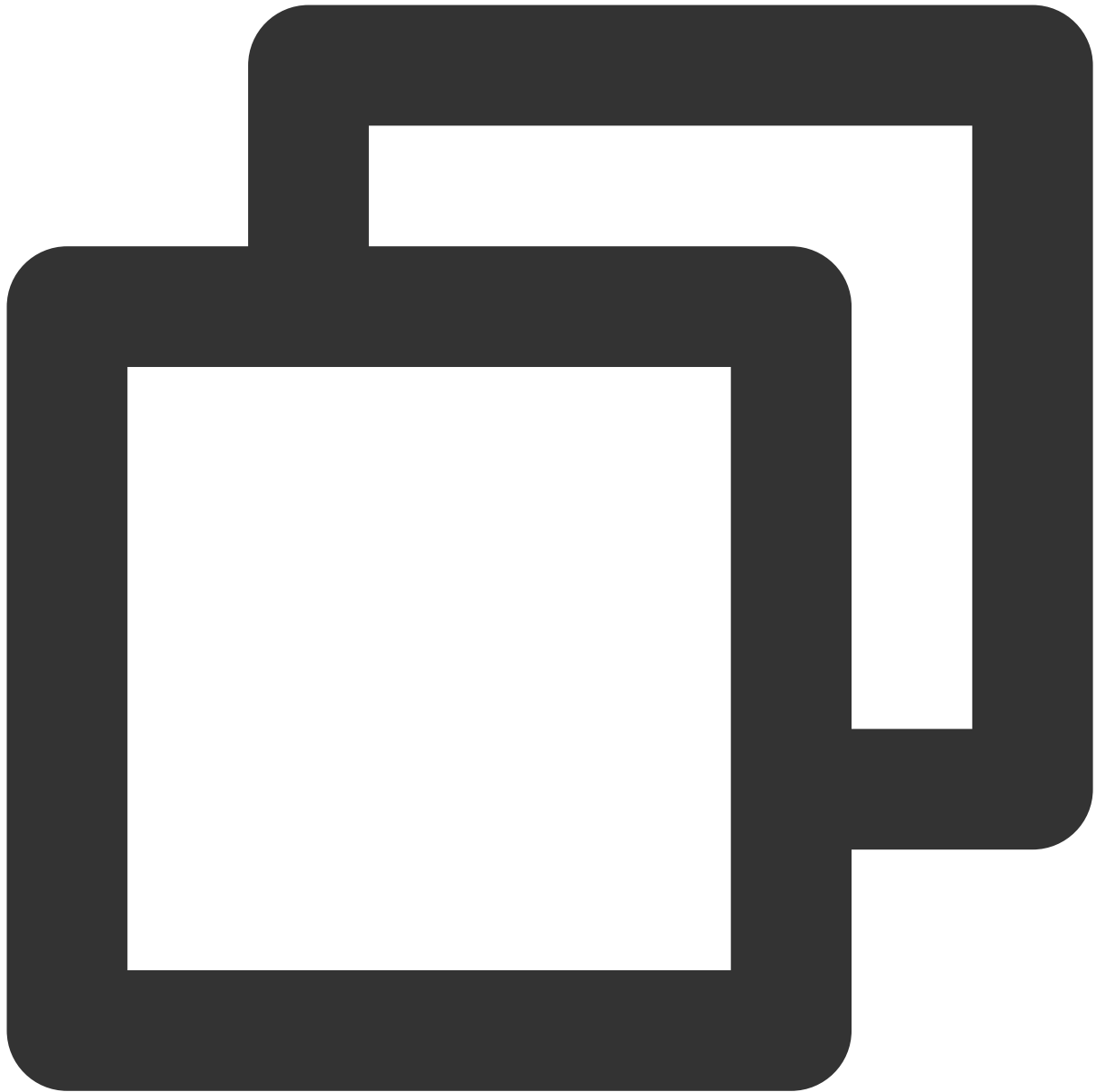
generateKey



```
crypto.subtle.generateKey(algorithm: object, extractable: boolean, keyUsages: Array
```

The `generateKey()` method returns a Promise object that fulfills with a `CryptoKey` or a `CryptoKeyPair`. For more information, see [SubtleCrypto.generateKey](#).

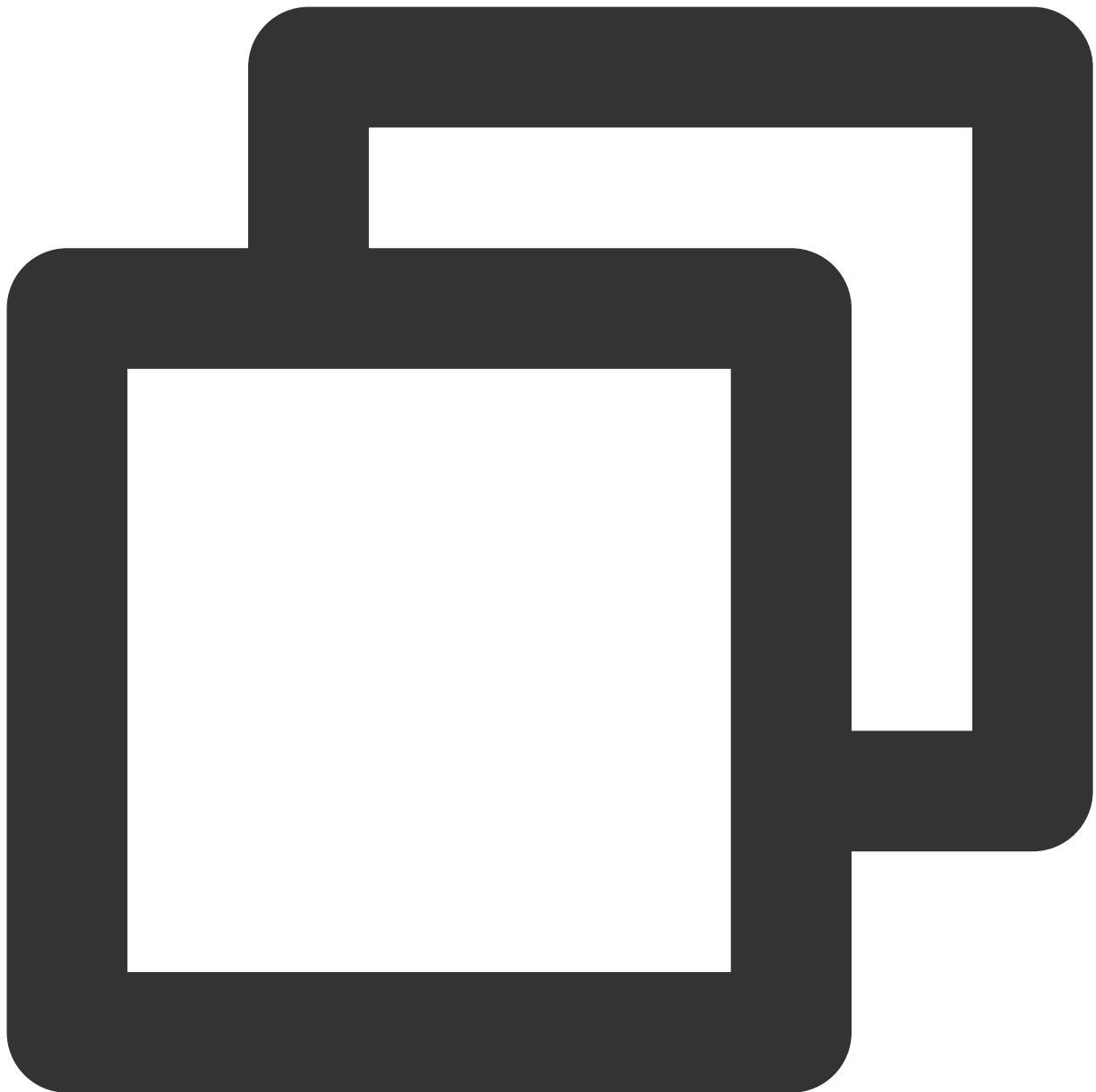
deriveKey



```
crypto.subtle.deriveKey(algorithm: object, baseKey: CryptoKey, derivedKeyAlgorithm:
```

The `deriveKey()` method returns a Promise object that fulfills with a `CryptoKey`. For more information, see [SubtleCrypto.deriveKey](#).

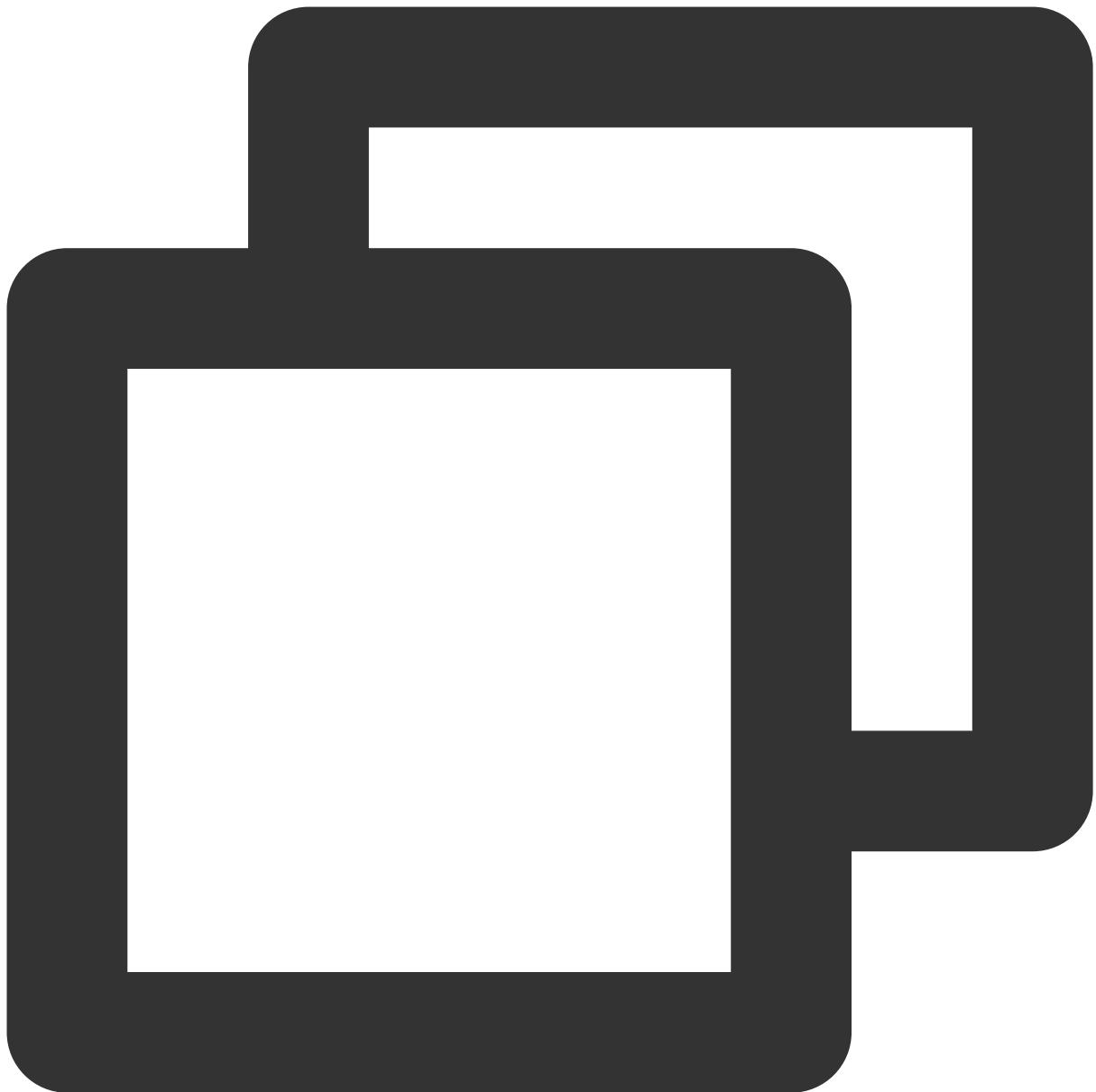
importKey



```
crypto.subtle.importKey(format: string, keyData: BufferSource, algorithm: string |
```

The `importKey()` method returns a Promise object that fulfills with a `CryptoKey`. For more information, see [SubtleCrypto.importKey](#).

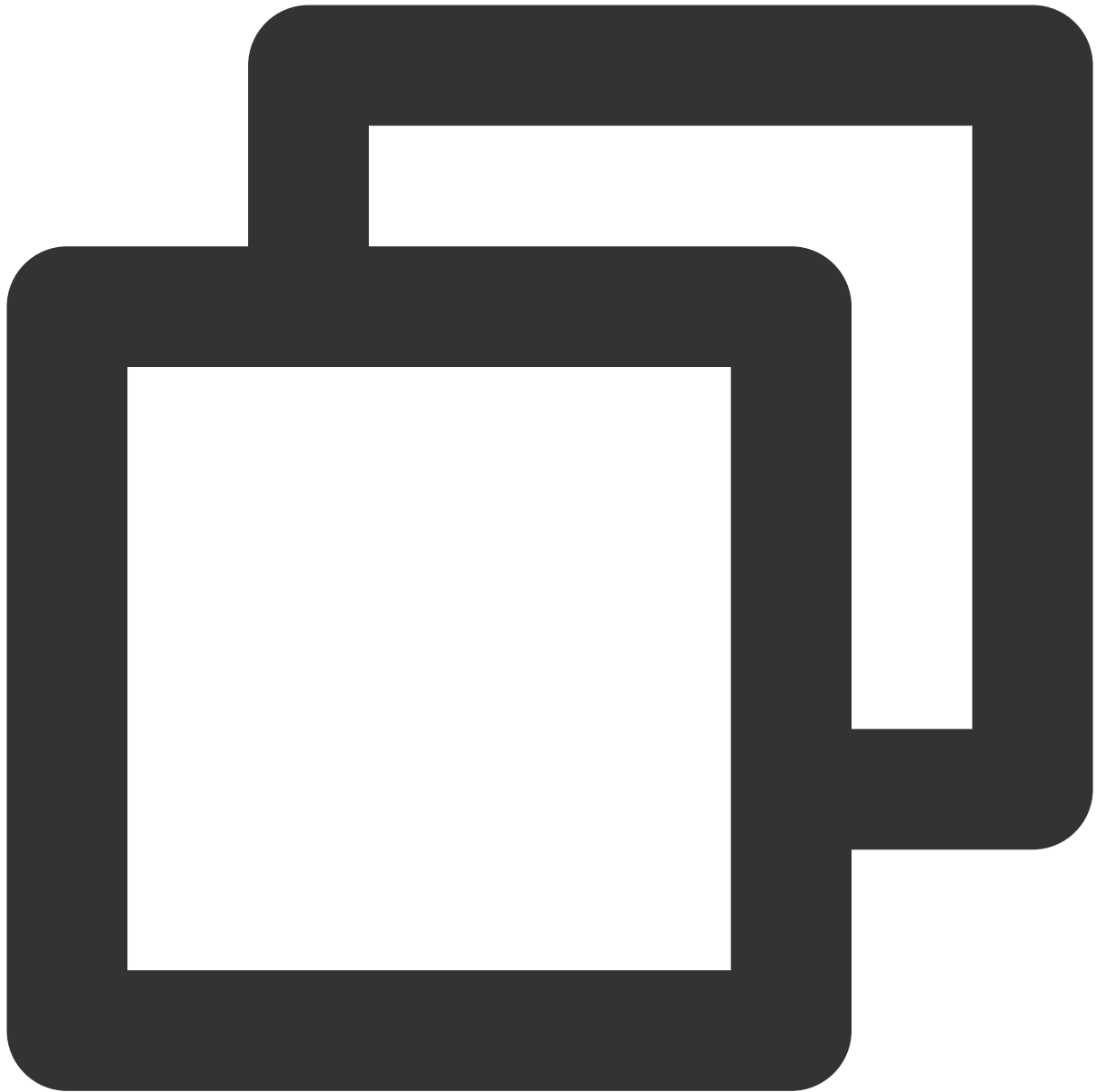
exportKey



```
crypto.subtle.exportKey(format: string, key: CryptoKey): Promise<ArrayBuffer>;
```

The `exportKey()` method returns a Promise object that fulfills with an `ArrayBuffer` containing the key. For more information, see [SubtleCrypto.exportKey](#).

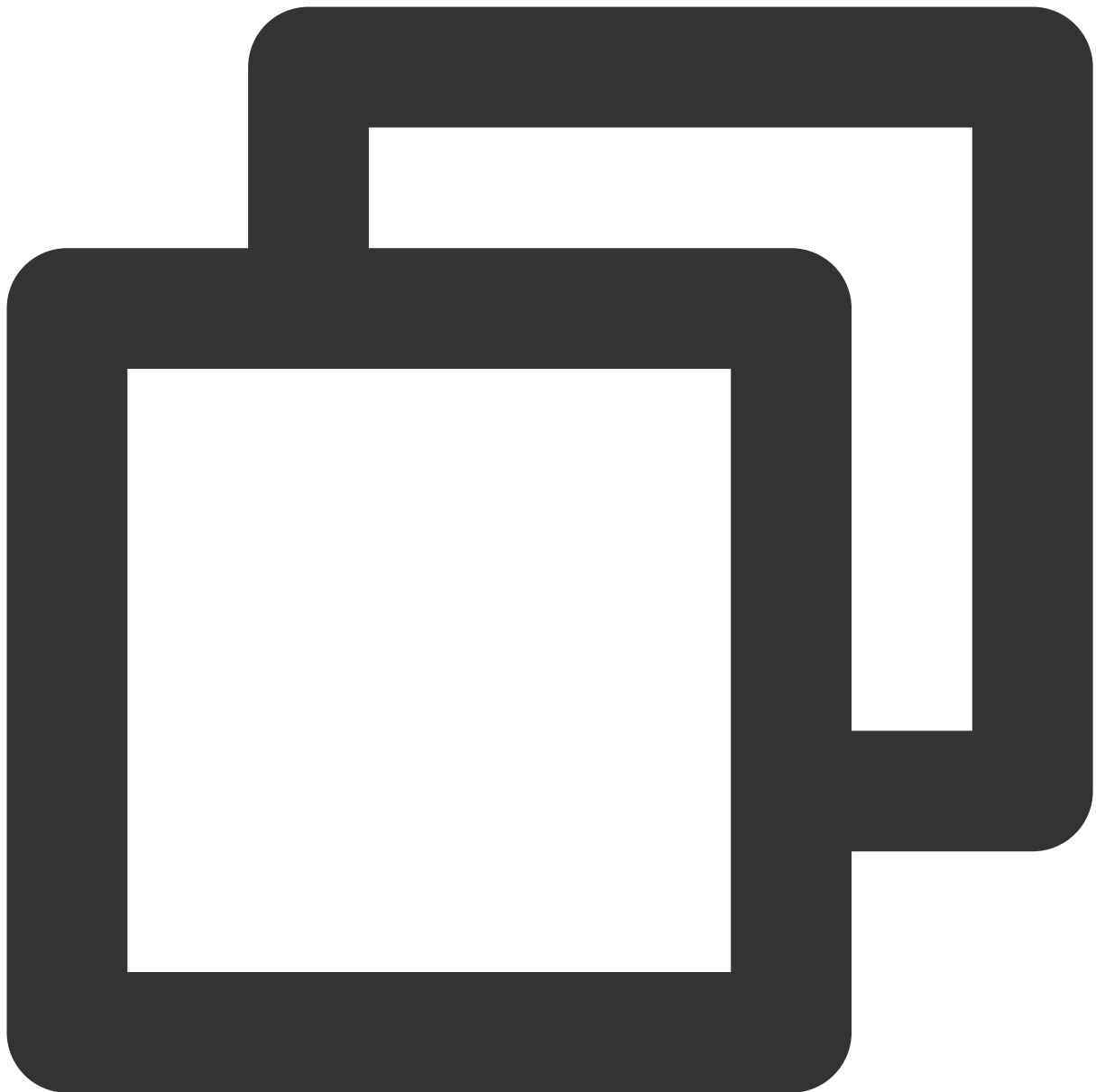
deriveBits



```
crypto.subtle.deriveBits(algorithm: object, baseKey: CryptoKey, length: integer): P
```

The `deriveBits()` method returns a Promise object that fulfills with an `ArrayBuffer` of pseudo-random bits. For more information, see [SubtleCrypto.deriveBits](#).

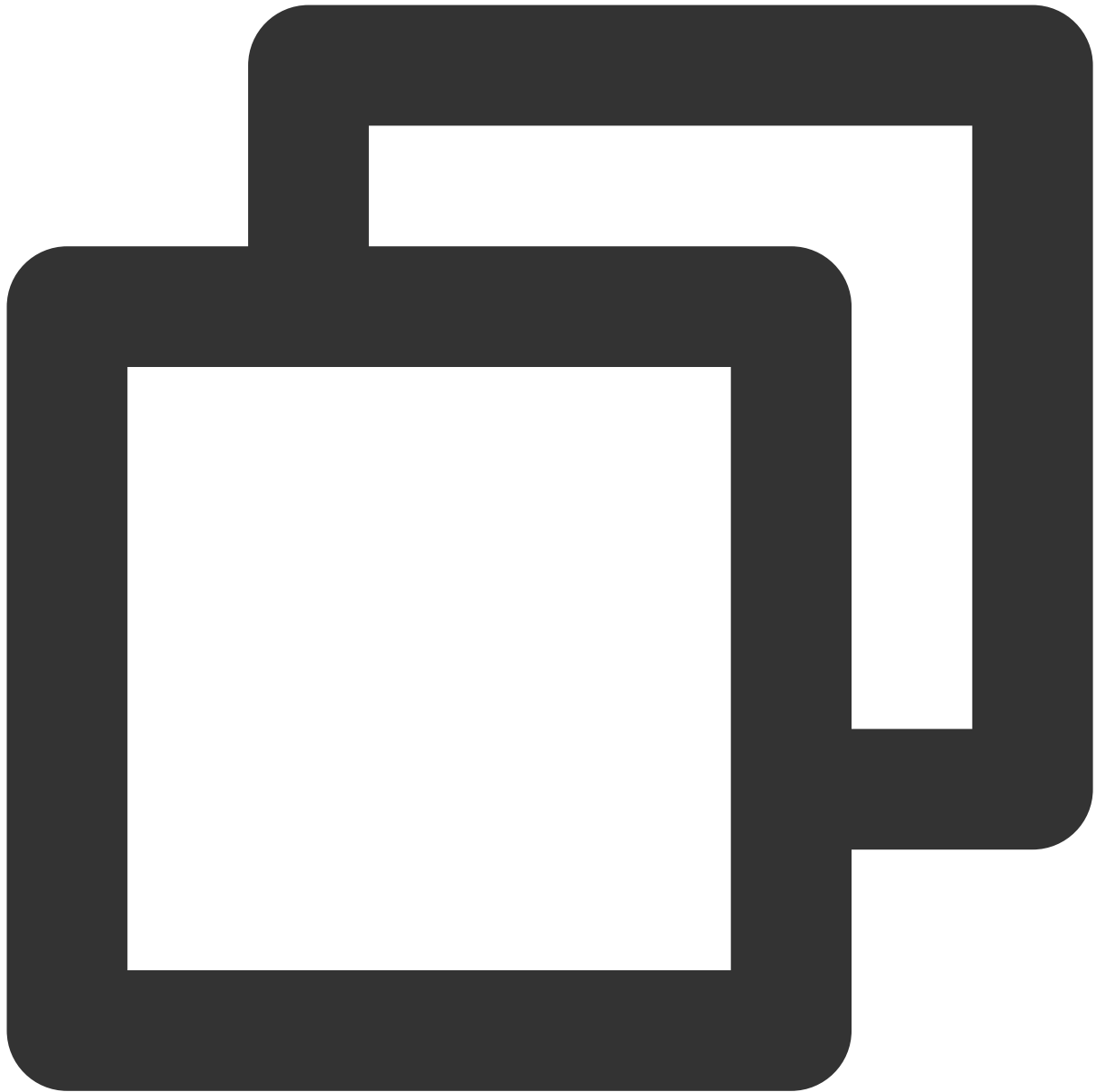
wrapKey



```
crypto.subtle.wrapKey(format: string, key: CryptoKey, wrappingKey: CryptoKey, wrapA
```

The `wrapKey()` method returns a Promise object that fulfills with an `ArrayBuffer` containing the wrapped key. For more information, see [SubtleCrypto.wrapKey](#).

unwrapKey



```
crypto.subtle.unwrapKey(format: string, wrappedKey: ArrayBuffer, unwrappingKey: Cry
```

The `unwrapKey()` method returns a Promise object that fulfills with the unwrapped `CryptoKey`. For more information, see [SubtleCrypto.unwrapKey](#).

CryptoKey

A `CryptoKey` represents a key that is generated by using an encryption algorithm. For more information, see [CryptoKey](#). The `CryptoKey` object cannot be constructed directly. You can use the following methods to generate `CryptoKey` objects:

[crypto.subtle.generateKey](#)

[crypto.subtle.importKey](#)

[crypto.subtle.deriveKey](#)

[crypto.subtle.unwrapKey](#)

The following table describes the `CryptoKey` attributes.

Attribute	Type	Read-only	Description
type	string	Yes	The type of the key.
extractable	boolean	Yes	Specifies whether the key can be exported.
algorithm	object	Yes	The algorithm for which this key can be used and the associated parameters.
usages	Array<string>	Yes	The usage of the key.

CryptoKeyPair

A `CryptoKeyPair` represents a key pair that is generated by using an encryption algorithm. For more information, see [CryptoKeyPair](#). The `CryptoKeyPair` object cannot be constructed directly. You can use the following method to generate `CryptoKeyPair` objects:

[crypto.subtle.generateKey](#)

The following table describes the `CryptoKeyPair` attributes.

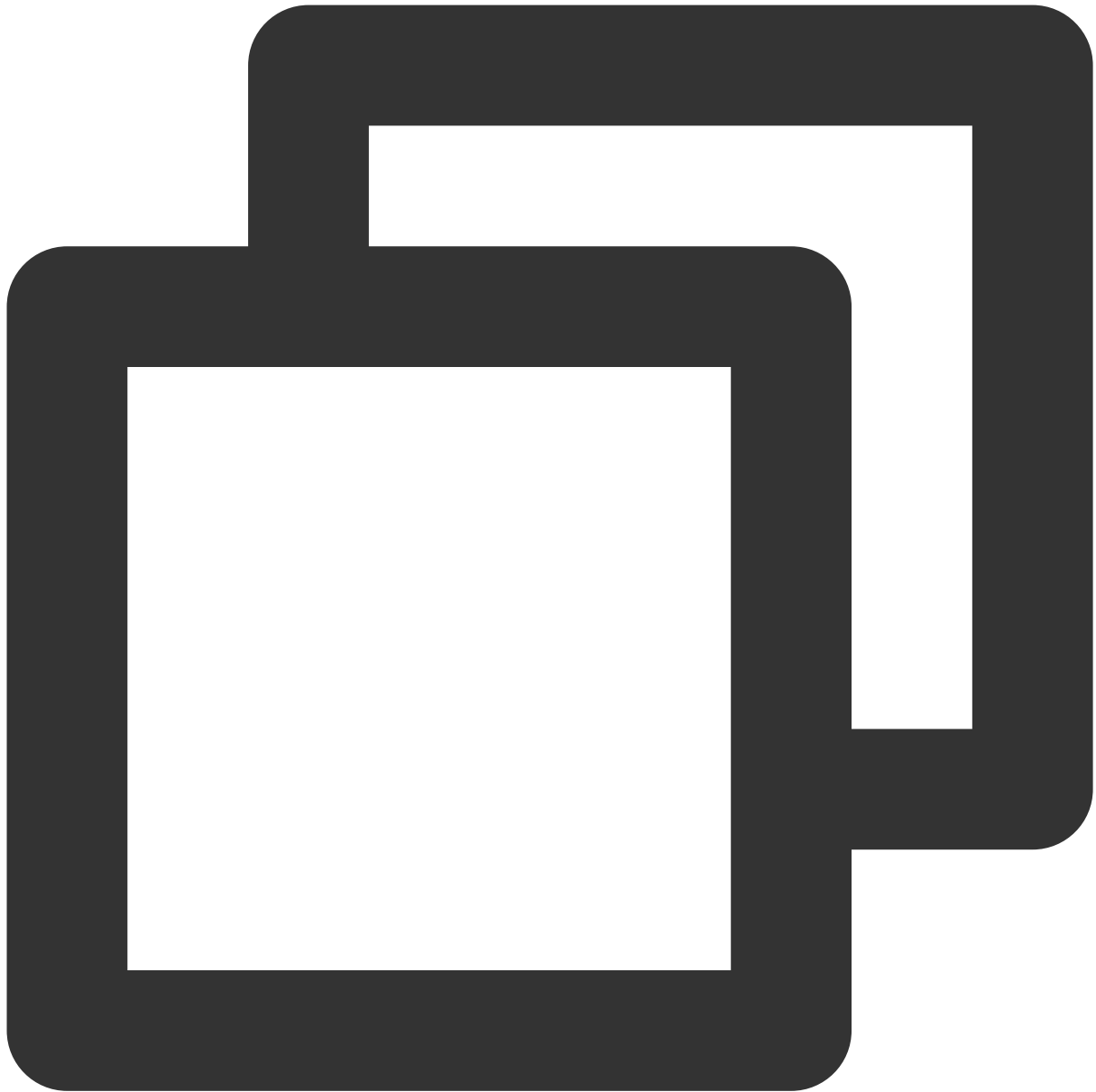
Attribute	Type	Read-only	Description
privateKey	CryptoKey	Yes	The private key. For encryption and decryption algorithms, this key is used for decryption. For signature signing and verification algorithms, this key is used for signature signing.
publicKey	CryptoKey	Yes	The public key. For encryption and decryption algorithms, this key is used for encryption. For signature signing and verification algorithms, this key is used for signature verification.

Supported Algorithms

Edge Functions supports all algorithms that are defined in the [WebCrypto](#) specification. The following table describes the algorithms.

Algorithm	encrypt() decrypt()	sign() verify()	wrapKey() unwrapKey()	deriveKey() deriveBits()	generateKey()	importKey()	exportKey()
RSASSA-PKCS1-v1_5	-	✓	-	-	✓	✓	✓
RSA-PSS	-	✓	-	-	✓	✓	✓
RSA-OAEP	✓	-	✓	-	✓	✓	✓
ECDSA	-	✓	-	-	✓	✓	✓
ECDH	-	-	-	✓	✓	✓	✓
HMAC	-	✓	-	-	✓	✓	✓
AES-CTR	✓	-	✓	-	✓	✓	✓
AES-CBC	✓	-	✓	-	✓	✓	✓
AES-GCM	✓	-	✓	-	✓	✓	✓
AES-KW	-	-	✓	-	✓	✓	✓
HKDF	-	-	-	✓	-	✓	-
PBKDF2	-	-	-	✓	-	✓	-
SHA-1	-	-	-	-	-	-	-
SHA-256	-	-	-	-	-	-	-
SHA-384	-	-	-	-	-	-	-
SHA-512	-	-	-	-	-	-	-
MD5	-	-	-	-	-	-	-

Sample Code



```
function uint8ArrayToHex(arr) {
  return Array.prototype.map.call(arr, (x) => (`0${x.toString(16)}`).slice(-2))
}

async function handleEvent(event) {
  const encodeArr = TextEncoder().encode('hello world');
  // Execute MD5.
  const md5Buffer = await crypto.subtle.digest({ name: 'MD5' }, encodeArr);
  // Generate a hexadecimal string.
  const md5Str = uint8ArrayToHex(new Uint8Array(md5Buffer));
}
```

```
    const response = new Response(md5Str);
    return response;
}

addEventListener('fetch', async (event) => {
  event.respondWith(handleEvent(event));
});
```

References

[MDN documentation: Web Crypto API](#)

[MDN documentation: SubtleCrypto](#)

[MDN documentation: CryptoKey](#)

[MDN documentation: CryptoKeyPair](#)

[Sample Functions: Protecting Data from Tampering](#)

[Sample Functions: Rewriting a m3u8 File and Configuring Authentication](#)

[Sample Functions: Caching POST Requests](#)

Web standards

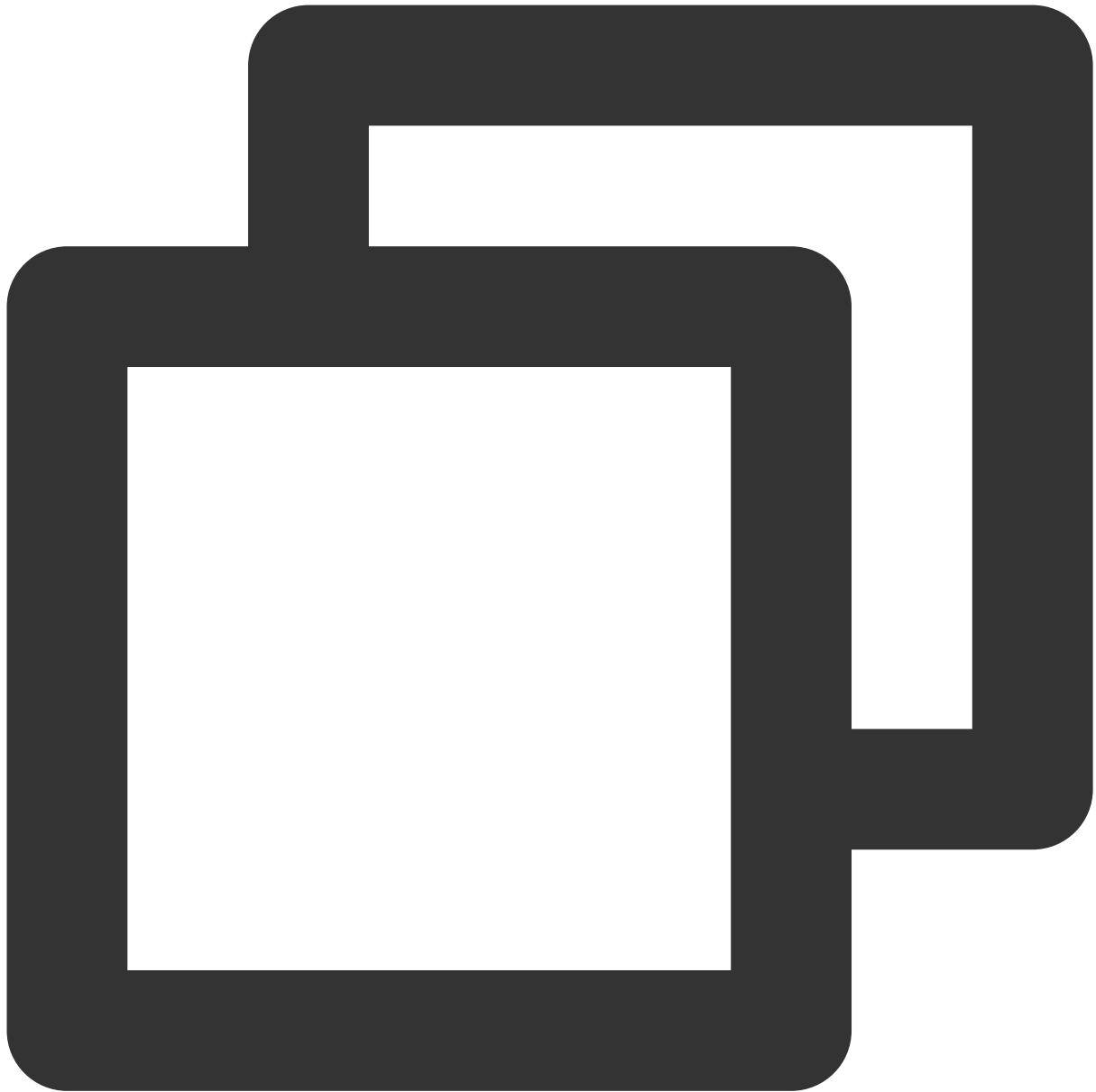
Last updated : 2023-12-13 11:13:40

Edge Functions designs a serverless code execution environment based on the **V8 JavaScript engine** and provides the following standardized Web APIs.

JavaScript Standard Built-in Objects

Edge Functions supports all JavaScript standard built-in objects. For more information, see [Standard built-in objects](#).

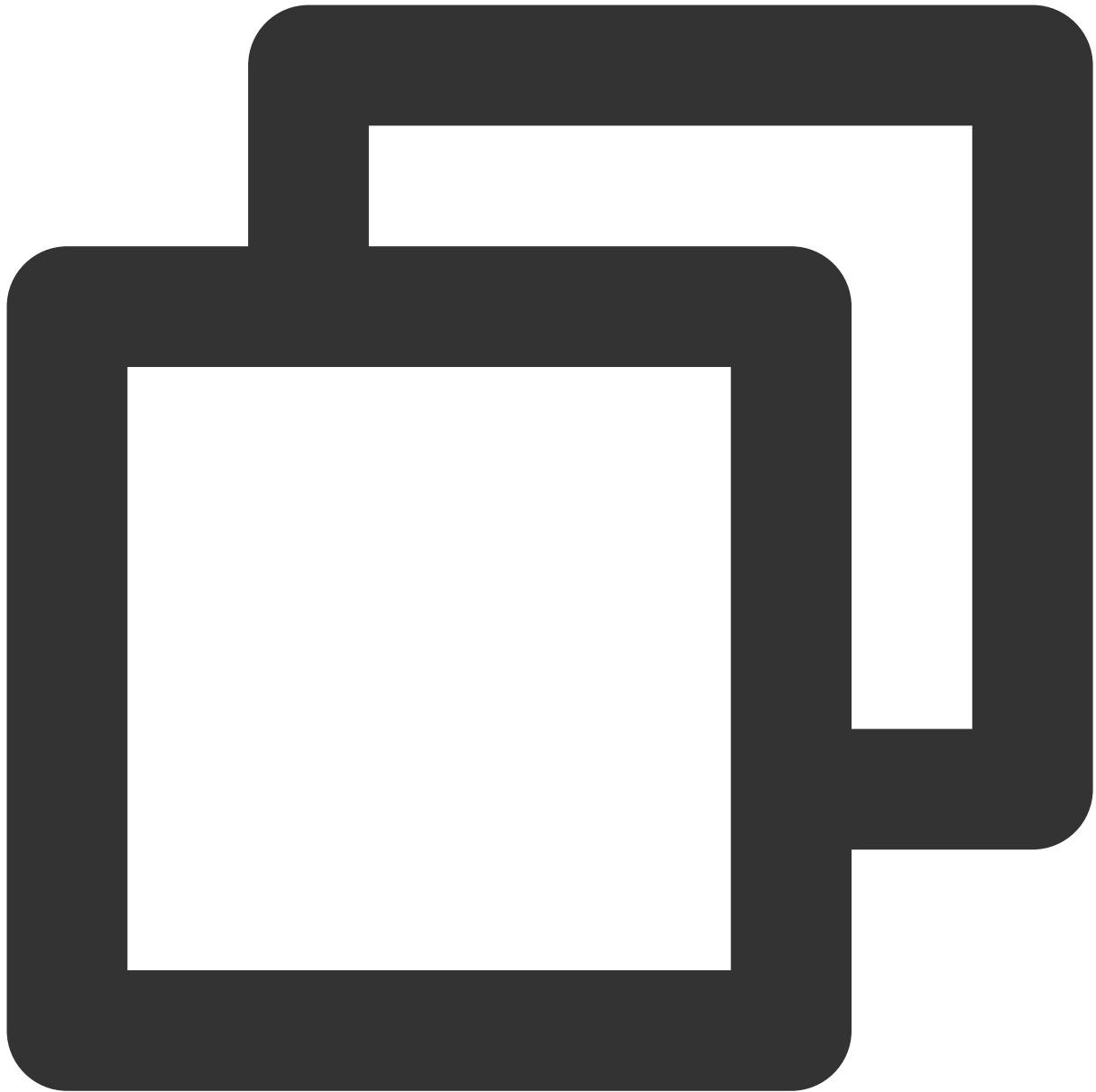
URL



```
const urlInfo = new URL('https://intl.cloud.tencent.com/');
```

The URL API is used to parse, construct, standardize, and encode URLs. For more information, see [URL](#).

