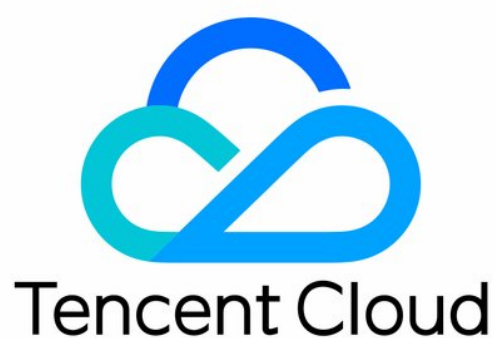


# **Cloud Streaming Services**

## **Purchase Guide**

### **Product Documentation**



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# Purchase Guide

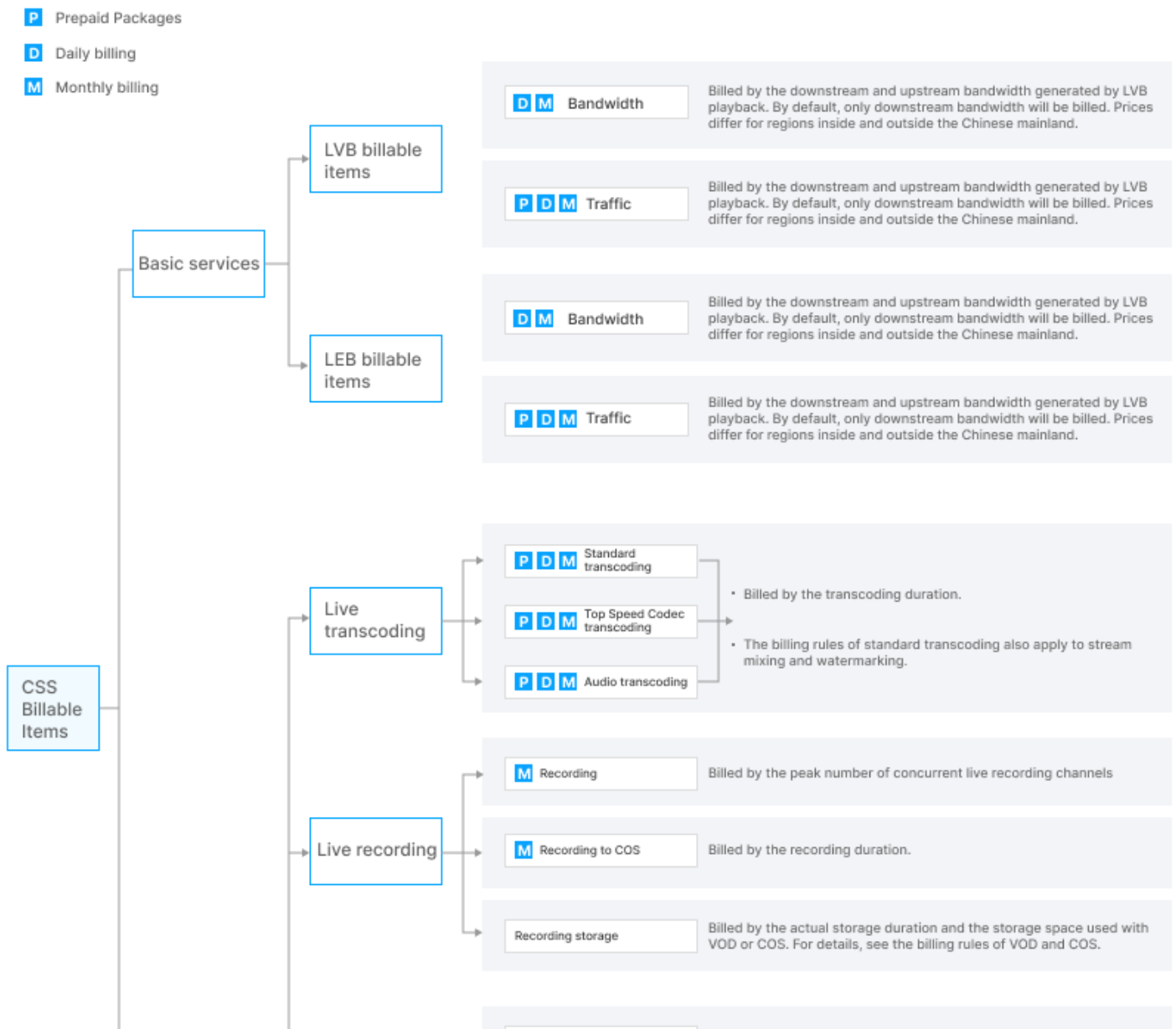
## Pricing Overview

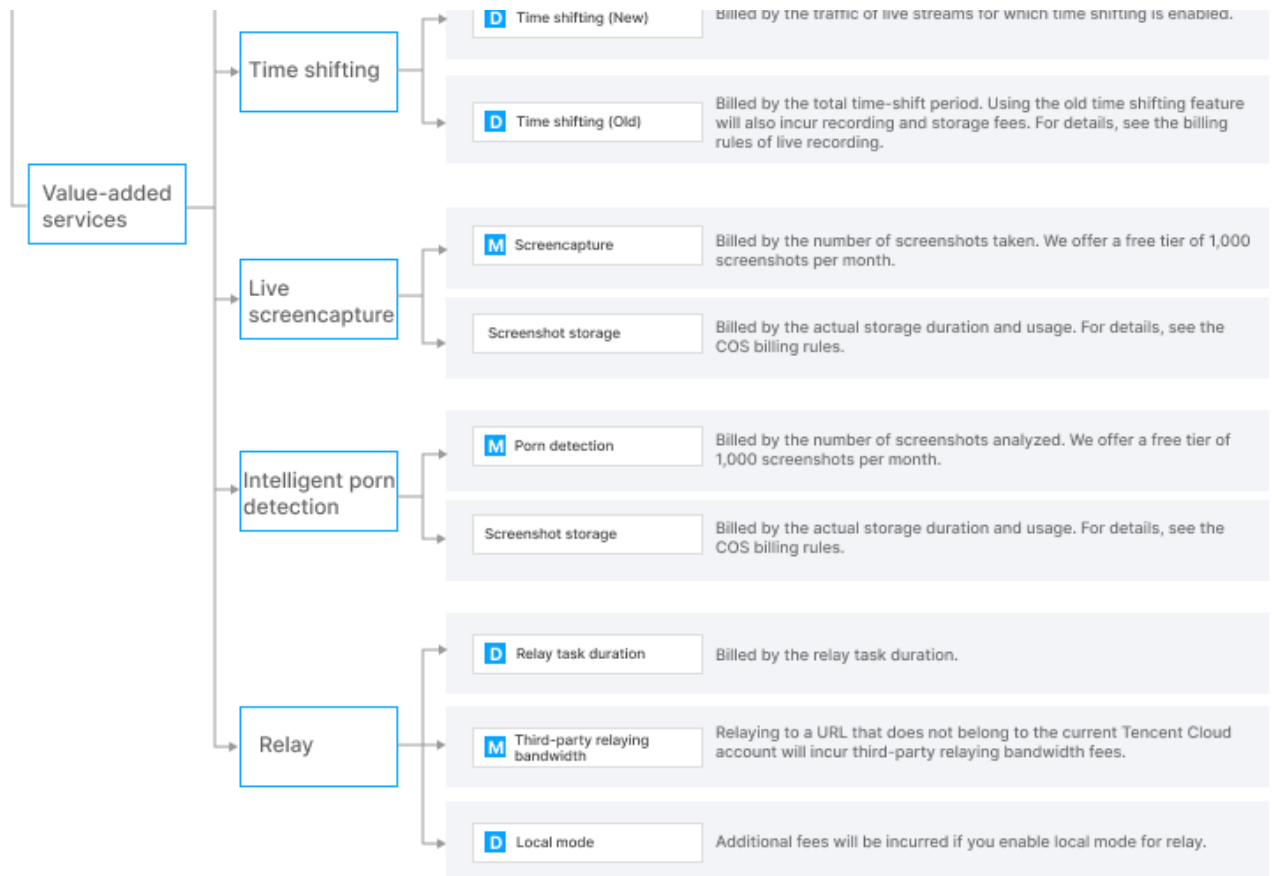
Last updated : 2023-02-22 11:40:21

Note :

You can use the [CSS price calculator](#) to estimate your LVB and LEB fees.

Billable items of CSS include basic services and value-added services. You may also incur extended service fees if you use CSS features that rely on the capabilities of other Tencent Cloud products.





- Basic service fees** are the fees for using LVB and LEB and are charged based on either traffic or peak bandwidth usage.
- Value-added service fees** are the fees for using value-added features such as transcoding, recording, time shifting, screenshot, porn detection, and relay. These features are disabled by default and are billed only when enabled.
- Extended service fees** are the fees for using the capabilities of other Tencent Cloud products and are charged according to the billing rules of the corresponding products.

## Basic Service Fees

Basic service fees include LVB fees and LEB fees.

Billable Item	Description	Billing Mode
LVB traffic (default)	<ul style="list-style-type: none"> <li>LVB traffic fees are charged based on the downstream and/or upstream traffic consumed. By default, only downstream traffic is billed.</li> <li>Prices differ for regions inside and outside the Chinese mainland.</li> </ul>	<ul style="list-style-type: none"> <li><a href="#">Prepaid packages</a></li> <li><a href="#">Daily pay-as-you-go</a></li> <li><a href="#">Monthly pay-as-you-go</a></li> </ul>

LVB peak bandwidth	<ul style="list-style-type: none"> <li>LVB bandwidth fees are charged based on the downstream and/or upstream bandwidth consumed. By default, only downstream bandwidth is billed.</li> <li>Prices differ for regions inside and outside the Chinese mainland.</li> </ul>	<ul style="list-style-type: none"> <li><a href="#">Daily pay-as-you-go</a></li> <li>Monthly pay-as-you-go</li> </ul>
LEB traffic (default)	<ul style="list-style-type: none"> <li>LEB traffic fees are charged based on the downstream and/or upstream traffic consumed. By default, only downstream traffic is billed.</li> <li>Prices differ for regions inside and outside the Chinese mainland.</li> </ul>	<ul style="list-style-type: none"> <li><a href="#">Prepaid packages</a></li> <li><a href="#">Daily pay-as-you-go</a></li> <li>Monthly pay-as-you-go</li> </ul>
LEB peak bandwidth	<ul style="list-style-type: none"> <li>LEB bandwidth fees are charged based on the downstream and/or upstream bandwidth consumed. By default, only downstream bandwidth is billed.</li> <li>Prices differ for regions inside and outside the Chinese mainland.</li> </ul>	<ul style="list-style-type: none"> <li><a href="#">Daily pay-as-you-go</a></li> <li>Monthly pay-as-you-go</li> </ul>

## Note :

- Because LEB uses channels with ultra-low latency, its traffic/bandwidth fees are slightly higher than those of LVB.
- CSS provides the monthly billing mode for customers with high demand. To change to monthly billing, please contact your sales rep.
- For more information about billing modes, see [Changing Billing Modes](#).

## Value-Added Service Fees

Billable Item		Description	Billing Mode
Live transcoding	Standard transcoding	<ul style="list-style-type: none"> <li>The fees for using the standard transcoding capability.</li> <li>Standard transcoding fees will be incurred if you use the <a href="#">watermarking</a>, <a href="#">standard transcoding</a>, or <a href="#">stream mixing</a> features.</li> <li>The fees are based on the <b>transcoding duration</b> and resolution of the output stream.</li> </ul>	<ul style="list-style-type: none"> <li><a href="#">Prepaid packages</a></li> <li><a href="#">Daily pay-as-you-go</a></li> <li>Monthly</li> </ul>

			pay-as-you-go
	Top Speed Codec (TSC) transcoding	<ul style="list-style-type: none"> <li>The fees for using the TSC transcoding capability.</li> <li>TSC transcoding fees will be incurred if you use the <a href="#">TSC transcoding</a> feature.</li> <li>The fees are based on the <b>transcoding duration</b> and resolution of the output stream.</li> </ul>	<ul style="list-style-type: none"> <li><a href="#">Prepaid packages</a></li> <li><a href="#">Daily pay-as-you-go</a></li> <li><a href="#">Monthly pay-as-you-go</a></li> </ul>
	Audio transcoding	<ul style="list-style-type: none"> <li>The fees for using the audio transcoding capability.</li> <li>Audio transcoding fees will be incurred if you use the <a href="#">audio transcoding</a> or audio mixing feature.</li> <li>The fees are based on the <b>audio transcoding duration</b>.</li> </ul>	<ul style="list-style-type: none"> <li><a href="#">Prepaid packages</a></li> <li><a href="#">Daily pay-as-you-go</a></li> <li><a href="#">Monthly pay-as-you-go</a></li> </ul>
Live recording	Recording fees	The fees are based on the peak number of concurrent recording channels.	<a href="#">Monthly pay-as-you-go</a>
	Recording-to-COS fees	If you record to COS, recording-to-COS fees will be charged based on the recording duration.	<a href="#">Monthly pay-as-you-go</a>
Time shifting	Live streaming traffic	If you create a time shifting template in the CSS console and bind it to a push domain, using the domain for live streaming will incur time shifting fees, which are based on the live streaming traffic.	<a href="#">Daily pay-as-you-go</a>
	Total time-shift period	If you have submitted a ticket to enable the time shifting feature, time shifting fees will be based on the total time-shift period.	<a href="#">Daily pay-as-you-go</a>
Live screencapture		<ul style="list-style-type: none"> <li>Screenshots of a live stream are taken at times specified in a template and saved to COS.</li> <li>Screencapture is billed based on <b>the number of screenshots taken</b>. We offer a free tier of 1,000 screenshots per month.</li> </ul>	<a href="#">Monthly pay-as-you-go</a>

Intelligent porn detection		<p>Using the porn detection feature will incur screencapture and porn detection fees.</p> <ul style="list-style-type: none"> <li>Porn detection is billed based on <b>the number of screenshots analyzed</b>. We offer a free tier of 1,000 screenshots for porn detection per month.</li> <li>Screencapture is billed based on <b>the number of screenshots taken</b>. We offer a free tier of 1,000 screenshots per month.</li> </ul>	Monthly pay-as-you-go
Relay	Relay task duration	Relay fees are billed based on the duration of relay tasks.	Daily pay-as-you-go
	Third-party relaying bandwidth	The fees for relaying to a URL that does not belong to the current Tencent Cloud account.	Monthly pay-as-you-go
	Local mode	Additional fees will be incurred if you enable the local mode for relay.	Daily pay-as-you-go

## Extended Service Fees

Billable Item	Description	Billing Mode
VOD storage	Saving recording files to VOD will incur VOD storage fees, which are based on the <b>actual storage duration and storage space used</b> .	VOD pay-as-you-go
COS storage	Saving recording files to COS will incur COS storage fees, which are based on the <b>actual storage duration and storage space used</b> .	COS pay-as-you-go
Storing screenshots	Screenshots generated by live screencapture and porn detection are saved to COS, which incurs COS storage fees. The fees are billed based on <b>the actual storage duration and storage space used</b> .	COS pay-as-you-go



# Basic Services

## Billing of LVB

Last updated : 2024-06-17 16:22:39

### Overview

Billing mode: Daily pay-as-you-go

Billing cycle: Daily billing cycle. Traffic fees generated each day are deducted the following day. For the actual fee deduction and bill generation time, see your billing statement.

**The default mode for new users of LVB is bill-by-traffic.**

We offer **prepaid traffic packages**. A traffic package deducts LVB downstream traffic in the Chinese mainland at a ratio of 1:1. Different deduction ratios are applied to **LVB downstream traffic outside the Chinese mainland, LEB downstream traffic in the Chinese mainland, LEB downstream traffic outside the Chinese mainland, and upstream traffic inside and outside the Chinese mainland**. For details, see [Prepaid Packages](#).

Billing regions outside the Chinese mainland:

Asia Pacific 1: Hong Kong (China), Singapore, Macao (China), Vietnam, Thailand, Nepal, Cambodia, Pakistan, Laos, Myanmar, Kazakhstan, Uzbekistan, Kyrgyzstan, Brunei, Bengal, Azerbaijan, Mongolia.