Blob

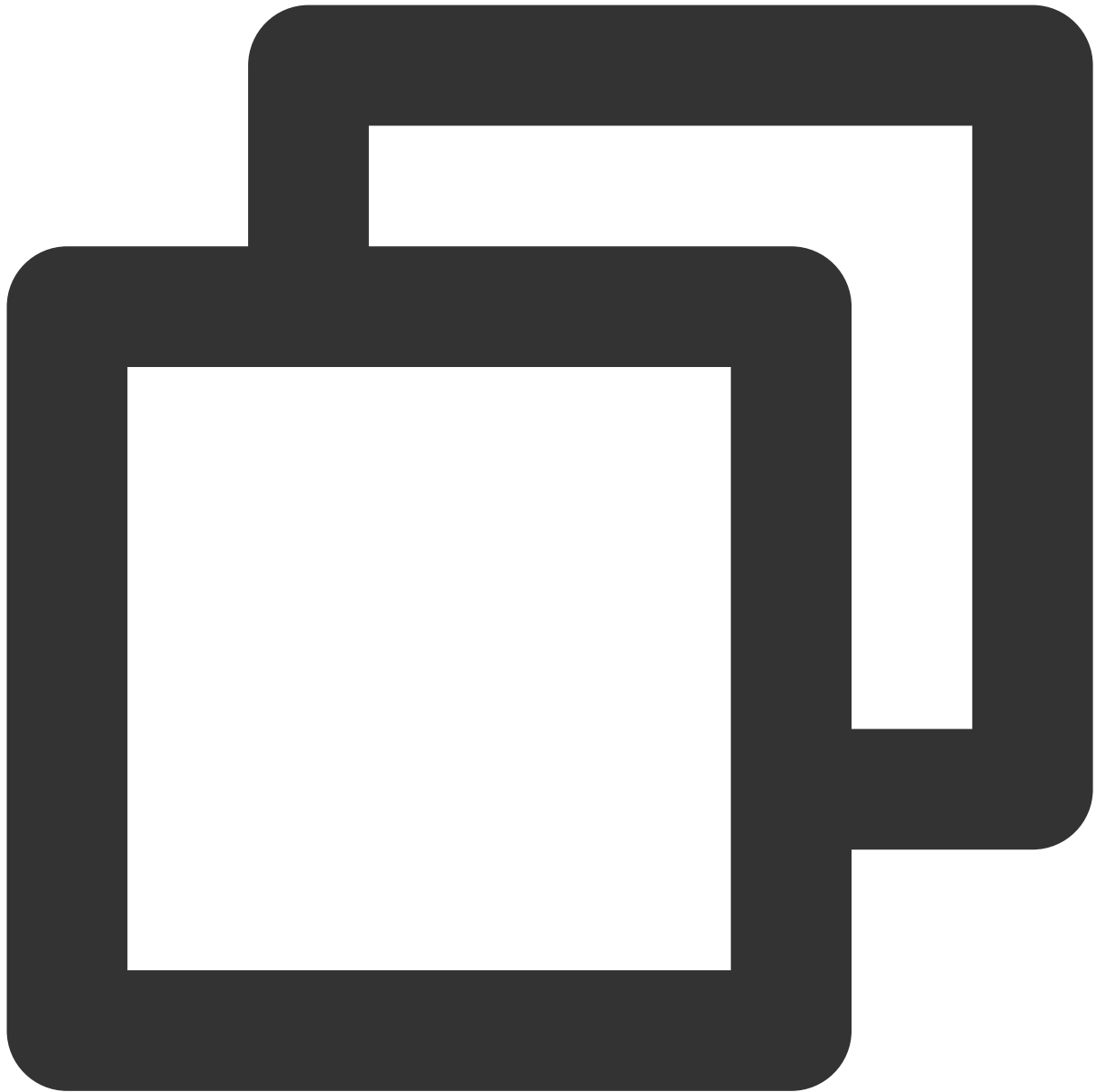


```
const blob = new Blob(['hello', 'world'], { type: 'text/plain' });
```

The Blob API represents a file-like object of immutable and raw data. For more information, see [Blob](#).

Base64

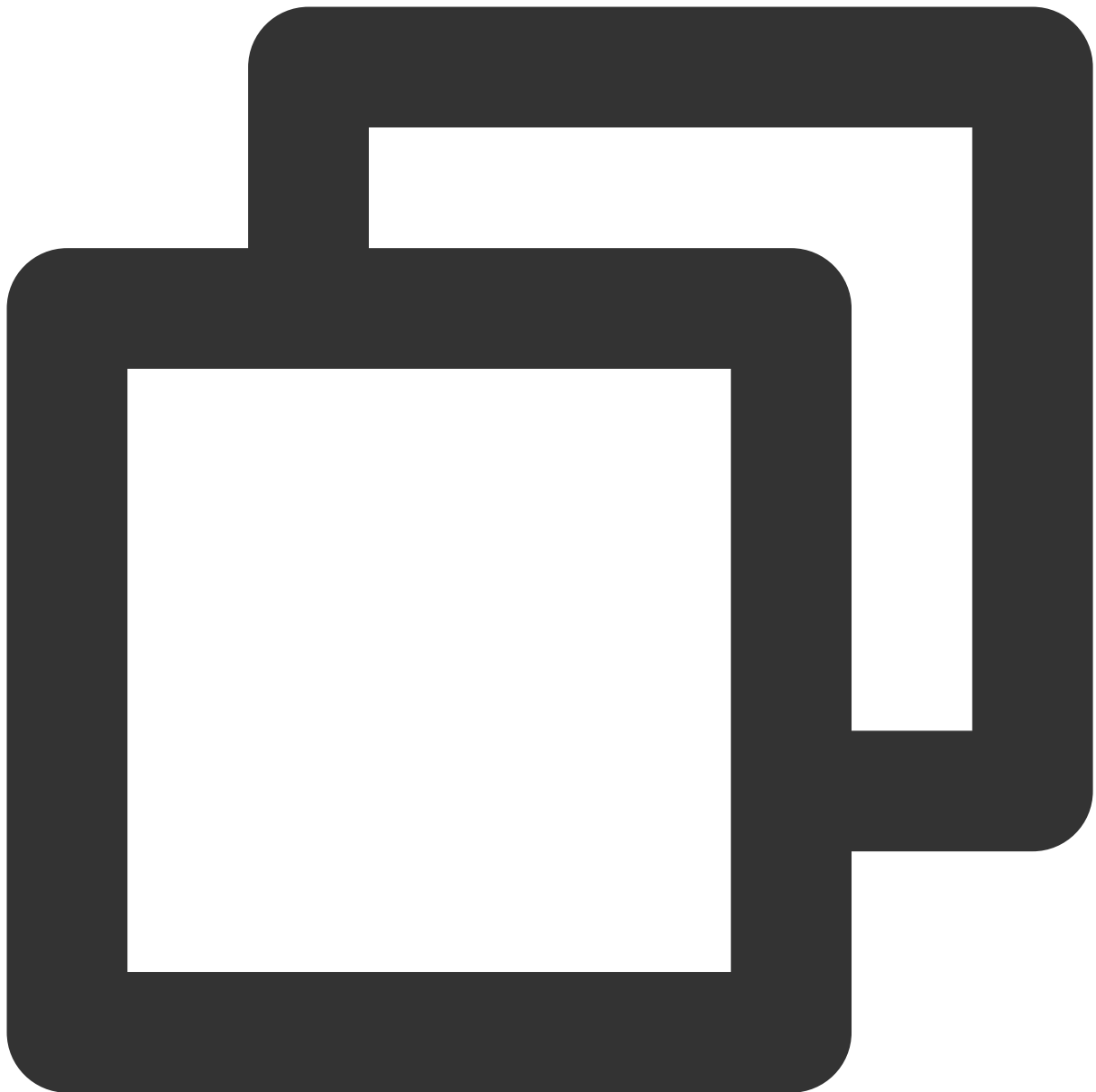
toa



```
function btoa(data: string | ArrayBuffer | ArrayBufferView): string;
```

The `btoa()` method performs Base64 encoding. Unicode strings are not supported. For more information, see [btoa\(\)](#).

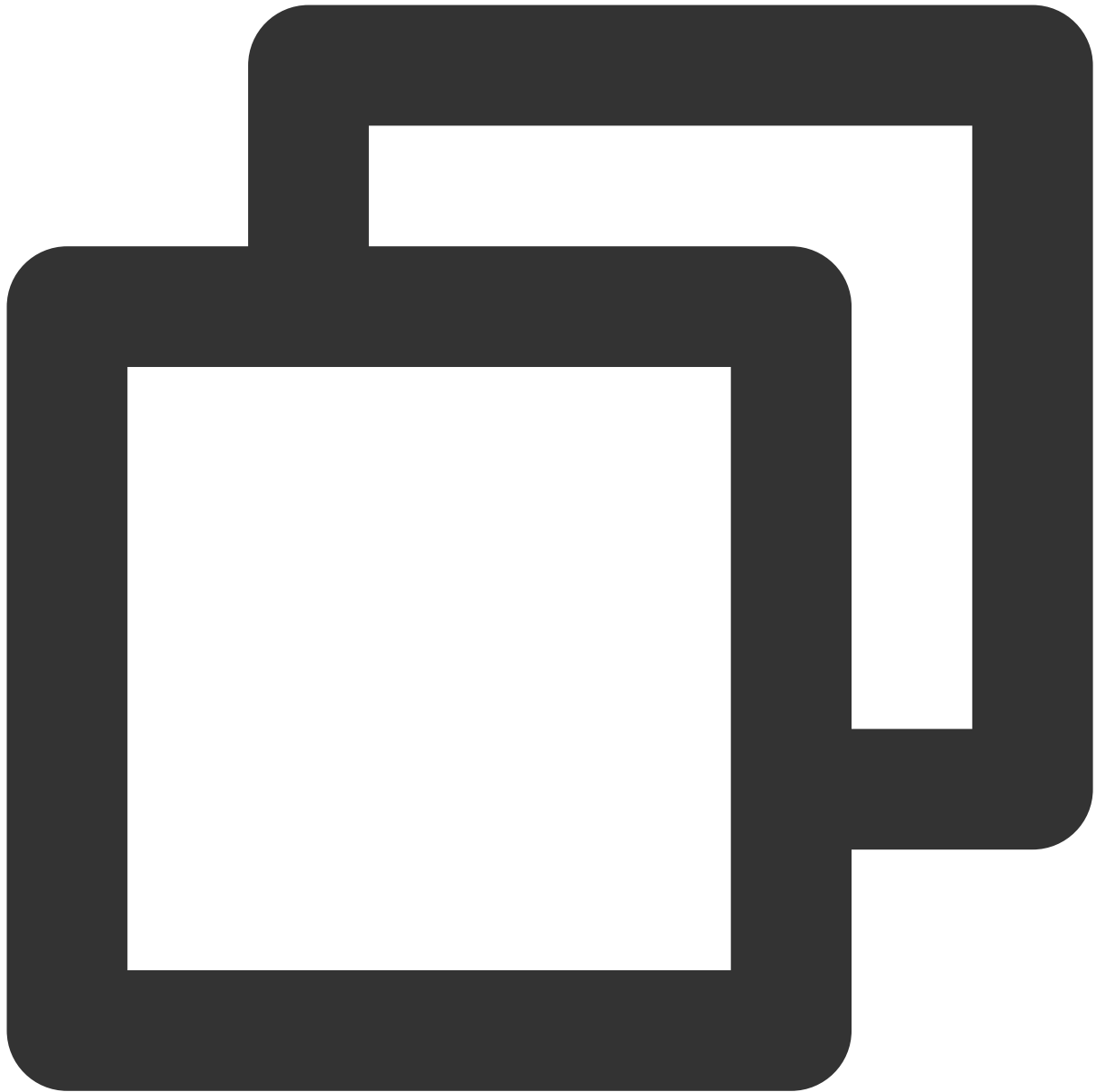
atob



```
function atob(data: string): string;
```

The `atob()` method performs Base64 decoding. Unicode strings are not supported. For more information, see [atob\(\)](#).

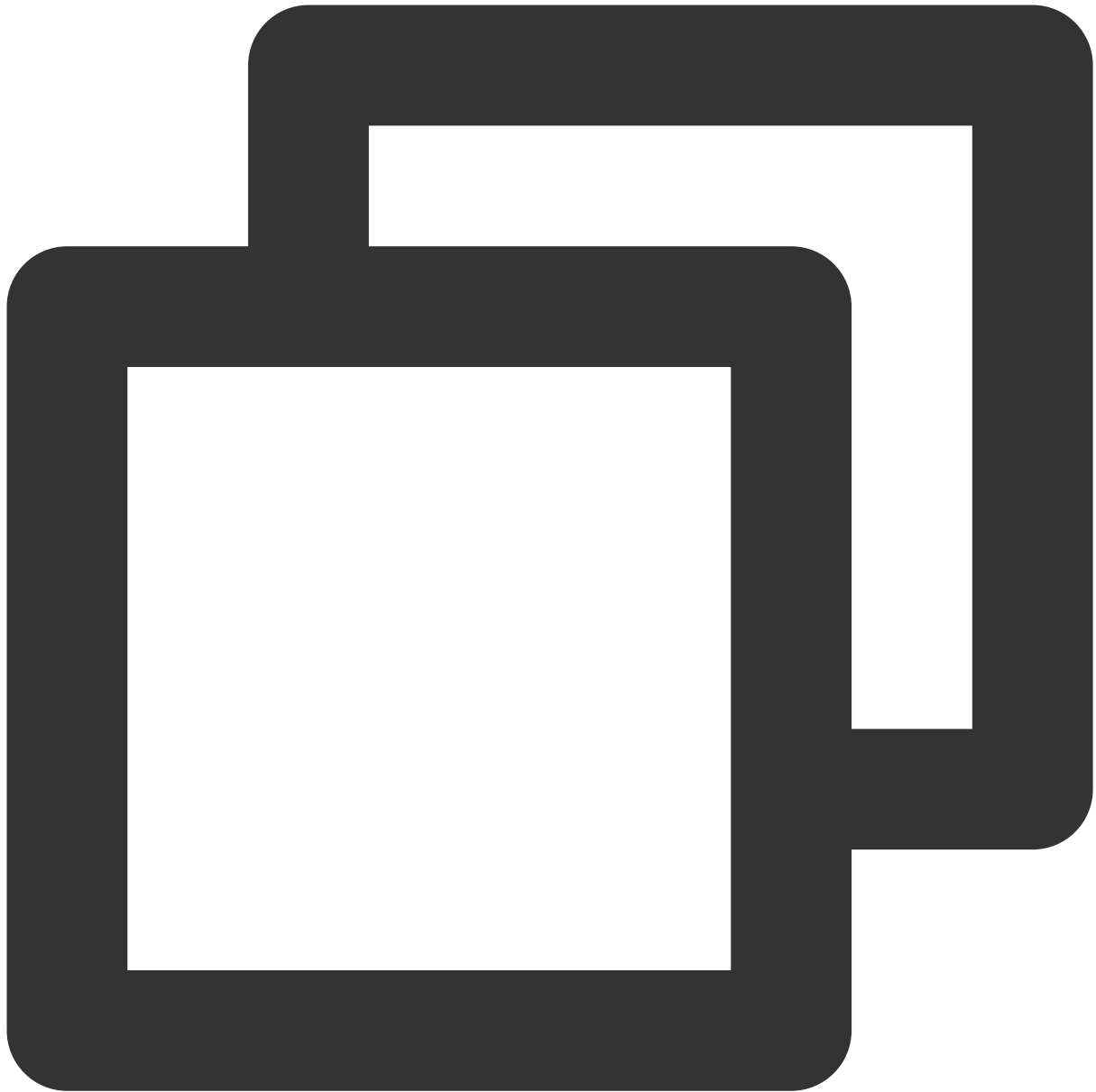
btoaUTF8



```
function btoaUTF8(data: string): string;
```

The `btoaUTF8()` method performs Base64 encoding. Unicode strings are supported.

atobUTF8

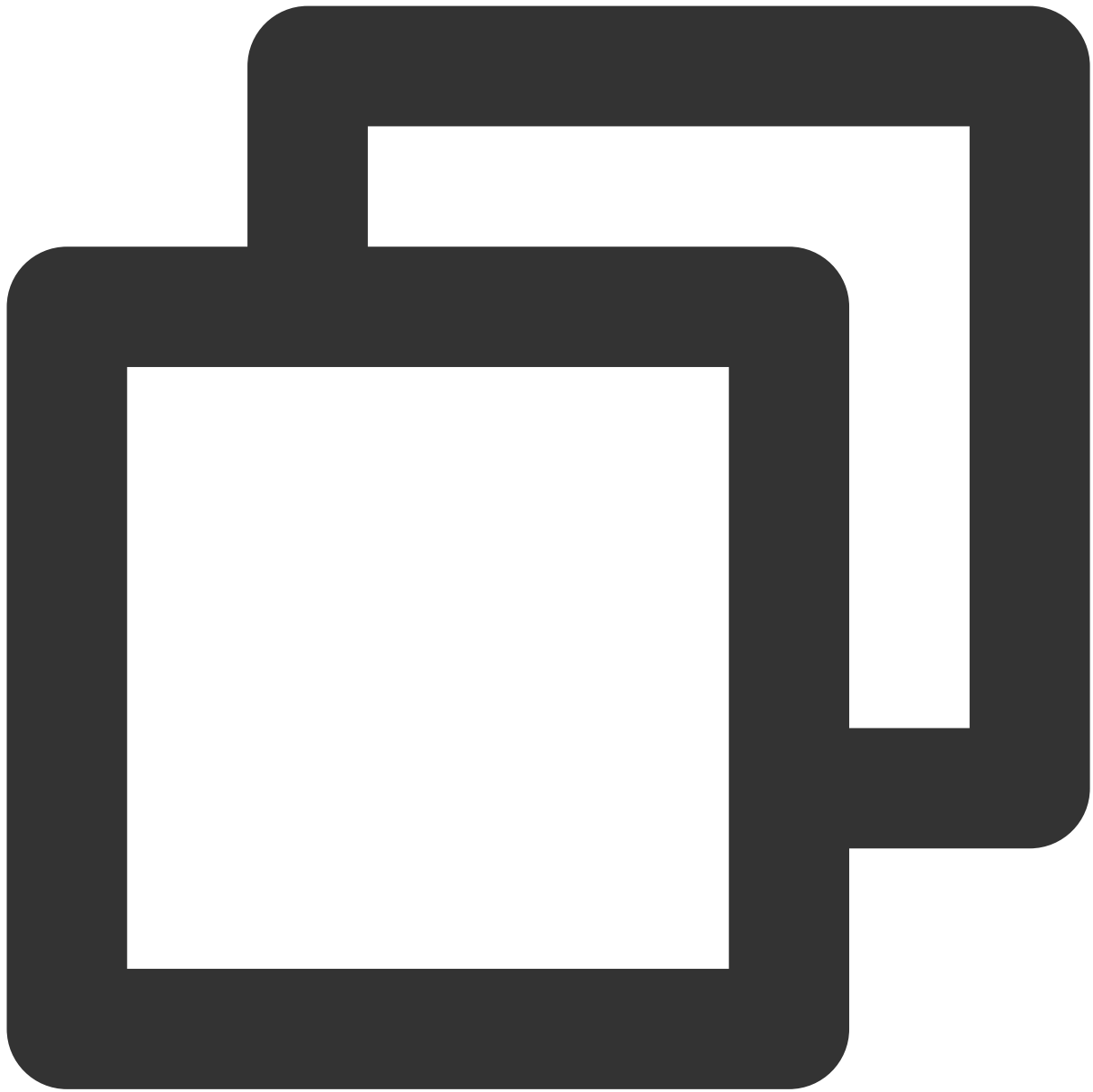


```
function atobUTF8(data: string): string;
```

The `atobUTF8()` method performs Base64 decoding. Unicode strings are supported.

Timer

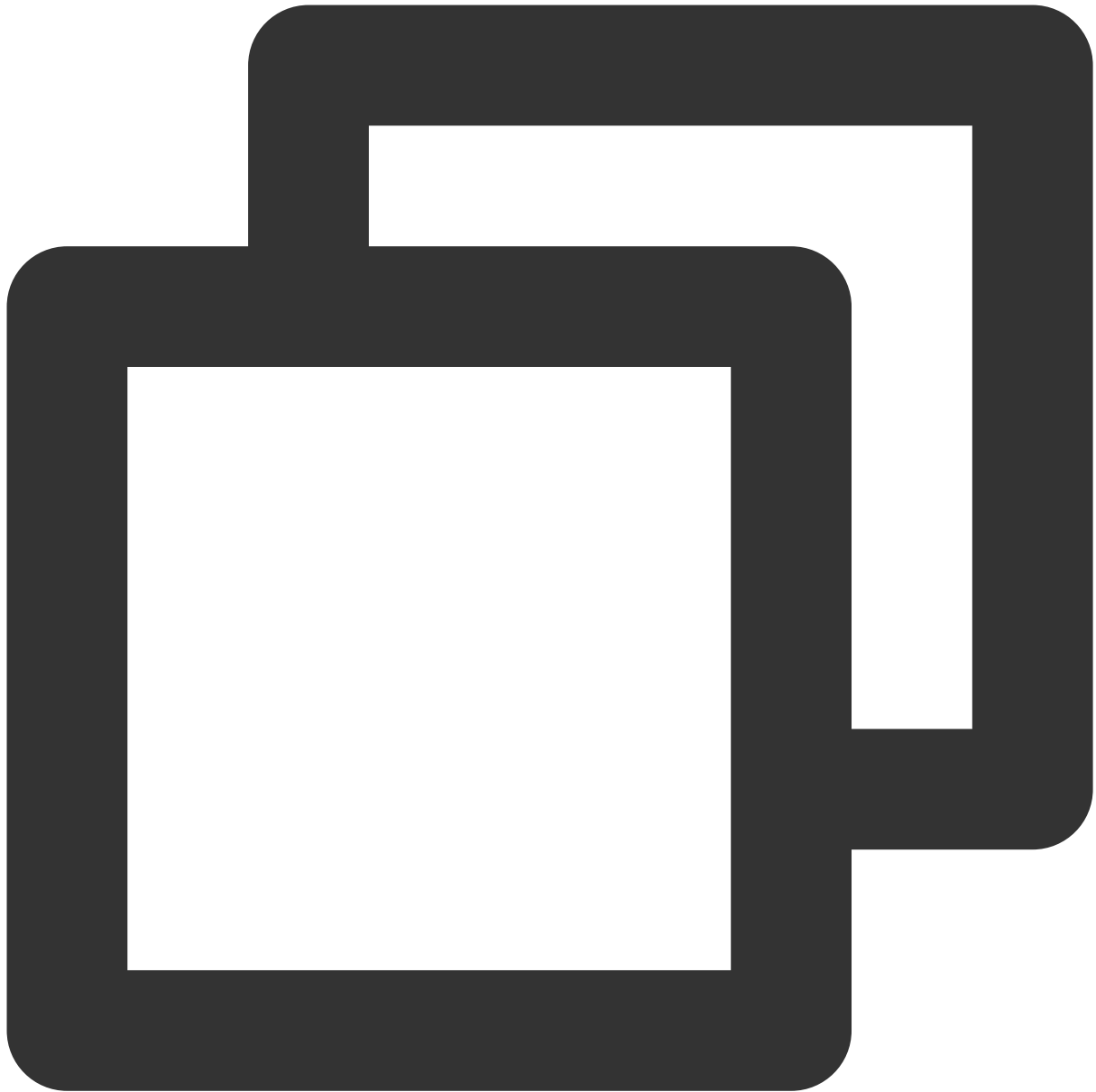
setTimeout



```
setTimeout(func: function): number;  
setTimeout(func: function, delay: number): number;  
setTimeout(func: function, delay: number, ...args: any[]): number;
```

Functioning as an ordinary timer, it executes the designated function upon expiration. For more details, see [setTimeout](#).

clearTimeout



```
clearTimeout(timeoutID: number): void;
```

It is an ordinary timer to clear the designated `timeoutID` . For more information, see [clearTimeout](#).

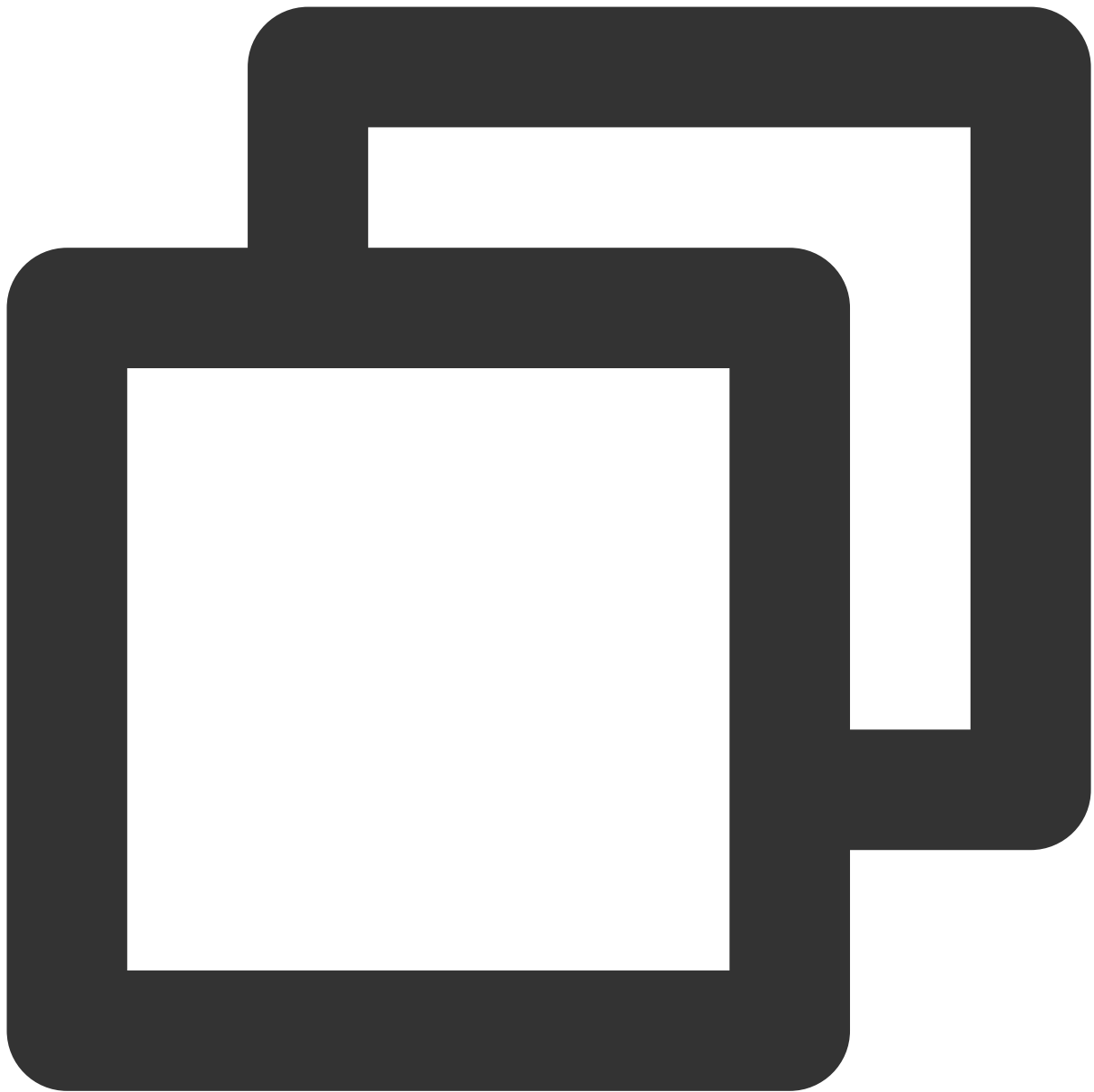
setInterval



```
setInterval(func: function): number;  
setInterval(func: function, delay: number): number;  
setInterval(func: function, delay: number, ...args: any[]): number;
```

Functioning as a recurring timer, it implements the designated function upon expiration. For more information, see [setInterval](#).

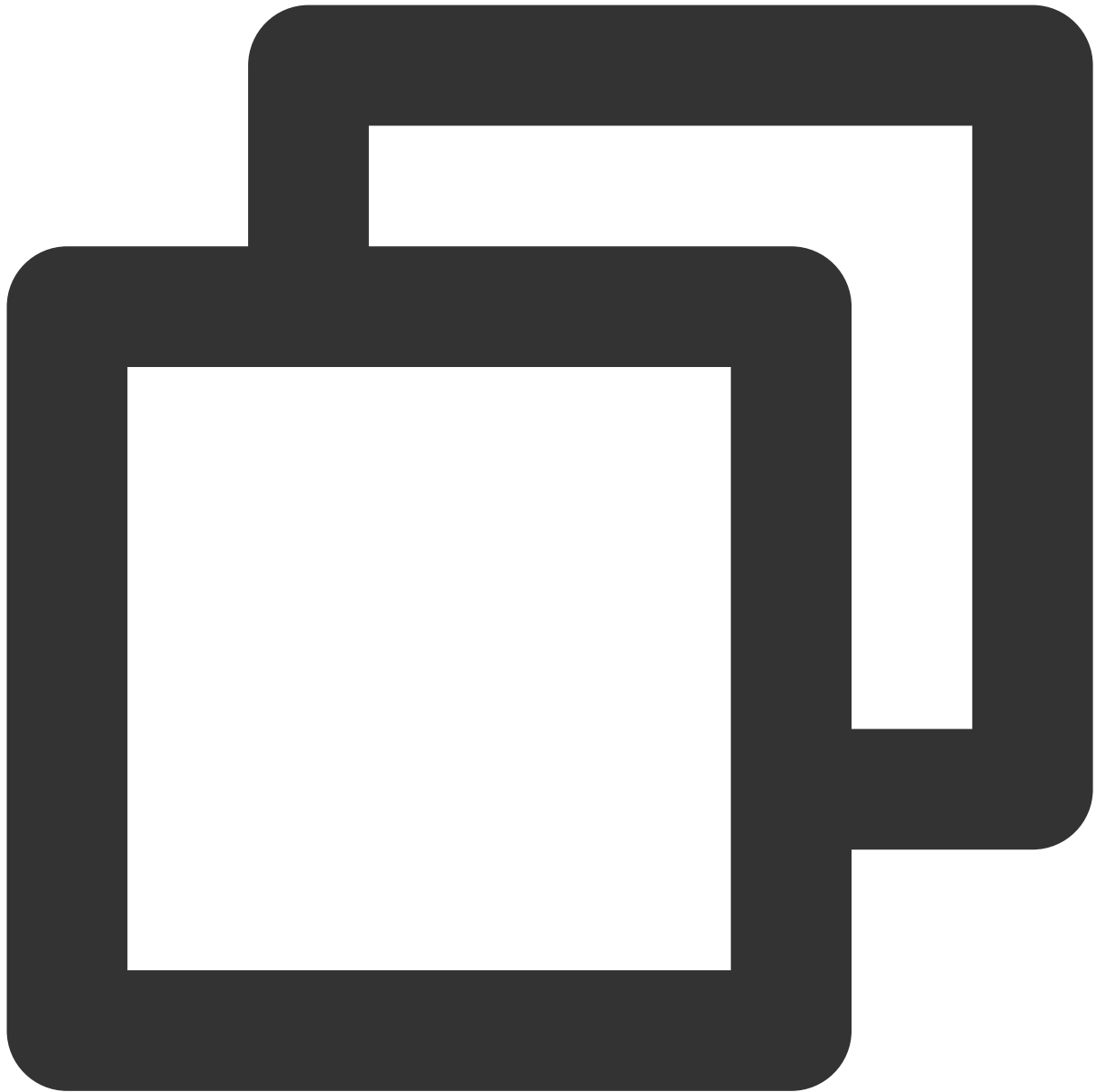
clearInterval



```
clearInterval(intervalID: number): void;
```

It is used to clear a recurring timer. For more details, see [clearInterval](#).

setImmediate



```
setImmediate(func: function): number;  
setImmediate(func: function, ...args: any[]): number;
```

Functioning as an immediate timer, it executes the designated function after the EDGE-FUNCTION stack has been cleared. For more information, see [setImmediate](#).

clearImmediate

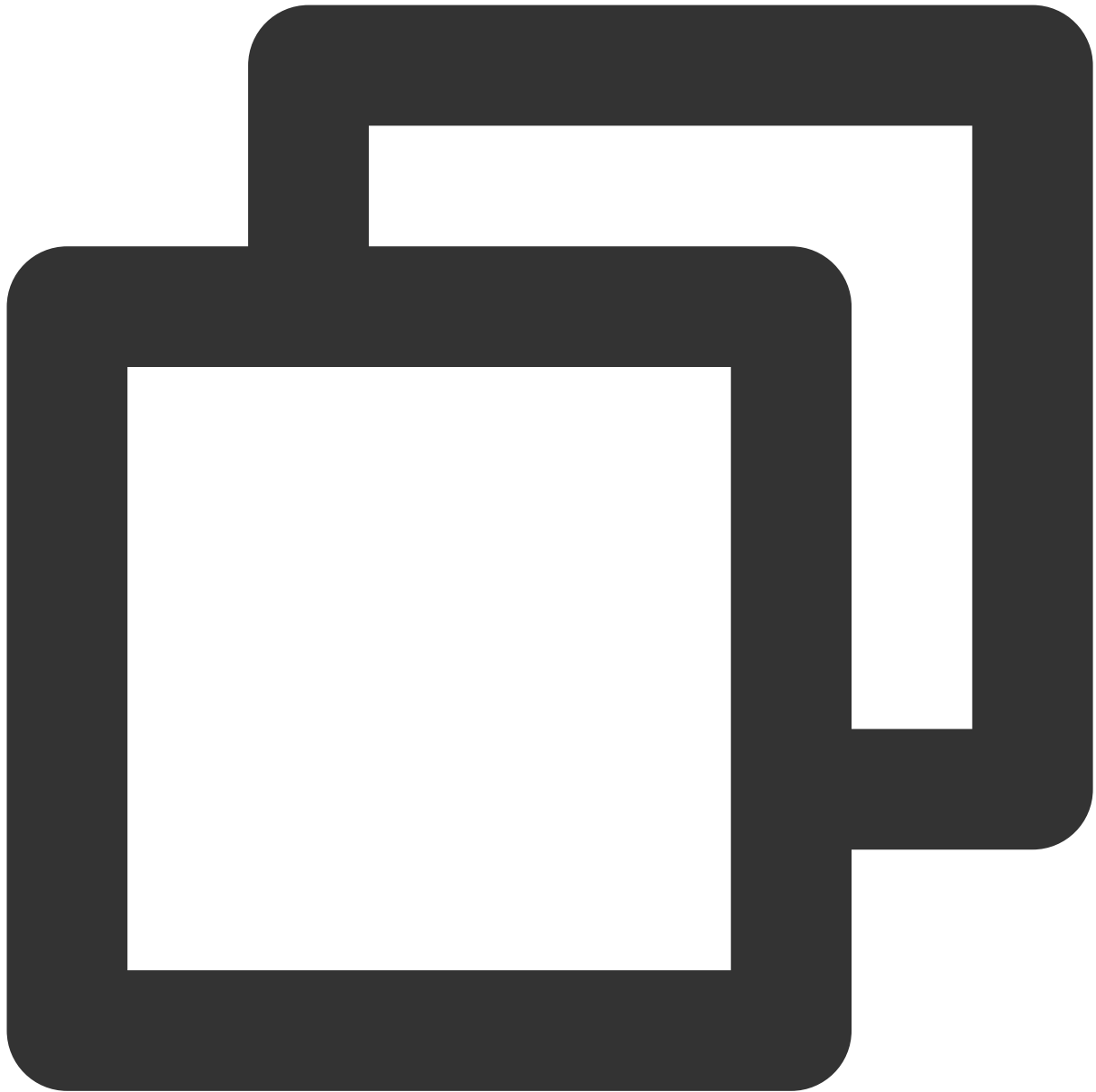


```
clearImmediate(immediateID: number): void;
```

It is used to clear an immediate timer. For more information, see [setImmediate](#).

EventTarget and Event

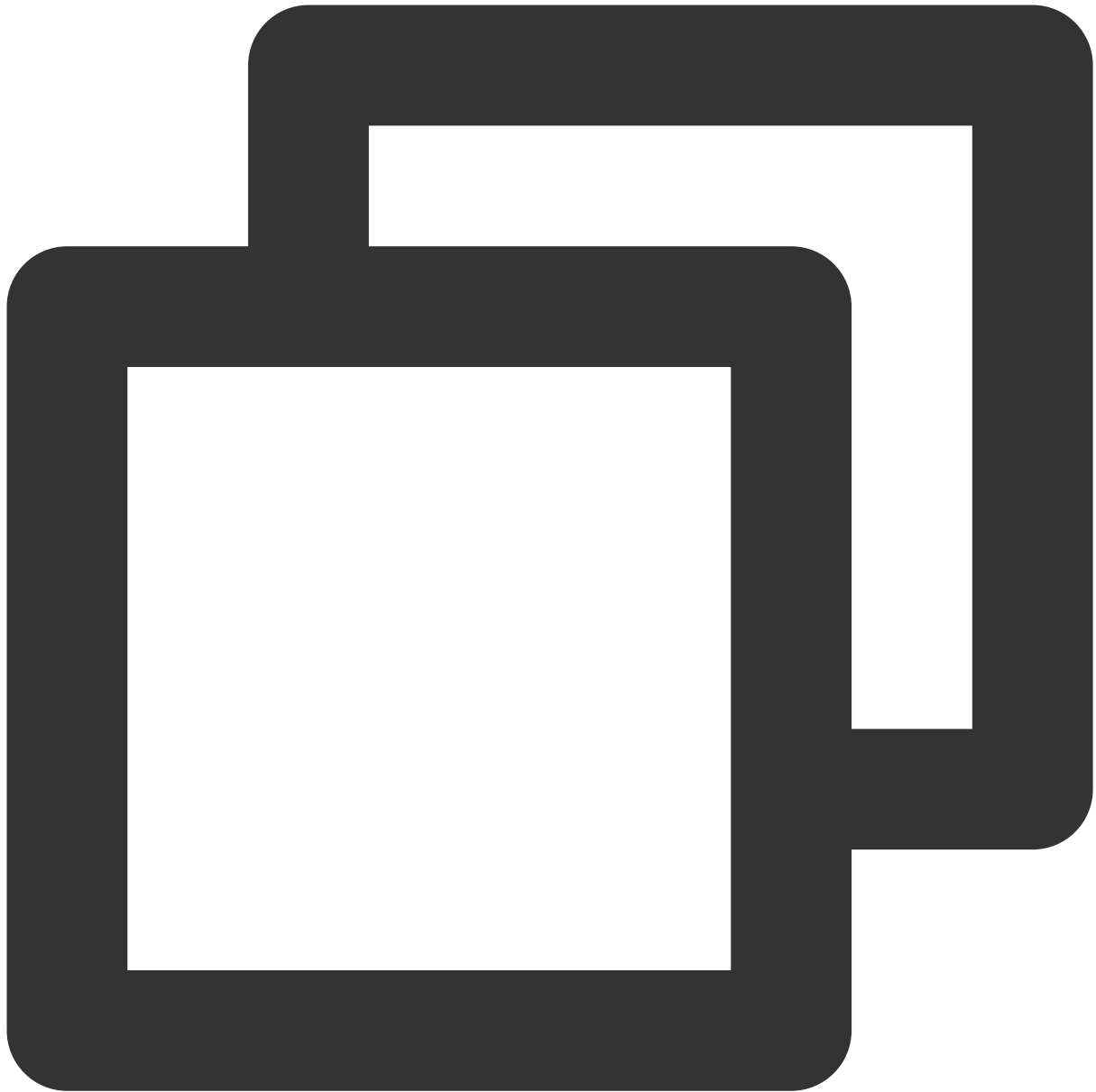
EventTarget



```
const eventTarget = new EventTarget();
```

The EventTarget API allows objects to publish and subscribe to events. For more information, see [EventTarget](#).

Event

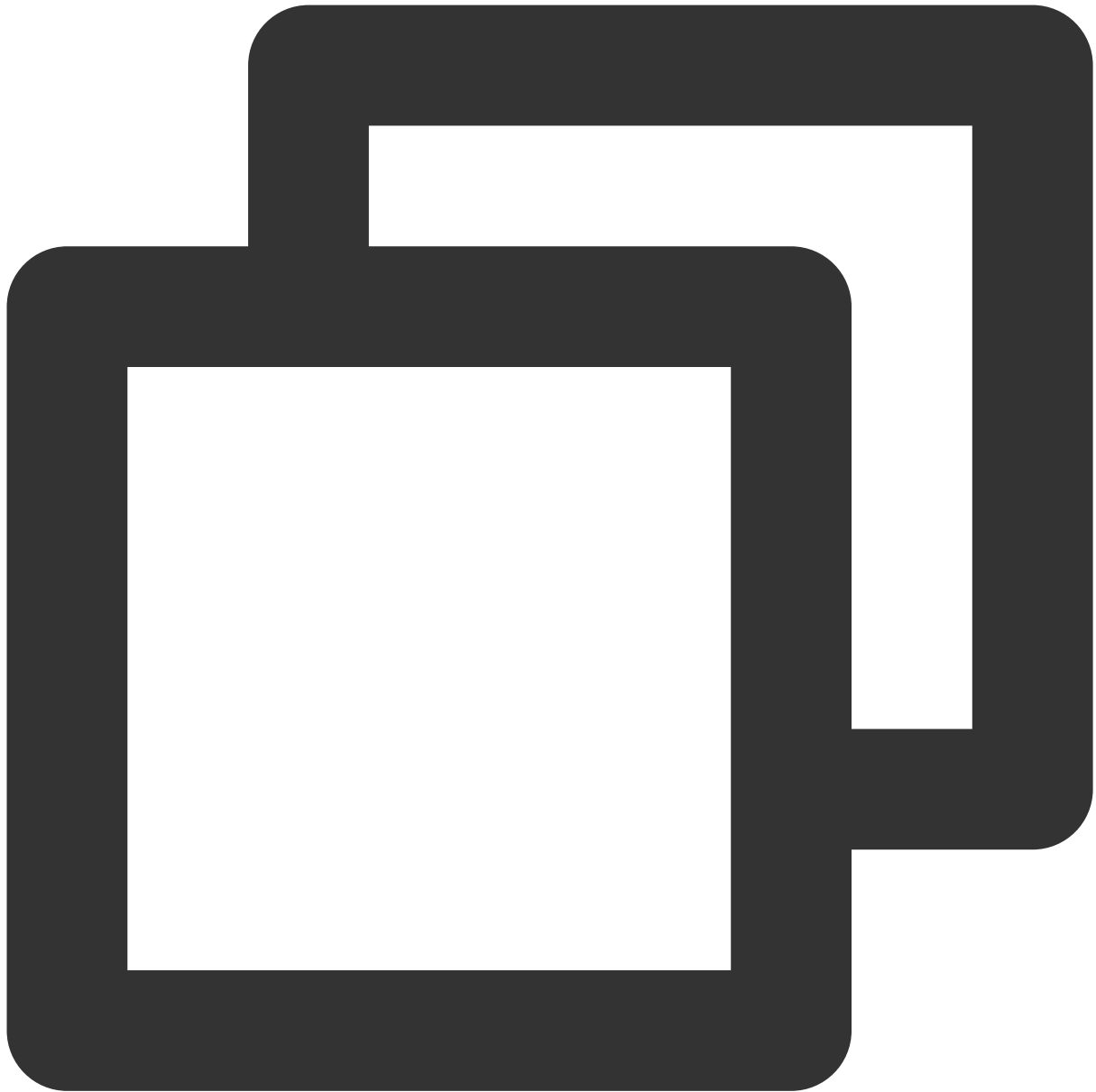


```
const event = new Event('type name');
```

The Event API represents a basic event. For more information, see [Event](#).