Asia Pacific 2: Taiwan (China), Japan, Malaysia, Indonesia, South Korea.

Asia Pacific 3: Philippines, India, Australia.

North America: United States, Canada, Mexico.

Europe: Netherlands, Germany, United Kingdom, Ireland, Italy, Spain, France, Sweden, Bulgaria, Poland .

Middle East: United Arab Emirates, Türkiye, Qatar, Saudi Arabia, Bahrain, Iraq, Oman, Kuwait, Jordan, Lebanon.

Africa: South Africa, Egypt, Algeria, Morocco .

South America: Brazil, Colombia, Argentina, Chile, Peru, Ecuador.

The conversion factor for units of traffic/bandwidth is 1,000. For example, 1 TB = 1,000 GB.

A CSS service day is 00:00-23:59 (UTC+08:00).

**At 00:00 (UTC+08:00), January 4, 2022**, CSS adjusted the daily billing prices and pricing tiers of LVB's basic services and started billing usage outside the Chinese mainland by region instead of at a unified price. For details, see [Notice: CSS to Adjust Prices of Basic Services](#).

#### Note:

#### Upstream Push Billing Explanation:

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the highest upstream bandwidth used in a day exceeds 100 Mbps.

The billing method, tiered pricing rules, and billing regions for upstream traffic inside/outside the Chinese mainland are **the same as** those for LVB downstream traffic. **Upstream traffic became a billable item starting at 00:00 (UTC+08:00), July 1, 2021.**

For example:

Suppose you consumed 9 GB of downstream traffic and 1 GB of upstream traffic in **Asia Pacific 1** one day, and the peak bandwidth on that day was 101 Mbps. Because the ratio of downstream traffic to upstream traffic is 9:1, which is smaller than 10:1, and the peak upstream bandwidth usage is higher than 100 Mbps, the following traffic fee would be billed:

$$\text{Upstream traffic fees} + \text{Downstream traffic fees} = 0.0748 \text{ (USD/GB)} \times (9 \text{ GB} + 1 \text{ GB}) = 0.748 \text{ USD.}$$

### Channel Service Billing Explanation:

By default, Cloud Streaming Services do **not charge** for channel services. However, if your peak monthly channel count exceeds 100 (i.e., the peak concurrent push streams in a month exceed 100) and the resource utilization is relatively low, such as in video surveillance scenarios or exam proctoring scenarios, Tencent Cloud's business representatives will contact you to negotiate the payment for channel service fees. **If you have not received any related notifications, there is no need to be concerned.**

Channel Service Price: 8.34 USD/Peak Channel Count/Month. Channel Service Fee = Channel Service Price (USD/Channel/Month) \* Peak Channel Count (Channels) \* Monthly Valid Days Coefficient (Months)

For example:

User A is in a video surveillance scenario and uses Cloud Streaming Services in June. The peak channel count for the month is 300 channels, and the channel resource utilization is extremely low. The valid number of days for channel service in the month is 10 days (if the daily channel count is not 0, it is considered a valid day).

$$\text{Channel Service Fee} = 8.34 \text{ (USD/Channel/Month)} * 300 \text{ (Channels)} * (10 / 30) \text{ (Months)} = 834 \text{ USD}$$

## Acceleration Outside the Chinese Mainland

Traffic/Bandwidth usage outside the Chinese mainland is the downstream traffic/bandwidth used when users connect to Tencent Cloud's acceleration servers outside the Chinese mainland. You can choose to be billed [by traffic](#) or [by bandwidth](#). By default, new users are billed by traffic.

### Bill-by-traffic

#### Pricing

We bill traffic outside the Chinese mainland by region on a daily basis and adopt a tiered pricing approach. See below for the pricing tiers:

Traffic Tier	Price (USD/GB/Day)

	Asia Pacific 1	Asia Pacific 2	Asia Pacific 3	North America	Europe	Middle East	Africa	South America
0-2 TB	0.0748	0.1236	0.1138	0.0715	0.0715	0.1951	0.1951	0.1675
2 TB (inclusive) - 50 TB	0.0699	0.1138	0.1041	0.0634	0.0634	0.1789	0.1789	0.1593
50 TB (inclusive) - 100 TB	0.0585	0.1057	0.0911	0.0504	0.0504	0.1675	0.1675	0.1463
100 TB (inclusive) - 1 PB	0.0504	0.0911	0.0813	0.0325	0.0325	0.1545	0.1545	0.1382
≥ 1 PB	0.0455	0.0846	0.0715	0.0260	0.0260	0.1382	0.1382	0.1301

### Billing details

Billable item: Downstream traffic generated during LVB playback outside the Chinese mainland

Billing rules: Fees are calculated by multiplying the total traffic consumed in a day in a billing region by the unit price of the corresponding tier.

### Billing example

Assume that you used the LVB service on January 4, 2022 and consumed 1 TB of downstream traffic in Hong Kong (China) and 6 TB of downstream traffic in France. On January 5, 2022, the following traffic fee would be billed:

$0.0748 \text{ (USD/GB)} \times 1000 \text{ (GB)} + 0.0634 \text{ (USD/GB)} \times 6000 \text{ (GB)} = 445.2 \text{ USD}$ .

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the peak upstream bandwidth used in a day exceeds 100 Mbps. The billing mode, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage.

### Bill-by-bandwidth

#### Pricing

We bill bandwidth usage outside the Chinese mainland by region on a daily basis and adopt a tiered pricing approach.

The fee is based on your peak bandwidth usage in a day. See below for the pricing tiers:

Bandwidth Tier	Price (USD/Mbps/Day)							
	Asia Pacific 1	Asia Pacific	Asia Pacific	North America	Europe	Middle East	Africa	South America

		2	3					
0-500 Mbps	0.2049	0.6016	0.6228	0.1984	0.1984	0.9333	0.9333	0.8455
500 Mbps (inclusive) - 5 Gbps	0.1854	0.5415	0.6049	0.1805	0.1805	0.9203	0.9203	0.8276
5 Gbps (inclusive) - 20 Gbps	0.1707	0.4829	0.5561	0.1681	0.1681	0.9008	0.9008	0.8065
≥ 20 Gbps	0.1626	0.4228	0.5041	0.1593	0.1593	0.8911	0.8911	0.7967

### Billing details

Billable item: Downstream bandwidth used during LVB playback outside the Chinese mainland

Billing rules: Fees are calculated by multiplying the highest bandwidth used in a day in a billing region by the unit price of the corresponding tier.

### Billing example

Assume that you used the LVB service on January 4, 2022 for playback in Macao (China) and your bandwidth usage reached 600 Mbps at the highest. On January 5, 2022, the following bandwidth fee would be billed:

$0.1854 \text{ (USD/Mbps)} \times 600 \text{ (Mbps)} = 111.24 \text{ USD}$ .

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the peak upstream bandwidth used in a day exceeds 100 Mbps. The billing mode, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage.

## Traffic/Bandwidth Usage in the Chinese Mainland

LVB is a basic service of CSS and is billed based on the downstream traffic/bandwidth consumed during live streaming. LVB provides two daily pay-as-you-go billing modes: [bill-by-traffic](#) and [bill-by-bandwidth](#). You can choose whichever suits your needs.

### Bill-by-traffic

#### Pricing

We bill LVB traffic on a daily basis and adopt a tiered pricing approach. See below for the pricing tiers:

Traffic Tier	Price (USD/GB/Day)

0-2 TB	0.0423
2 TB (inclusive) - 10 TB	0.0407
10 TB (inclusive) - 50 TB	0.0390
50 TB (inclusive) - 100 TB	0.0358
100 TB (inclusive) - 1 PB	0.0309
≥ 1 PB	0.0260

### Billing details

Billable item: Downstream traffic consumed during LVB playback in the Chinese mainland

Billing rules: Fees are calculated by multiplying the total traffic consumed in a day by the unit price of the corresponding tier.

Calculation formula:

Consumed traffic = Bitrate/8 x Total playback duration.

#### Note:

Total playback duration = Daily number of online viewers x Average playback duration per viewer. That is to say, the total playback duration is the same if 1 viewer watches for 60 minutes and 60 viewers watch for 1 minute each.