AbortSignal and AbortController

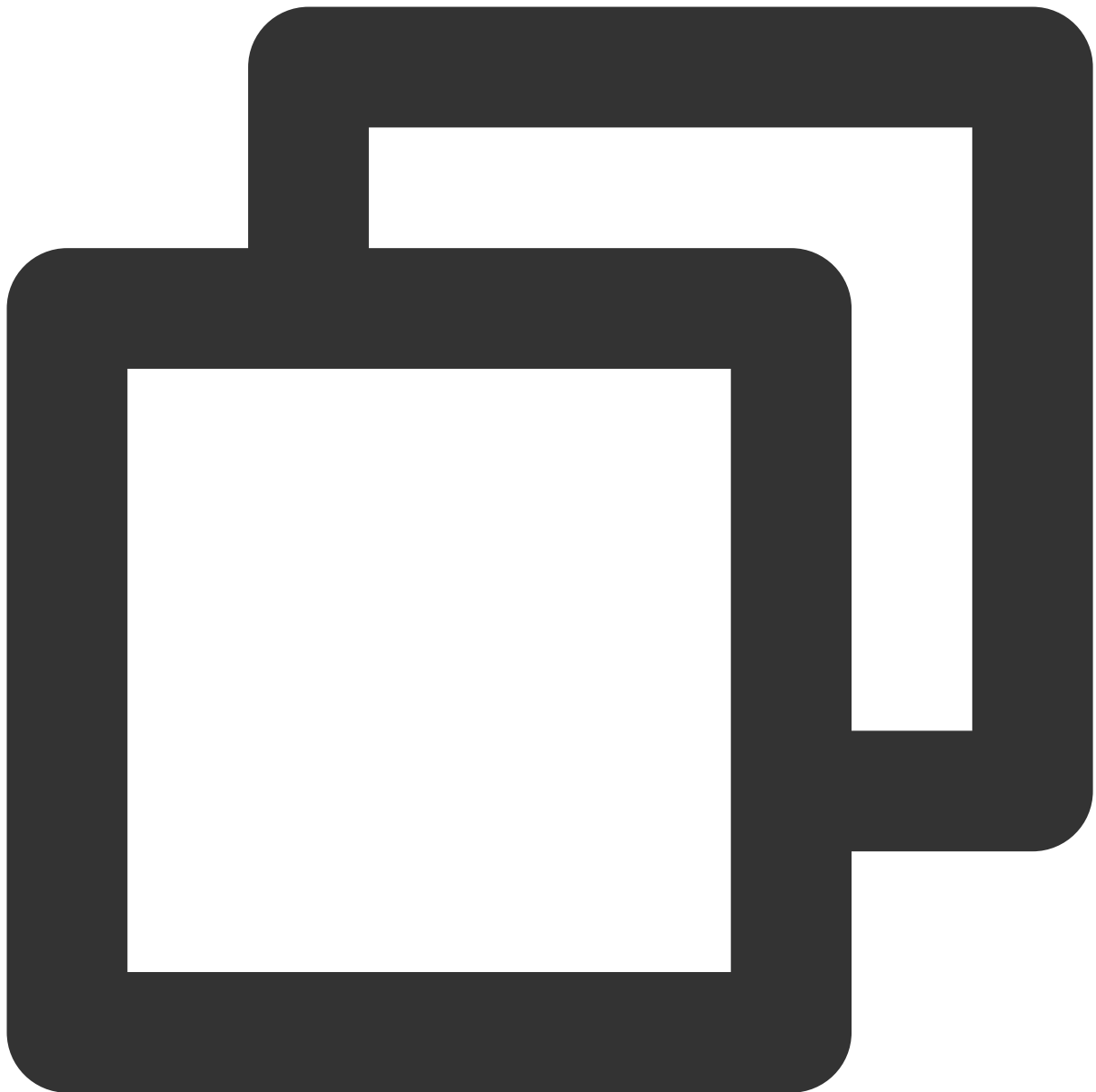
AbortSignal



```
const signal = AbortSignal.abort();
```

The `AbortSignal` API represents a signal object that allows you to stop a request. For more information, see [AbortSignal](#).

AbortController

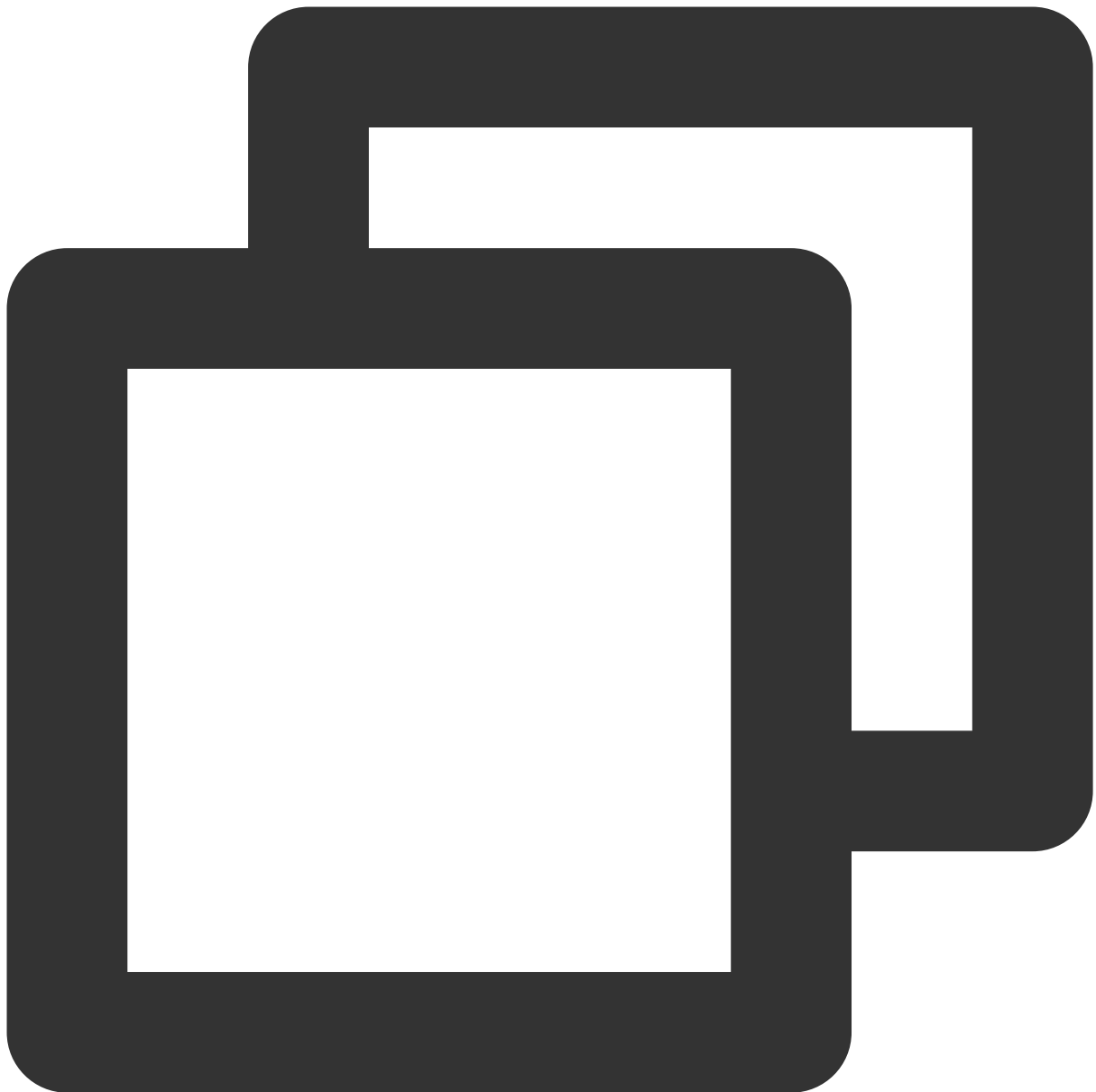


```
const controller = new AbortController();
```

The `AbortController` API represents a controller object that allows you to stop a request. For more information, see [AbortController](#).

CompressionStream and DecompressionStream

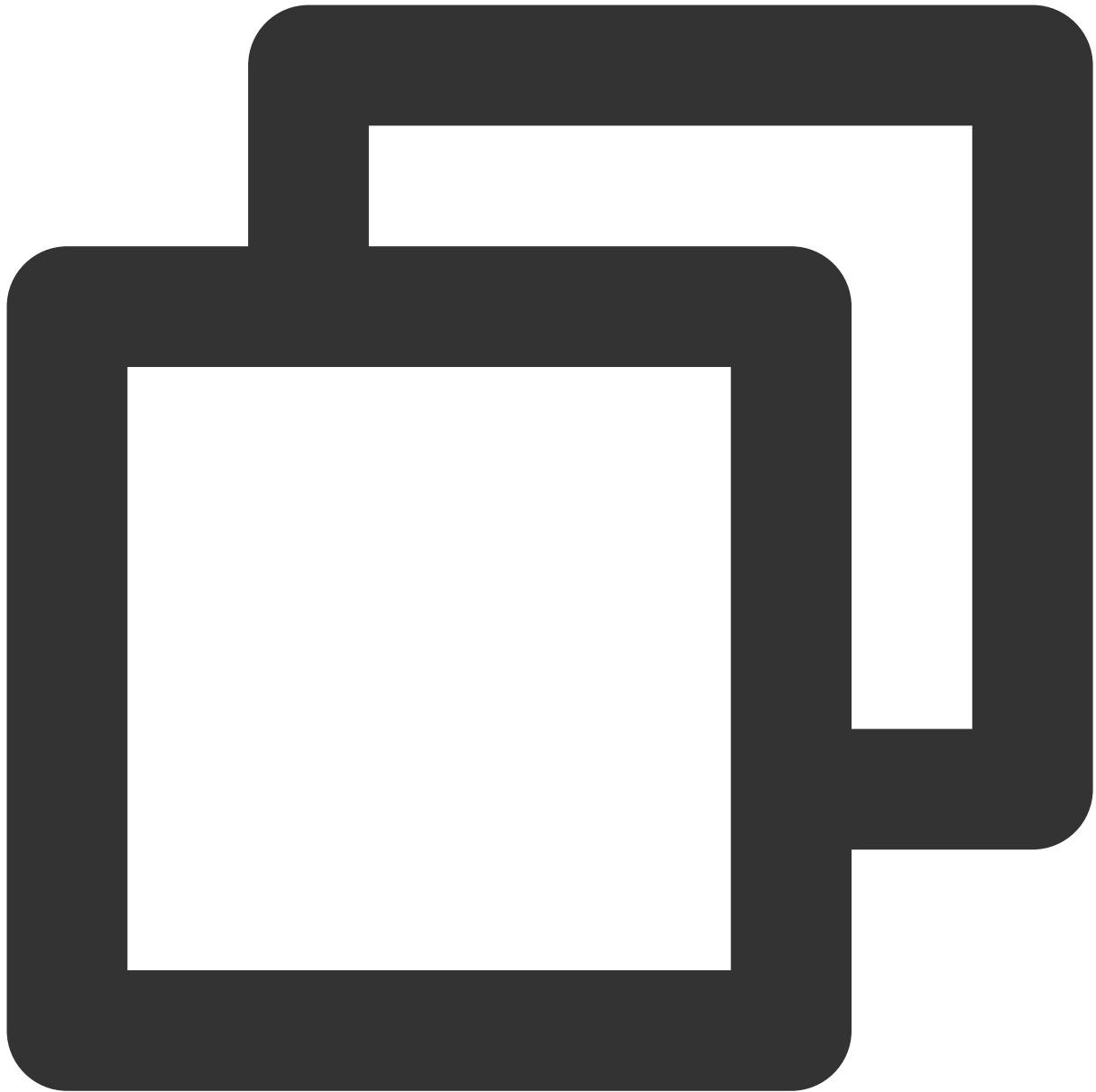
CompressionStream



```
const { readable, writable } = new CompressionStream('gzip');
```

CompressionStream supports compression methods including `gzip` , `deflate` , and `br` . For more details, see [CompressionStream](#).

DecompressionStream



```
const { readable, writable } = new DecompressionStream('gzip');
```

DecompressionStream supports decompression methods including `gzip` , `deflate` , and `br` . For more details, see [DecompressionStream](#).

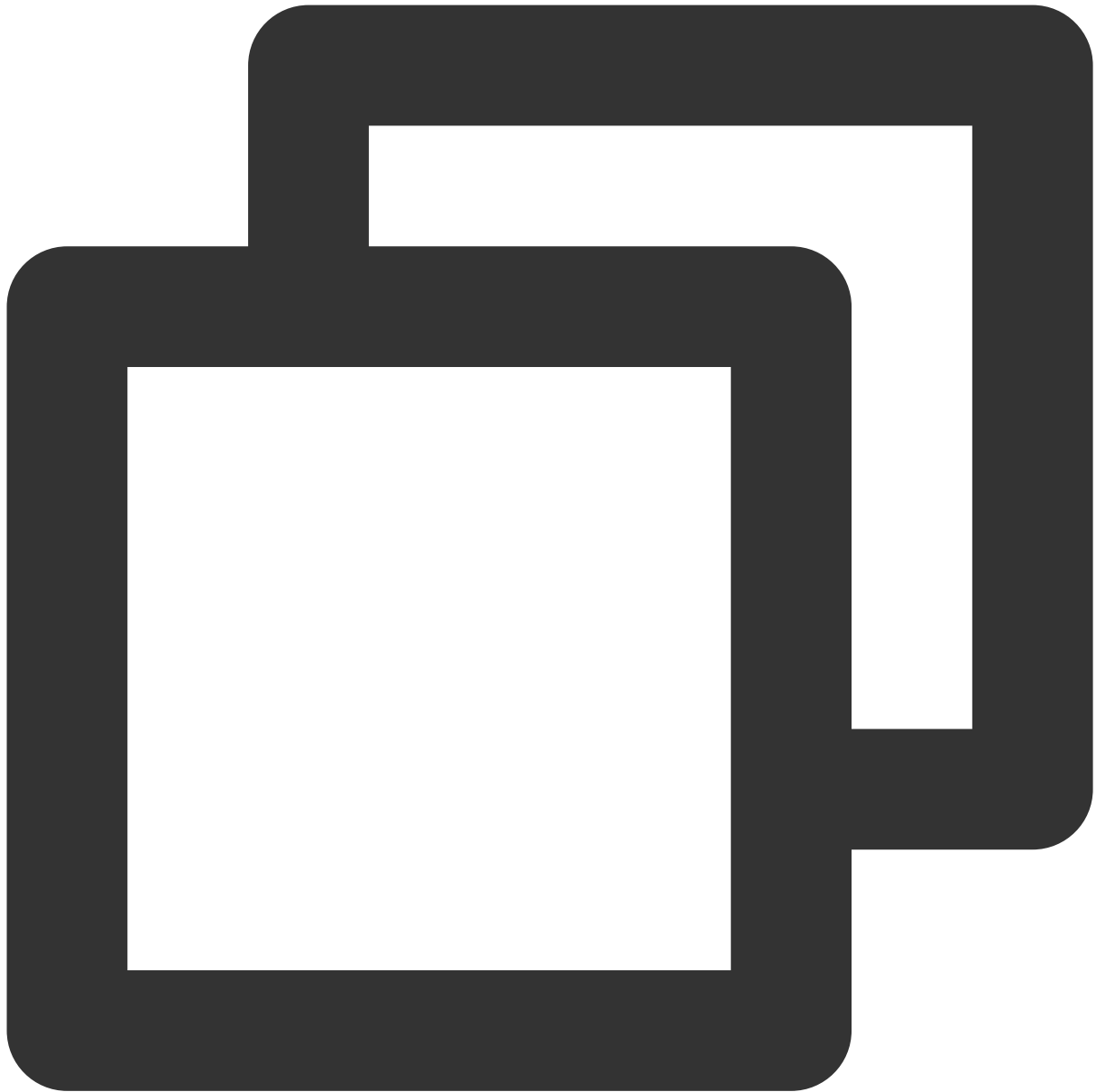
Sample Functions

Returning an HTML Page

Last updated : 2024-01-25 14:29:07

In this example, an edge function is used to generate an HTML page, and the HTML page is accessed and previewed from a browser.

Sample Code



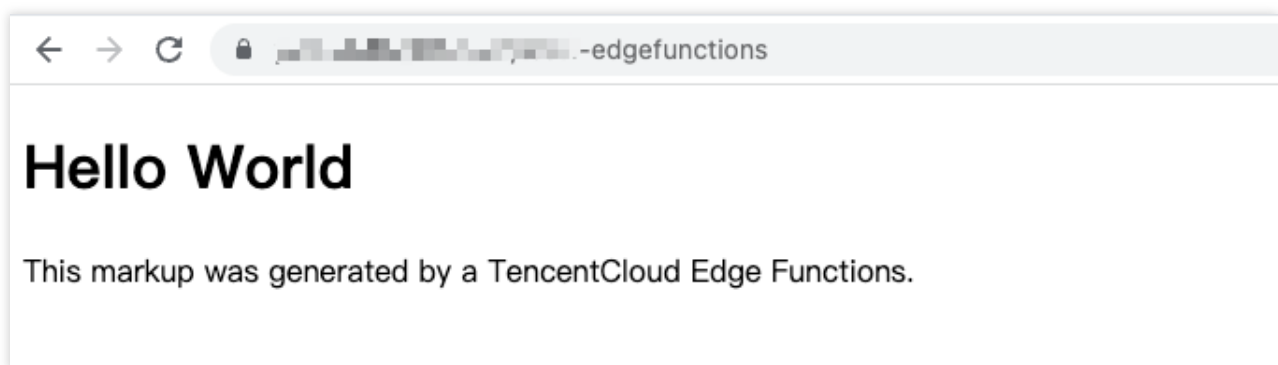
```
const html = `  
  <!DOCTYPE html>  
  <body>  
    <h1>Hello World</h1>  
    <p>This markup was generated by TencentCloud Edge Functions.</p>  
  </body>  
`;  
  
async function handleRequest(request) {  
  return new Response(html, {  
    headers: {
```

```
'content-type': 'text/html; charset=UTF-8',
  'x-edgefunctions-test': 'Welcome to use Edge Functions.',
},
});
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event.request));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.



References

[Runtime APIs: addEventListener](#)

[Runtime APIs: Response](#)

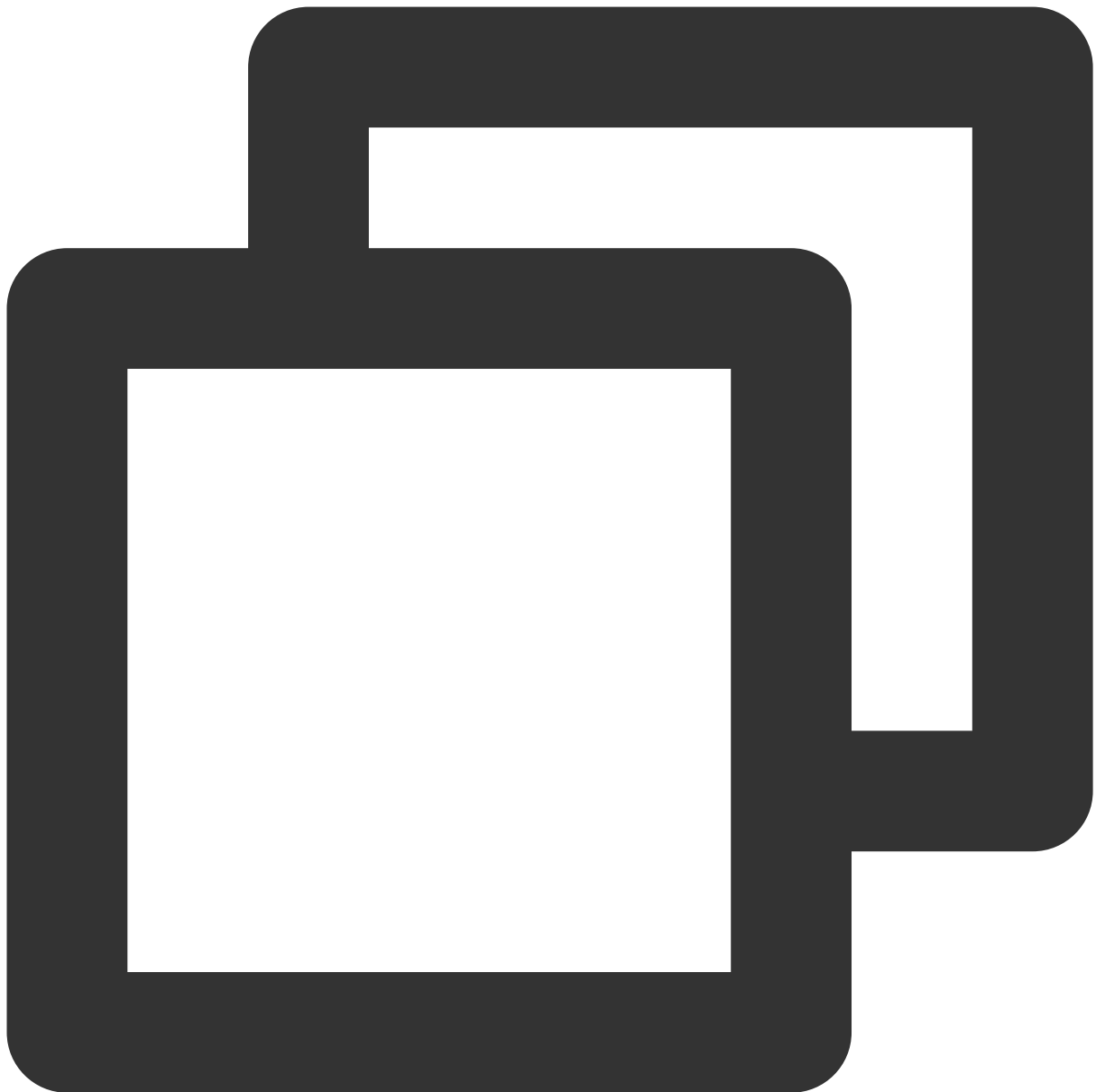
[Runtime APIs: FetchEvent](#)

Returning a JSON Object

Last updated : 2024-01-25 14:26:56

In this example, an edge function is used to generate a JSON object, and the JSON object is accessed and previewed from a browser.

Sample Code



```
const data = {
  content: 'hello world',
};

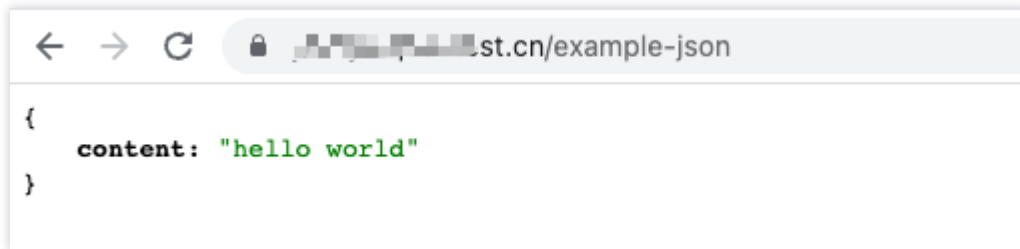
async function handleRequest(request) {
  // Convert the JSON object to the String format.
  const result = JSON.stringify(data, null, 2);

  return new Response(result, {
    headers: {
      'content-type': 'application/json; charset=UTF-8',
    }
  });
}
```

```
    },  
  });  
}  
  
addEventListener('fetch', event => {  
  return event.respondWith(handleRequest(event.request));  
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.



References

[Runtime APIs: addEventListener](#)

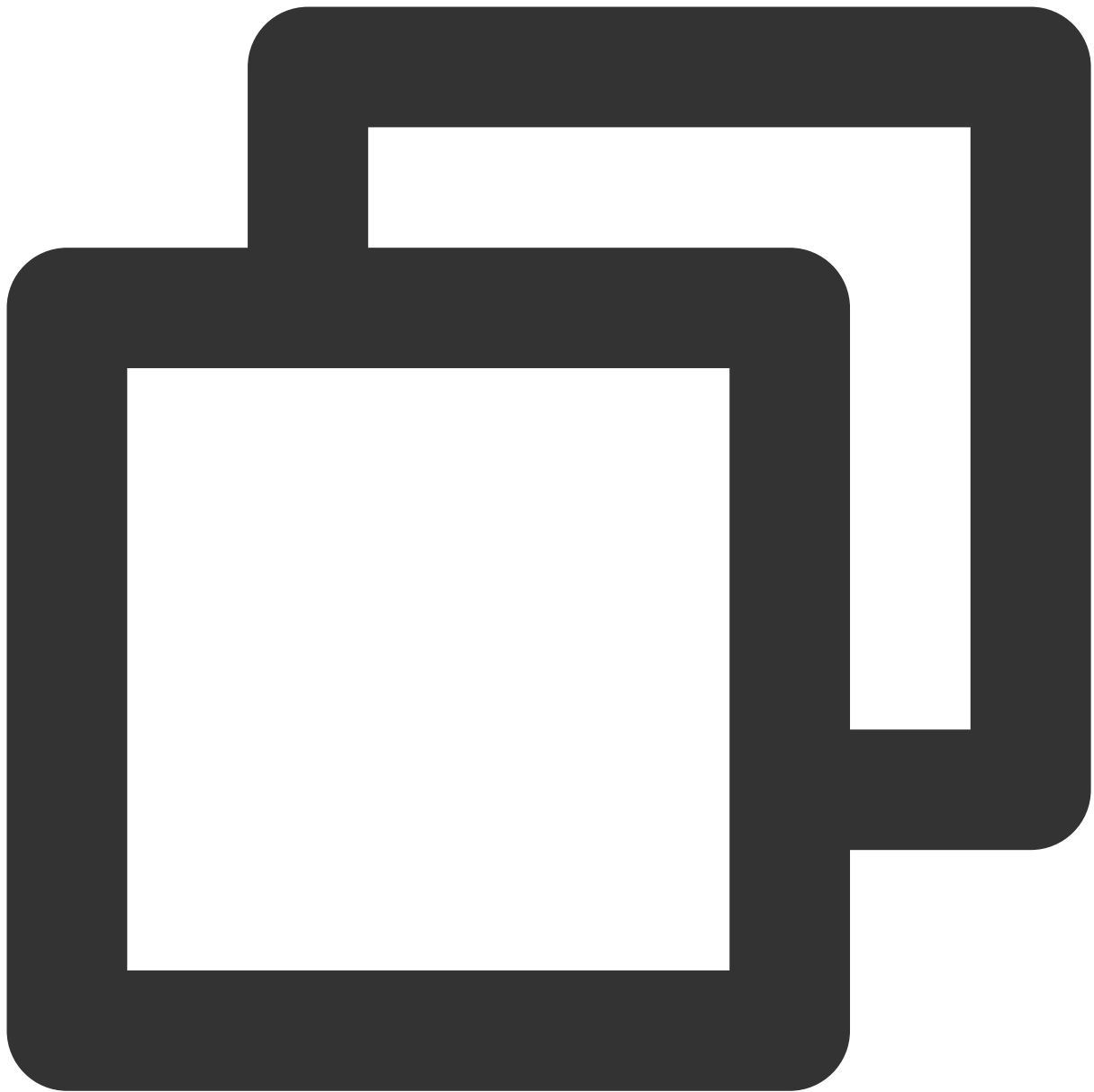
[Runtime APIs: Response](#)

Fetch Remote Resources

Last updated : 2024-01-25 14:21:18

In this example, the [Fetch API](#) is called to fetch a remote jQuery.js resource and send the resource to a client in response to a request from the client.

Sample Code



```
async function handleRequest(request) {
  // Fetch a remote resource.
  const response = await fetch('https://static.cloudcachetci.com/qcloud/main/script
return response;
}

addEventListener('fetch', event => {
  return event.respondWith(handleRequest(event.request));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.

The screenshot shows a browser window with a jQuery library loaded and a network request for 'fetch-resources'. The network tab shows the request details, including the request URL, method (GET), status code (200), and various response headers such as 'content-length: 86659' and 'content-type: application/x-javascript'.

References

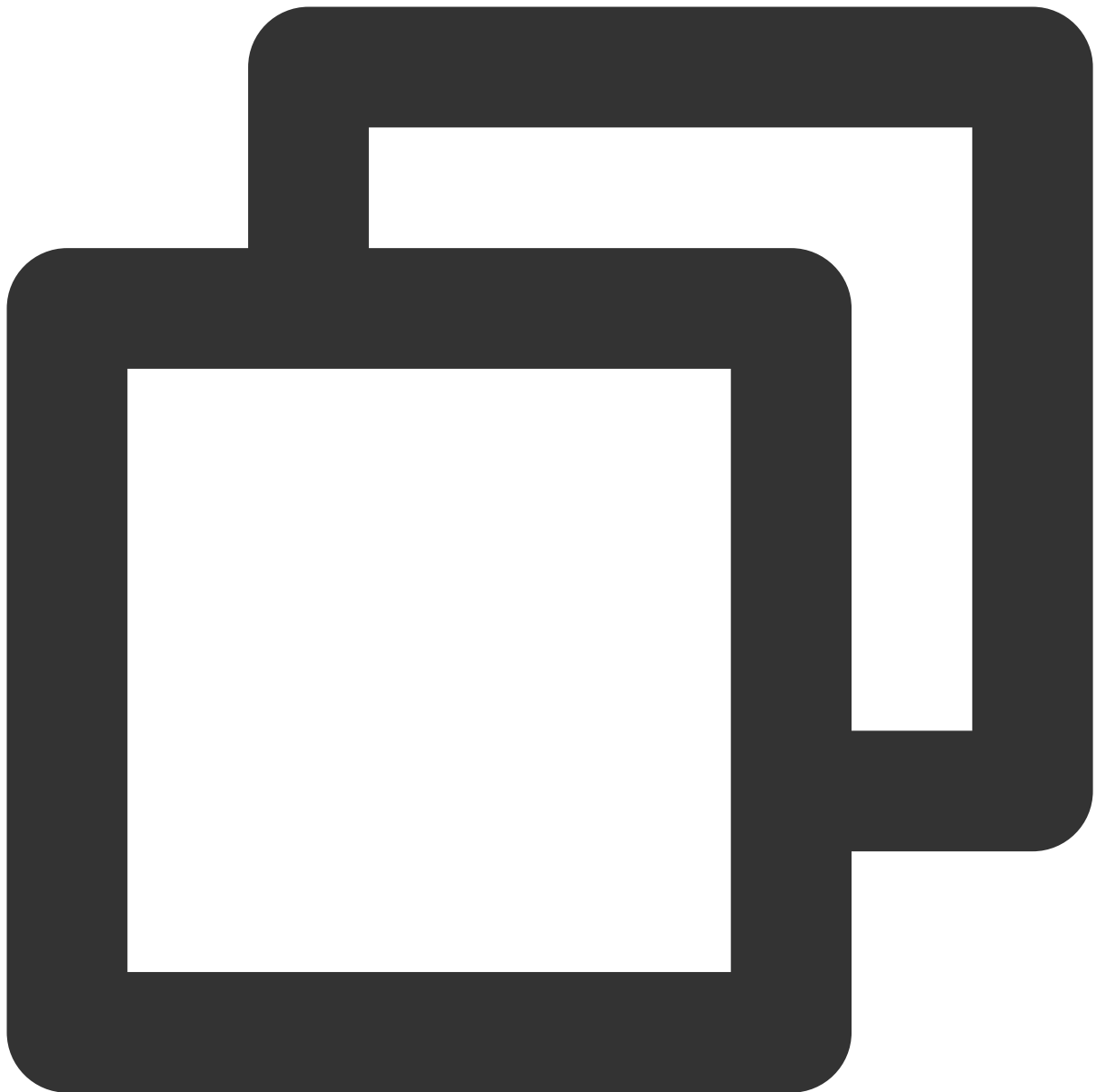
[Runtime APIs: Fetch](#)

Authenticating a Request Header

Last updated : 2024-01-25 11:43:50

This example demonstrates how to use an edge function to perform simple permission control by verifying the value of the `x-custom-token` request header. If the value is `token-123456`, access is allowed. Otherwise, access is denied.

Sample Code



```
async function handleRequest(request) {
  const token = request.headers.get('x-custom-token');

  if (token === 'token-123456') {
    return new Response('hello world');
  }

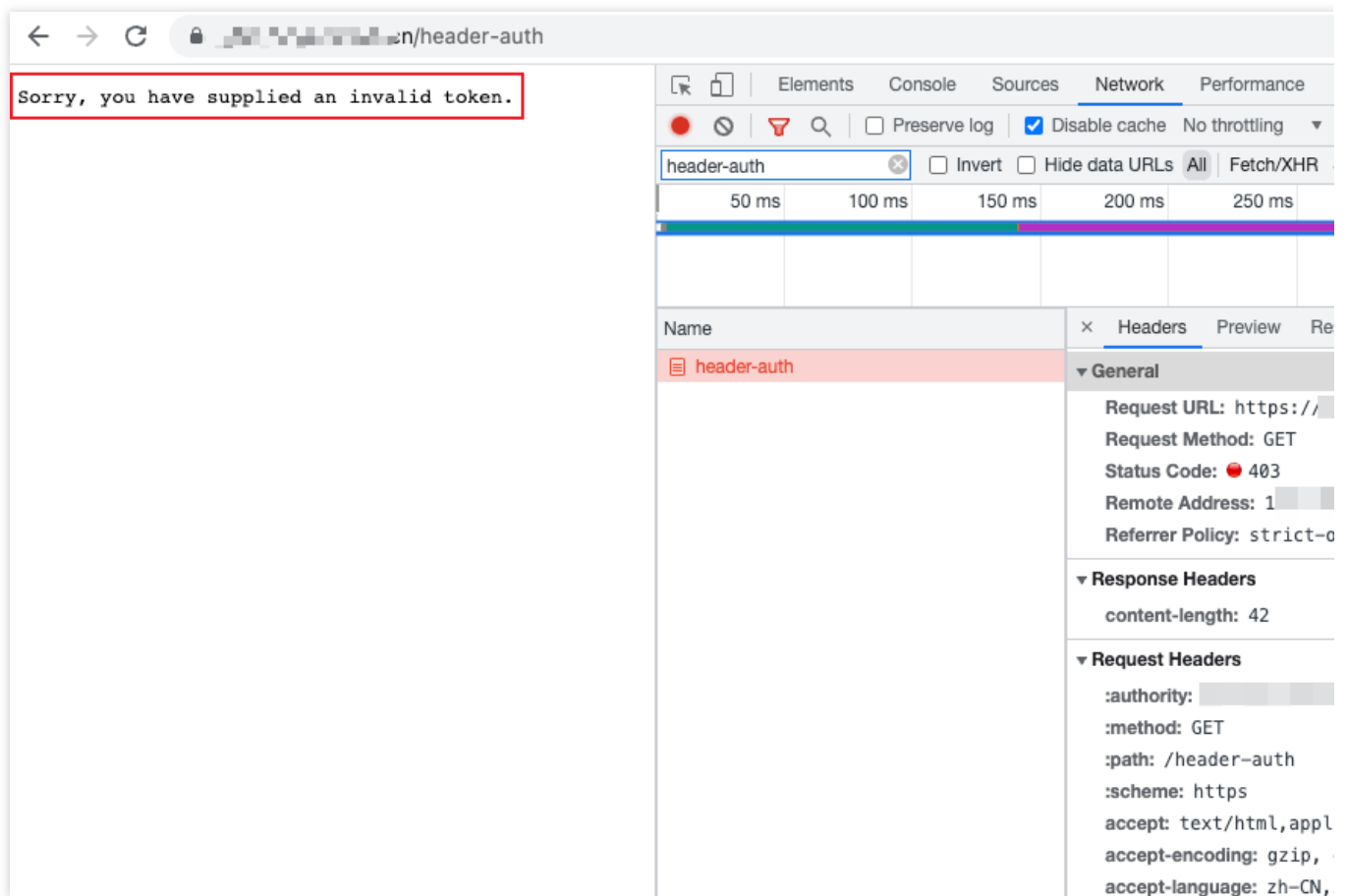
  // Incorrect key supplied. Reject the request.
  return new Response('Sorry, you have supplied an invalid token.', {
    status: 403,
  });
};
```

```
}  
  
addEventListener('fetch', event => {  
  event.respondWith(handleRequest(event.request));  
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.

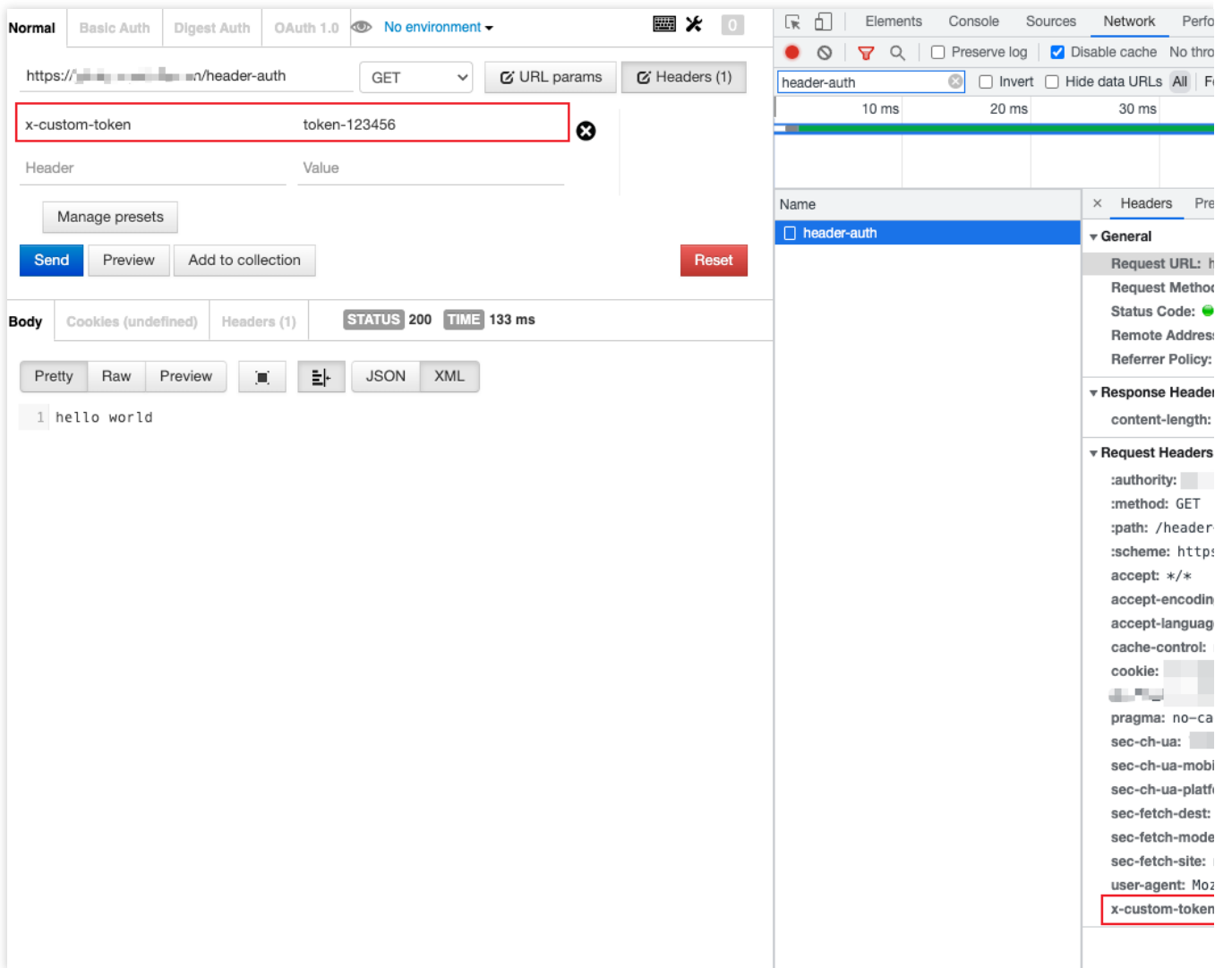
If authentication fails, access is denied.