Traffic fees = Consumed traffic x Unit price of the corresponding tier

### Billing example

Assume that a live streaming session lasted for 2 hours and the bitrate was 1 Mbps (This is the sum of the audio bitrate and video bitrate. If you transcode the stream to a specific video bitrate, the sum of this video bitrate and the audio bitrate will be used for billing). If 100 viewers watched the live stream for 1 hour each and 50 viewers watched it for 2 hours each, the consumed traffic would be:

$1 \text{ (Mbps)}/8 \times 7,200 \text{ (s)} \times 50 \text{ (Viewers)} + 1 \text{ (Mbps)}/8 \times 3,600 \text{ (s)} \times 100 \text{ (Viewers)} = 90,000 \text{ (MB)} = 90 \text{ GB}.$

Assume that you used the LVB service on January 4, 2022 and consumed 90 GB of downstream traffic. On January 5, 2022, the following traffic fee would be billed:

$0.0423 \text{ (USD/GB)} \times 90 \text{ (GB)} = 3.807 \text{ USD}.$

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the peak upstream bandwidth used in a day exceeds 100 Mbps. The billing mode, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage.

### Bill-by-bandwidth

#### Pricing

We bill LVB bandwidth usage on a daily basis and adopt a tiered pricing approach. The fee is based on your peak bandwidth usage in a day. See below for the pricing tiers:

Bandwidth Tier	Price (USD/Mbps/Day)
0-500 Mbps	0.1057
500 Mbps (inclusive) - 5 Gbps	0.1024
5 Gbps (inclusive) - 20 Gbps	0.0992
≥ 20 Gbps	0.0943

### Billing details

Billable item: Downstream bandwidth used during LVB playback in the Chinese mainland

Billing rules: Fees are calculated by multiplying the highest bandwidth used in a day by the unit price of the corresponding tier.

### Billing example

Assume that the bitrate of a live streaming session was 500 Kbps (This is the sum of the audio bitrate and video bitrate. If you transcode the stream to a specific video bitrate, the sum of this video bitrate and the audio bitrate will be used for billing), and there were 100 concurrent viewers at the peak, the highest bandwidth used would be:

$500 \text{ (Kbps)} \times 100 = 50,000 \text{ (Kbps)} = 50 \text{ Mbps}$ .

Assume that you used the LVB service on January 4, 2022 and your bandwidth usage reached 50 Mbps at the highest. On January 5, 2022, the following bandwidth fee would be billed:

$0.1057 \text{ (USD/Mbps/Day)} \times 50 \text{ (Mbps)} = 5.285 \text{ USD}$ .

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the peak upstream bandwidth used in a day exceeds 100 Mbps. The billing mode, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage.

### Note:

If you have a large-scale live streaming business and your spending on Tencent Cloud resources has exceeded or is expected to exceed 10,000 USD, then a daily billing mode may not meet your needs. Please [contact](#) the Tencent Cloud sales team or [submit a ticket](#) for other billing options.

# Billing of LEB

Last updated : 2024-06-17 16:22:39

## Overview

Billing mode: **Daily pay-as-you-go**

Billing cycle: Daily billing cycle. Traffic fees generated each day are deducted the following day. For the actual fee deduction and bill generation time, see your billing statement.

We offer prepaid traffic packages. A traffic package deducts LVB downstream traffic in the Chinese mainland at a ratio of 1:1. Different deduction ratios are applied to LVB downstream traffic outside the Chinese mainland, LEB downstream traffic in the Chinese mainland, LEB downstream traffic outside the Chinese mainland, and upstream traffic inside and outside the Chinese mainland. For details, see [Prepaid Packages](#).

### Billing regions outside the Chinese mainland:

Asia Pacific 1: Hong Kong (China), Singapore, Macao (China), Vietnam, Thailand, Nepal, Cambodia, Pakistan, Laos, Myanmar, Kazakhstan, Uzbekistan, Kyrgyzstan, Brunei, Bengal, Azerbaijan, Mongolia.

Asia Pacific 2: Taiwan (China), Japan, Malaysia, Indonesia, South Korea.

Asia Pacific 3: Philippines, India, Australia.

North America: United States, Canada, Mexico.

Europe: Netherlands, Germany, United Kingdom, Ireland, Italy, Spain, France, Sweden, Bulgaria, Poland.

Middle East: United Arab Emirates, Türkiye, Qatar, Saudi Arabia, Bahrain, Iraq, Oman, Kuwait, Jordan, Lebanon.

Africa: South Africa, Egypt, Algeria, Morocco.

South America: Brazil, Colombia, Argentina, Chile, Peru, Ecuador.

The conversion factor for units of traffic/bandwidth is 1,000. For example, 1 TB = 1,000 GB.

A CSS service day is 00:00-23:59 (UTC+08:00).

Because LEB uses channels with ultra-low latency, its traffic/bandwidth fees are slightly higher than those of LVB.

LEB does not support live streams with B-frames. If a stream contains B-frames, the system will automatically remove them through transcoding, which will incur transcoding fees.

Browser playback only supports the standard WebRTC protocol and does not support AAC. If a stream contains audio in AAC format, the system will automatically transcode the audio into Opus format, which will incur audio transcoding fees.

**On 00:00 (UTC+08:00), January 4, 2022**, CSS adjusted the daily billing prices and pricing tiers of LEB and started billing usage outside the Chinese mainland by region instead of at a unified price. For details, see [Notice: CSS to Adjust Prices of Basic Services](#).

### Note:

### Channel Service Billing Explanation:

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the highest upstream bandwidth used in a day exceeds 100 Mbps.

The billing method, tiered pricing rules, and billing regions for upstream traffic inside/outside the Chinese mainland **are the same as** those for [LVB downstream traffic](#). **We started billing upstream traffic from 00:00 (UTC+08:00), July 1, 2021.**

For example:

Suppose you consumed 9 GB of LEB downstream traffic and 1 GB of LEB upstream traffic in **Asia Pacific 1** one day, and the peak bandwidth on that day was 101 Mbps. Because the ratio of downstream traffic to upstream traffic is 9:1, which is smaller than 10:1, and the peak upstream bandwidth usage is higher than 100 Mbps, the following traffic fee would be billed:

$$\text{Upstream traffic fees} + \text{Downstream traffic fees} = 0.1496 \text{ (USD/GB)} \times (9 \text{ GB} + 1 \text{ GB}) = 1.496 \text{ USD.}$$

### Channel Service Billing Explanation:

By default, Cloud Streaming Services do **not charge** for channel services. However, if your peak monthly channel count exceeds 100 (i.e., the peak concurrent push streams in a month exceed 100) and the resource utilization is relatively low, such as in video surveillance scenarios or exam proctoring scenarios, Tencent Cloud's business representatives will contact you to negotiate the payment for channel service fees. **If you have not received any related notifications, there is no need to be concerned.**

Channel Service Price: 8.34 USD/Peak Channel Count/Month. Channel Service Fee = Channel Service Price (USD/Channel/Month) \* Peak Channel Count (Channels) \* Monthly Valid Days Coefficient (Months)

For example:

User A is in a video surveillance scenario and uses Cloud Streaming Services in June. The peak channel count for the month is 300 channels, and the channel resource utilization is extremely low. The valid number of days for channel service in the month is 10 days (if the daily channel count is not 0, it is considered a valid day).

$$\text{Channel Service Fee} = 8.34 \text{ (USD/Channel/Month)} * 300 \text{ (Channels)} * (10 / 30) \text{ (Months)} = 834 \text{ USD}$$

## Acceleration Outside the Chinese Mainland

Traffic/Bandwidth usage outside the Chinese mainland is the downstream traffic/bandwidth used when users connect to Tencent Cloud's acceleration servers outside the Chinese mainland. You can choose to be billed [by traffic](#) or [by bandwidth](#). By default, new users are billed by traffic.

### Note:

The LEB billing rules for regions outside the Chinese mainland took effect on April 20, 2021. They apply to bills generated on April 21 and afterward.



## Bill-by-traffic

### Pricing

We bill traffic outside the Chinese mainland by region on a daily basis and adopt a tiered pricing approach. See below for the pricing tiers:

Traffic Tier	Price (USD/GB/Day)							
	Asia Pacific 1	Asia Pacific 2	Asia Pacific 3	North America	Europe	Middle East	Africa	South America
0-2 TB	0.1496	0.2472	0.2276	0.1431	0.1431	0.3902	0.3902	0.3350
2 TB (inclusive) - 50 TB	0.1398	0.2276	0.2081	0.1268	0.1268	0.3577	0.3577	0.3187
50 TB (inclusive) - 100 TB	0.1171	0.2114	0.1821	0.1008	0.1008	0.3350	0.3350	0.2927
100 TB (inclusive) - 1 PB	0.1008	0.1821	0.1626	0.0650	0.0650	0.3089	0.3089	0.2764
≥ 1 PB	0.0911	0.1691	0.1431	0.0520	0.0520	0.2764	0.2764	0.2602

### Billing details

Billable item: Downstream traffic consumed during LEB playback outside the Chinese mainland

Billing rules: Fees are calculated by multiplying the total traffic consumed in a day in a billing region by the unit price of the corresponding tier.

### Billing example

Assume that the bitrate of a live streaming session was 500 Kbps (This is the sum of the audio bitrate and video bitrate. If you transcode the stream to a specific video bitrate, the sum of this video bitrate and the audio bitrate will be used for billing), and there were 100 concurrent viewers at the peak, the traffic consumed would be  $500/8 \times 3,600 \times 100 = 22,500,000 \text{ KB} = 22.5 \text{ GB}$ .

Assume that you used the LEB service on January 4, 2022 and consumed 22.5 GB of downstream traffic. On January 5, 2022, the following traffic fee would be incurred:

$0.1496 \text{ (USD/GB)} \times 22.5 \text{ (GB)} = 3.366 \text{ USD}$ .

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the peak upstream bandwidth used in a day exceeds

100 Mbps. The billing mode, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage.

## Bill-by-bandwidth

### Pricing

We bill bandwidth usage outside the Chinese mainland by region on a daily basis and adopt a tiered pricing approach. The fee is based on your peak bandwidth usage in a day. See below for the pricing tiers:

Bandwidth Tier	Price (USD/Mbps/Day)							
	Asia Pacific 1	Asia Pacific 2	Asia Pacific 3	North America	Europe	Middle East	Africa	South America
0-500 Mbps	0.4098	1.2033	1.2455	0.3967	0.3967	1.8667	1.8667	1.6911
500 Mbps (inclusive) - 5 Gbps	0.3707	1.0829	1.2098	0.3610	0.3610	1.8407	1.8407	1.6553
5 Gbps (inclusive) - 20 Gbps	0.3415	0.9659	1.1122	0.3363	0.3363	1.8016	1.8016	1.6130
≥ 20 Gbps	0.3252	0.8455	1.0081	0.3187	0.3187	1.7821	1.7821	1.5935

### Billing details

Billable item: Downstream bandwidth used during LEB playback outside the Chinese mainland

Billing rules: Fees are calculated by multiplying the highest bandwidth used in a day in a billing region by the unit price of the corresponding tier.

### Billing example

Assume that the bitrate of a live streaming session was 500 Kbps (This is the sum of the audio bitrate and video bitrate. If you transcode the stream to a specific video bitrate, the sum of this video bitrate and the audio bitrate will be used for billing), and there were 100 concurrent viewers at the peak, the highest bandwidth used would be:

$$500 \text{ (Kbps)} \times 100 = 50,000 \text{ (Kbps)} = 50 \text{ Mbps.}$$

Assume that you used the LEB service on January 4, 2022 for playback in Macao (China) and your bandwidth usage reached 50 Mbps at the highest. On January 5, 2022, the following bandwidth fee would be billed:

$$0.4098 \text{ (USD/Mbps/Day)} \times 50 \text{ (Mbps)} = 20.49 \text{ USD.}$$

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the peak upstream bandwidth used in a day exceeds

100 Mbps. The billing mode, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage.

## Traffic/Bandwidth Usage in the Chinese Mainland

LEB is a basic service of CSS and is billed based on the downstream traffic/bandwidth consumed during live streaming.

LEB provides two daily pay-as-you-go billing modes: [bill-by-traffic](#) and [bill-by-bandwidth](#). You can choose whichever suits your needs. **The default mode for new users of LEB is bill-by-traffic.**

### Bill-by-traffic

#### Pricing

We bill LEB traffic on a daily basis and adopt a tiered pricing approach. See below for the pricing tiers:

Traffic Tier	Price (USD/GB/Day)
0-2 TB	0.0846
2 TB (inclusive) - 10 TB	0.0813
10 TB (inclusive) - 50 TB	0.0780
50 TB (inclusive) - 100 TB	0.0715
100 TB (inclusive) - 1 PB	0.0618
≥ 1 PB	0.0520

### Billing details

Billable item: Downstream traffic consumed during LEB playback in the Chinese mainland

Billing rules: Fees are calculated by multiplying the total traffic consumed in a day by the unit price of the corresponding tier.

### Billing example

Assume that the bitrate of a live streaming session was 500 Kbps (This is the sum of the audio bitrate and video bitrate. If you transcode the stream to a specific video bitrate, the sum of this video bitrate and the audio bitrate will be used for billing), and there were 100 concurrent viewers at the peak, the traffic consumed would be  $500/8 \times 3,600 \times 100 = 22,500,000 \text{ KB} = 22.5 \text{ GB}$ .

Assume that you used the LEB service on January 4, 2022 and consumed 22.5 GB of downstream traffic. On January 5, 2022, you would be charged:

$0.0846 \text{ (USD/GB)} \times 22.5 \text{ (GB)} = 1.9035 \text{ USD}$ .

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the peak upstream bandwidth used in a day exceeds 100 Mbps. The billing mode, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage.

## Bill-by-bandwidth

### Pricing

We bill LEB bandwidth usage on a daily basis and adopt a tiered pricing approach. The fee is charged based on your peak bandwidth usage in a day. See below for the pricing tiers:

Bandwidth Tier	Price (USD/Mbps/Day)
0 - 500 Mbps	0.2114
500 Mbps (inclusive) - 5 Gbps	0.2049
5 Gbps (inclusive) - 20 Gbps	0.1984
$\geq 20 \text{ Gbps}$	0.1886

### Billing details

Billable item: Downstream bandwidth used during LEB playback in the Chinese mainland

Billing rules: Fees are calculated by multiplying the highest bandwidth used in a day by the unit price of the corresponding tier.

### Billing example

Assume that the bitrate of a live streaming session was 500 Kbps (This is the sum of the audio bitrate and video bitrate. If you transcode the stream to a specific video bitrate, the sum of this video bitrate and the audio bitrate will be used for billing), and there were 100 concurrent viewers at the peak, the highest bandwidth used would be:

$500 \text{ Kbps} \times 100 = 50,000 \text{ Kbps} = 50 \text{ Mbps}$ .

Assume that you used the LEB service on January 4, 2022 and your bandwidth usage reached 50 Mbps at the highest. On January 5, 2022, the following bandwidth fee would be billed:

$0.2114 \text{ (USD/Mbps/Day)} \times 50 \text{ (Mbps)} = 10.57 \text{ USD}$ .

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the peak upstream bandwidth used in a day exceeds 100 Mbps. The billing mode, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage.

### Note:

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If you have a large-scale live streaming business, then a daily billing mode may not meet your needs. Please contact the Tencent Cloud sales team or [submit a ticket](#) for other billing options.

# Value-Added Services

## Live Transcoding (Watermarking, Stream Mixing, subtitles)

Last updated : 2023-10-30 11:14:16

Cloud Streaming Services (CSS) offers [Standard Transcoding](#), [Top Speed Codec Transcoding](#) (TSC Transcoding), and [Audio Transcoding](#) services to cater to different needs in live streaming scenarios. They are billed according to the transcoding duration, and unit cost varies with the codec used and the output resolution. **Standard transcoding fees** may also be incurred if you **add watermarks** to your streams or **mix streams** (the resolution of the output stream is used for billing).

TSC transcoding uses dynamic encoding technologies and a high-precision bitrate control model to generate HD videos at lower bitrates, which is useful if your live stream has a high bitrate and complex video images.

## Must-Knows

Billing mode: Pay-as-you-go.