The screenshot shows a browser window with the address bar containing a URL ending in `/header-auth`. The main content area displays the message "Sorry, you have supplied an invalid token." in a red-bordered box. The browser's developer tools are open to the Network tab, showing a request for `header-auth` with a status code of 403. The right-hand pane of the developer tools shows the following details:

- General:**
 - Request URL: `https://`
 - Request Method: `GET`
 - Status Code: `403`
 - Remote Address: `1`
 - Referrer Policy: `strict-o`
- Response Headers:**
 - `content-length: 42`
- Request Headers:**
 - `:authority:`
 - `:method: GET`
 - `:path: /header-auth`
 - `:scheme: https`
 - `accept: text/html, appl`
 - `accept-encoding: gzip,`
 - `accept-language: zh-CN,`

If authentication is successful, access is allowed.



References

[Runtime APIs: Headers](#)

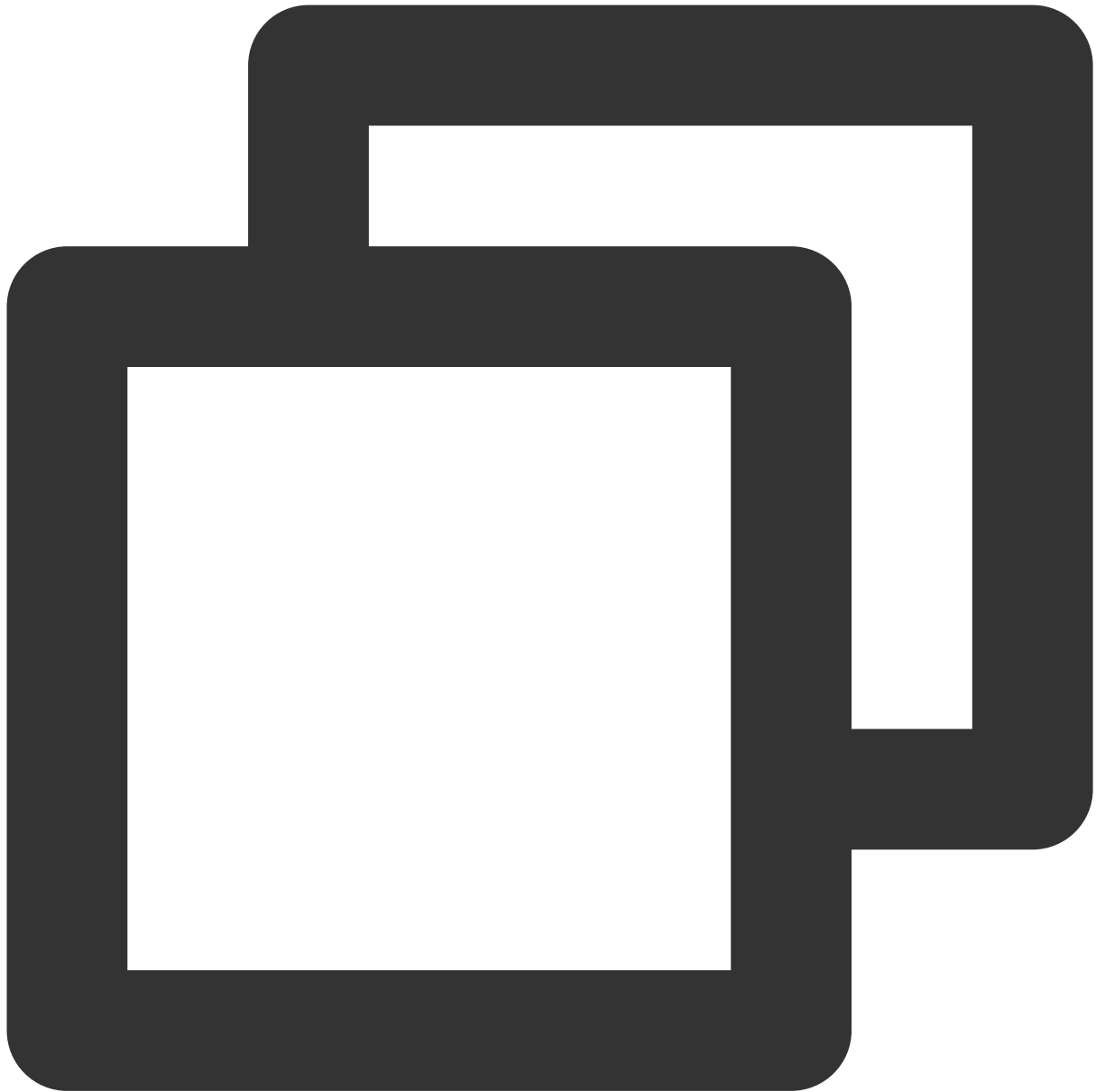
[Runtime APIs: Response](#)

Modifying a Response Header

Last updated : 2023-11-24 15:10:13

This example uses the [Fetch API](#) to implement a reverse proxy for the domain name `www.example.com` of the site, and sets the HTTP response headers through Edge functions to achieve [CORS \(Cross-Origin Resource Sharing\)](#).

Sample Code



```
async function handleRequest(event) {
  const { request } = event;
  const urlInfo = new URL(request.url);

  const proxyRequest = new Request(`https://www.example.com${urlInfo.pathname}${url
    method: request.method,
    body: request.body,
    headers: request.headers,
    copyHeaders: true,
  });
  proxyRequest.headers.set('Host', 'www.example.com');
```

```
// fetch reverse proxy
const response = await fetch(proxyRequest);

/** Add custom response headers */
// Specify which origins are allowed to access resources
response.headers.append('Access-Control-Allow-Origin', '*');
// Specify which HTTP methods (such as GET, POST, etc.) are allowed to access res
response.headers.append('Access-Control-Allow-Methods', 'GET,POST');
// Specify which HTTP headers can appear in the request header
response.headers.append('Access-Control-Allow-Headers', 'Authorization');
// How long the result of the pre-flight request can be cached
response.headers.append('Access-Control-Max-Age', '86400');

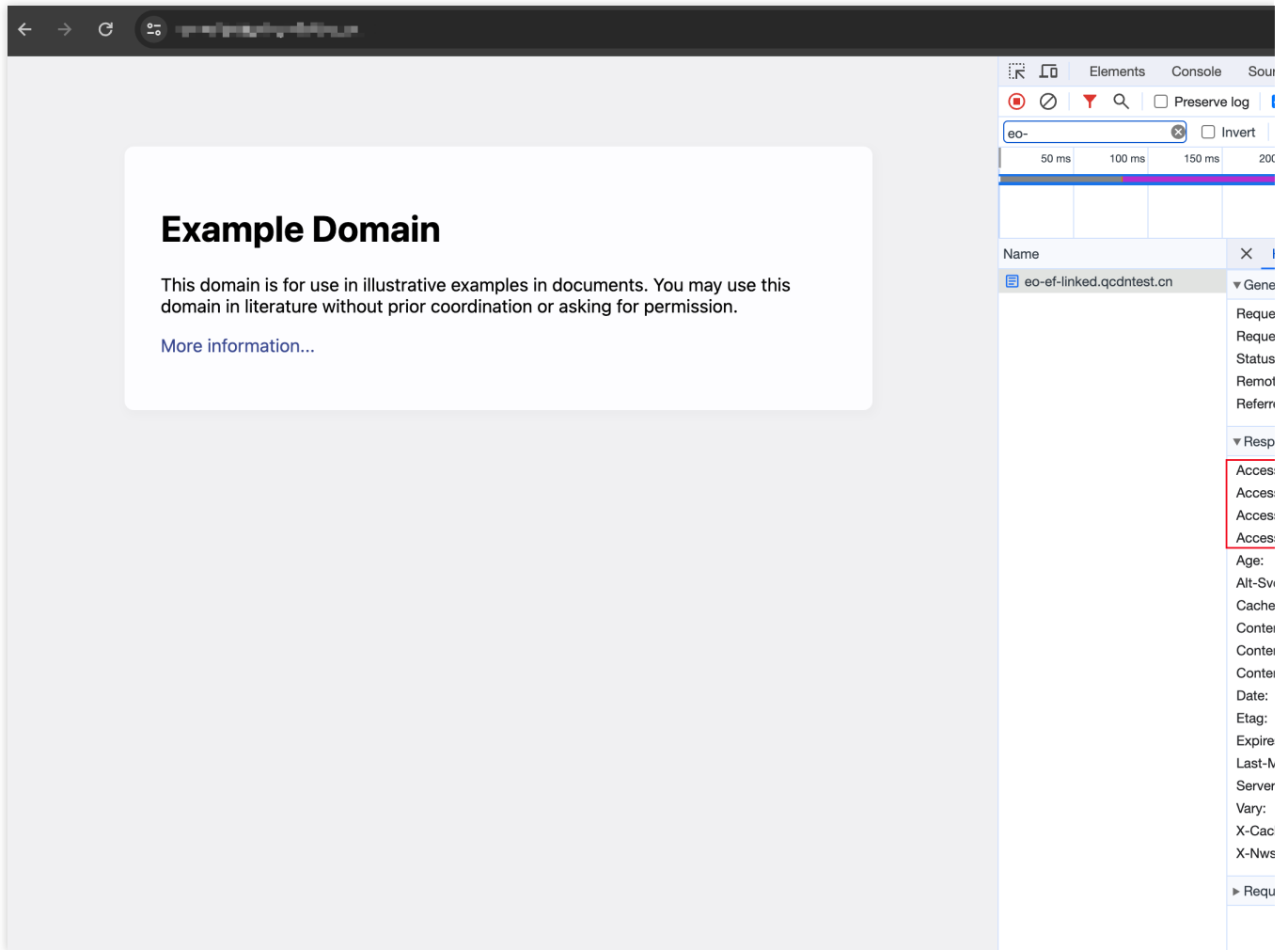
/** Delete response headers */
response.headers.delete('X-Cache');

return response;
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.



References

[Runtime APIs: Headers](#)

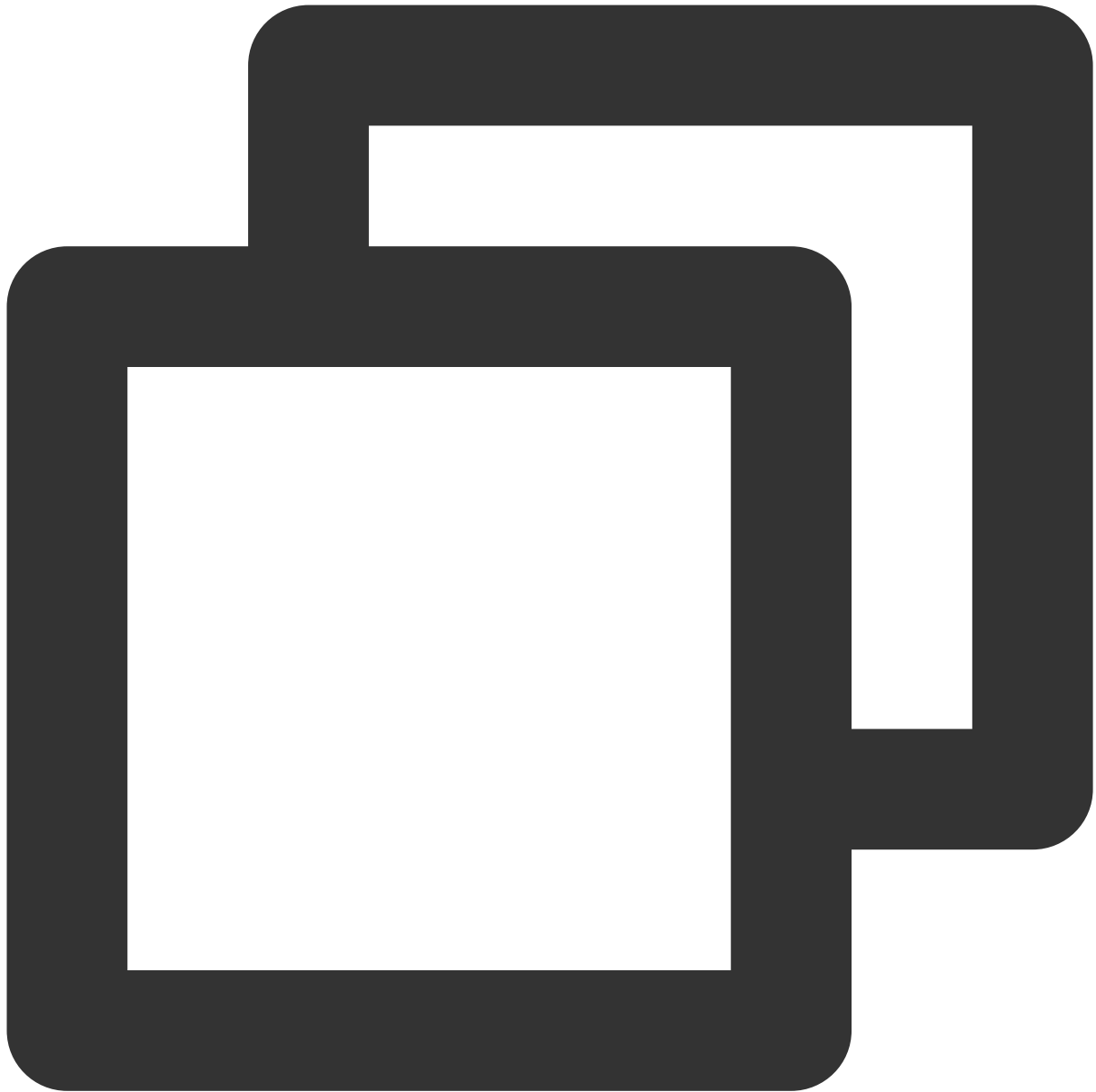
[Runtime APIs: Response](#)

Performing an A/B Test

Last updated : 2023-09-11 17:51:22

In this example, cookies are used to store session information and perform A/B testing on requests. This example demonstrates how to use an edge function to perform A/B testing.

Sample Code



```
// cookie name
const COOKIE_NAME = 'ABTest';

// cookie value
const VALUE_A = 'index-a.html';
const VALUE_B = 'index-b.html';

// Root path, the origin must exist this path, and under this path, there are files
const BASE_PATH = '/abtest';

async function handleRequest(request) {
```

```
const urlInfo = new URL(request.url);

// Judge the URL path, if accessing non-abtest resources, directly responded.
if (!urlInfo.pathname.startsWith(BASE_PATH)) {
  return fetch(request);
}

// Collected the current request's Cookie.
const cookies = new Cookies(request.headers.get('cookie'));
const abTestCookie = cookies.get(COOKIE_NAME);
const cookieValue = abTestCookie?.value;

// If the Cookie value is A test, Return index-a.html.
if (cookieValue === VALUE_A) {
  urlInfo.pathname = `/${BASE_PATH}/${cookieValue}`;
  return fetch(urlInfo.toString());
}

// If the Cookie value is B test, Return index-b.html.
if (cookieValue === VALUE_B) {
  urlInfo.pathname = `/${BASE_PATH}/${cookieValue}`;
  return fetch(urlInfo.toString());
}

// If the Cookie information does not exist, randomly grant the current request t
const testValue = Math.random() < 0.5 ? VALUE_A : VALUE_B;

urlInfo.pathname = `/${BASE_PATH}/${testValue}`;

const response = await fetch(urlInfo.toString());

cookies.set(COOKIE_NAME, testValue, { path: '/', max_age: 60 });
response.headers.set('Set-Cookie', getSetCookie(cookies.get(COOKIE_NAME)));
return response;
}

// Concatenate Set-Cookie.
function getSetCookie(cookie) {
  const cookieArr = [
    `${encodeURIComponent(cookie.name)}=${encodeURIComponent(cookie.value)}`,
  ];

  const key2name = {
    expires: 'Expires',
    max_age: 'Max-Age',
    domain: 'Domain',
    path: 'Path',
```

```
secure: 'Secure',
httponly: 'HttpOnly',
samesite: 'SameSite',
};

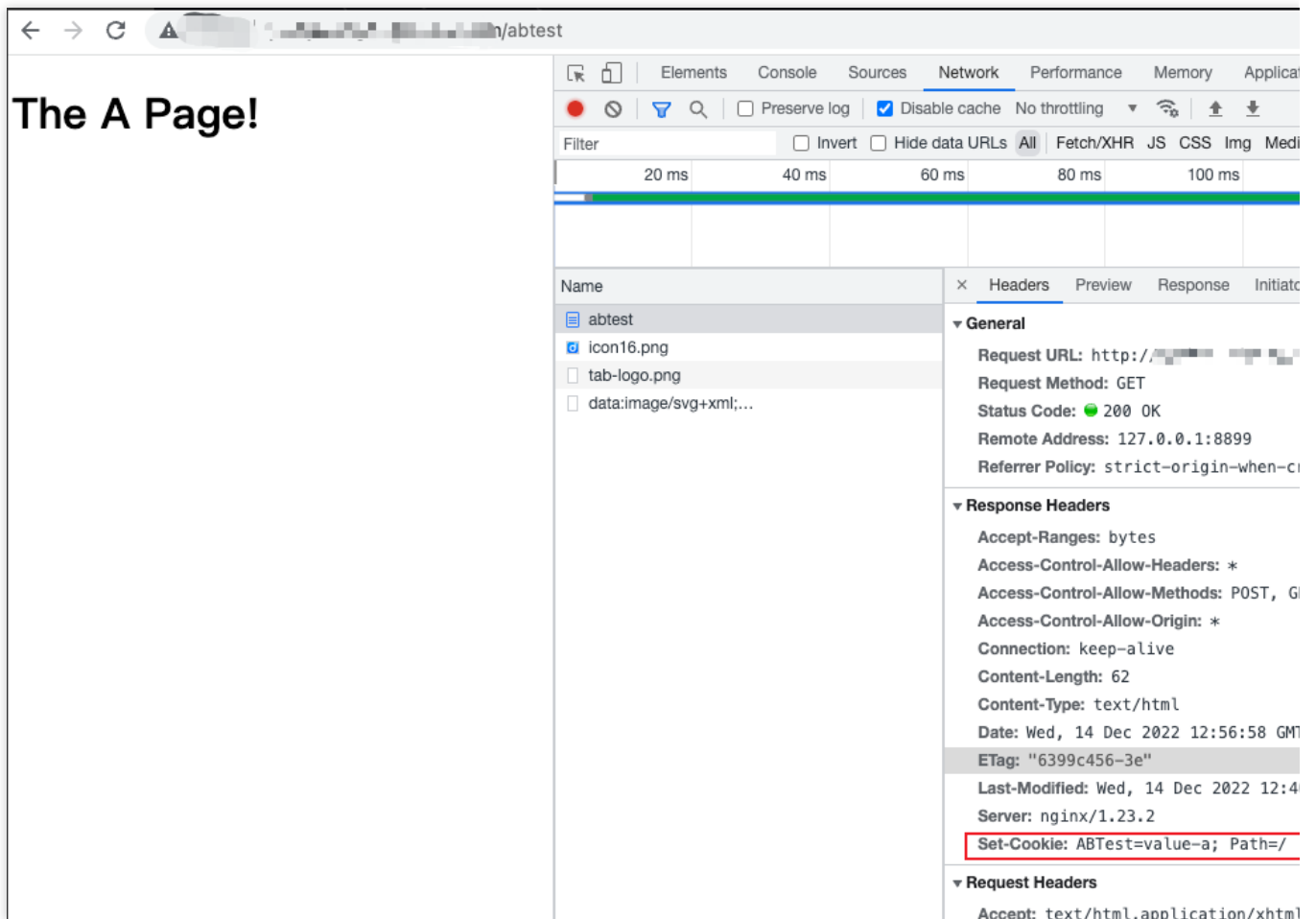
Object.keys(key2name).forEach(key => {
  if (cookie[key]) {
    cookieArr.push(`${key2name[key]}=${cookie[key]}`);
  }
});

return cookieArr.join('; ');
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event.request));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.



The screenshot shows a web browser's developer tools interface. The main content area displays "The A Page!". The network tab is active, showing a list of requests. The selected request is "abtest", which is a GET request to "http://[redacted]". The status is "200 OK". The response headers are visible, including "Set-Cookie: ABTest=value-a; Path=/" which is highlighted with a red box. Other headers include "Accept-Ranges: bytes", "Access-Control-Allow-Headers: *", "Access-Control-Allow-Methods: POST, GET, OPTIONS, HEAD", "Access-Control-Allow-Origin: *", "Connection: keep-alive", "Content-Length: 62", "Content-Type: text/html", "Date: Wed, 14 Dec 2022 12:56:58 GMT", "ETag: "6399c456-3e"", and "Last-Modified: Wed, 14 Dec 2022 12:44:00 GMT". The request headers show "Accept: text/html,application/xhtml+xml,application/xml;q=0.9,image/avif,image/webp,image/svg+xml,*/*;q=0.8".

References

[Runtime APIs: Cookies](#)

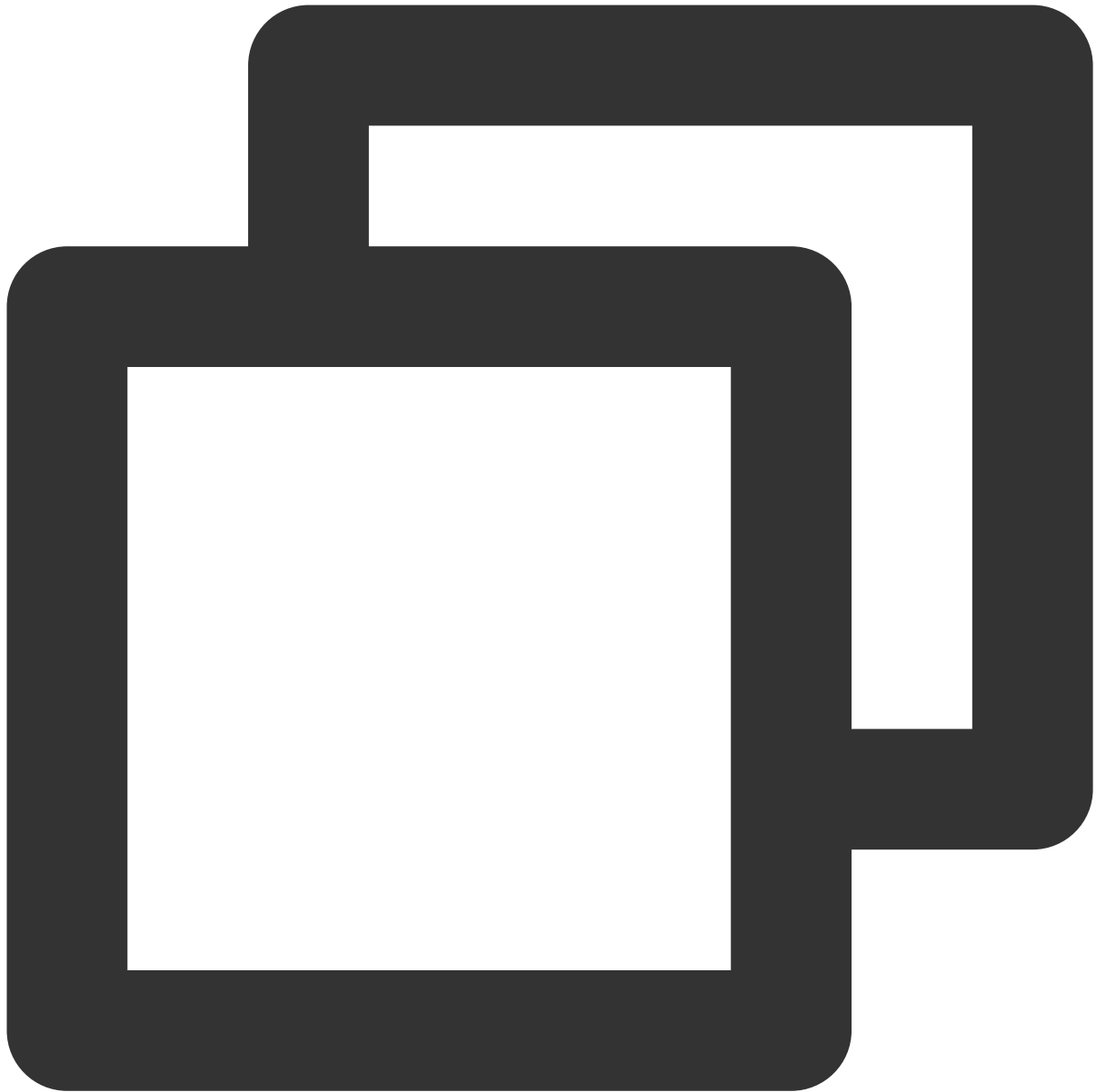
[Runtime APIs: Response](#)

Setting Cookies

Last updated : 2023-09-11 17:49:21

In this example, cookies are used to count the number of access requests. When a browser accesses the Edge Functions service, the number of access requests is increased by 1.

Sample Code



```
// cookie name
const COOKIE_NAME = 'count';

async function handleRequest(request) {
  // collected the current requests' Cookies and resolution into scope
  const cookies = new Cookies(request.headers.get('cookie'));
  const cookieCount = cookies.get(COOKIE_NAME);
  // count increment
  const count = Number(cookieCount && cookieCount.value || 0) + 1;
  // update Cookie's count
  cookies.set(COOKIE_NAME, String(count));
}
```

```
const response = new Response(`The count is: ${count}`);
// setting responded cookies
response.headers.set('Set-Cookie', getSetCookie(cookies.get(COOKIE_NAME)));
return response;
}

// concatenate Set-Cookie
function getSetCookie(cookie) {
  const cookieArr = [
    `${encodeURIComponent(cookie.name)}=${encodeURIComponent(cookie.value)}`,
  ];

  const key2name = {
    expires: 'Expires',
    max_age: 'Max-Age',
    domain: 'Domain',
    path: 'Path',
    secure: 'Secure',
    httponly: 'HttpOnly',
    samesite: 'SameSite',
  };

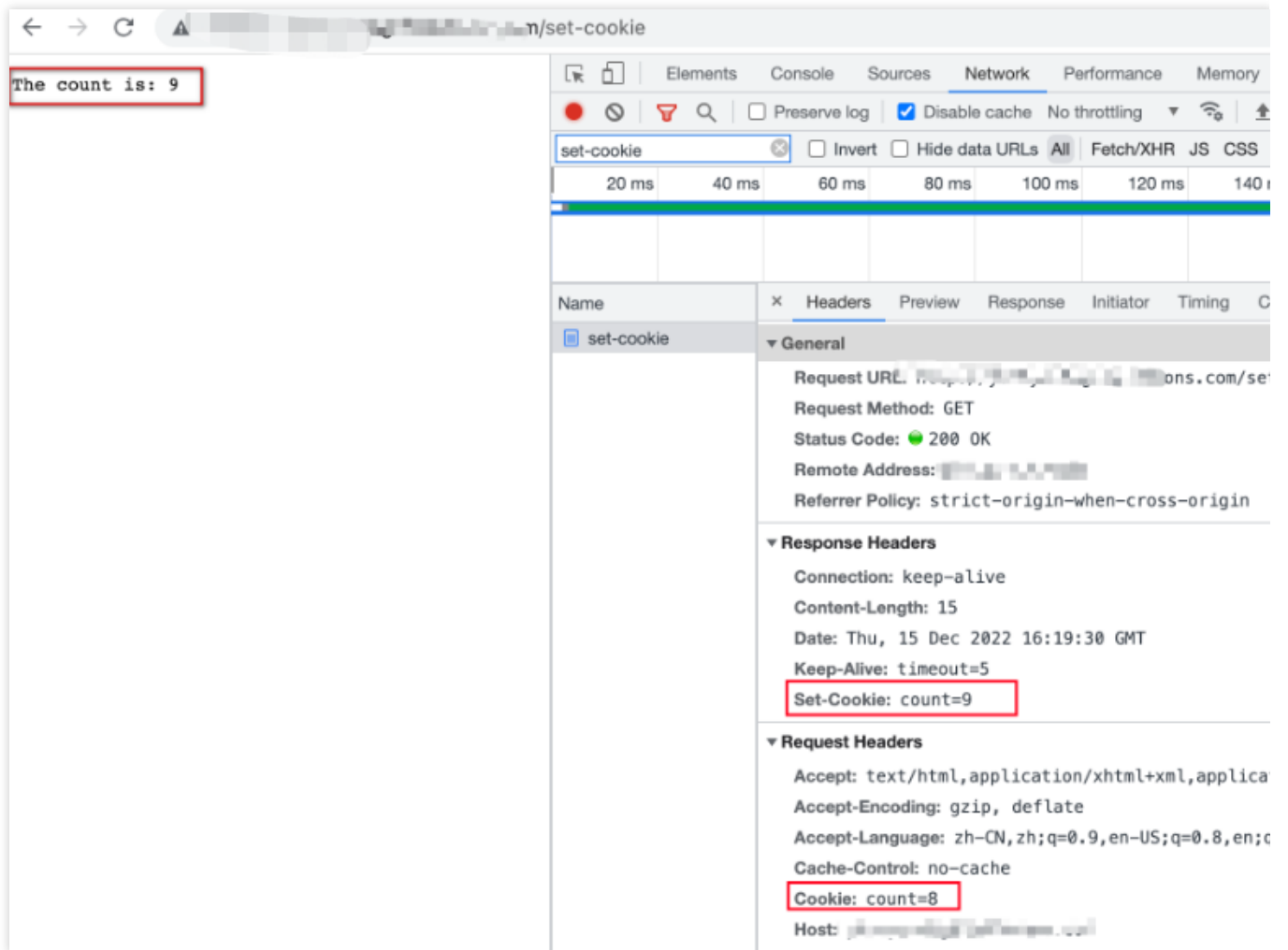
  Object.keys(key2name).forEach(key => {
    if (cookie[key]) {
      cookieArr.push(`${key2name[key]}=${cookie[key]}`);
    }
  });

  return cookieArr.join('; ');
}

addEventListener('fetch', (event) => {
  event.respondWith(handleRequest(event.request));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.



References

[Runtime APIs: Cookies](#)

[Runtime APIs: Response](#)

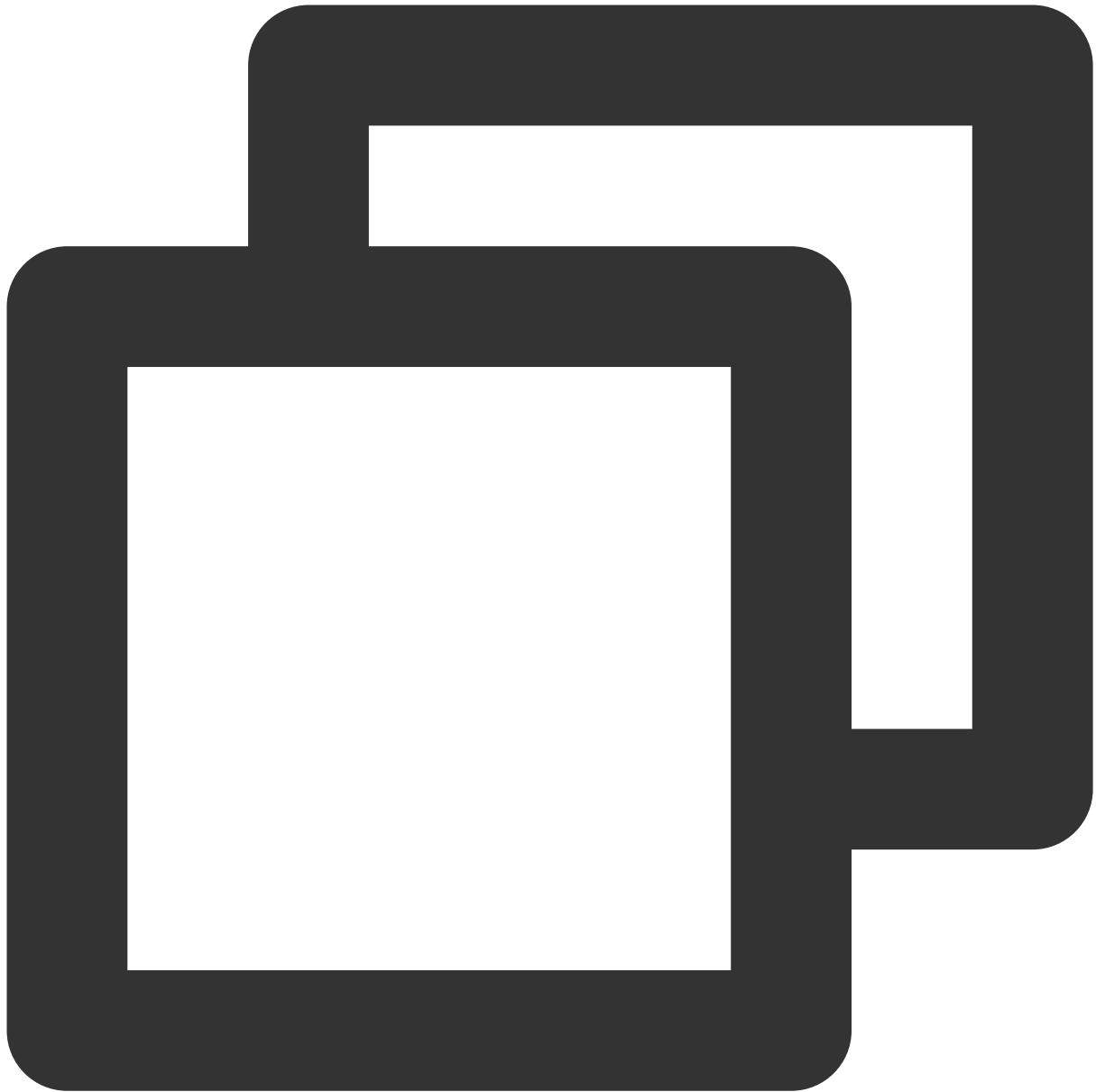
[Runtime APIs: Request](#)

Performing Redirect Based on the Request Location

Last updated : 2023-11-24 15:08:21

This example implements automatic redirection to the Target url of the region belonging to the Client by judging the region of the Client. It realizes the delivery of requests based on the region of the Client through Edge functions.

Sample Code



```
// The collection of URLs in all regions.
const urls = {
  CN: 'https://www.example.com/zh-CN',
  US: 'https://www.example.com/en-US',
};

// The default redirect URL.
const defaultUrl = 'https://www.example.com/en-US';

/**
 * Redirect to the target URL based on the region of the current request.
```

```
* @param { Request } request
*/
function handleRequest(request) {
  // Obtain the region of the current request.
  const alpha2code = request.eo.geo.countryCodeAlpha2;
  // The target URL that you want to use for redirection.
  const url = urls[alpha2code] || defaultUrl;

  return Response.redirect(url, 302);
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event.request));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.

The screenshot shows a web browser window displaying the MDN Web API page. The browser's address bar shows the URL 'zh-CN/docs/Web/API'. The page content is partially visible, showing a list of API categories under 'B' and 'C'. A network inspector is open on the right side of the browser, showing a request to 'geo-redirect API'. The response headers are expanded, and the 'location: ht' header is highlighted with a red box.

References

[Runtime APIs: Request](#)

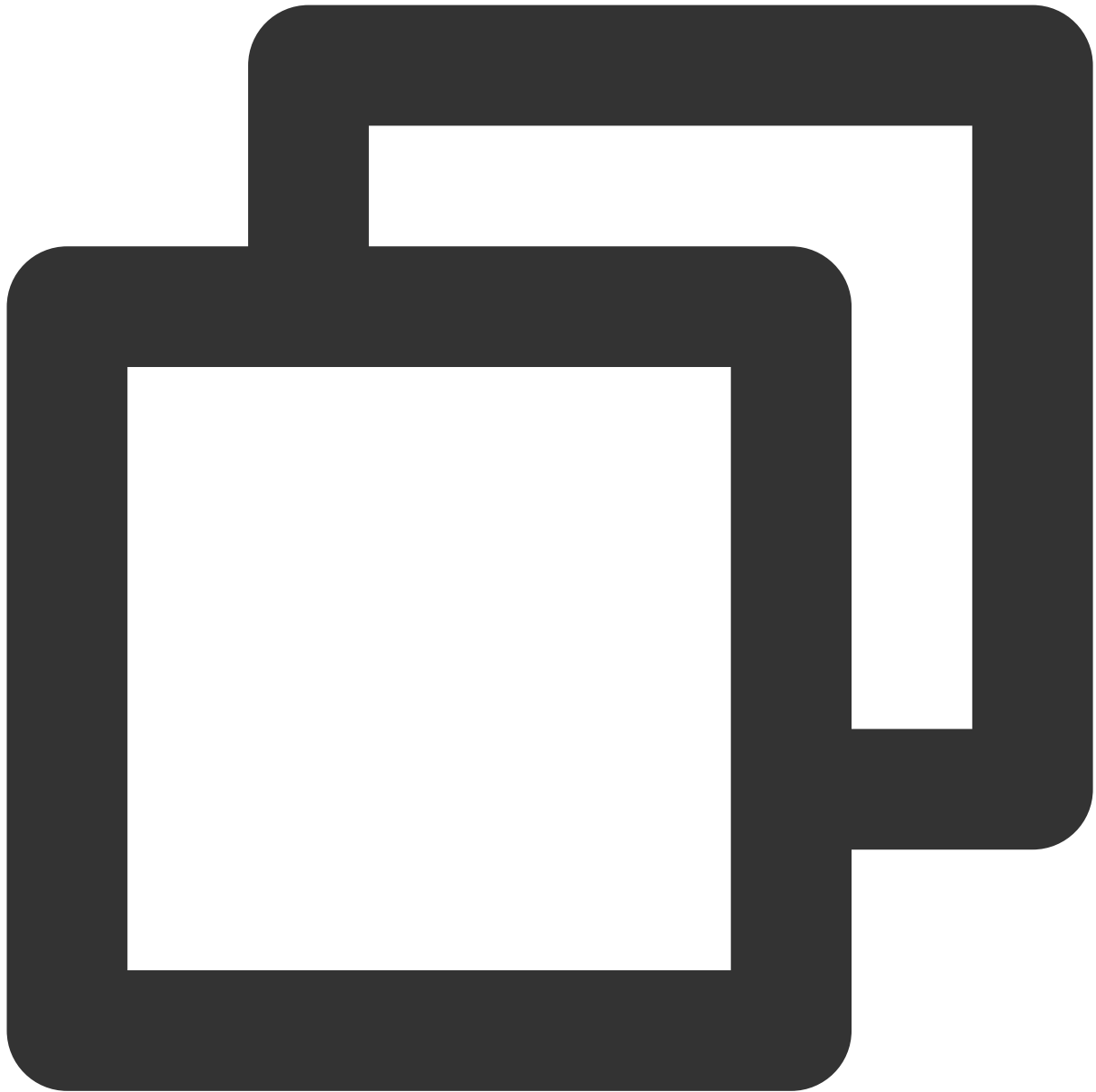
[Runtime APIs: Response](#)

Using the Cache API

Last updated : 2024-01-25 11:42:05

In this sample edge function, the [Fetch API](#) is called to fetch a remote jQuery.js resource, and the [Cache API](#) is called to cache the resource to an EdgeOne edge node. The cache duration is set to 10s.

Sample Code



```
async function fetchJquery(event, request) {
  const cache = caches.default;
  // If the resource is not found in the cache, fetch the resource from the origin
  let response = await fetch(request);

  // Add the Cache-Control field to the response header and set the cache duration
  response.headers.append('Cache-Control', 's-maxage=10');
  event.waitUntil(cache.put(request, response.clone()));

  // Add an identifier indicating that the resource is not found in the cache to the
  response.headers.append('x-edgefunctions-cache', 'miss');
```

```
    return response;
  }

  async function handleEvent(event) {
    // The resource URL, which is also used as the cache key.
    const request = new Request('https://static.cloudcachetci.com/qcloud/main/scripts
    // Obtain the default cache instance.
    const cache = caches.default;

    try {
      // Fetch the associated resource from the cache. If the resource is already cached
      let response = await cache.match(request);

      // If the resource is not found in the cache, re-fetch the remote resource.
      if (!response) {
        return fetchJquery(event, request);
      }

      // Add an identifier indicating that the resource is found in the cache to the
      response.headers.append('x-edgefunctions-cache', 'hit');

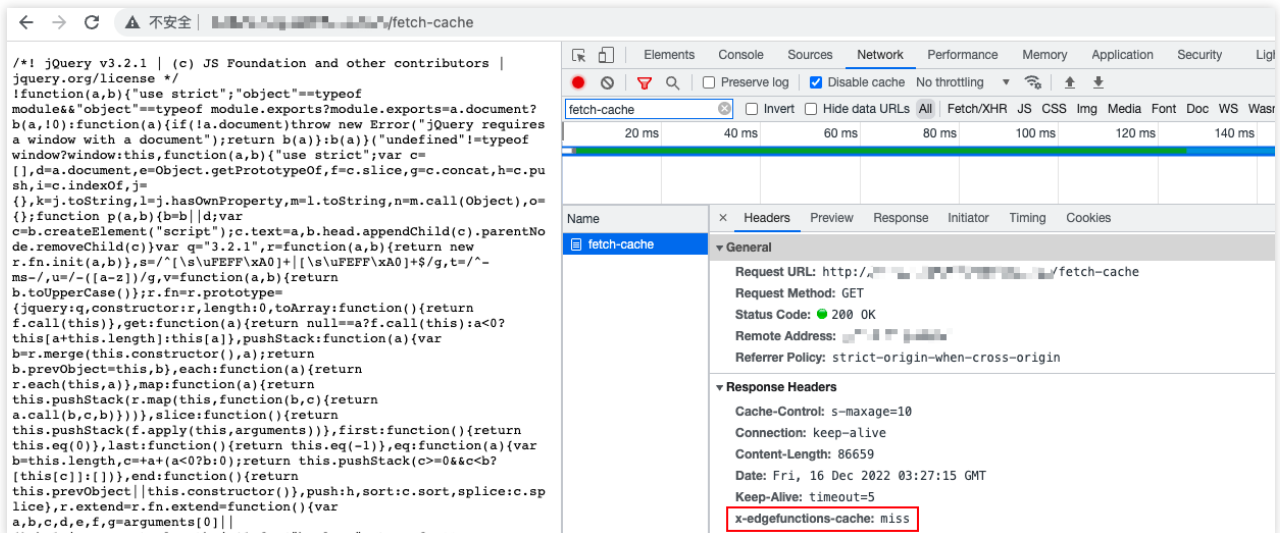
      return response;
    } catch (e) {
      await cache.delete(request);
      // If the cache duration of the resource times out or another error occurs, re-
      return fetchJquery(event, request);
    }
  }

  addEventListener('fetch', (event) => {
    event.respondWith(handleEvent(event));
  });
```

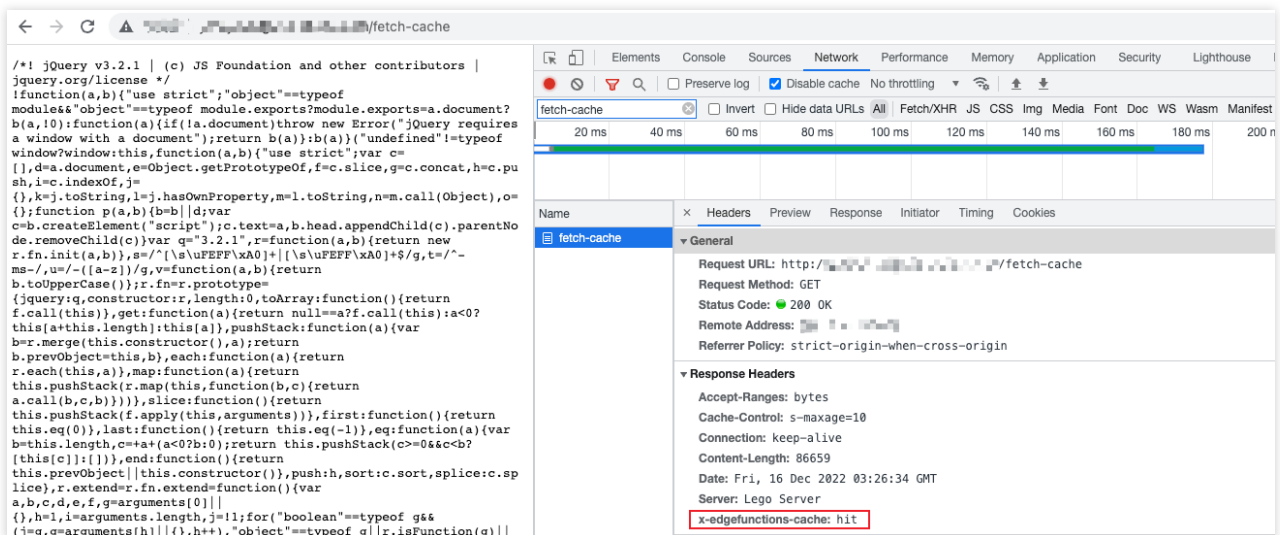
Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.

The resource is not found in the cache.



The resource is found in the cache.



References

[Runtime APIs: Cache](#)

[Runtime APIs: Fetch](#)

[Runtime APIs: FetchEvent](#)

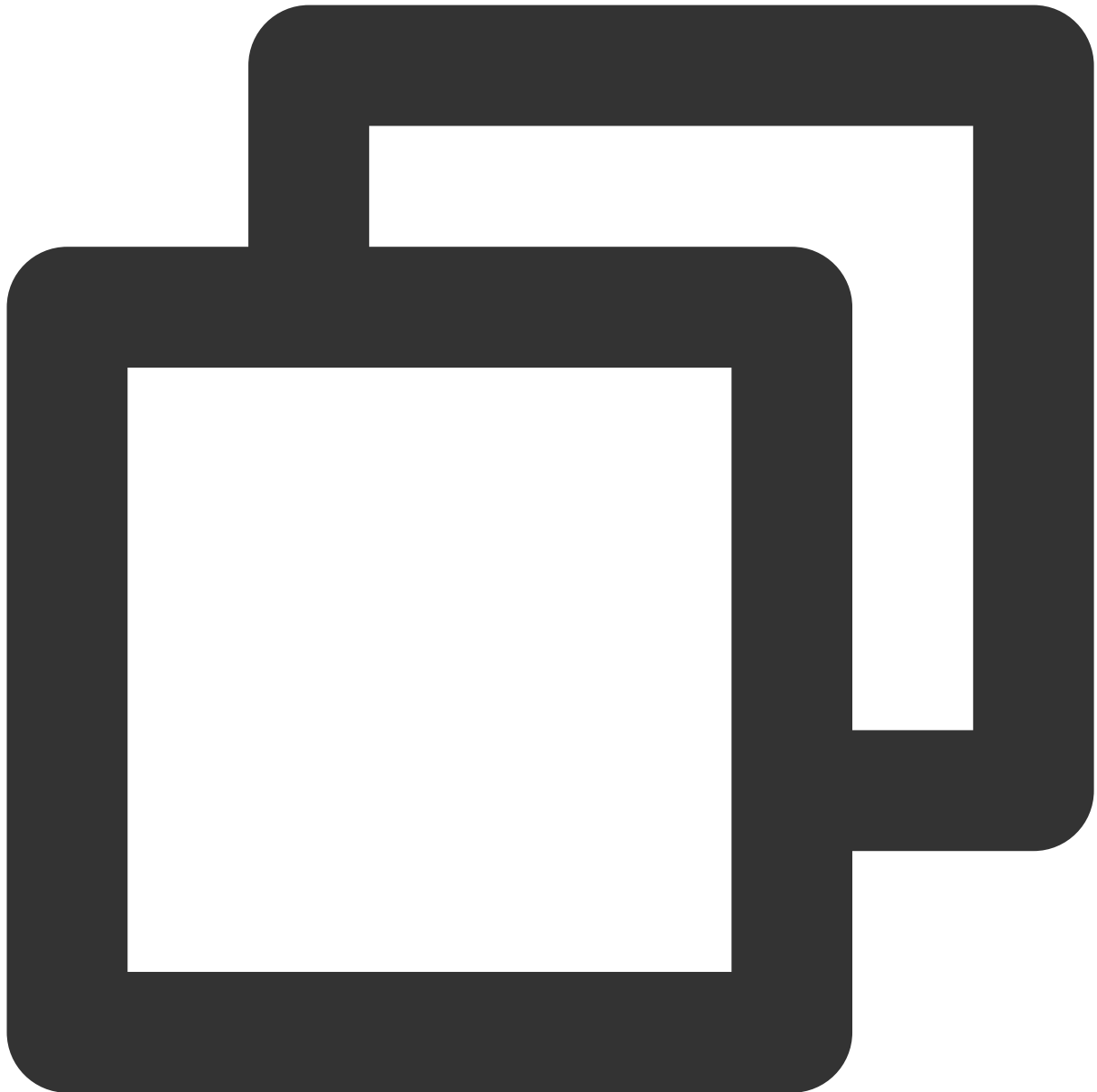
[Runtime APIs: Response](#)

Caching POST Requests

Last updated : 2024-01-25 11:39:35

In this example, an SHA-256 signature is calculated for the request body of a POST request and used as a part of the cache key, and the [Cache API](#) is called to cache the response content. If the content is already stored in the cache, the cached content is sent to the client. Otherwise, the [Fetch API](#) is called to initiate a subrequest to fetch a remote resource. This example demonstrates how to use an edge function to cache POST requests.

Sample Code



```
function uint8ArrayToHex(arr) {
  return Array.prototype.map.call(arr, (x) => (('0' + x.toString(16)).slice(-2))).join('');
}

// The SHA-256 signature digest.
async function sha256(message) {
  const msgBuffer = new TextEncoder().encode(message);
  const hashBuffer = await crypto.subtle.digest('SHA-256', msgBuffer);

  return uint8ArrayToHex(new Uint8Array(hashBuffer));
}
```

```
async function fetchContent(event, cacheKey) {
  const cache = caches.default;

  // If the resource is not found in the cache, fetch the resource from the origin
  const response = await fetch(event.request);

  // Add the Cache-Control field to the response header and specify the cache duration
  response.headers.set('Cache-Control', 's-maxage=10');
  event.waitUntil(cache.put(cacheKey, response.clone()));

  // Add an identifier indicating that the resource is not found in the cache to the
  response.headers.append('x-edgefunctions-cache', 'miss');

  return response;
}

async function handleRequest(event) {
  const request = event.request;
  const body = await request.clone().text();

  // // Calculate the hash value based on the request body.
  const hash = await sha256(body);

  // Use the hash value that is calculated based on the request body as a part of the
  const cacheKey = `${request.url}${hash}`;

  const cache = caches.default;

  try {
    // Fetch the associated response content from the cache.
    let response = await cache.match(cacheKey);

    if (!response) {
      return fetchContent(event, cacheKey);
    }

    // Add an identifier indicating that the resource is found in the cache to the
    response.headers.append('x-edgefunctions-cache', 'hit');

    return response;
  } catch (error) {
    await cache.delete(cacheKey);
    // If the cache duration of the resource times out or the resource is not found
    return fetchContent(event, cacheKey);
  }
}
```

```
return response;
}

addEventListener('fetch', (event) => {
  try {
    const request = event.request;
    // Process a POST request.
    if (request.method.toUpperCase() === 'POST') {
      return event.respondWith(handleRequest(event));
    }
    // Non-POST request.
    return event.respondWith(fetch(request));
  } catch (e) {
    return event.respondWith(new Response('Error thrown ' + e.message));
  }
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.

The resource is not found in the cache.

The screenshot shows the browser's developer tools network tab. The request is a POST to 'http://...post-cache/1'. The response is a 200 OK with a status of 200 OK and a response time of 109 ms. The response body is a JSON object: {"content": "hello world"}. The response headers are: Cache-Control: s-maxage=10, Connection: keep-alive, Content-Type: application/json, Date: Fri, 16 Dec 2022 03:31:19 GMT, Server: nginx/1.23.2, Transfer-Encoding: chunked, X-Cache-Lookup: Cache Miss, X-EdgeFunctions-Cache: miss (highlighted with a red box), and X-NWS-LOG-UUID: 1178815759950668058.

The resource is found in the cache.

The screenshot displays the Network tab of a web browser's developer tools. A POST request to `http://...om/post-cache` is shown with a status of 200 OK and a response time of 88 ms. The request body is a JSON object: `{ "name": "eo-1232" }`. The response body is a JSON object: `{ "content": "hello world" }`. The response headers include `Server: nginx/1.23.2` and `x-edgefunctions-cache: hit`, which is highlighted with a red box.

References

[Runtime APIs: Fetch](#)

[Runtime APIs: Cache](#)

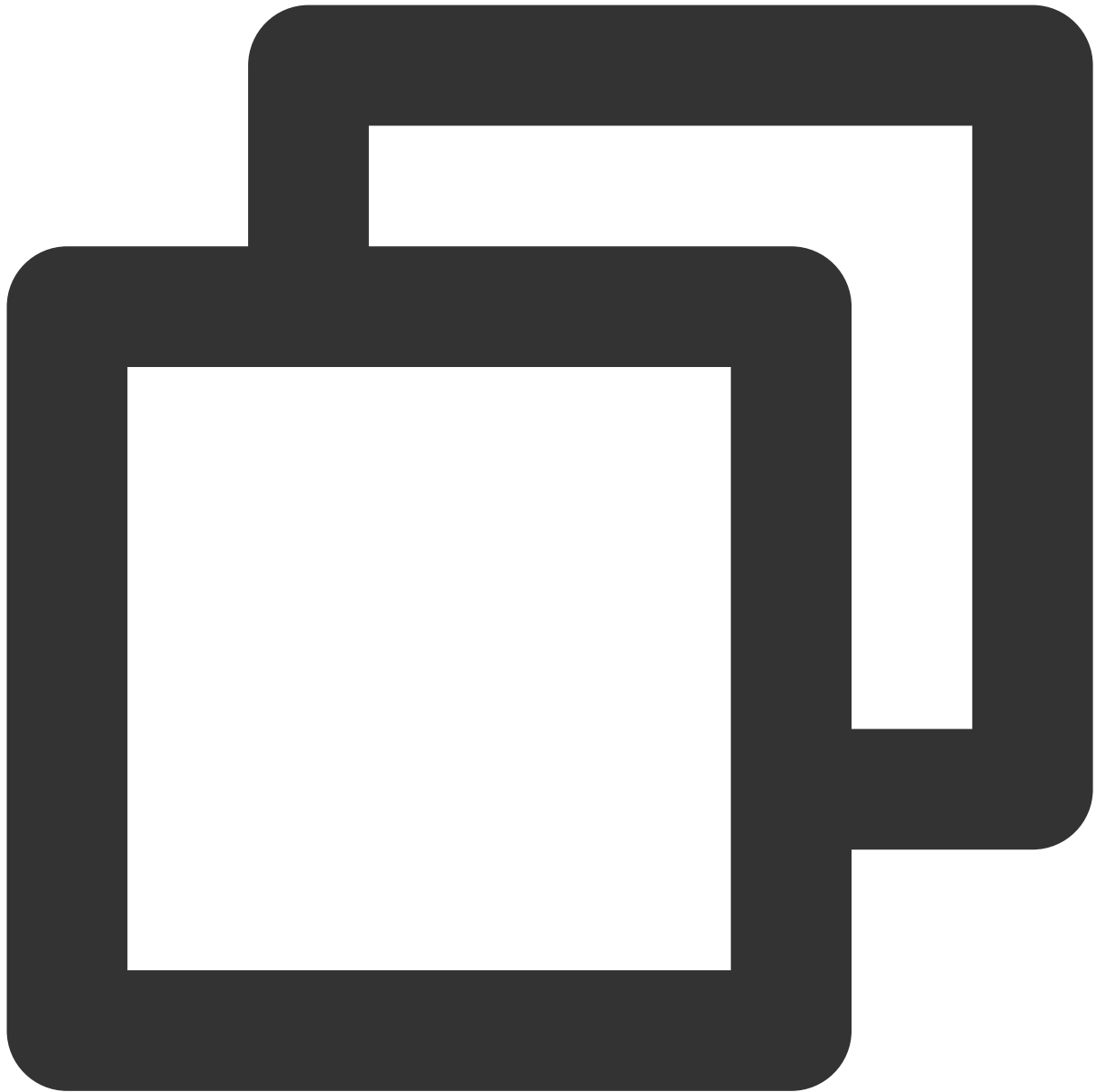
[Runtime APIs: Web Crypto](#)

Responding in Streaming Mode

Last updated : 2024-01-25 11:36:31

In this example, the [Fetch API](#) is called to fetch a remote jQuery.js resource, and the resource is sent to a client in streaming mode in response to a request from the client.

Sample Code



```
async function handleRequest(request) {
  const response = await fetch('https://static.cloudcachetci.com/qcloud/main/script

  if (response.status !== 200) {
    return response;
  }

  // Generate readable streams and writeable streams.
  const { readable, writable } = new TransformStream();
  // Respond to the client in streaming mode.
  response.body.pipeTo(writable);
```

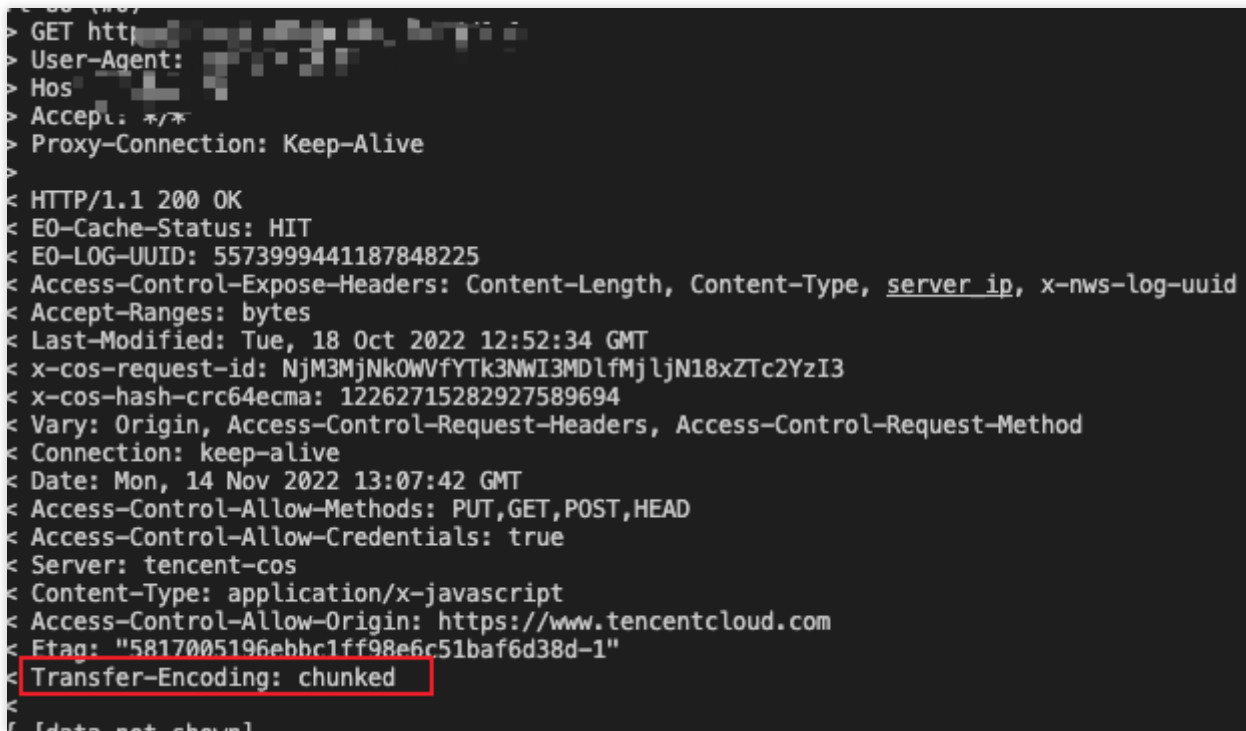


```
return new Response(readable, response);
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event.request));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.



```
> GET http://...
> User-Agent: ...
> Host: ...
> Accept: */*
> Proxy-Connection: Keep-Alive
>
< HTTP/1.1 200 OK
< EO-Cache-Status: HIT
< EO-LOG-UUID: 5573999441187848225
< Access-Control-Expose-Headers: Content-Length, Content-Type, server_ip, x-nws-log-uuid
< Accept-Ranges: bytes
< Last-Modified: Tue, 18 Oct 2022 12:52:34 GMT
< x-cos-request-id: NjM3MjNkOWVfYTk3NWl3MDlfMjN18xZTc2YzI3
< x-cos-hash-crc64ecma: 12262715282927589694
< Vary: Origin, Access-Control-Request-Headers, Access-Control-Request-Method
< Connection: keep-alive
< Date: Mon, 14 Nov 2022 13:07:42 GMT
< Access-Control-Allow-Methods: PUT,GET,POST,HEAD
< Access-Control-Allow-Credentials: true
< Server: tencent-cos
< Content-Type: application/x-javascript
< Access-Control-Allow-Origin: https://www.tencentcloud.com
< Etag: "5817005196ebbc1ff98e6c51baf6d38d-1"
< Transfer-Encoding: chunked
<
[ data not shown ]
```

References

[Runtime APIs: TransformStream](#)

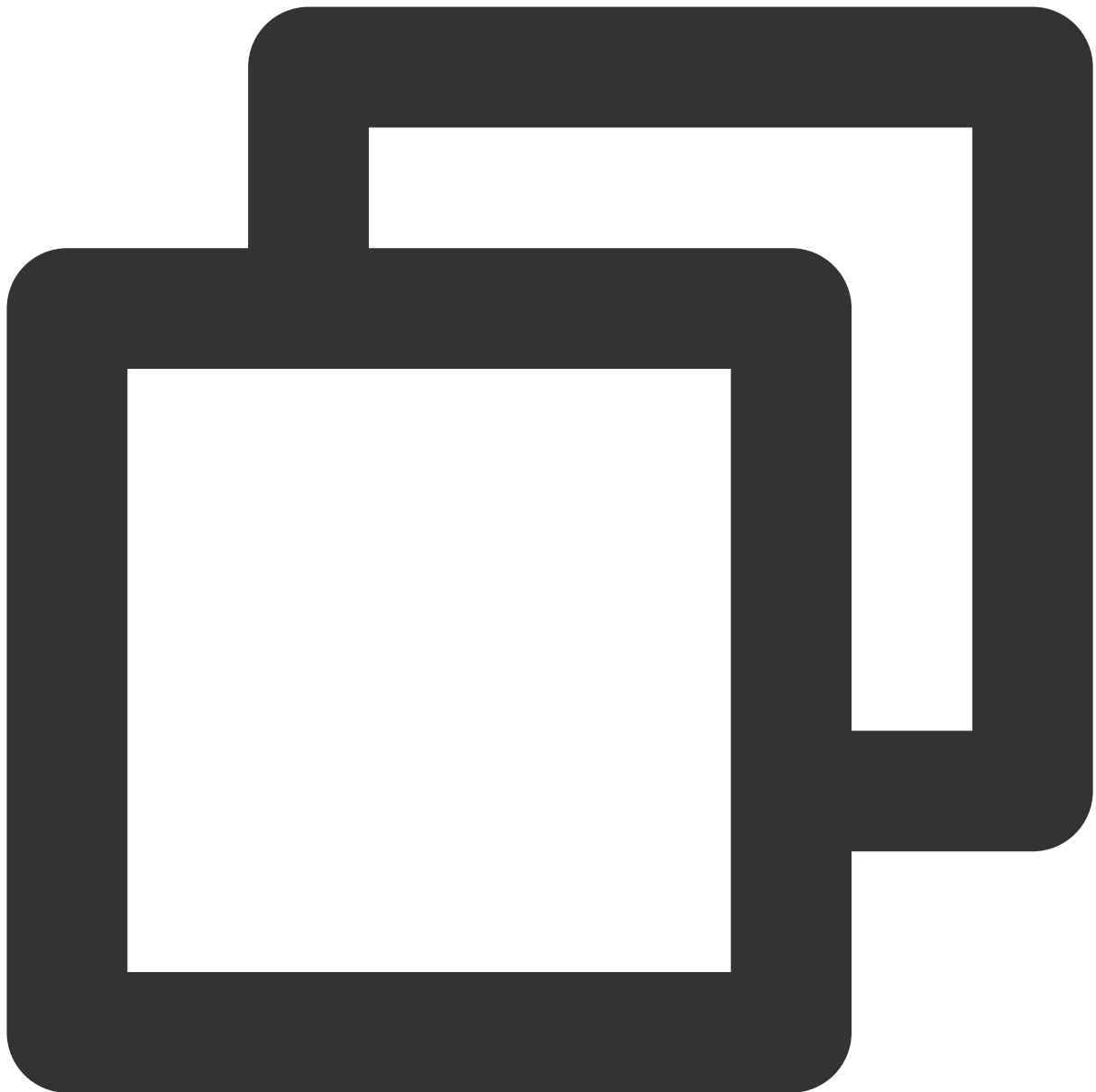
[Runtime APIs: Response](#)

Merging Resources and Responding in Streaming Mode

Last updated : 2024-01-25 11:35:14

In this example, three video clips are merged into one video, and the merged video is played on a client based on the order in which the video clips are merged. This example demonstrates how to use an edge function to fetch multiple remote resources, read and merge the resources in streaming mode, and respond to a client request by using the merged resource in streaming mode.

Sample Code



```
async function combine(readableVideos, destination) {
  for (const readable of readableVideos) {
    // Send a streaming response.
    await readable.pipeTo(destination, {
      preventClose: true
    });
  }

  const writer = destination.getWriter();
  writer.close();
  writer.releaseLock();
}
```

```
}

async function handleRequest(request) {
  // The URLs of the video clips.
  const urls = [
    'https://laputa-1257579200.cos.ap-guangzhou.myqcloud.com/stream-01.mov',
    'https://laputa-1257579200.cos.ap-guangzhou.myqcloud.com/stream-02.mov',
    'https://laputa-1257579200.cos.ap-guangzhou.myqcloud.com/stream-03.mov',
  ];

  const requests = urls.map(url => fetch(url));
  const responses = await Promise.all(requests);
  // Obtain the readable streams of the video clips.
  const readableVideos = responses.map(res => res.body);

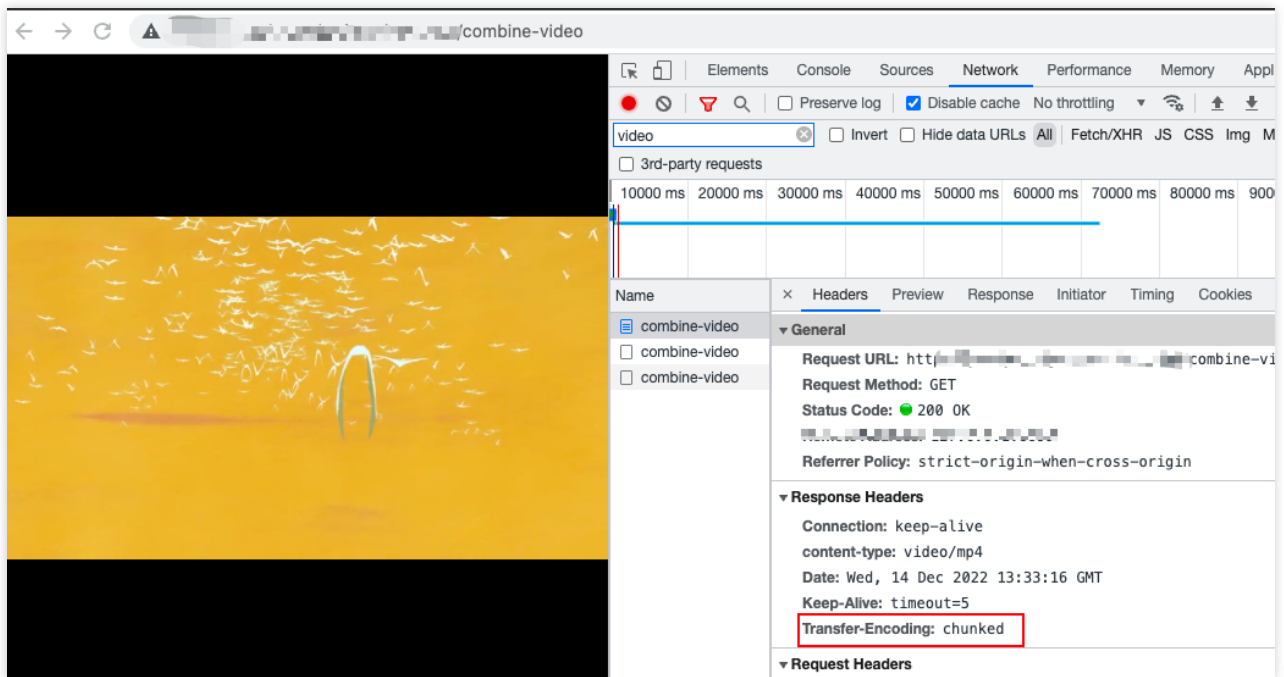
  const { readable, writable } = new TransformStream();
  // Merge the video clips.
  combine(readableVideos, writable);

  return new Response(readable, {
    headers: {
      'content-type': 'video/mp4',
    }
  });
}

addEventListener('fetch', event => {
  event.respondWith(handleRequest(event.request));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the merged video. View the response header and verify that the video is transferred in chunked mode.



References

[Runtime APIs: TransformStream](#)

[Runtime APIs: Response](#)

Protecting Data from Tampering

Last updated : 2024-01-25 11:32:07

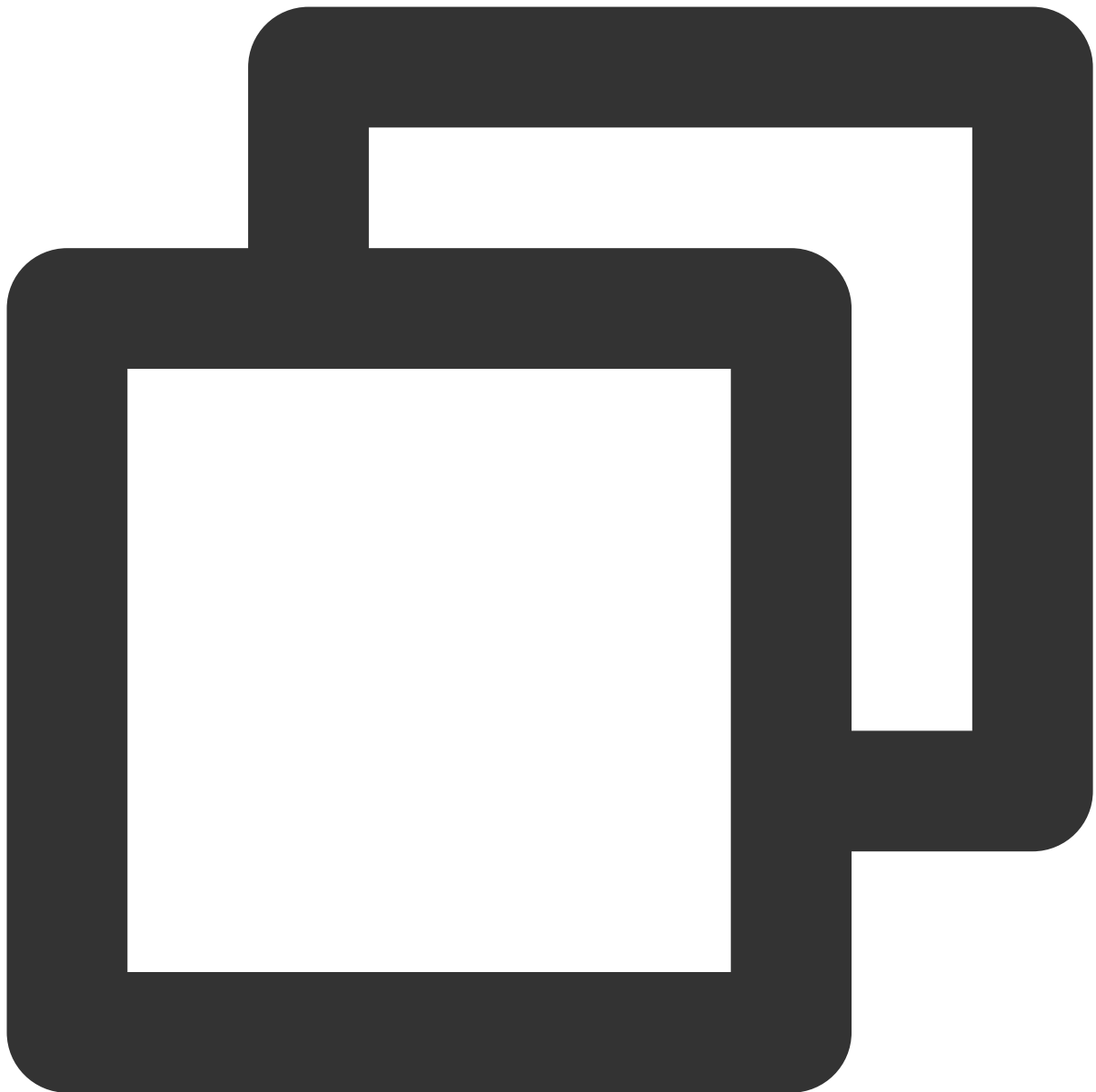
In this example, an SHA-256 signature is calculated for a request body and compared with the signature that is generated by the origin server. If the signatures are the same, the response content is not tampered with. Otherwise, a 416 status code is returned, indicating that the response content is tampered with. This example demonstrates how to use an edge function to verify whether the response content sent from the origin server is tampered with.

Note:

Make sure that the origin server uses the same signature algorithm and tamper-proofing rules that are used in this example.

To use the tamper-proofing rules described in this example in the production environment, perform sorting on the calculated signature to prevent the signature from being cracked by attackers.

Sample Code



```
// The supported text file formats.
const textFileTypes = [
  'application/javascript',
  'text/html; charset=utf-8',
  'text/css; charset=utf-8',
  'text/xml; charset=utf-8'
];

// The supported image file format.
const imageFileTypes = [
  'image/jpeg'
```

```
];

function uint8ArrayToHex(arr) {
  return Array.prototype.map
    .call(arr, (x) => (('0' + x.toString(16)).slice(-2)))
    .join('');
}

/**
 * The following algorithms are supported: MD5, SHA-1, SHA-256, SHA-384, and SHA-512
 * Note: When you calculate a signature on the origin server, do not directly sign
 * Use the same method in the sample code to calculate the signature for comparison
 **/
async function checkAndResponse(response, hash, algorithm) {
  const headers = response.headers;

  let checkHash = 'sorry! not match';
  let data = null;
  const contentType = headers.get('Content-Type');
  if (textFileTypes.includes(contentType) || imageFileTypes.includes(contentType))
    data = await response.arrayBuffer();
  }
  let ret = await crypto.subtle.digest({name: algorithm}, data);
  checkHash = uint8ArrayToHex(new Uint8Array(ret));

  headers.append(`X-Content-${algorithm}-Check`, checkHash);
  // Compare the signature that is calculated in real time with the signature that
  if (checkHash !== hash) {
    return new Response(null, {
      headers,
      status: 416
    });
  }

  return new Response(data, {
    headers,
    status: 200
  });
}

async function handleEvent(event) {
  // Obtain the content that is returned by the origin server. If the content is ca
  const response = await fetch(event.request);
  if (response.status === 200) {
    const headers = response.headers;
    // The signature header of the content that is returned by the origin server.
    const hash = headers.get('X-Content-Sha256');
```



```
if (hash) {
  // Check whether the calculated signature is the same as the signature that i
  return checkAndResponse(response, hash, 'Sha-256');
}

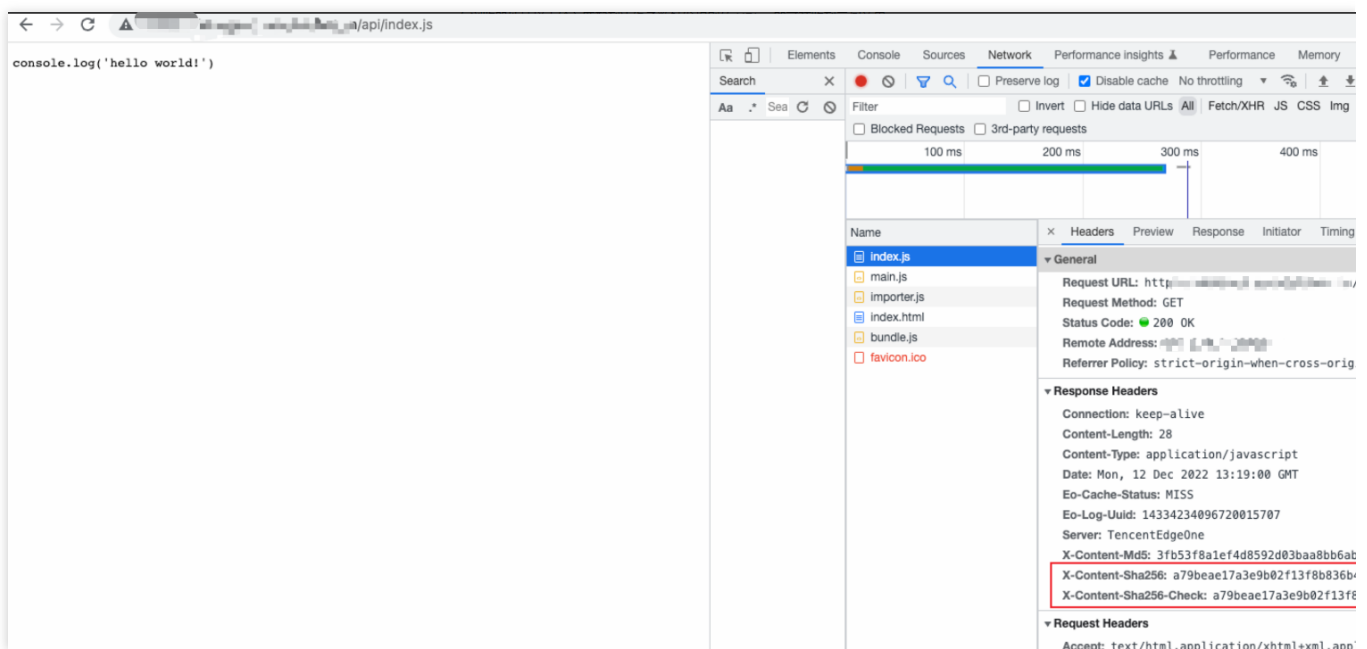
return response;
}

addEventListener('fetch', event => {
  event.respondWith(handleEvent(event));
});
```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code.

The signature that is calculated by the edge function is the same as the signature that is provided by the origin server.



The signature that is calculated by the edge function is different from the signature that is provided by the origin server, and a 416 status code is returned.

The screenshot shows a browser window with a 416 error message: "This page isn't working" and "HTTP ERROR 416". A "Reload" button is visible. The network developer tool is open, showing a request for "index.js" with a status code of 416 (Request Range Not Satisfiable). The response headers include "X-Content-Sha256" and "X-Content-Sha256-Check", which are highlighted with a red box.

Name	Headers	Preview	Response	Initiator	Timing
index.js	General Request URL: [redacted] Request Method: GET Status Code: 416 Request Range Not Satisfiable Remote Address: [redacted] Referrer Policy: strict-origin-when-cross-origin				
	Response Headers				
	Accept-Ranges: bytes alt-svc: h3=":443"; ma=2592000,h3-29=":443"; ma=2592000; v="46,43" Connection: keep-alive Content-Length: 0 Content-Type: application/javascript Date: Fri, 06 Jan 2023 10:19:27 GMT EO-Cache-Status: HIT EO-LOG-UUID: 4299834199029486341 Server: TencentEdgeOne X-Content-Sha256: 5da5c26a3a80b2e0566fab43657b27-... X-Content-Sha256-Check: ca4656f73a77254502a1a6f5t...				
	Request Headers				

References

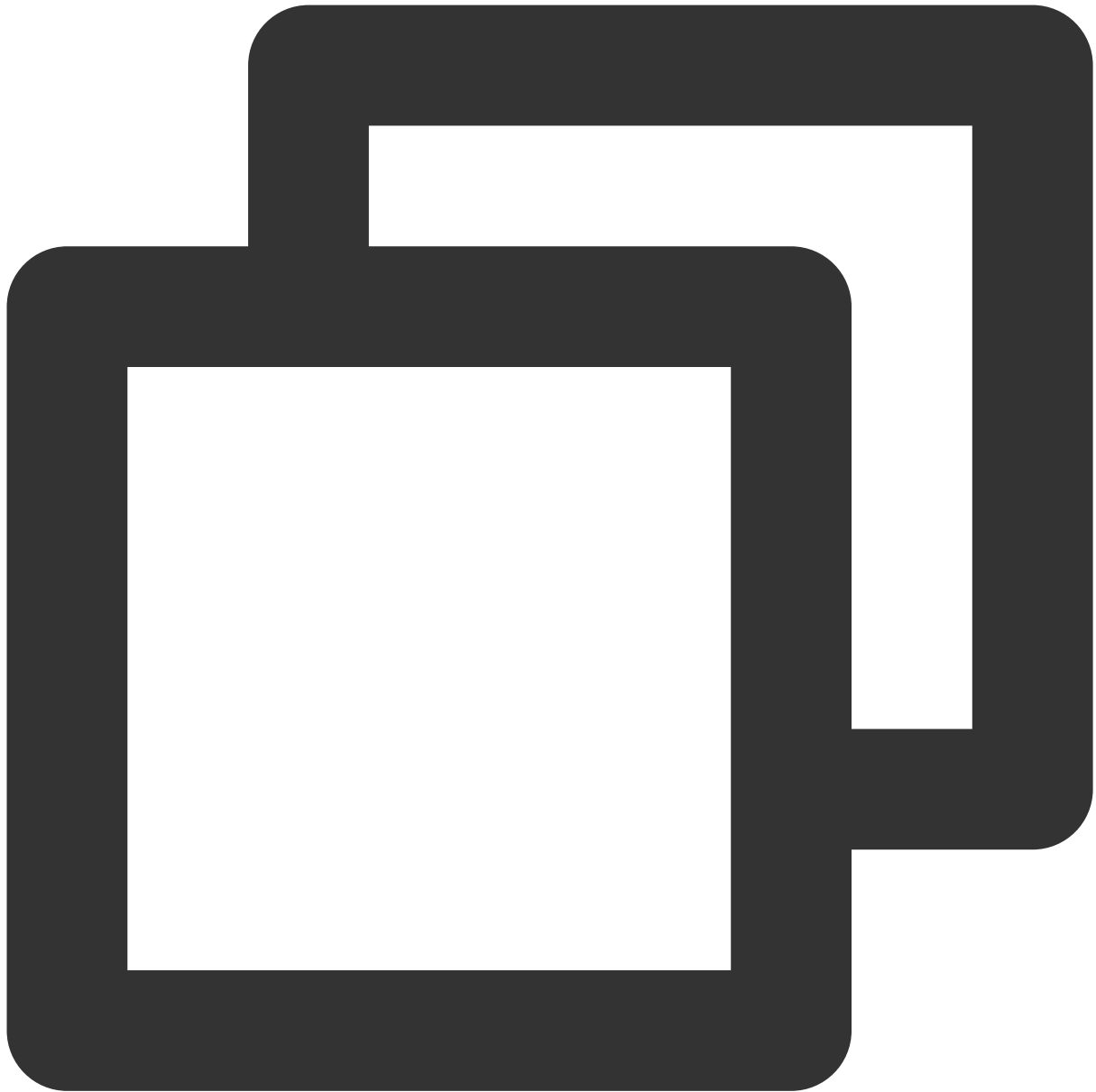
- [Runtime APIs: Fetch](#)
- [Runtime APIs: Web Crypto](#)
- [Runtime APIs: Headers](#)
- [Runtime APIs: Response](#)

Rewriting a m3u8 File and Configuring Authentication

Last updated : 2023-04-13 11:14:30

In this example, a .m3u8 file is rewritten to support TypeA authentication that controls access to .m3u8 files and .ts segments. You can modify the code as needed to support other authentication methods.

Sample Code