Billing cycle: Daily billing cycle. The transcoding fees generated each day will be deducted from your account the following day (the actual fee deduction and bill generation time may vary).

**Standard transcoding packages** can deduct your usage of **standard transcoding** and **audio transcoding** in the daily billing mode. For details, see [Standard Transcoding Packages](#).

You can purchase **Prepaid TSC Transcoding Packages** to offset the daily transcoding fees generated by using the **Top Speed Codec Transcoding (TSC Transcoding)** service in live streaming. For more details, please refer to [TSC Transcoding Packages](#).

Transcoding is disabled by default and can be enabled in the [CSS console](#) or using a [TencentCloud API](#).

Transcoding duration will be rounded up to the nearest minute for billing.

No transcoding fees will be incurred if you don't use the transcoding feature.

Adaptive bitrate streaming is a value-added service of CSS. Using it will incur standard transcoding fees.

Live subtitles utilize the speech recognition and speech translation capabilities of [Media Processing Service \(MPS\)](#), which will incur corresponding [media processing fees](#). Please ensure that the MPS service is in normal use. Situations such as account arrears may result in the inability to provide live subtitle functionality.

## Standard Transcoding

### Pricing

Codec	Resolution	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
H.264	480p	0.0028	Long side $\leq$ 640 and short side $\leq$ 480
	720p	0.0057	Long side $\leq$ 1280 and short side $\leq$ 720
	1080p	0.0111	Long side $\leq$ 1936 and short side $\leq$ 1088
	2K	0.024	Long side $\leq$ 2560 and short side $\leq$ 1440
	4K	0.0491	Long side $>$ 2560 or short side $>$ 1440
H.265	480p	0.0141	Long side $\leq$ 640 and short side $\leq$ 480
	720p	0.0275	Long side $\leq$ 1280 and short side $\leq$ 720
	1080p	0.0549	Long side $\leq$ 1936 and short side $\leq$ 1088
	2K	0.1183	Long side $\leq$ 2560 and short side $\leq$ 1440
	4K	0.2366	Long side $\leq$ 4096 and short side $\leq$ 2160
	8K	0.8642	Long side $>$ 4096 or short side $>$ 2160
H.266	480p	0.0339	Long side $\leq$ 640 and short side $\leq$ 480
	720p	0.0660	Long side $\leq$ 1280 and short side $\leq$ 720
	1080p	0.1317	Long side $\leq$ 1936 and short side $\leq$ 1088
	2K	0.2837	Long side $\leq$ 2560 and short side $\leq$ 1440
	4K	0.5674	Long side $\leq$ 4096 and short side $\leq$ 2160
	8K	2.0741	Long side $>$ 4096 or short side $>$ 2160
AV1	480p	0.0282	Long side $\leq$ 640 and short side $\leq$ 480
	720p	0.0550	Long side $\leq$ 1280 and short side $\leq$ 720
	1080p	0.1098	Long side $\leq$ 1936 and short side $\leq$ 1088
	2K	0.2366	Long side $\leq$ 2560 and short side $\leq$ 1440
	4K	0.4732	Long side $\leq$ 4096 and short side $\leq$ 2160
	8K	1.7284	Long side $>$ 4096 or short side $>$ 2160

**Note**

The long side is whichever dimension is longer. For example, if the long side of a video is 1280 px and the short side is 480 px, the price for 720p will apply.

## Billing details

Billable item: The transcoding duration (or the duration of stream mixing or the watermarked live stream).

Billing rules:

Your transcoding durations in a natural day are multiplied by their respective unit prices (determined by the codec used and resolution of the output video) to determine the fee.

Standard transcoding incurs fees only if transcoded streams are played. However, **watermarking incurs fees when watermarked streams are published, and stream mixing incurs fees when a stream mixing signal is generated. That is to say, with watermarking and stream mixing, standard transcoding fees may be incurred even if the stream is not played.**

## Billing formula

Standard transcoding fee = Transcoding duration x Unit price (determined by the codec and output resolution)

## Billing examples

Suppose on January 1, 2021, you used CSS to watermark and transcode stream A (720p, one hour long) to H.264\_480P. You also transcoded stream B (30 minutes long) to H.264\_1080P. On January 2, 2021, the transcoding fees billed would be as follows:

Transcoding fee for stream A (H.264\_480P) = 0.0028 (USD/min) x 60 (min) = 0.168 USD

Watermarking fee for stream A (H.264\_720P) = 0.0057 (USD/min) x 60 (min) = 0.342 USD

Transcoding fee for stream B (H.264\_1080P) = 0.0111 (USD/min) x 30 (min) = 0.333 USD

# TSC Transcoding

## Pricing

Codec	Resolution	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
H.264	480p	0.0116	Long side ≤ 640 and short side ≤ 480
	720p	0.0222	Long side ≤ 1280 and short side ≤ 720
	1080p	0.0443	Long side ≤ 1936 and short side ≤ 1088
	2K	0.0886	Long side ≤ 2560 and short side ≤ 1440
	4K	0.1772	Long side > 2560 or short side > 1440
H.265	480p	0.0349	Long side ≤ 640 and short side ≤ 480



	720p	0.0665	Long side $\leq$ 1280 and short side $\leq$ 720
	1080p	0.1329	Long side $\leq$ 1936 and short side $\leq$ 1088
	2K	0.2659	Long side $\leq$ 2560 and short side $\leq$ 1440
	4K	0.5317	Long side $\leq$ 4096 and short side $\leq$ 2160
	8K	1.7284	Long side $>$ 4096 or short side $>$ 2160
H.266	480p	0.0838	Long side $\leq$ 640 and short side $\leq$ 480
	720p	0.1595	Long side $\leq$ 1280 and short side $\leq$ 720
	1080p	0.3189	Long side $\leq$ 1936 and short side $\leq$ 1088
	2K	0.6377	Long side $\leq$ 2560 and short side $\leq$ 1440
	4K	1.2754	Long side $\leq$ 4096 and short side $\leq$ 2160
	8K	4.1481	Long side $>$ 4096 or short side $>$ 2160
AV1	480p	0.0698	Long side $\leq$ 640 and short side $\leq$ 480
	720p	0.1330	Long side $\leq$ 1280 and short side $\leq$ 720
	1080p	0.2658	Long side $\leq$ 1936 and short side $\leq$ 1088
	2K	0.5318	Long side $\leq$ 2560 and short side $\leq$ 1440
	4K	1.0634	Long side $\leq$ 4096 and short side $\leq$ 2160
	8K	3.4568	Long side $>$ 4096 or short side $>$ 2160

## Billing details

Billing rules: Your TSC transcoding durations in a natural day are multiplied by their respective unit prices (determined by the resolution of the output video) to determine the fee.

## Billing formula

TSC transcoding fee = Transcoding duration x Unit price (determined by the output resolution)

## Billing examples

Suppose on January 1, 2021, you used the TSC transcoding service to transcode stream A (one hour long) to 720p and transcode stream B (30 minutes long) to 480p. On January 2, 2021, the TSC transcoding fee billed would be as

follows:

$$0.0222 \text{ (USD/min)} \times 60 \text{ (min)} + 0.0116 \text{ (USD/min)} \times 30 \text{ (min)} = 1.68 \text{ USD}$$

#### Note

If you have a large-scale live streaming business, then a daily billing mode may not meet your needs. Please contact the Tencent Cloud sales team or [submit a ticket](#) for other billing options.

## Audio Transcoding

The audio transcoding capability of CSS allows you to transcode audio to multiple bitrates to meet different business needs. It's a useful and reliable feature that can spare you the trouble of adapting your audio content and reduce your labor and hardware costs.

### Pricing

Item	Billed By	Price
Audio transcoding	Audio transcoding duration	0.00099 USD/min

### Billing details

Billable item: The audio transcoding duration.

Billing rules: Your audio transcoding duration in a natural day is multiplied by the unit price to determine the fee.

### Billing formula

Audio transcoding fees = Unit price x Transcoding duration.

### Billing examples

Suppose you used the audio transcoding service on December 1, 2021. The transcoding duration was five hours. On December 2, 2021, the audio transcoding fee billed would be as follows:

$$0.00099 \text{ (USD/min)} \times 300 \text{ (min)} = 0.297 \text{ USD}$$

#### Note

If your billing mode for transcoding is daily pay-as-you-go, you can buy [standard transcoding packages](#) to deduct your audio transcoding duration.