```
// The private key for TypeA authentication. Specify the key as needed and make sur
const PK = '0123456789';
// The validity period of the key for encryption and verification, in seconds.
const TTL = 60;
const KEY_NAME = 'key';
const UID = 0;
const SUFFIX_LIST = ['.m3u8', '.ts'];

addEventListener('fetch', (event) => {
  event.respondWith(handleEvent(event));
});
```

```
async function handleEvent(event) {
  try {
    const { request } = event;
    const urlInfo = new URL(request.url);
    const suffix = getSuffix(urlInfo.pathname);

    // Check whether the file extension is .m3u8 or .ts.
    if (!SUFFIX_LIST.includes(suffix)) {
      return fetch(request);
    }

    // TypeA authentication.
    const checkResult = await checkTypeA(urlInfo);
    if (!checkResult.flag) {
      return new Response(checkResult.message, {
        status: 403,
        headers: {
          'X-Auth-Err': checkResult.message
        },
      });
    }

    // Rewrite the .m3u8 file and respond.
    if (suffix === '.m3u8') {
      return fetchM3u8({
        request,
        querySign: {
          basePath: urlInfo.pathname.substring(0, urlInfo.pathname.lastIndexOf('/'))
            ...checkResult.querySign,
        },
      });
    }

    // Respond with .ts resources.
    if (suffix === '.ts') {
      return fetchTs(request);
    }
  } catch (error) {
    return new Response(error.stack, { status: 544 });
  }

  return fetch(request);
}

async function checkTypeA(urlInfo) {
  const sign = urlInfo.searchParams.get(KEY_NAME) || '';

```

```
const elements = sign.split('-');

if (elements.length !== 4) {
  return {
    flag: false,
    message: 'Invalid Sign Format',
  };
}

const [ts, rand, uid, md5hash] = elements;
if (ts === undefined || rand === undefined || uid === undefined || md5hash === un
  return {
    flag: false,
    message: 'Invalid Sign Format',
  };
}

if (!isNumber(ts)) {
  return {
    flag: false,
    message: 'Sign Expired',
  };
}

if (Date.now() > (Number(ts) + TTL) * 1000) {
  return {
    flag: false,
    message: 'Sign Expired',
  };
}

const hash = await md5([urlInfo.pathname, ts, rand, uid, PK].join('-'));
if (hash !== md5hash) {
  return {
    flag: false,
    message: 'Verify Sign Failed',
  };
}
return {
  flag: true,
  message: 'success',
  querySign: {
    rand,
    uid,
    md5hash,
    ts,
  },
},
```

```
};
}

async function fetchM3u8({ request, querySign }) {
  request.headers.delete('Accept-Encoding');
  let response = null;
  try {
    response = await fetch(request);
    if (response.status !== 200) {
      return response;
    }
  } catch (error) {
    return new Response('', {
      status: 504,
      headers: { 'X-Fetch-Err': 'Invalid Origin' }
    });
  }

  const content = await response.text();
  const lines = content.split('\n');

  const contentArr = await Promise.all(
    lines.map(line => rewriteLine({ line, querySign }))
  );

  return new Response(contentArr.join('\n'), response);
}

async function fetchTs(request) {
  let response = null;
  try {
    response = await fetch(request);
    if (response.status !== 200) {
      return response;
    }
  } catch (error) {
    return new Response('', {
      status: 504,
      headers: { 'X-Fetch-Err': 'Invalid Origin' }
    });
  }
  return response;
}

async function rewriteLine({ line, querySign }) {
  // Skip empty lines.
  if (/^\s*$/.test(line)) {
```

```
    return line;
  }

  if (line.charAt(0) === '#') {
    // Process #EXT-X-MAP.
    if (line.startsWith('#EXT-X-MAP')) {
      const key = await createSign(querySign, line);
      line = line.replace(/URI="([\^"]+)"/, (matched, p1) => {
        return p1 ? matched.replace(p1, `${p1}?key=${key}`) : matched;
      });
    }
    return line;
  }

  const key = await createSign(querySign, line);

  return `${line}?${KEY_NAME}=${key}`;
}

async function createSign(querySign, line) {
  const { ts, rand, uid = 0 } = querySign;
  const pathname = `${querySign.basePath}/${line}`;

  const md5hash = await md5([pathname, ts, rand, uid, PK].join('-'));
  const key = [ts, rand, uid, md5hash].join('-');

  return key;
}

function getSuffix(pathname) {
  const suffix = pathname.match(/\\.m3u8|\\.ts$/);
  return suffix ? suffix[0] : null;
}

function isNumber(num) {
  return Number.isInteger(Number(num));
}

function bufferToHex(arr) {
  return Array.prototype.map
    .call(arr, (x) => (x >= 16 ? x.toString(16) : '0' + x.toString(16)))
    .join('');
}

async function md5(text) {
  const buffer = await crypto.subtle.digest('MD5', TextEncoder().encode(text));
  return bufferToHex(new Uint8Array(buffer));
}
```



```
}

```

Sample Preview

In the address bar of the browser, enter a URL that matches a trigger rule of the edge function to preview the effect of the sample code. Sample URL: 如 : <http://www.example.com/index.m3u8?key=1678873033-123456-0-32f4xxxxcabcxxx1602xxxx6756d8f4>.

<pre> 1 #EXTM3U 2 #EXT-X-VERSION:3 3 #EXT-X-TARGETDURATION:6 4 #EXT-X-MEDIA-SEQUENCE:0 5 #EXTINF:1.416667, 6 0-282375.ts 7 #EXTINF:2.875000, 8 282376-675671.ts 9 #EXTINF:1.708333, 10 675672-905595.ts 11 #EXTINF:3.208333, 12 3.ts 13 #EXTINF:2.000000, 14 4.ts 15 #EXTINF:2.000000, 16 5.ts 17 #EXTINF:2.000000, 18 6.ts 19 #EXTINF:2.000000, 20 7.ts 21 #EXTINF:3.708333, 22 8.ts 23 #EXTINF:5.791667, 24 9.ts 25 #EXTINF:3.375000, 26 10.ts 27 #EXT-X-ENDLIST </pre>		<pre> 1 #EXTM3U 2 #EXT-X-VERSION:3 3 #EXT-X-TARGETDURATION:6 4 #EXT-X-MEDIA-SEQUENCE:0 5 #EXTINF:1.416667, 6 0-282375.ts?key=1671181186-6767974945631037-0-58d3457cef4a1e3ce68a471b6966ef74 7 #EXTINF:2.875000, 8 282376-675671.ts?key=1671181186-6767974945631037-0-6c0a83fb9313c836734df13cad56d18a 9 #EXTINF:1.708333, 10 675672-905595.ts?key=1671181186-6767974945631037-0-948a4eaf14828bf8ff57120983b3b474 11 #EXTINF:3.208333, 12 3.ts?key=1671181186-6767974945631037-0-e10778ac5e94134a6e762de322cdc25e 13 #EXTINF:2.000000, 14 4.ts?key=1671181186-6767974945631037-0-3fb747e907e623822fbbcb9cb066768 15 #EXTINF:2.000000, 16 5.ts?key=1671181186-6767974945631037-0-193aa1d267b6892a8f89754cf9fcf68a 17 #EXTINF:2.000000, 18 6.ts?key=1671181186-6767974945631037-0-e5e95cf873c8911ab7d0668716ea518a 19 #EXTINF:2.000000, 20 7.ts?key=1671181186-6767974945631037-0-bd882ed14c331d31c368602b436cc5f1 21 #EXTINF:3.708333, 22 8.ts?key=1671181186-6767974945631037-0-702fdc4c39f7499971ce3e0174cdd73a 23 #EXTINF:5.791667, 24 9.ts?key=1671181186-6767974945631037-0-eb91c87cadbf372ad9f95900f442aeace 25 #EXTINF:3.375000, 26 10.ts?key=1671181186-6767974945631037-0-2cfe4f6b1ea682820e020918e121ac71 27 #EXT-X-ENDLIST </pre>
---	--	--

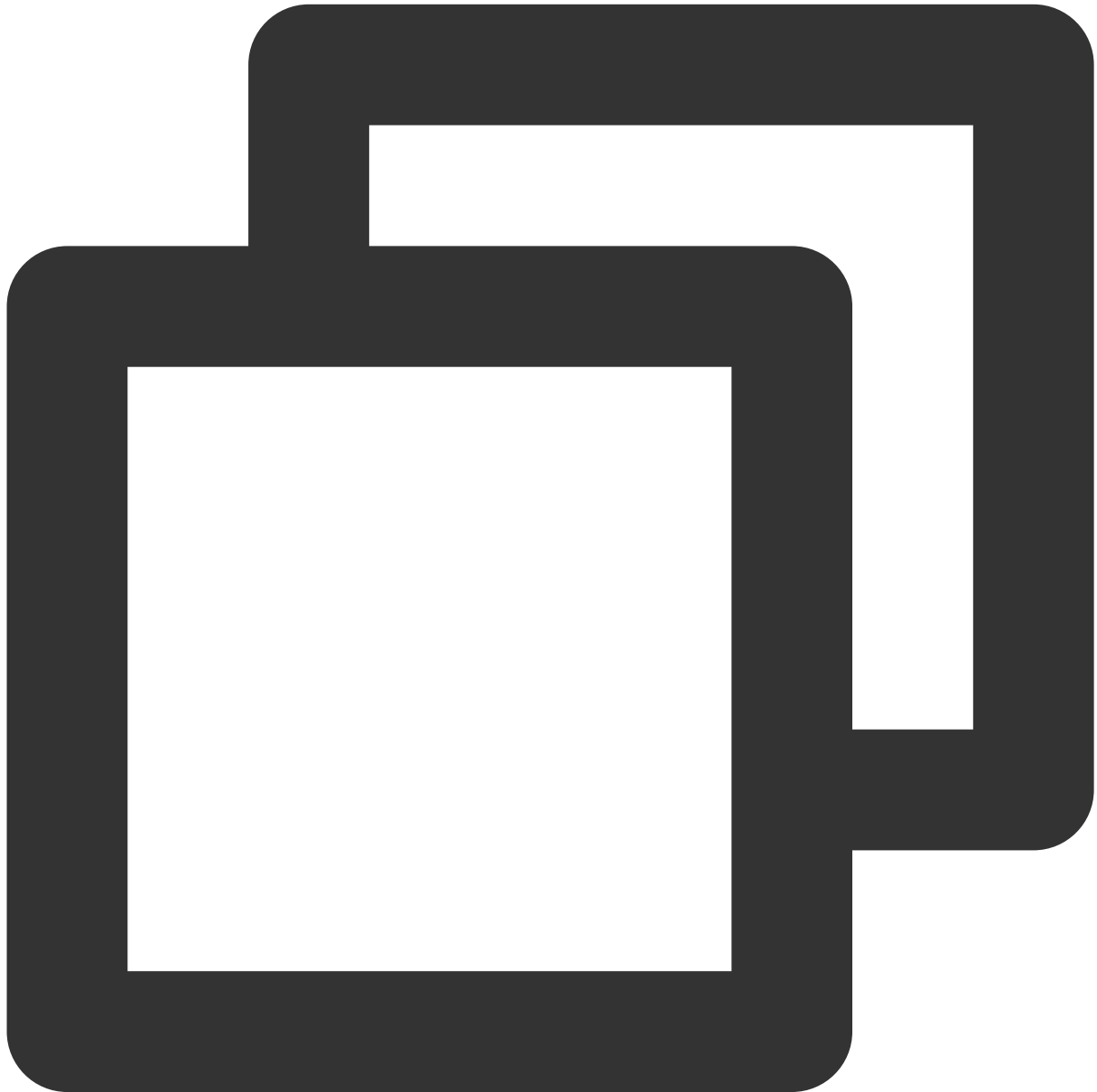
References

- [Runtime APIs: Fetch](#)
- [Runtime APIs: Web Crypto](#)
- [Runtime APIs: Response](#)
- [TypeA](#)

Adaptive Image Format Conversion

Last updated : 2023-07-06 17:19:11

In this document, we demonstrate how to identify the browser type via `User-Agent` in the request header, use [fetch API](#) to get the image from the origin, and convert it to the format required by the browser.



```
// Browser image format
const browserFormat = {
  Chrome: 'webp',
```

```
Opera: 'webp',
Firefox: 'webp',
Safari: 'jp2',
Edge: 'webp',
IE: 'jxr'
};

addEventListener('fetch', event => {
  // If the function code throws an unhandled exception, Edge Functions forwards th
  event.passThroughOnException();
  event.respondWith(handleEvent(event));
});

async function handleEvent(event) {
  const { request } = event;
  const userAgent = request.headers.get('user-agent');
  const bs = getBroswer(userAgent);
  const format = broswerFormat[bs];

  // Do not convert the image format
  if (!format) {
    return fetch(request);
  }

  // Convert image format
  const response = await fetch(request, {
    eo: {
      image: {
        format
      }
    }
  });

  // Set the response header
  response.headers.set('x-ef-format', format);

  return response;
}

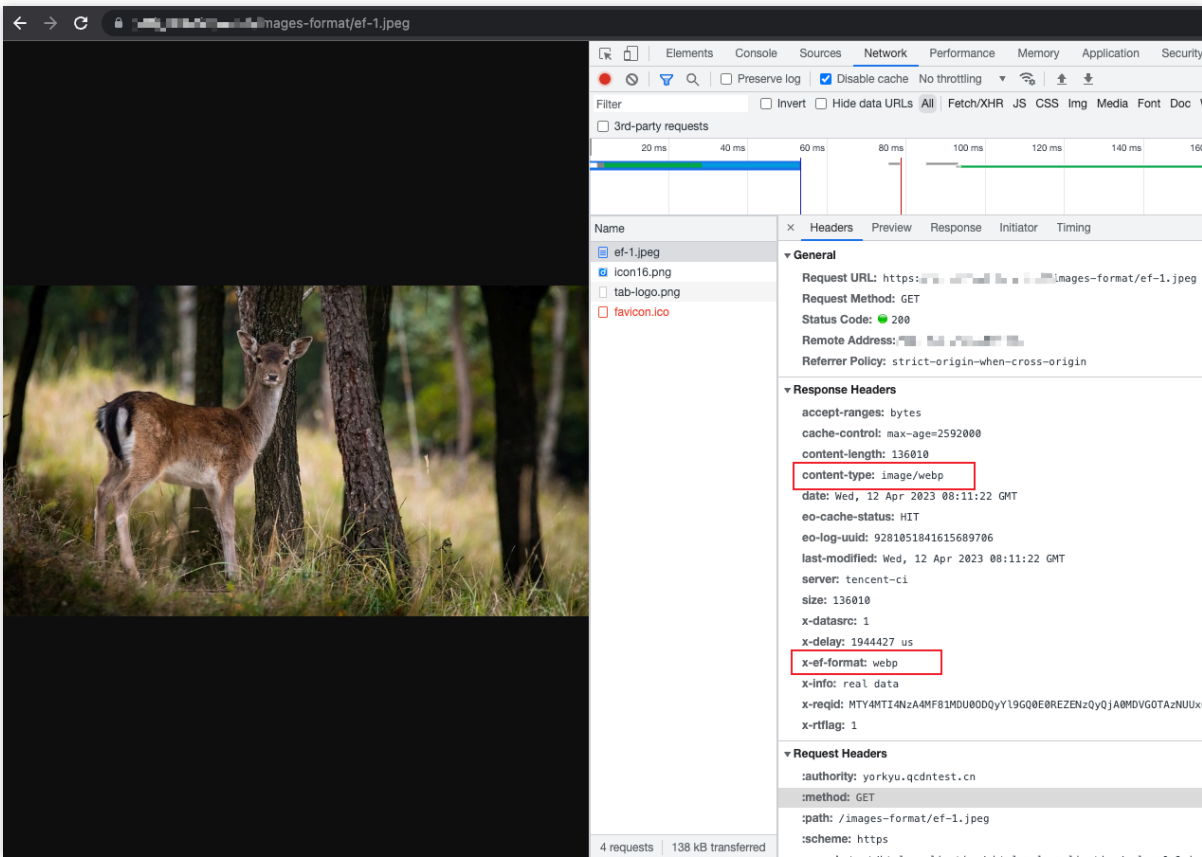
function getBroswer(userAgent) {
  if (/Edg/i.test(userAgent)) {
    return 'Edge'
  }
  if (/Trident/i.test(userAgent)) {
    return 'IE'
  }
  if (/Firefox/i.test(userAgent)) {
```

```
    return 'Firefox';
  }
  if (/Chrome/i.test(userAgent)) {
    return 'Chrome';
  }
  if (/Opera|OPR/i.test(userAgent)) {
    return 'Opera';
  }
  if (/Safari/i.test(userAgent)) {
    return 'Safari'
  }
}
```

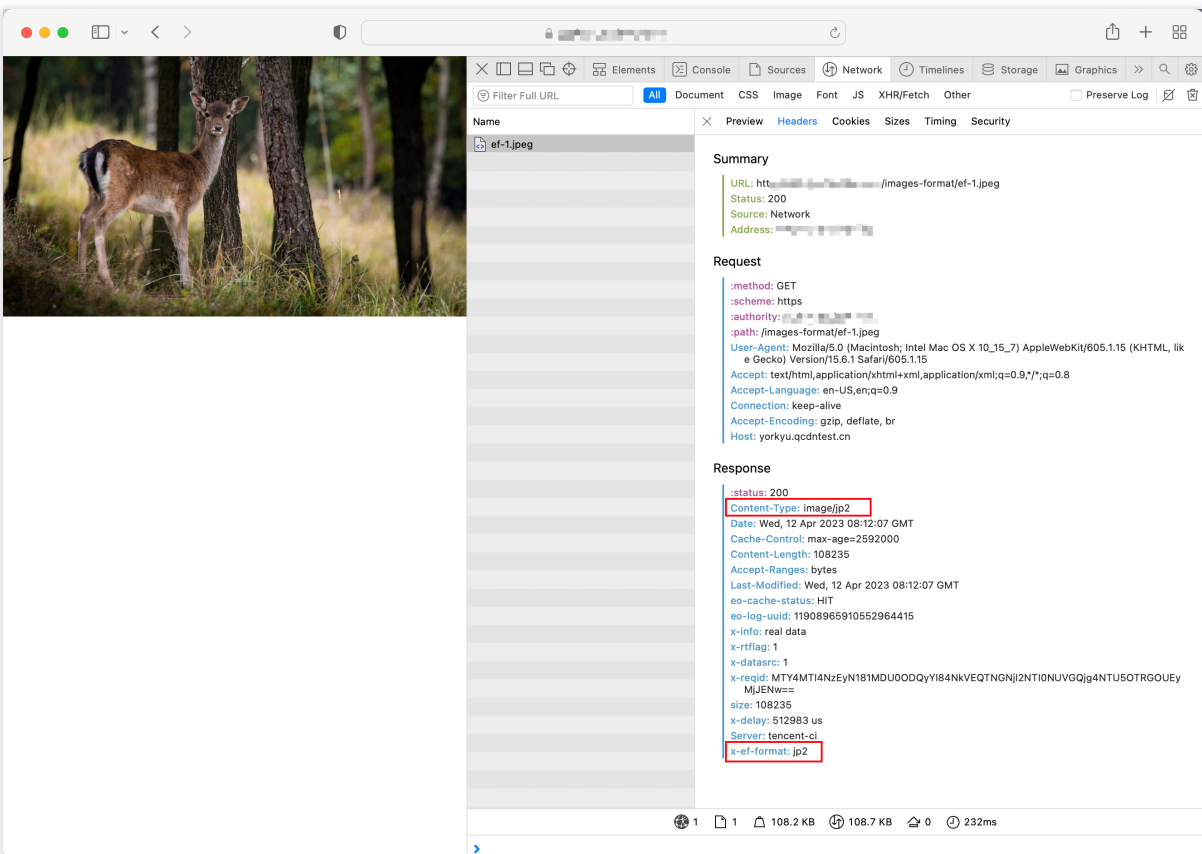
Sample Preview

In the address bar of the browser, enter a URL (such as `https://example.com/images-format/ef-1.jpeg`) that matches a trigger rule of the edge function to preview the effect of the sample code.

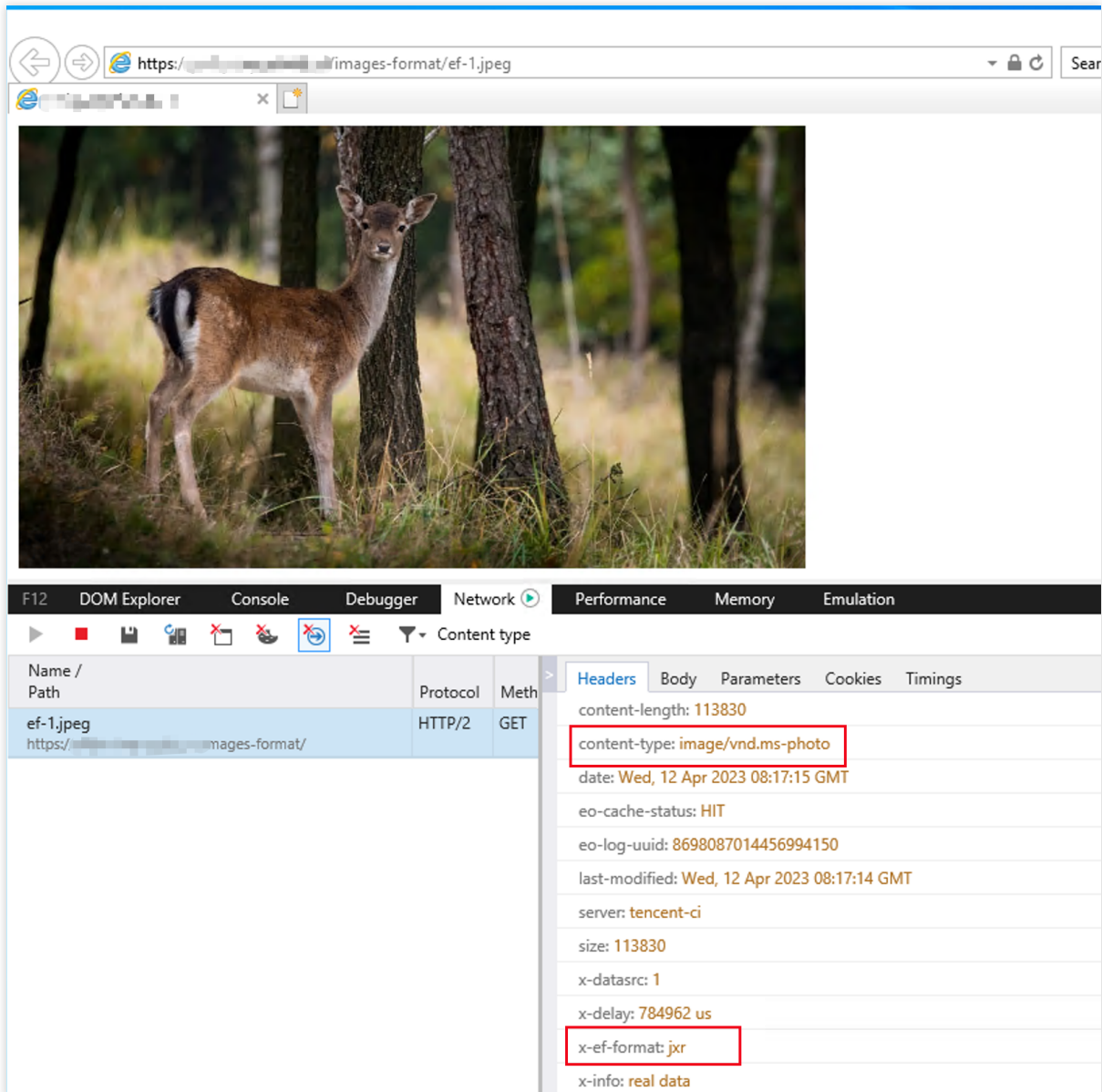
Google Chrome: webp



Apple Safari: jp2



Microsoft IE: jxr



References

[Runtime APIs: Fetch](#)

[Runtime APIs: Headers](#)

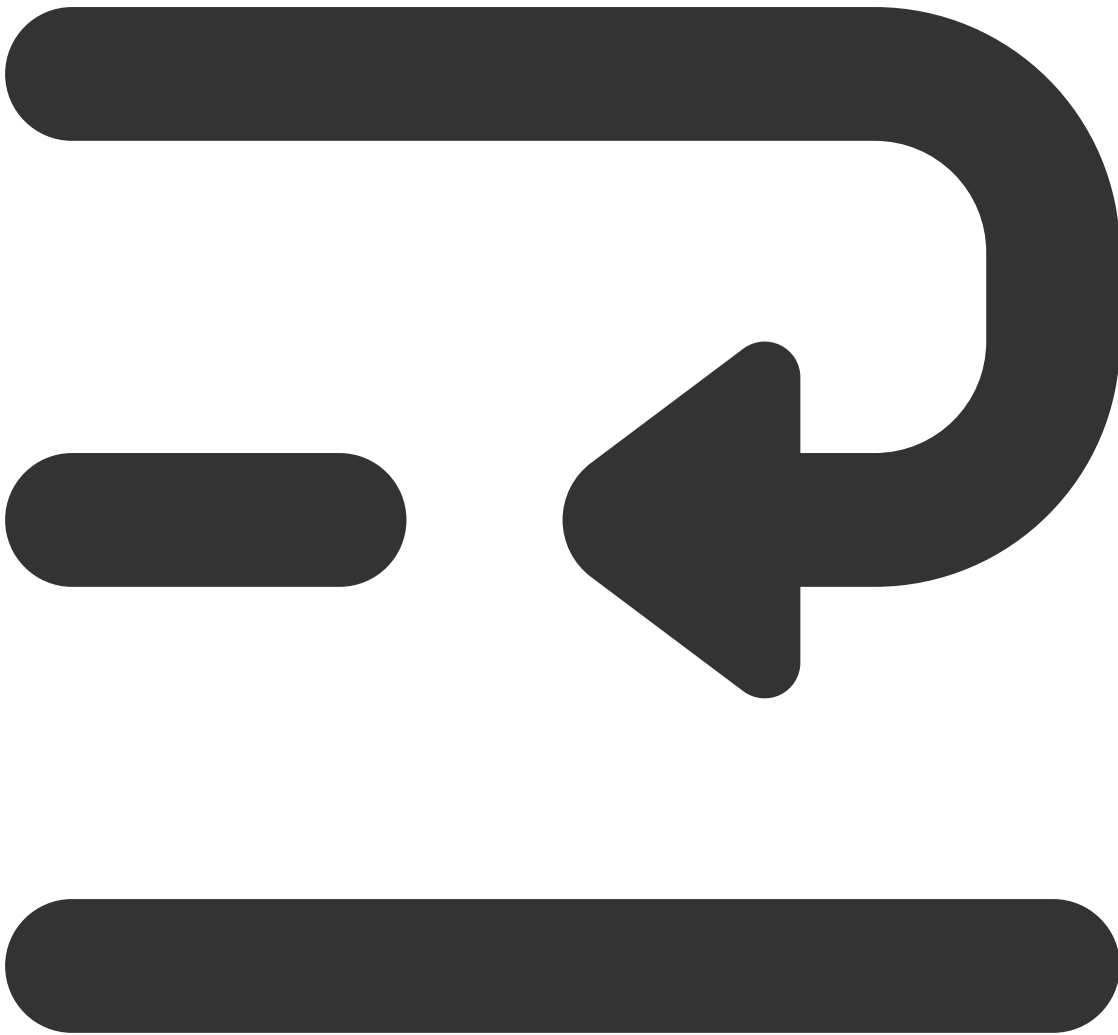
[Runtime APIs: Response](#)

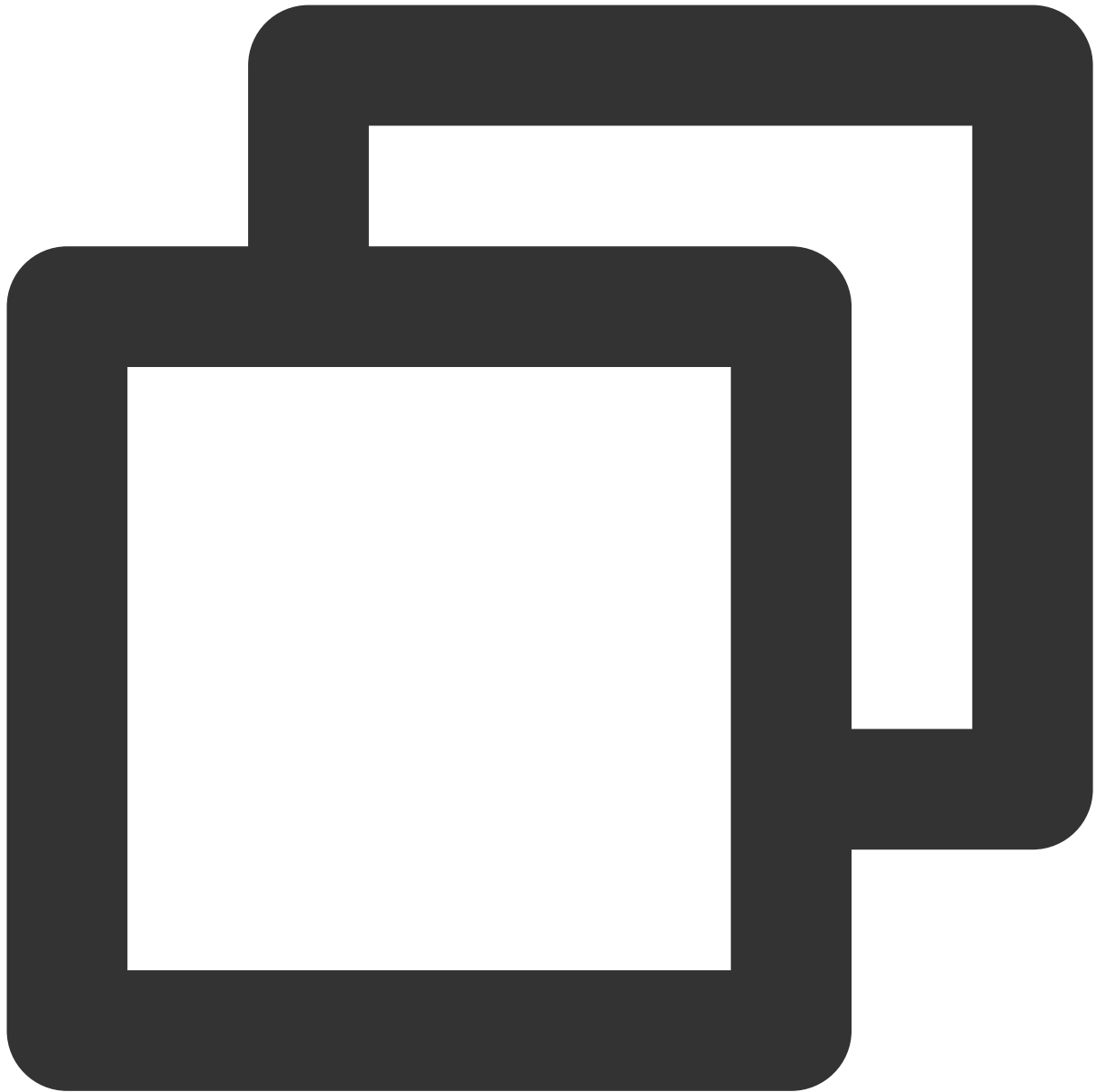
[Runtime APIs: Request](#)

Adaptive Image Resize

Last updated : 2023-07-06 17:20:26

In this document, we demonstrate how to identify the client type via `User-Agent` in the request header, use [fetch API](#) to get the image from the origin, and convert it to the format required by the browser.





```
addEventListener('fetch', event => {
  // If the function code throws an unhandled exception, Edge Functions forwards th
  event.passThroughOnException();
  event.respondWith(handleEvent(event));
});

async function handleEvent(event) {
  const { request } = event;
  const urlInfo = new URL(request.url);
  const userAgent = request.headers.get('user-agent');
```



```
// Request a non-image resource
if (!/\.\.(jpe?g|png)$/.test(urlInfo.pathname)) {
  return fetch(request);
}

// Image width on the mobile device
let width = 480;
const isPcClient = isPc(userAgent);

// Image width on the PC
if (isPcClient) {
  width = 1280;
}

// Scale the image
const response = await fetch(request, {
  eo: {
    image: {
      width,
    }
  }
});

// Set the response header
response.headers.set('x-ef-client', isPcClient ? 'pc' : 'mobile');
return response;
}

// Identify the request client type
function isPc(userAgent) {
  const regex = /(phone|pad|pod|iPhone|iPod|ios|iPad|Android|Mobile|BlackBerry|IEMo

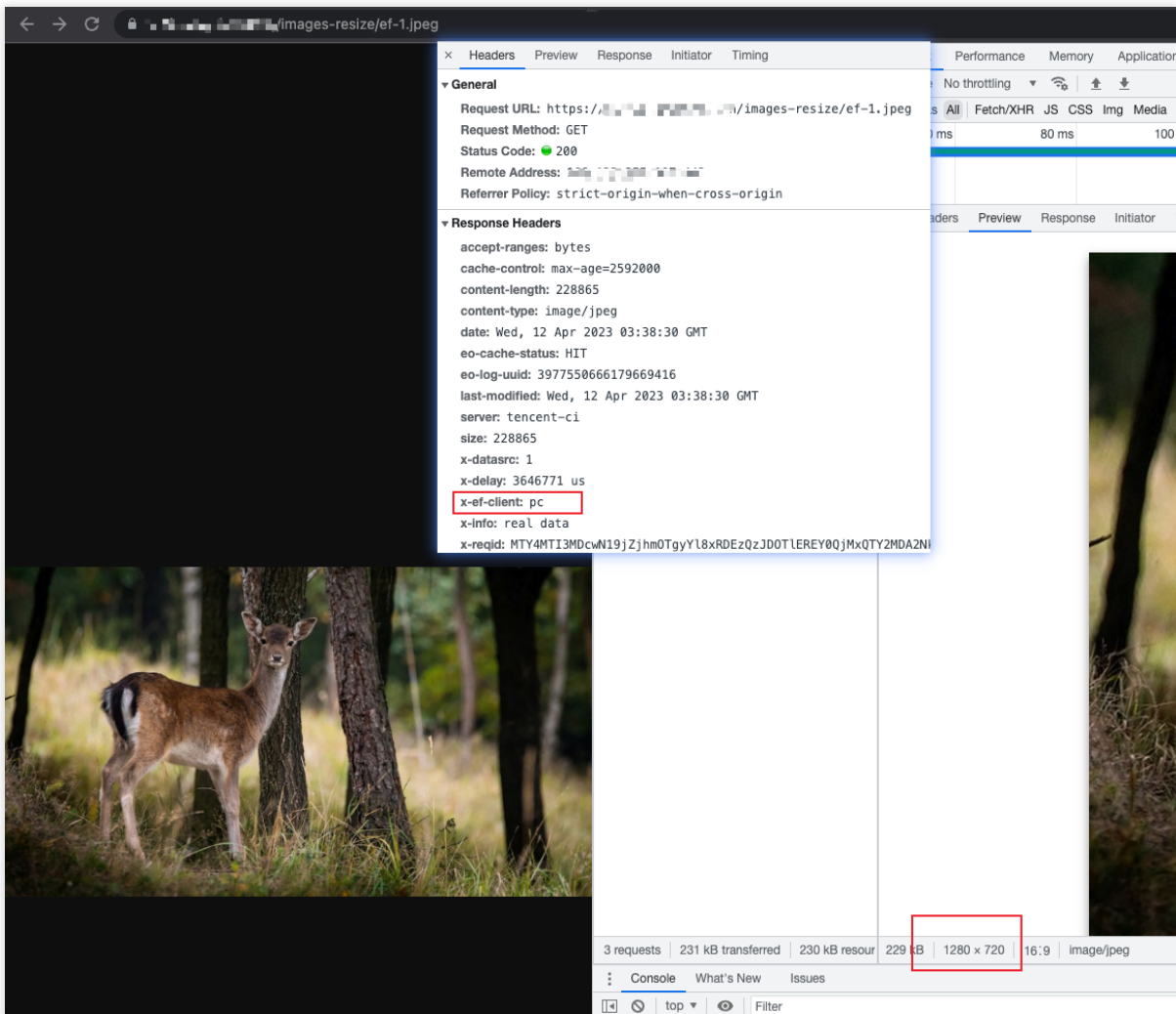
  if(regex.test(userAgent)) {
    return false;
  }

  return true;
}
```

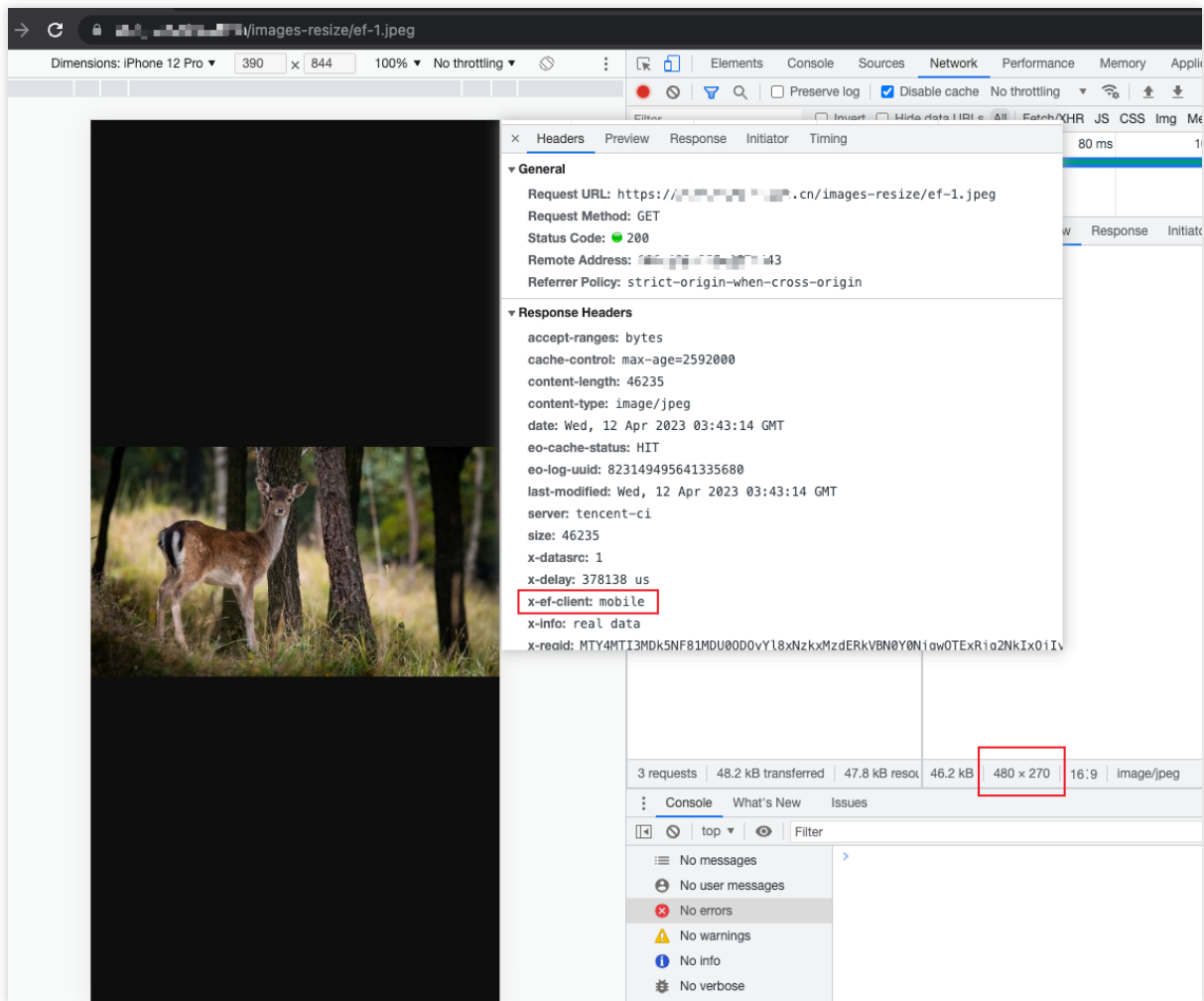
Sample Preview

In the address bar of the browser, enter a URL (such as `https://example.com/images-resize/ef-1.jpeg`) that matches a trigger rule of the edge function to preview the effect of the sample code.

For displaying on PC, scale the image to 1280 x 720.



For displaying on mobile devices, scale the image to 480 x 270.



References

[Runtime APIs: Fetch](#)

[Runtime APIs: Headers](#)

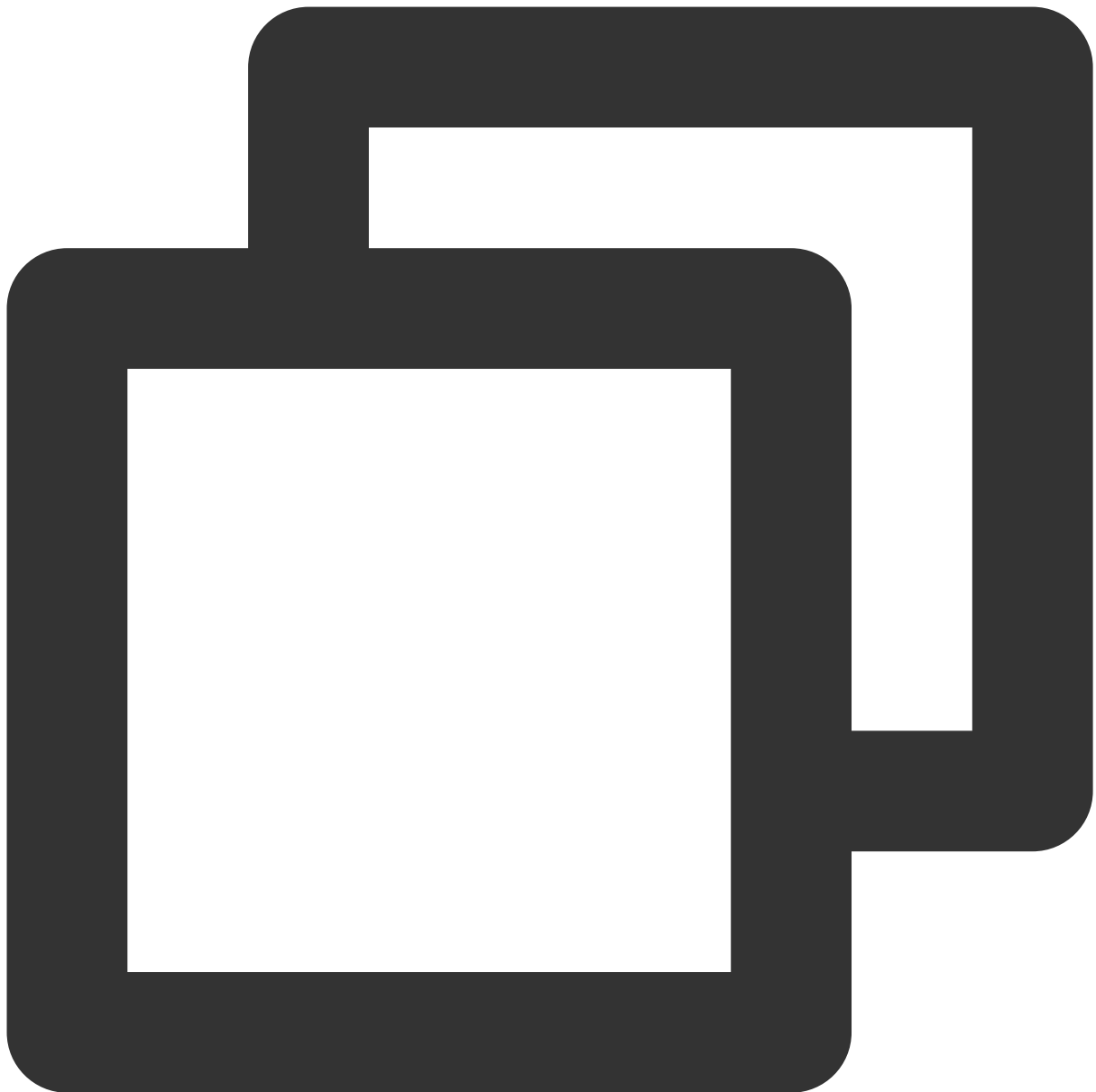
[Runtime APIs: Response](#)

[Runtime APIs: Request](#)

Image Adaptive WebP

Last updated : 2023-10-30 17:41:37

This example determines whether the request header `Accept` contains `image/webp`. If so, the Edge function will automatically convert the image format to `WebP` and cache it on the EdgeOne edge node. If your Web application displays a large amount of `PNG` and `JPEG` format images and you want to automatically optimize the images at the edge to reduce traffic bandwidth costs, you can use Edge functions to implement a smooth upgrade, automatically converting `PNG` and `JPEG` format images to `WebP` format with 0 changes to the business code. For more image conversion formats, please refer to [ImageProperties](#).



```
async function handleEvent(event) {
  const { request } = event;

  // Get the image type supported by the client
  const accept = request.headers.get('Accept');
  const option = { eo: { image: {} } };

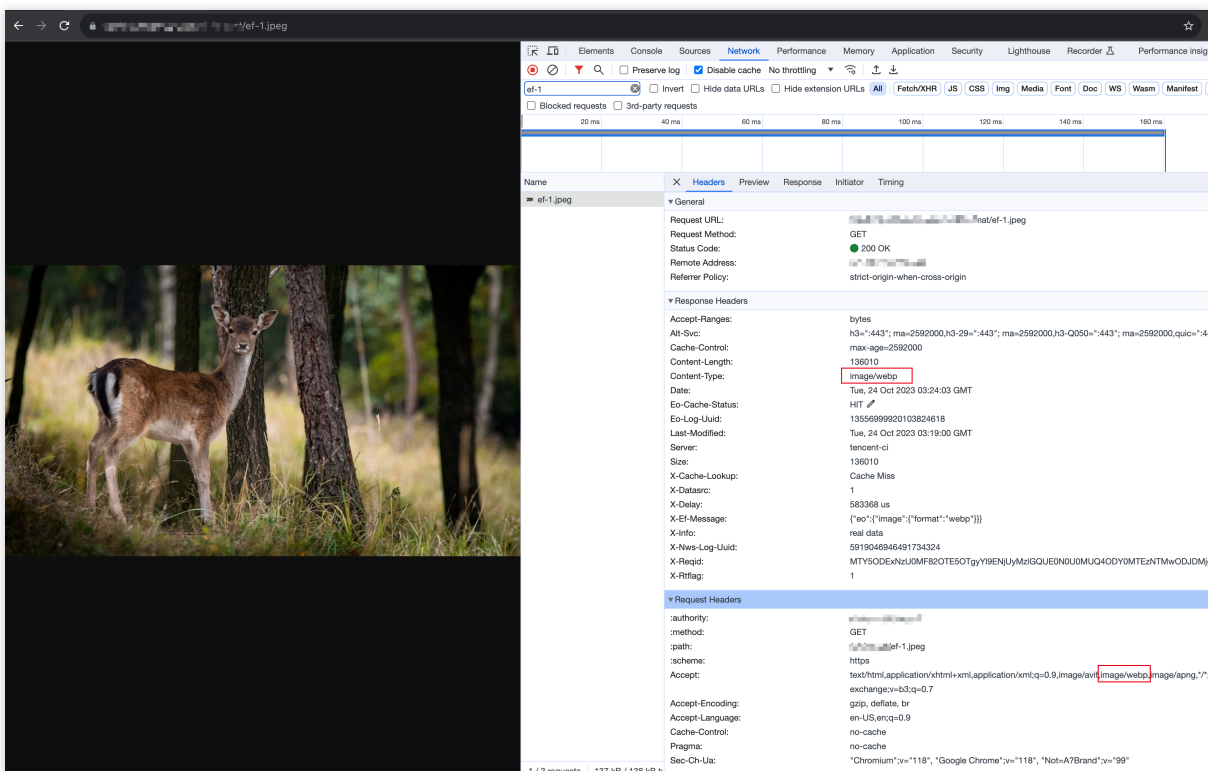
  // Check whether the client supports WebP format images, if not, respond with th
  if (accept && accept.includes('image/webp')) {
    option.eo.image.format = 'webp';
  }
}
```

```
const response = await fetch(request, option);
return response;
}

addEventListener('fetch', event => {
  // When the function code throws an unhandled exception, the Edge function trans
  event.passThroughOnException();
  event.respondWith(handleEvent(event));
});
```

Example Preview

Enter the URL that matches the triggering rules of the Edge function in the address bar of the browser on the PC side and mobile side (e.g., `https://example.com/images-format/ef-1.jpeg`), and the image will be automatically converted to Webp format.



Related References

[Runtime APIs: Fetch](#)

[Runtime APIs: Headers](#)

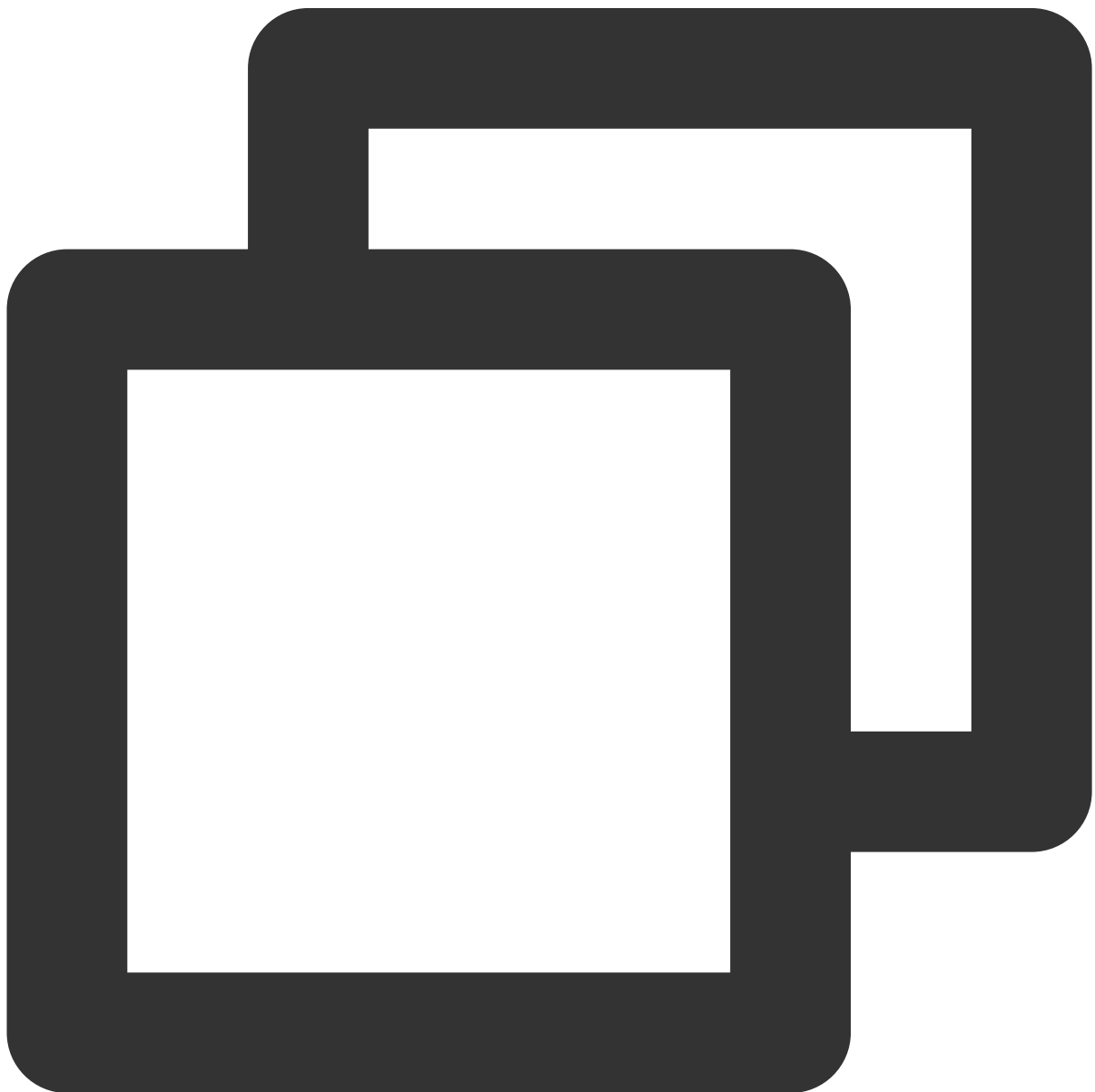
[Runtime APIs: Request](#)

[Runtime APIs: FetchEvent](#)

Custom Referer Anti-leeching

Last updated : 2023-10-30 17:45:01

Referer anti-leeching technology is a strategy adopted by websites to protect their resources and prevent other websites from illegally using their content. This example determines the request sources by checking the `Referer` field in the `HTTP` request header. You can flexibly customize the matching rules for this `Referer`. If the `Referer` does not exist or does not match the allowed domain list, the Edge functions will reject the request and return a 403 status code.




```
async function handleRequest(request) {
  // Collect the Referer
  const referer = request.headers.get('Referer');

  // If the Referer is empty, access is denied
  if (!referer) {
    return new Response(null, { status: 403 });
  }

  const urlInfo = new URL(request.url);
  const refererRegExp = new RegExp(`^https?:\\/\\/\\/${urlInfo.hostname}\\/t-[0-9a-z]{

  // If the Referer is not on the allowlist, access is denied
  if (!refererRegExp.test(referer)) {
    return new Response(null, { status: 403 });
  }

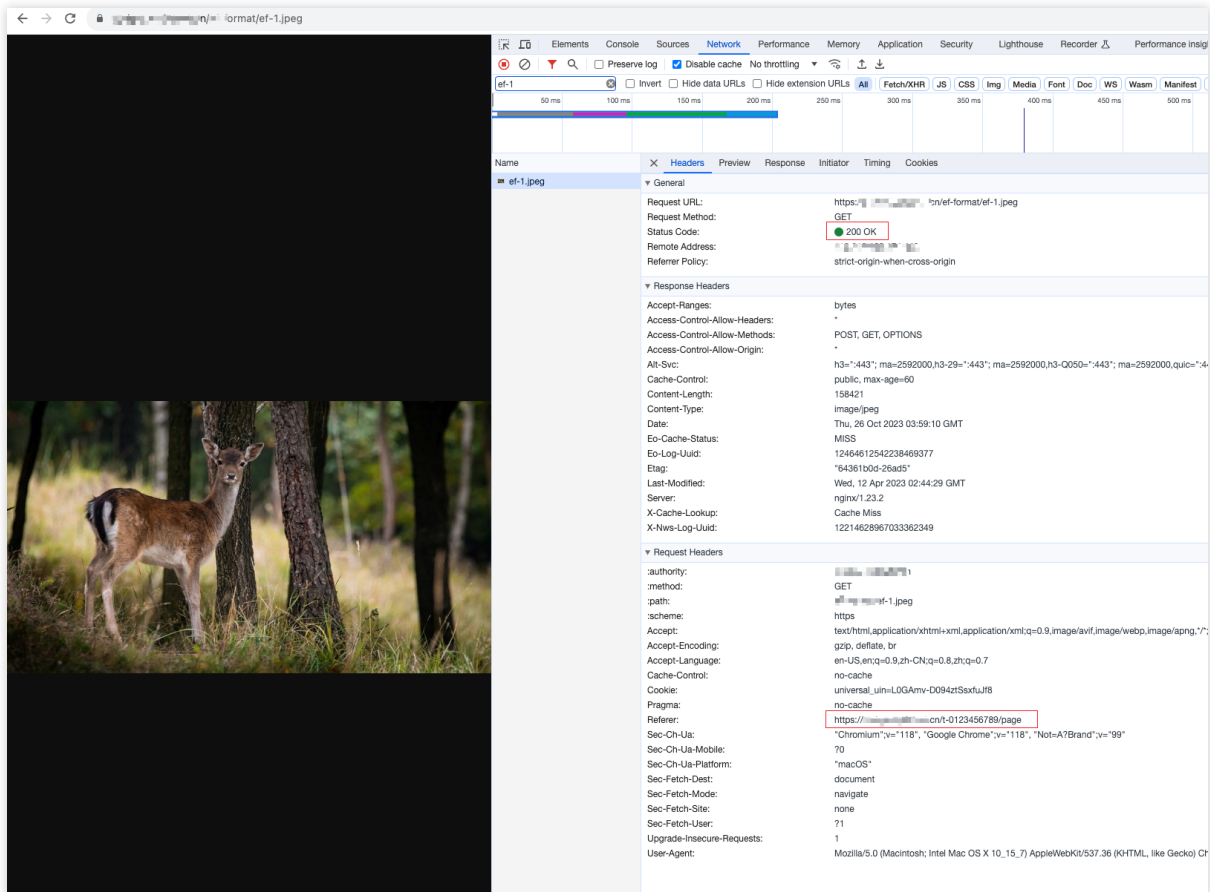
  // Normal request, access EdgeOne node cache or origin-pull
  return fetch(request);
}

addEventListener('fetch', event => {
  // When the function code throws an unhandled exception, the Edge function transm
  event.passThroughOnException();
  event.respondWith(handleRequest(event.request));
});
```

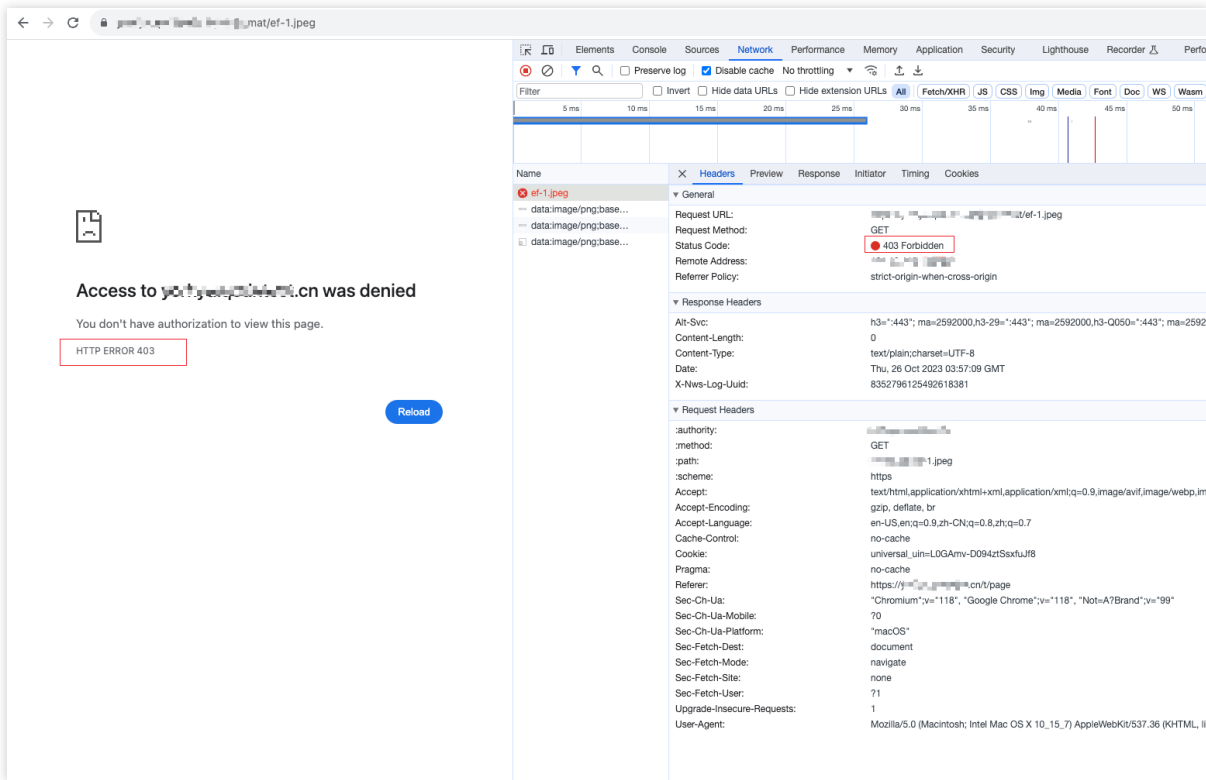
Example Preview

Enter the URL that matches the Edge function triggering rules in the address bar of the browser on the PC end and mobile end (e.g., `https://example.com/images/ef-1.jpeg`) to preview the example effect.

HTTP request header `Referer` is `https://example.com/t-0123456789/page`, and the Edge function responds normally to the image.



HTTP request header `Referer` is not on the allowlist, and the Edge function identifies it as a leeching link and responds with a 403 status code.



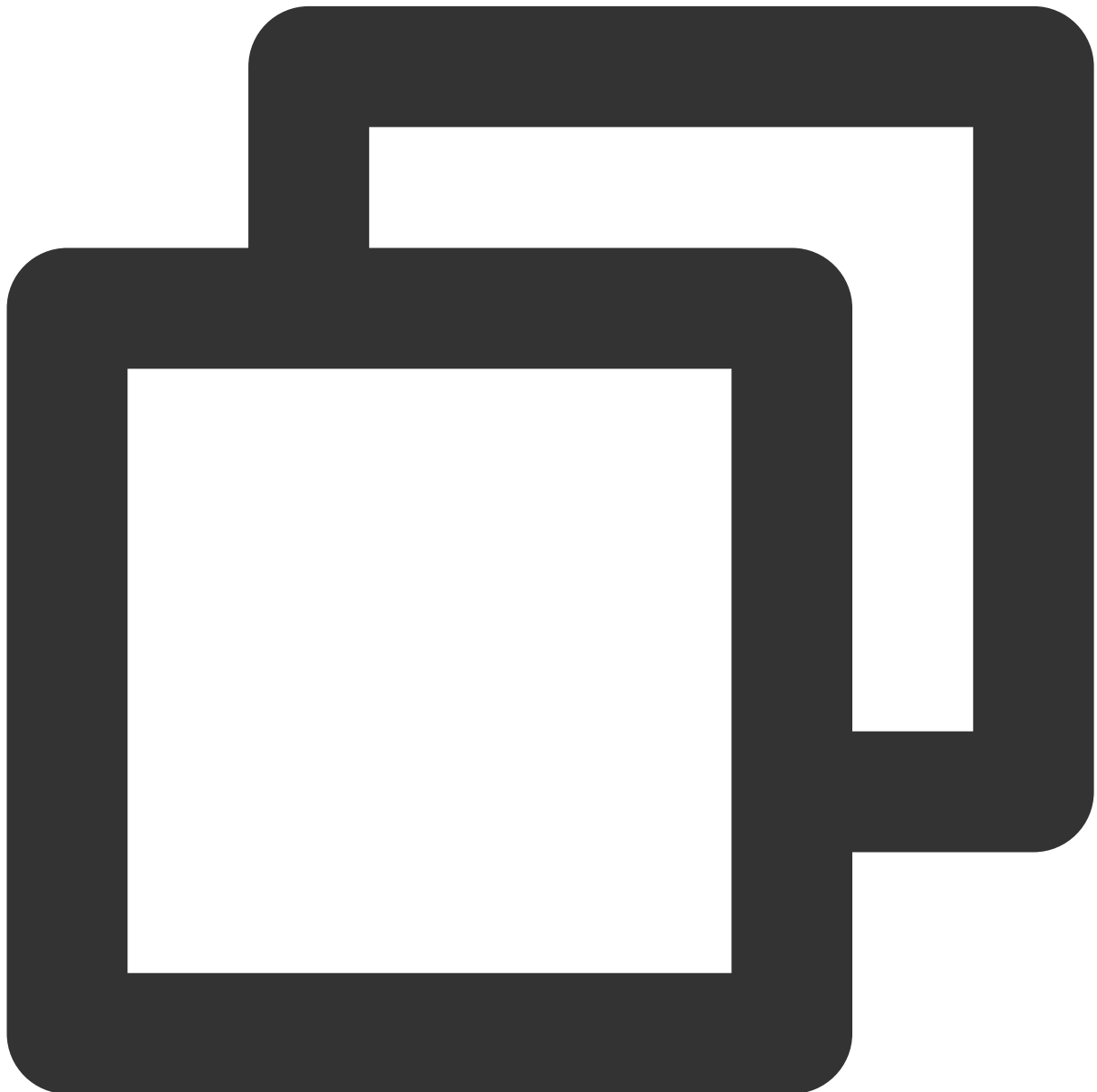
Related References

- [Runtime APIs: Fetch](#)
- [Runtime APIs: Headers](#)
- [Runtime APIs: Response](#)

Remote Authentication

Last updated : 2023-10-30 17:46:16

In order to avoid customers' resources being accessed by illegal users, this example transmits the request to the customer-specified remote authentication server. The authentication server verifies the user's request, and the Edge functions decide whether to allow access to the target resources based on the check result returned by the remote authentication server. If the authentication fails, the client will be responded with a 403 status code.



```
async function handleRequest(request) {
```

```
// Remote authentication API address
const checkAuthUrl = 'https://www.example.com/';
// Initiate remote authentication
const checkAuthRes = await fetch(checkAuthUrl);

// Authentication passed, normal access to resources
if (checkAuthRes.status === 200) {
  return fetch(request, {
    headers: request.headers,
  });
}

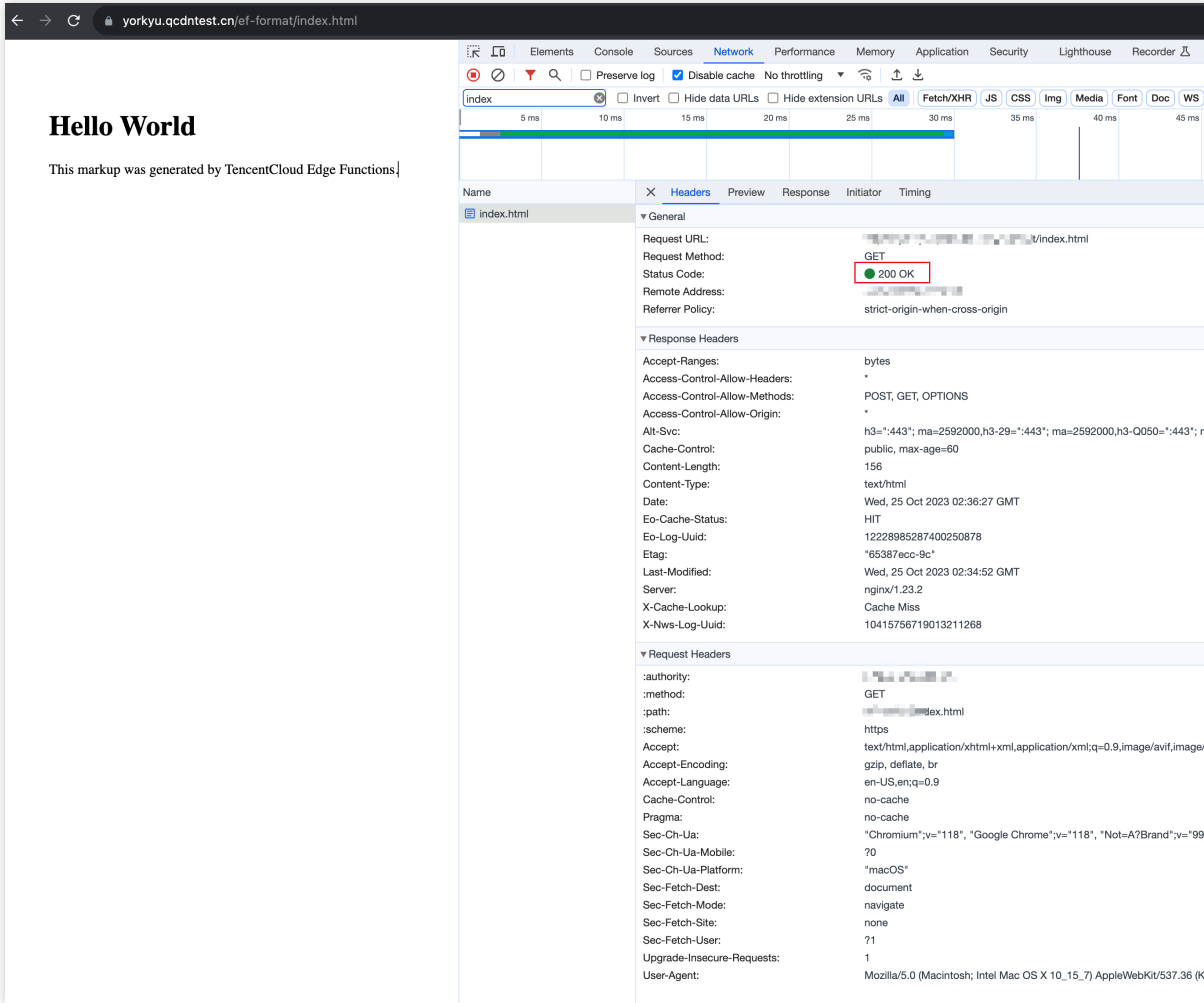
// Authentication failed, prohibit access to resources
return new Response(null, {
  status: 403
});
}

addEventListener('fetch', e => {
  e.respondWith(handleRequest(e.request));
});
```

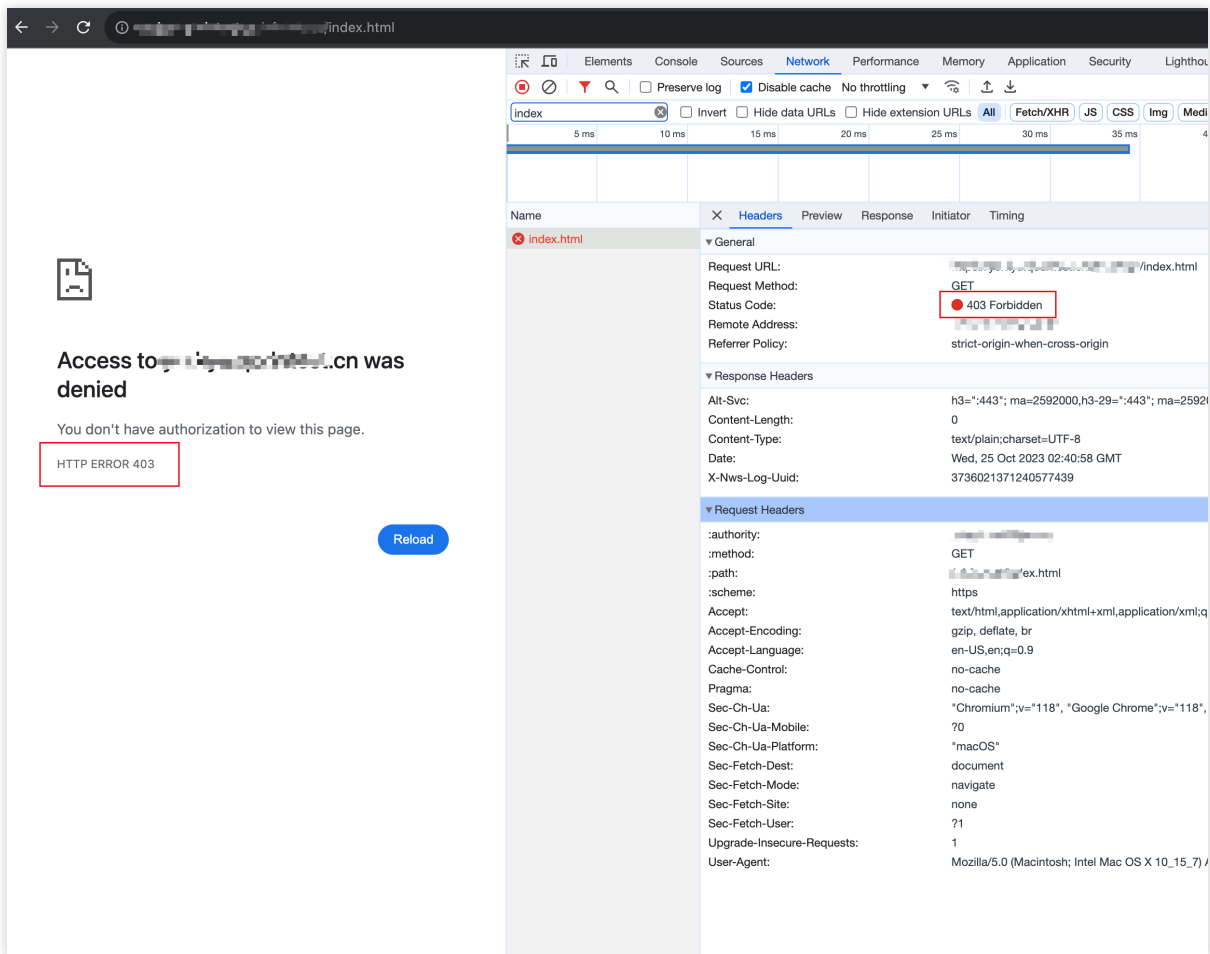
Example preview

Enter the URL that matches the triggering rules of the Edge functions in the address bar of the browser on both PC and mobile (e.g., `https://example.com/app/index.html`) to preview the example effect.

Authentication passed, normal access to resources.



Authentication failed, prohibit access to resources.



Related references

[Runtime APIs: Fetch](#)

[Runtime APIs: Response](#)

HMAC Digital Signature

Last updated : 2023-12-13 10:54:00

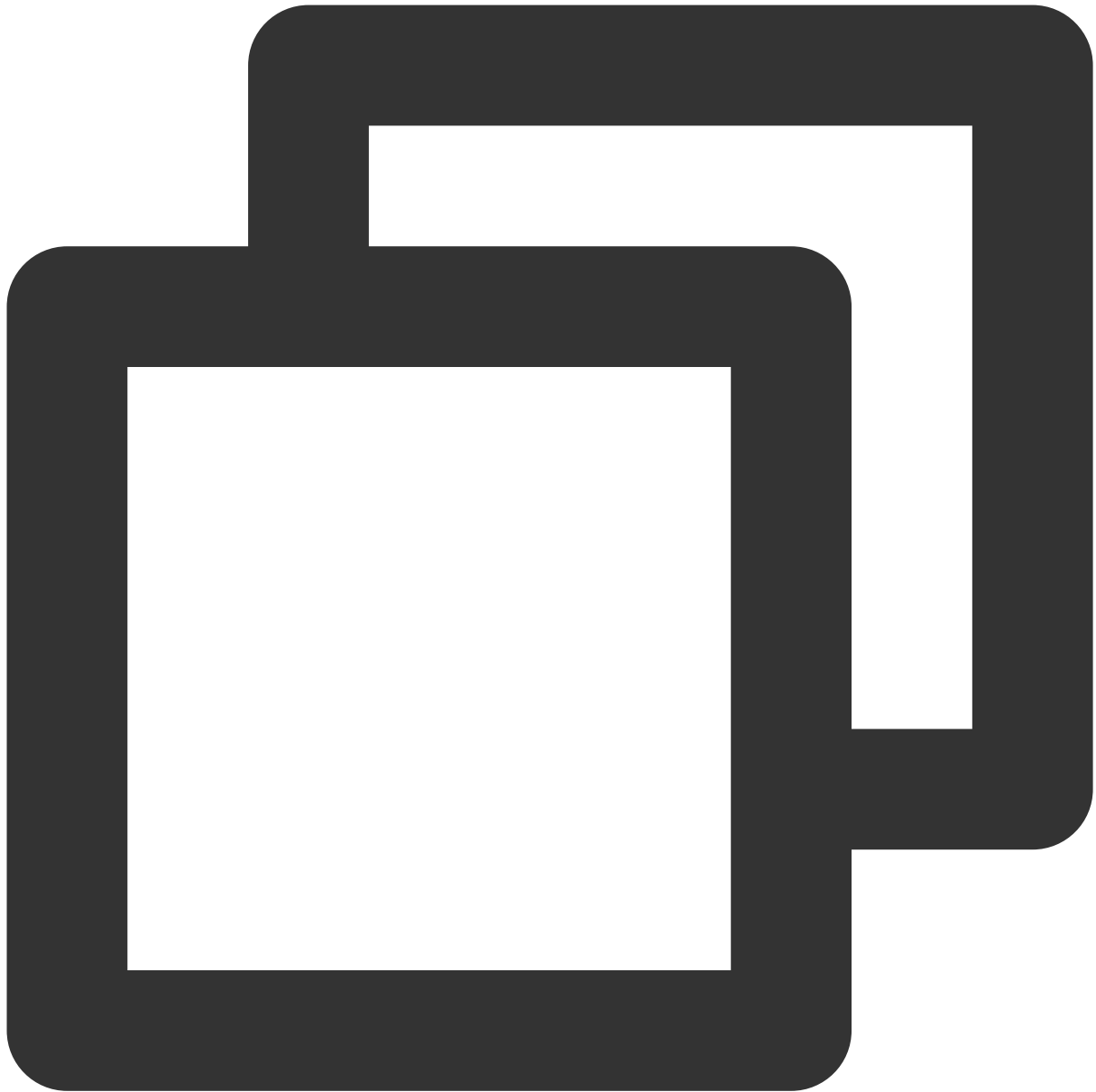
Hash-based Message Authentication Code (HMAC) is a kind of message authentication code based on hash function, mainly used to verify data integrity and identity authentication. `Web Crypto API` is used in this example to achieve HMAC-SHA256 signature and store the signature information in a request header. It achieves data integrity or identity authentication collaborating with origin server. Developers can modify the code based on their specific needs.

Note

Cooperation with the origin server is required in this example, which means that the origin server must possess the corresponding signature verification algorithm.

For live network use of the code provided in this example, modification must be made in accordance with the comments.

Sample code



```
function uint8ArrayToHex(uint8Array) {
  return Array.prototype.map.call(uint8Array, x => ('0' + x.toString(16)).slice(-2))
}

async function generateHmac({ secretKey, message, hash }) {
  const encoder = new TextEncoder();
  const secretKeyBytes = encoder.encode(secretKey);
  const messageBytes = encoder.encode(message);

  const key = await crypto.subtle.importKey('raw', secretKeyBytes, { name: 'HMAC',
```

```
const signature = await crypto.subtle.sign('HMAC', key, messageBytes);
const signatureArray = new Uint8Array(signature);
return uint8ArrayToHex(signatureArray);
}

async function handleRequest(request) {
  const secretKey = 'YOUR_SECRET_KEY';
  // Please modify the message to the information that needs to be signed, generally
  const message = 'YOUR_MESSAGE';

  // Choose one from SHA-1, SHA-256, SHA-384, and SHA-512 for hash.
  const hmac = await generateHmac({ secretKey, message, hash: 'SHA-256' });
  request.headers.set('Authorization', `HMAC-SHA256 ${hmac}`);