**New billing rules for audio transcoding took effect on February 1, 2021. Starting from February 2, 2021, bills will be generated according to the rules described in this document.**

On [web](#), streams are published using the WebRTC protocol, and the audio codec used is Opus. If you play such streams using RTMP, FLV, or HLS, CSS will automatically convert the audio to AAC, which will incur audio transcoding fees.

#### Note

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If you have a large-scale live streaming business, then a daily billing mode may not meet your needs. Please contact the Tencent Cloud sales team or [submit a ticket](#) for other billing options.

# Live Audio and Video Enhancement

Last updated : 2024-07-11 16:24:05

Live audio and video enhancement features include a variety of processing technologies, such as SDR to HDR conversion, frame interpolation, super resolution, overall enhancement, noise reduction, color enhancement, scratch removal, banding removal, detail enhancement, low-light enhancement, face enhancement, and text enhancement. These features are used for video quality remastering and significantly improve the subjective quality of audio and video.

Live audio and video enhancement features can be used individually or in combination to improve live stream video quality in different scenarios. Billing for audio and video enhancement is based on the enhancement features used and the resolution and frame rate of the enhanced live stream video. The specific billing rules are described below.

## Notes

The default billing mode for live audio and video enhancement is daily pay-as-you-go.

Starting from 00:00 on October 1, 2023, the billing for audio and video enhancement features will be calculated separately based on the enhancement features used and the resolution and frame rate of the enhanced live stream video. Billing will start on October 2.

When using audio and video enhancement features, additional fees for [Top Speed Codec \(TSC\) Transcoding](#) will be incurred. A TSC transcoding package can be used to offset the daily pay-as-you-go usage of TSC transcoding, but it cannot be used to offset the daily pay-as-you-go usage of audio and video enhancement.

If you need to use live audio and video enhancement capabilities, please contact your Tencent Cloud sales rep or [submit a ticket](#) for evaluation and activation.

## Features

Enhancement Feature	Description
SDR to HDR Conversion	Converts SDR videos to HDR and increases the color depth to up to 10 bits to represent a wider gamut and display more color details.
Frame Interpolation	Inserts additional video frames between the original live stream video frames, resulting in a smoother and more visually pleasing viewing experience.
Super Resolution	Offers high-resolution models (default) and low-resolution models.
Overall Enhancement	Uses AI-based analysis to improve the overall image quality by balancing image textures, removing compression artifacts, and enhancing key details.

Noise Reduction	Removes the random noise introduced from the camera and the environment during live streaming while maintaining audio/video details.
Color Enhancement	Restores video colors that may have been distorted due to camera or storage issues and enhances colors so they are more pleasing to viewers.
Scratch Removal	Repairs damages in live streaming video, such as scratches and snowflake-like spots, improving the overall quality of the video.
Banding (Artifact) Removal	Repairs distortions caused by repeated compressions of videos during transcoding, such as blocking artifacts, ringing artifacts, color contamination, and mosquito noise.
Detail Enhancement	Enhances key details in live streaming video to improve video clarity and provide a better viewing experience.
Low-Light Enhancement	Automatically recognizes scenes and adaptively enhances video images to increase details and contrast in dark areas and improve image quality, especially in low-light scenes.
Face Enhancement	Enhances key facial features with the help of face recognition technologies.
Text Enhancement	Improves the clarity and readability of the text shown during a live stream.

## Pricing

### SDR to HDR Conversion

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)
SDR to HDR Conversion	Unlimited	Unlimited	0.0705

### Frame Interpolation

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Frame Interpolation	720P	30fps	0.1058	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.2116	
		120fps	0.4233	
	1080P	30fps	0.2381	Long side $\leq$ 1936 and short side $\leq$ 1088

		60fps	0.4762	
		120fps	0.9524	
	2K	30fps	0.4233	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	0.8466	
		120fps	1.6931	
	4K	30fps	0.9524	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	1.9048	
		120fps	3.8095	
	8K	30fps	3.8095	Long side $>$ 4096 or short side $>$ 2160
		60fps	7.619	
		120fps	15.2381	

### Super Resolution

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Super Resolution	720P	30fps	0.0529	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.0882	
		120fps	0.194	
	1080P	30fps	0.1058	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.2116	
		120fps	0.4233	
	2K	30fps	0.194	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	0.3704	
		120fps	0.7584	
	4K	30fps	0.4233	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	0.8466	

		120fps	1.6931	
	8K	30fps	1.6931	Long side > 4096 or short side > 2160
		60fps	3.3862	
		120fps	6.7725	

**Overall Enhancement**

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Overall Enhancement	720P	30fps	0.1411	Long side ≤ 1280 and short side ≤ 720
		60fps	0.2822	
		120fps	0.5644	
	1080P	30fps	0.3175	Long side ≤ 1936 and short side ≤ 1088
		60fps	0.6349	
		120fps	1.2698	
	2K	30fps	0.5644	Long side ≤ 2560 and short side ≤ 1440
		60fps	1.1287	
		120fps	2.2575	
	4K	30fps	1.2698	Long side ≤ 4096 and short side ≤ 2160
		60fps	2.5397	
		120fps	5.0794	
	8K	30fps	5.0794	Long side > 4096 or short side > 2160
		60fps	10.1587	
		120fps	20.3175	

**Noise Reduction**

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)

Noise Reduction	720P	30fps	0.0353	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.0705	
		120fps	0.1587	
	1080P	30fps	0.0882	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.1764	
		120fps	0.3527	
	2K	30fps	0.1587	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	0.3175	
		120fps	0.6349	
	4K	30fps	0.3527	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	0.7055	
		120fps	1.4109	
	8K	30fps	1.4109	Long side $>$ 4096 or short side $>$ 2160
		60fps	2.8219	
		120fps	5.6437	

## Color Enhancement

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Color Enhancement	720P	30fps	0.0176	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.0353	
		120fps	0.0705	
	1080P	30fps	0.0353	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.0705	
		120fps	0.1411	
	2K	30fps	0.0705	Long side $\leq$ 2560 and short side $\leq$ 1440



		60fps	0.1235	
		120fps	0.2469	
	4K	30fps	0.1411	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	0.2822	
		120fps	0.5644	
	8K	30fps	0.5644	Long side $>$ 4096 or short side $>$ 2160
		60fps	1.1287	
		120fps	2.2575	

**Scratch Removal**

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Scratch Removal	720P	30fps	0.1764	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.3527	
		120fps	0.7231	
	1080P	30fps	0.4056	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.8113	
		120fps	1.6226	
	2K	30fps	0.7231	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	1.4462	
		120fps	2.8924	
	4K	30fps	1.6226	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	3.2451	
		120fps	6.4903	
	8K	30fps	6.4903	Long side $>$ 4096 or short side $>$ 2160
		60fps	12.9806	

		120fps	25.9612	
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**Banding Removal**

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Banding Removal	720P	30fps	0.0176	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.0353	
		120fps	0.0705	
	1080P	30fps	0.0353	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.0705	
		120fps	0.1411	
	2K	30fps	0.0705	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	0.1235	
		120fps	0.2469	
	4K	30fps	0.1411	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	0.2822	
		120fps	0.5644	
	8K	30fps	0.5644	Long side $>$ 4096 or short side $>$ 2160
		60fps	1.1287	
		120fps	2.2575	

**Detail Enhancement**

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Detail Enhancement	720P	30fps	0.0071	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.0159	
		120fps	0.0317	

	1080P	30fps	0.0176	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.0353	
		120fps	0.0705	
	2K	30fps	0.0317	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	0.0635	
		120fps	0.1252	
	4K	30fps	0.0705	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	0.1411	
		120fps	0.2822	
	8K	30fps	0.2822	Long side $>$ 4096 or short side $>$ 2160
		60fps	0.5644	
		120fps	1.1287	

**Low-Light Enhancement**

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Low-Light Enhancement	720P	30fps	0.0176	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.0353	
		120fps	0.0705	
	1080P	30fps	0.0353	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.0705	
		120fps	0.1411	
	2K	30fps	0.0705	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	0.1235	
		120fps	0.2469	
	4K	30fps	0.1411	Long side $\leq$ 4096 and short side $\leq$ 2160