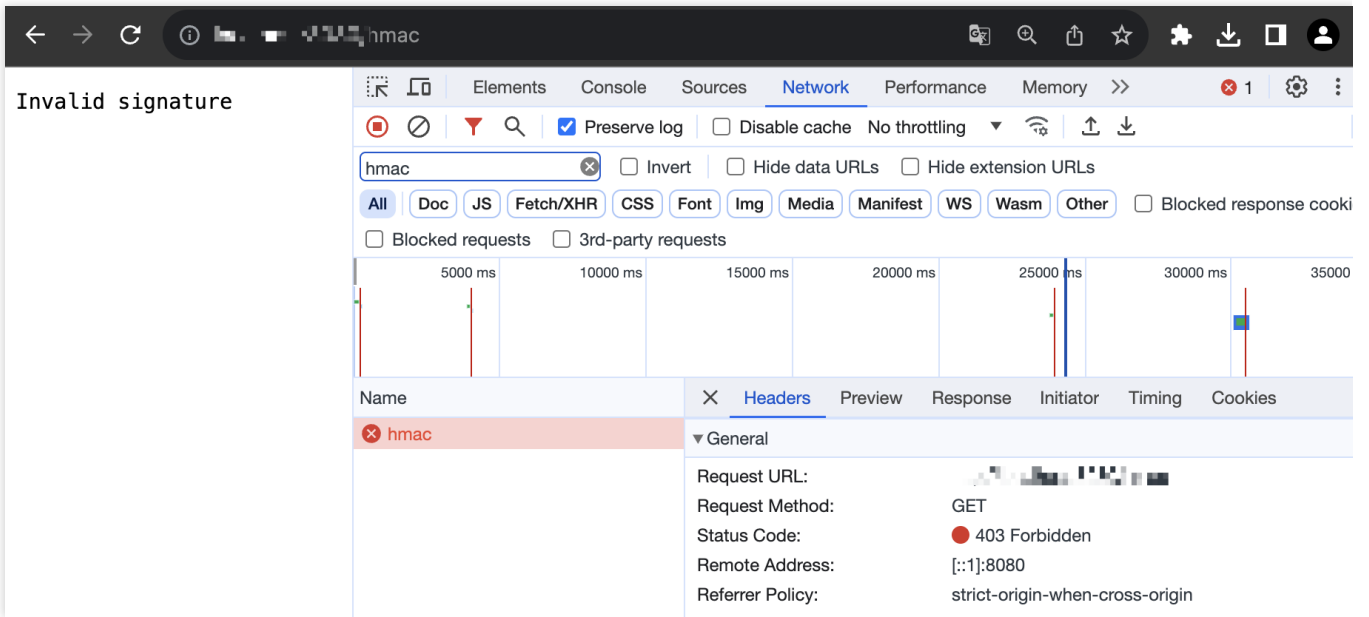
  return fetch(request);
}

addEventListener('fetch', event => {
  event.passThroughOnException();
  event.respondWith(handleRequest(event.request));
});
```

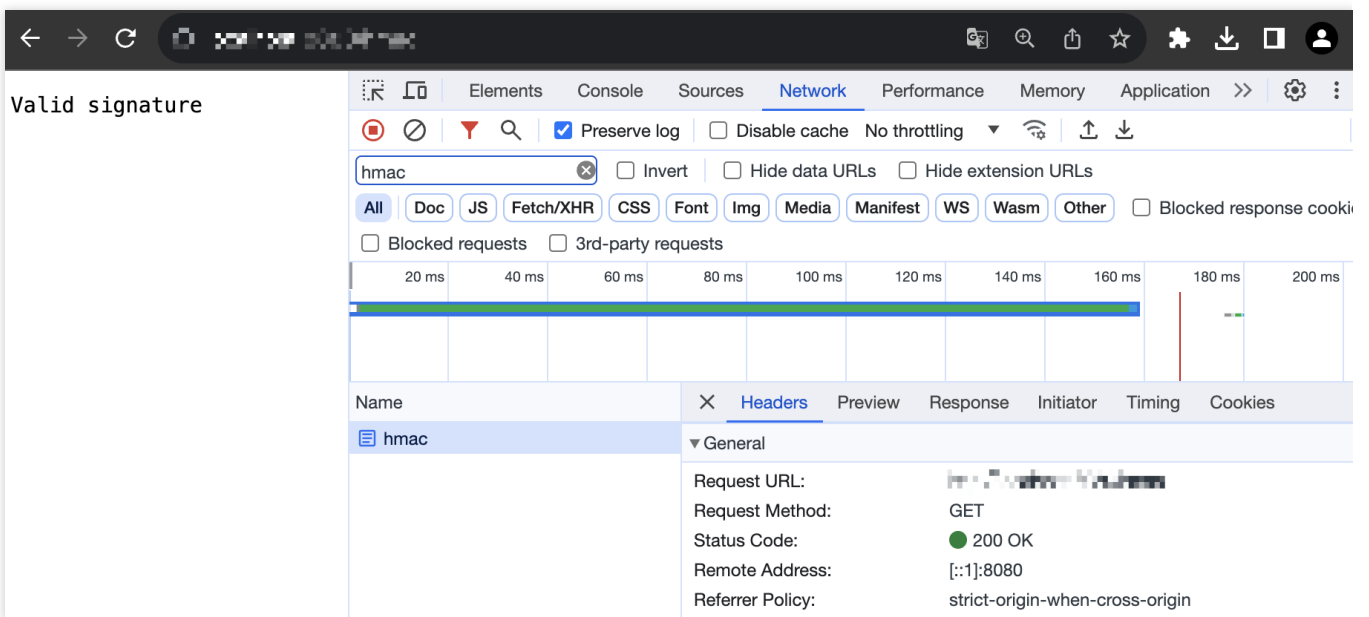
Sample Preview

Enter a URL (such as `https://example.com/hmac`) that matches the trigger rule of edge function in the address bar of a browser on both the PC and mobile terminal to preview the example effect.

Identity verification failed.



Identity verification succeeded.



Related References

[Runtime APIs: Fetch](#)

[Runtime APIs: Web Crypto](#)

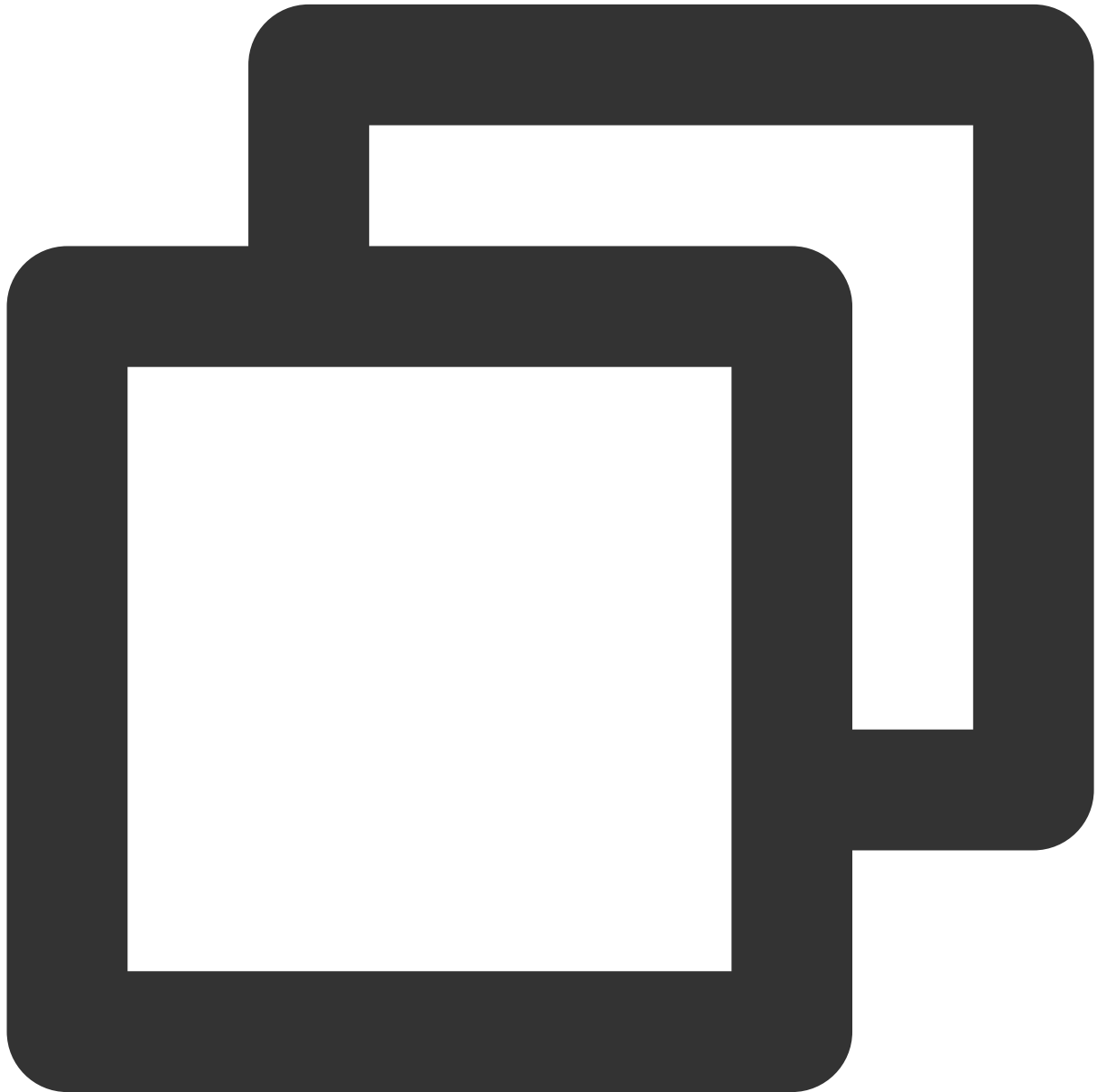
[Runtime APIs: Headers](#)

[Runtime APIs: Response](#)

Naming a Downloaded File

Last updated : 2023-12-13 10:55:46

In this example, the modification of the [Content-Disposition](#) in the response headers achieves the modification of the downloaded file name according to the `fileName` parameter in the request URL.



```
addEventListener('fetch', event => {  
  event.passThroughOnException();  
  event.respondWith(handleRequest(event.request));  
});
```

```
});

async function handleRequest(request) {
  const url = new URL(request.url);
  const fileName = url.searchParams.get('fileName');

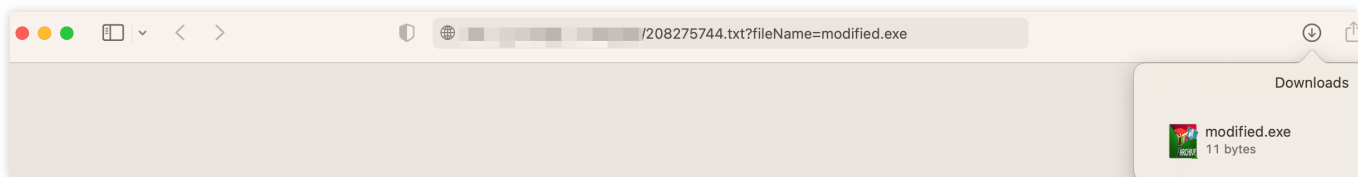
  const response = await fetch(request);

  // Evaluate the response status code and the search parameter
  if (response.status !== 200 || !fileName) {
    return response;
  }

  // Modify the Content-Disposition response header
  response.headers.append('Content-Disposition', `attachment; filename="${fileName}"`);
  return response;
}
```

Sample Preview

Enter a URL (such as `https://example.com/origin.exe?fileName=modified.exe`) that matches the trigger rule of edge function in the address bar of the browser on both the PC and mobile terminal to preview the example effect.



Related References

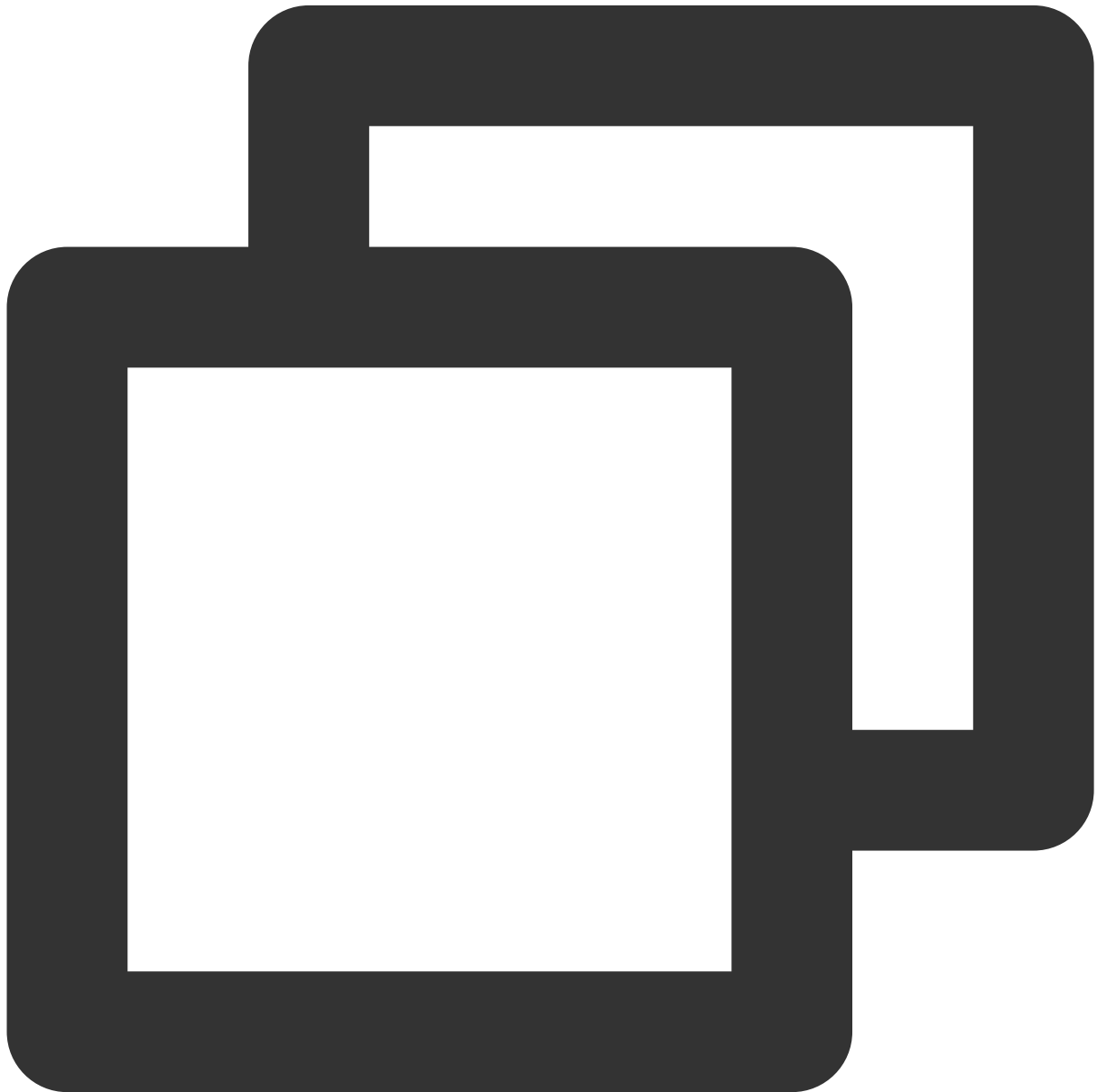
[Runtime APIs: Fetch](#)

[Runtime APIs: Response](#)

Obtaining Client IP Address

Last updated : 2023-12-13 10:57:07

Since the front end cannot directly obtain the client IP address, it's often necessary to obtain the client IP address through the server side or third-party services in multiple business scenarios. The client IP address is obtained in this example through client IP header `EO-Client-IP` activated in the [rule engine](#), and assembled into data in the form of JSON to respond to the clients, which succeeds in obtaining client IP address by the use of edge function.



```
addEventListener('fetch', event => {
```

```
event.respondWith(handleRequest(event.request));
});

function handleRequest(request) {
  // Obtain the client IP through the EO-Client-IP header
  const ip = request.headers.get('EO-Client-IP') || '';
  // Respond with JSON data
  return new Response(JSON.stringify({ ip }), {
    headers: { 'content-type': 'application/json' },
  });
}
```

Sample Preview

Firstly, activate the client IP switch of the domain name that needs to trigger the edge function and set the header name as `EO-Client-IP` in the [Rule Engine](#) configuration.



Once the configuration is effective, enter a URL (such as `https://example.com/ip`) which matches the trigger rule of the edge function in the address bar of the browser on both the PC and mobile terminal to obtain the client's IP address:



Related References

[Runtime APIs: Fetch](#)

[Runtime APIs: Response](#)

Best Practices

Adaptive Image Format Conversion via Edge Functions

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This document describes how to convert image format by using edge functions without changing the original client request URL. Edge functions can automatically convert the image according to the `User-Agent` header in the client request.

Background

For sites providing lots of images, adapting the image for different browser is a must. At the same time, they need to compress the images without losing quality, so as to reduce the cost on data transfer. For example, they need to:

Return webp images for Chrome, Opera, Firefox and Edge browsers.

Return jp2 images for the Safari browser.

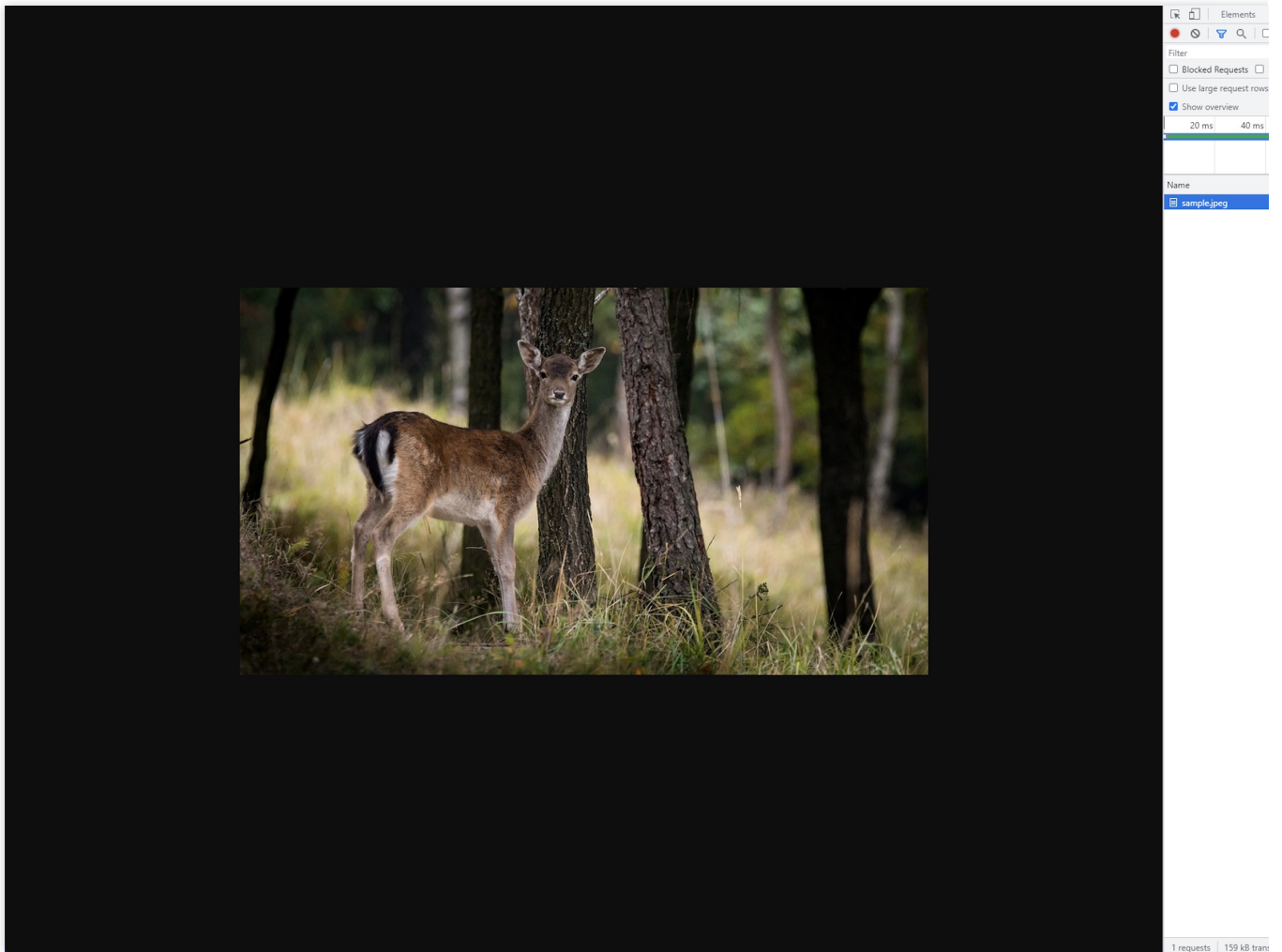
Return jxr images for the IE browser.

Return webp images for all the other browsers.

Edge functions can automatically convert the image according to the `User-Agent` header in the client request. If you want to proactively convert the image format in the request URL, you can also use the [image processing](#) feature.

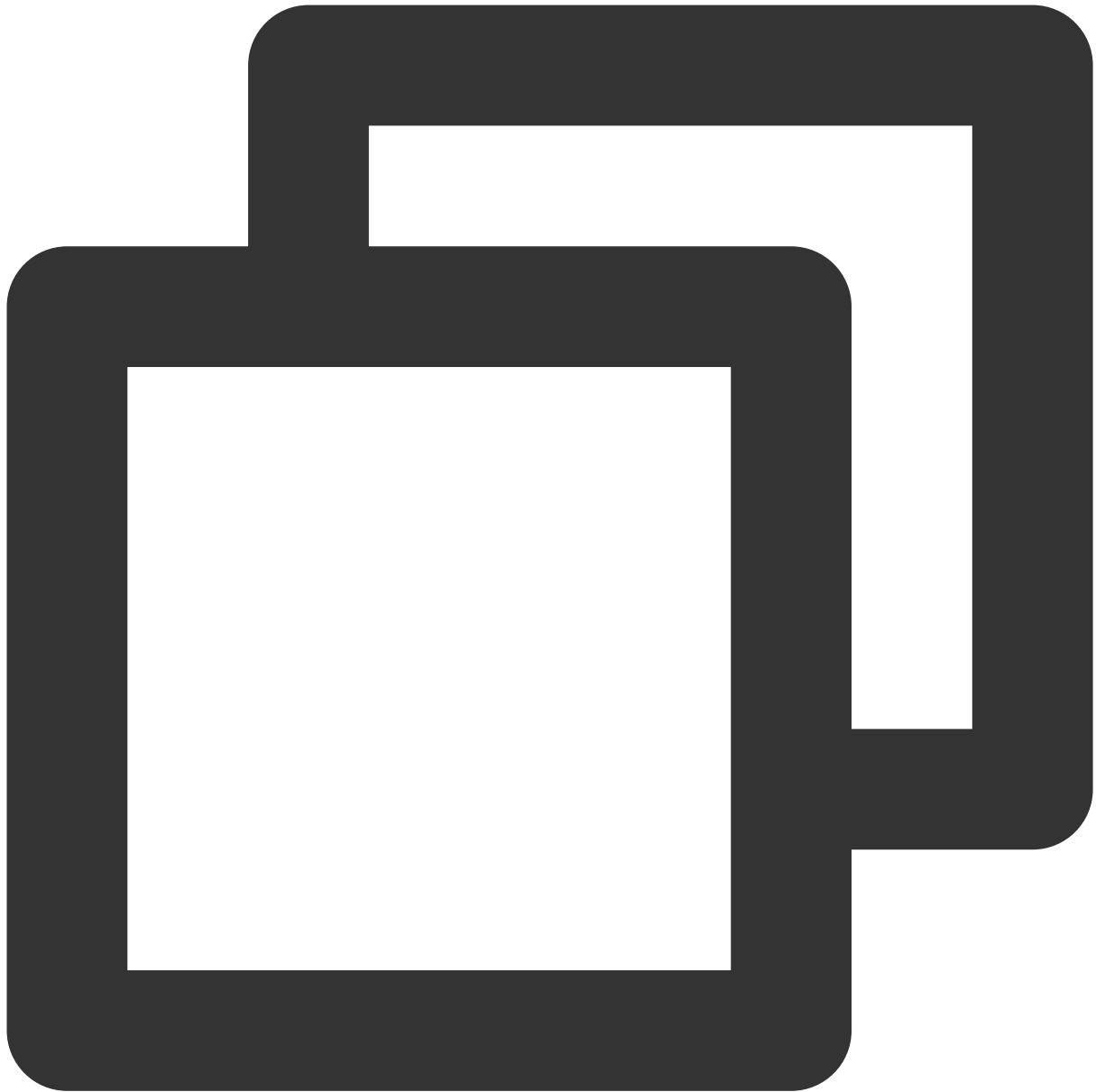
Use Cases

`example.com` is connected to EdgeOne, with all the images stored under `http://image.example.com/image/`. You need to automatically convert all image files under this directory according to the browser type of the client. `https://image.example.com/image/test.jpg` is taken as the test image.



Directions

1. Log in to the [EdgeOne console](#) and click the target site in the site list to display second-level menus for site management.
2. In the left sidebar, click **Edge Functions > Function Management**.
3. On the **Function management** page, click **Create function**.
4. On the function creation page, enter the function name, description and codes. See below for the sample codes:



```
// Browser image format
const broswerFormat = {
  Chrome: 'webp',
  Opera: 'webp',
  Firefox: 'webp',
  Safari: 'jp2',
  Edge: 'webp',
  IE: 'jxr'
};

addEventListener('fetch', event => {
```

```
// If the function code throws an unhandled exception, Edge Functions forwards the
event.passThroughOnException();
event.respondWith(handleEvent(event));
});

async function handleEvent(event) {
  const { request } = event;
  const userAgent = request.headers.get('user-agent');
  const bs = getBrowser(userAgent);
  const format = browserFormat[bs];

  // Do not convert the image format
  if (!format) {
    return fetch(request);
  }

  // Convert image format
  const response = await fetch(request, {
    eo: {
      image: {
        format
      }
    }
  });

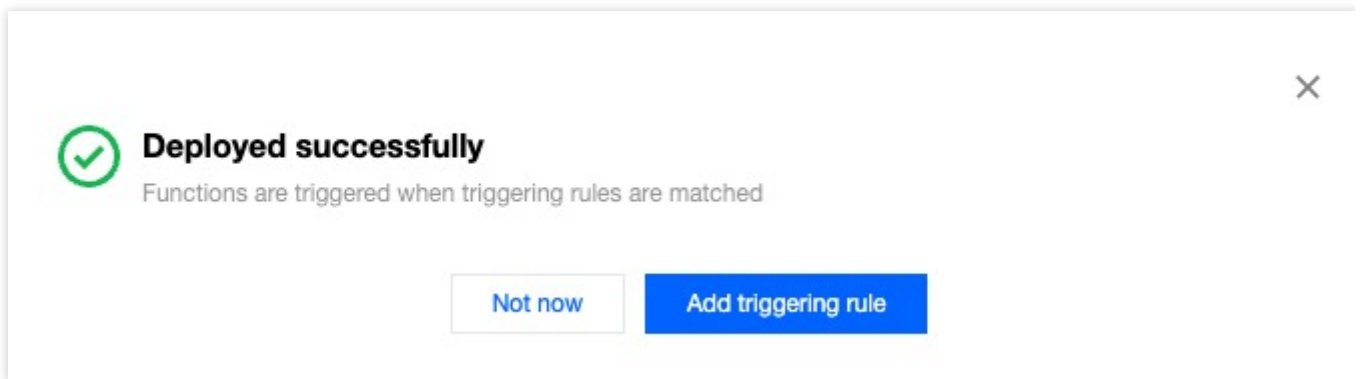
  // Set the response header
  response.headers.set('x-ef-format', format);

  return response;
}

function getBrowser(userAgent) {
  if (/Edg/i.test(userAgent)) {
    return 'Edge'
  }
  if (/Trident/i.test(userAgent)) {
    return 'IE'
  }
  if (/Firefox/i.test(userAgent)) {
    return 'Firefox';
  }
  if (/Chrome/i.test(userAgent)) {
    return 'Chrome';
  }
  if (/Opera|OPR/i.test(userAgent)) {
    return 'Opera';
  }
}
```

```
if (/Safari/i.test(userAgent)) {  
  return 'Safari'  
}  
}
```

5. Click **Create and deploy function**. Wait till the deployment completed. Click **Add trigger rule**.

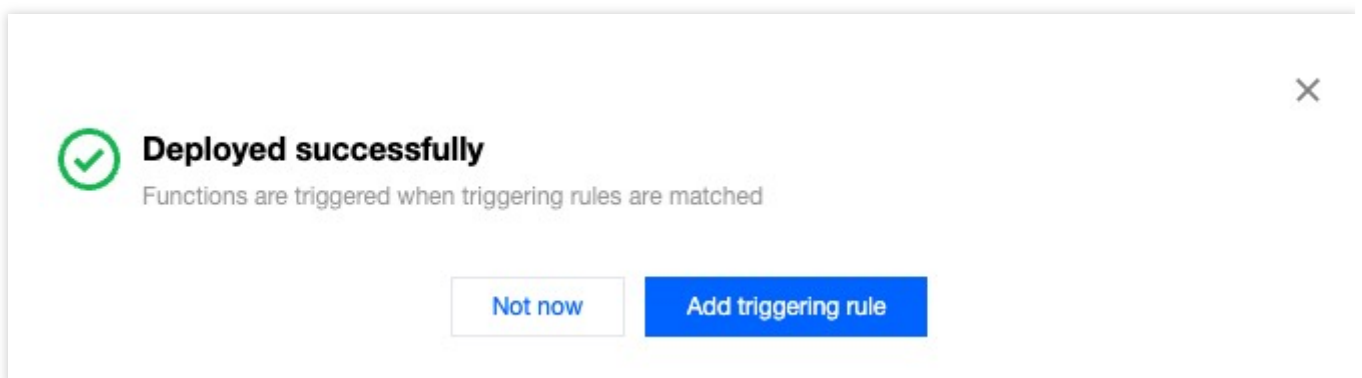


6. Configure the condition to trigger this function. In this case, you can configure two conditions, which are combined with AND.

When the request HOST equals to `Image.example.com` .

When the request URL Path equals to `/image/*` .

When both the conditions are met, the edge function is triggered to process the image automatically.



7. Click **Save**.

8. You can verify the functions in two ways:

Using curl to test

Browser Access Test

You can run a curl command with the specified User-Agent to test.

Chrome

Safari

IE

To test on Chrome browser on Mac/Linux OS, run the following command on the device: `curl --user-agent "chrome" https://image.example.com/image/test.jpg -i`

Check if `Content-Type` in the response is `image/webp` .

```
~ % curl --user-agent "chrome" https://image.example.com/image/test.jpg -i
HTTP/1.1 200 OK
x-ef-format: webp
E0-LOG-UUID: 3816446099087859674
Cache-Control: max-age=2592000
Last-Modified: Fri, 14 Apr 2023 08:14:28 GMT
Accept-Ranges: bytes
Connection: keep-alive
Date: Fri, 14 Apr 2023 08:14:28 GMT
X-RtFlag: 1
X-ReqId: MTY4MTQ2MDA2N183NzE5OTgyY185QkZERTQ5OEFQjE0N0Q4ODBBM0ZDMTQ5QjU4NzI4MA==
Size: 123220
X-DataSrc: 1
X-Info: real data
E0-Cache-Status: HIT
X-Delay: 2316668 us
Content-Type: image/webp
Server: tencent-cl
Content-Length: 123220
```

On Mac/Linux OS, run the following command on the device: `curl --user-agent "safari" https://image.example.com/image/test.jpg -i`

`https://image.example.com/image/test.jpg -i`

Check if `Content-Type` in the response is `image/jp2` .

```
~ % curl --user-agent "safari"
HTTP/1.1 200 OK
x-ef-format: jp2
E0-LOG-UUID: 299090522723185511
Cache-Control: max-age=2592000
Last-Modified: Fri, 14 Apr 2023 08:42:27 GMT
Accept-Ranges: bytes
Connection: keep-alive
Date: Fri, 14 Apr 2023 08:42:27 GMT
X-RtFlag: 1
X-ReqId: MTY4MTQ2MTc0NV83NzE5OTgyYl8zRjRCODLE0DM2NDg0RTEyQTJGRTYyNTZDODI1MkEyMg==
Size: 121014
X-DataSrc: 1
X-Info: real data
E0-Cache-Status: MISS
X-Delay: 2747522 us
Content-Type: image/jp2
Server: tencent-ci
Content-Length: 121014
```

On Mac/Linux OS, run the following command on the device: `curl --user-agent "Trident"`

`https://image.example.com/image/test.jpg -i`

Check if `Content-Type` in the response is `image/vnd.ms-photo`.

```
~ % curl --user-agent "Trident"
HTTP/1.1 200 OK
x-ef-format: jxr
E0-LOG-UUID: 16823953457232177833
Cache-Control: max-age=2592000
Last-Modified: Fri, 14 Apr 2023 08:49:50 GMT
Accept-Ranges: bytes
Connection: keep-alive
Date: Fri, 14 Apr 2023 08:49:50 GMT
X-RtFlag: 1
X-ReqId: MTY4MTQ2MjE5MF83NzE5OTgyYl80MDU1MjdGMjJDMTQ0RjEwOD1BNjRFREFBMUJzMTkwNQ==
Size: 138140
X-DataSrc: 1
X-Info: real data
E0-Cache-Status: MISS
X-Delay: 97009 us
Content-Type: image/vnd.ms-photo
Server: tencent-ci
Content-Length: 138140
```

Access the test image address `https://image.example.com/image/test.jpg` with different browsers.

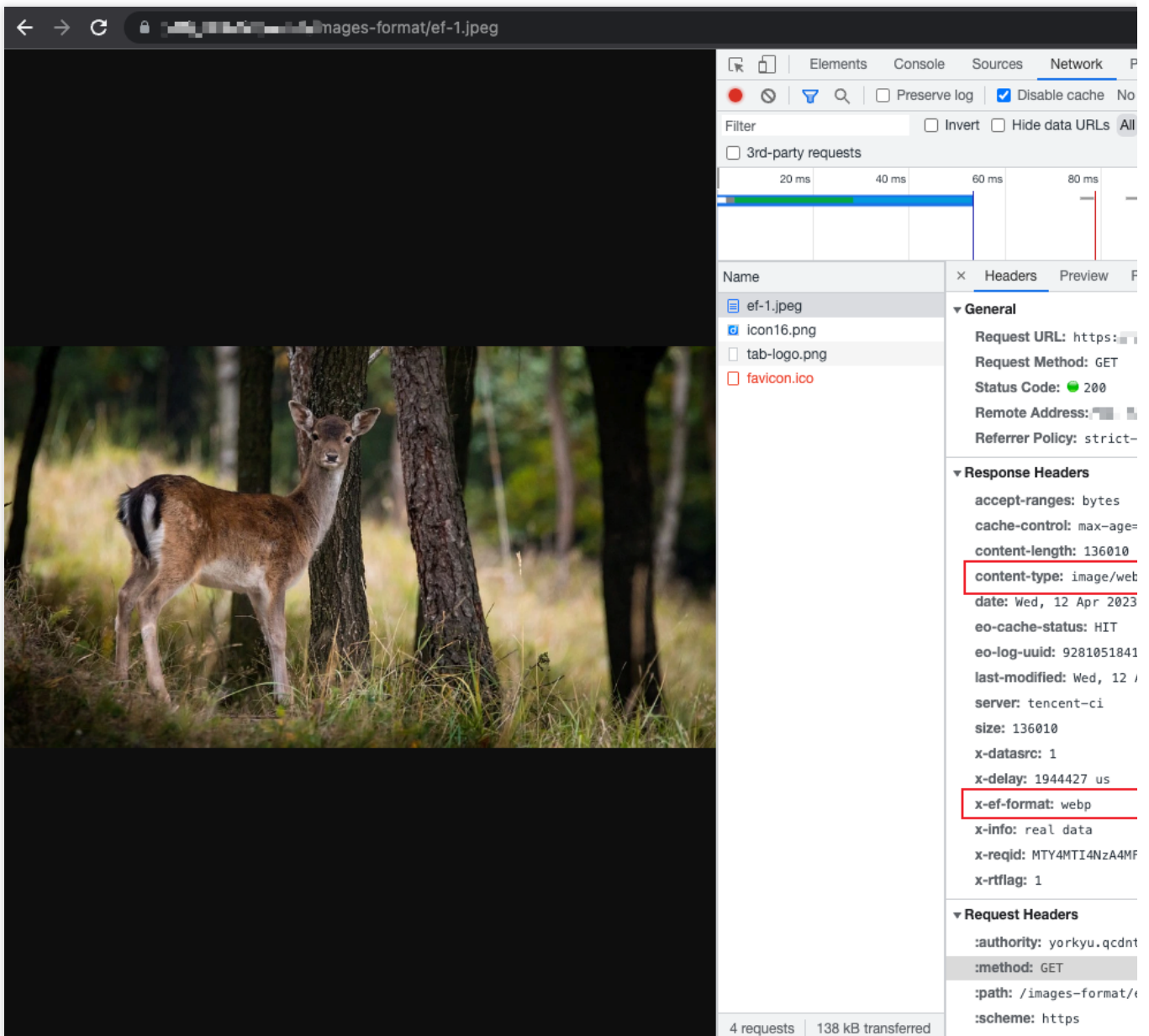
Check the format for image returned to see whether the edge function works properly.

Chrome

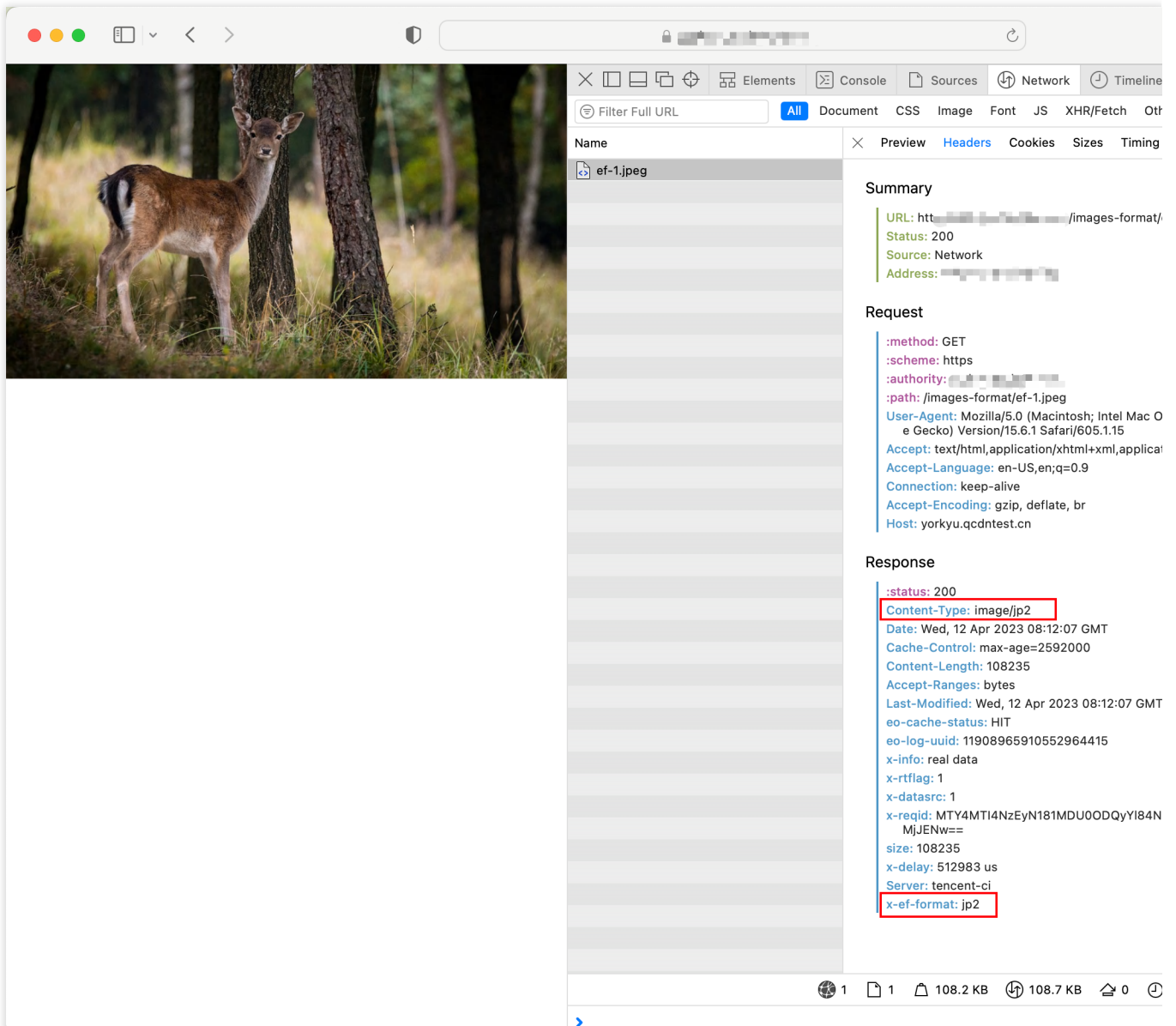
Safari

IE

Access the test image address `https://image.example.com/image/test.jpg` with Chrome browser. The responded image should be in webp format.



Access the test image address `https://image.example.com/image/test.jpg` with Safari browser. The responded image should be in jp2 format.



Access the test image address `https://image.example.com/image/test.jpg` with IE browser. The responded image should be in jxr format.

The screenshot displays a browser window with a developer tools interface. The address bar shows a URL ending in 'images-format/ef-1.jpeg'. The main content area shows a photograph of a deer in a forest. The developer tools network tab is open, showing a list of requests. The selected request is 'ef-1.jpeg' with a protocol of 'HTTP/2' and a method of 'GET'. The response headers are expanded, showing the following details:

Name	Value
content-length	113830
content-type	image/vnd.ms-photo
date	Wed, 12 Apr 2023 08:17:15 GMT
eo-cache-status	HIT
eo-log-uuid	8698087014456994150
last-modified	Wed, 12 Apr 2023 08:17:14 GMT
server	tencent-ci
size	113830
x-datasrc	1
x-delay	784962 us
x-ef-format	jxr
x-info	real data

Relevant Documentation

[Sample function: Image auto-adaptation](#)

[Resizing and Converting Images](#)