		60fps	0.2822	
		120fps	0.5644	
	8K	30fps	0.5644	Long side > 4096 or short side > 2160
		60fps	1.1287	
		120fps	2.2575	

**Face Enhancement**

Enhancement Feature	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Face Enhancement	720P	30fps	0.1235	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.2293	
		120fps	0.4762	
	1080P	30fps	0.2646	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.5291	
		120fps	1.0582	
	2K	30fps	0.4762	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	0.9347	
		120fps	1.8871	
	4K	30fps	1.0582	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	2.1164	
		120fps	4.2328	
	8K	30fps	4.2328	Long side > 4096 or short side > 2160
		60fps	8.4656	
		120fps	16.9312	

**Text Enhancement**

Enhancement	Resolution	Frame	Price	Remarks (the long side is whichever
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Feature		Rate	(USD/Min)	dimension is longer)
Text Enhancement	720P	30fps	0.0705	Long side $\leq$ 1280 and short side $\leq$ 720
		60fps	0.1235	
		120fps	0.2469	
	1080P	30fps	0.1411	Long side $\leq$ 1936 and short side $\leq$ 1088
		60fps	0.2646	
		120fps	0.5291	
	2K	30fps	0.2469	Long side $\leq$ 2560 and short side $\leq$ 1440
		60fps	0.4762	
		120fps	0.9524	
	4K	30fps	0.5291	Long side $\leq$ 4096 and short side $\leq$ 2160
		60fps	1.0582	
		120fps	2.1164	
	8K	30fps	2.1164	Long side $>$ 4096 or short side $>$ 2160
		60fps	4.2328	
		120fps	8.4656	

## Billing Overview

Billing Item: Live stream enhancement duration (prices vary based on enhancement features used and the resolution and frame rate of the enhanced video).

Billing Rules: The default billing mode is daily pay-as-you-go. The fees are calculated based on the audio/video enhancement features used and the resolution and frame rate after enhancement. Your audio/video enhancement durations each natural day are multiplied by the corresponding unit prices.

## Billing formula

Live stream enhancement duration fee = audio/video enhancement duration  $\times$  unit price of the corresponding enhancement feature (determined by resolution and frame rate).

## Billing Example

A 100-minute live stream on October 1, 2023 uses two audio/video enhancement capabilities: text enhancement and low-light enhancement. After TSC transcoding, the output live stream is in **H.264 codec format, 1080p resolution, and 30fps**. On October 2, 2023, your live audio/video enhancement billing will be as follows:

**TSC Transcoding** Fee = 0.0443 (USD/minute) × 100 (minutes) = 4.43 USD;

**Text Enhancement** Fee = 0.1411 (USD/minute) × 100 (minutes) = 14.11 USD;

**Low-Light Enhancement** Fee = 0.0353 (USD/minute) × 100 (minutes) = 3.53 USD;

**Note:**

If you have a large-scale live streaming business, then a daily billing mode may not meet your needs. Please contact the Tencent Cloud sales team or [submit a ticket](#) for other billing options.

# Live Recording

Last updated : 2023-02-14 17:42:22

CSS can record live streams and store them in VOD. Using live recording will incur fees. Live recording is billed by **the peak number of concurrent recording channels during the month**.

## Must-Knows

- The recording feature is disabled by default and can be enabled in the console or through TencentCloud APIs.
- Recording files are stored in the [VOD console](#) by default, which will incur [VOD fees](#). After you enable the recording feature, make sure that your VOD service is in a normal status. If it is not activated or is suspended due to overdue payments, live recording will not be available. No recording files will be generated. Nor will fees be incurred.
- For information on how to calculate the peak number of recording channels, see [CSS Billing](#).

## Pricing

Billable Item	Price (USD/Channel/Month)
Peak number of recording channels	5.2941

## Billing details

- Billable item: The number of live recording channels.
- Billing mode: Pay-as-you-go.
- Billing cycle: Monthly. The recording fees incurred each month are deducted within the first five days of the following month. For details, see your billing statement.

## Calculation formula

- Percentage of recording days = Number of days the recording feature is used during a month / Total number of days in that month.
- Recording fees = Peak number of concurrent recording channels in a month x Percentage of recording days x Unit price.

Note :

The peak number of concurrent recording channels during a month is the highest number of recording channels occurring at the same time during the month (the data is collected every five minutes). Each recording format is counted as one recording channel. For example, if the same stream is recorded into MP4 and HLS, they will count as two recording channels.

## Billing examples

Suppose a user bound recording templates to domain A and domain B in the CSS console. According to the templates, the streams of domain A are recorded into **one** format and those of domain B are recorded into **two** formats. Domain A had 11 live streams on April 2, 2020 and 10 live streams on another five days of that month. Domain B had one live stream on April 29, 2020. The recording days of domain A and domain B in April would be as follows:

Stream ID	April 2020 (1st - 30th)							Number of days the recording feature is used
	Day 1	Day 2	Day 3	...	Day 28	Day 29	Day 30	
A				No recording tasks				6
B								1
Account-level usage								6

- The number of peak recording channels on April 2, 2020 is **11** (11 channels for domain A x 1 format + 0 channels for domain B x 2 formats = 11 channels).
- The number of peak recording channels on April 29, 2020 is **12** (10 channels for domain A x 1 format + 1 channel for domain B x 2 formats = 12 channels).
- In April 2020, the number of recording days for domain A and domain B is 6 and 1 respectively. At the account level, the number of recording days is 6, and the percentage of recording days in April is 6 days / 30 days = 20%.

Therefore, the highest number of concurrent recording channels for April 2020 is 12, the percentage of recording days is 20%, and the live recording fees incurred is as follows:

Live recording fees for April = 5.2941 (USD/Channel/Month) x 0.2 x 12 channels = 12.70584 USD.

## Recording to COS

### Pricing

If you record CSS streams to COS, an additional fee will be charged based on the recording duration of each recording channel.

Billable Item	Price (USD/Min/Month)
---------------	-----------------------



Billable Item	Price (USD/Min/Month)
Recording to COS	0.000096

## Billing details

- Billable item: Recording to COS
- Billing mode: Pay-as-you-go
- Billing cycle: Monthly. The recording-to-COS fees incurred each month are deducted within the first five days of the following month. For details, see your billing statement.

## Billing examples

Suppose a user bound recording templates to domain A and domain B in the CSS console. According to the templates, the streams of domain A are recorded into one format and those of domain B are recorded into two formats. Domain A had 10 live streams on January 13, 2023, which lasted for 30 minutes. Domain B had one live stream on January 20, 2023, which lasted for 20 minutes. The recording-to-COS fee incurred for January 2023 would be as follows:

```
0.000096 (USD/min/month) x (10 channels x 1 format x 30 minutes + 1 channel x 2
formats x 20 minutes) = 0.03264 USD
```

# Time Shifting (New)

Last updated : 2023-02-06 10:06:50

Time shifting is powered by the recording capability of CSS. It allows users to rewind and play earlier parts of a live stream. This is commonly used to play back highlights of live streamed sports events.

## Notes

- Time shifting is billed based on the traffic of live streams for which time shifting is enabled. Using this feature will also incur [playback traffic/bandwidth costs](#).
- Time shifting is disabled by default. You can enable it in the console or using a TencentCloud API.

## Pricing

Time-Shift Days	Price (USD/GB/Day)
1 day	0.035
3 days	0.052
7 days	0.069
15 days	0.12
30 days	0.21

### Billing details

- Billable item: Live streaming traffic
- Billing mode: Pay-as-you-go
- Billing cycle: Daily. The time shifting fee generated each day will be deducted from your account the following day (the actual fee deduction and bill generation time may vary).

### Calculation formula

Time shifting fees = Live streaming traffic per day (GB) x Price (USD/GB/Day)

### Billing examples

Suppose a user created a time shifting template in the CSS console, bound it to a push domain, and started a live stream at 12:00, January 5. The live stream lasted for **five** hours. The video bitrate was 1 Mbps. The maximum number of time-shiftable days is seven days.

Live streaming traffic = 1 Mbps x 18000 seconds ÷ 8 = 2.25 GB

Time shifting fee incurred on January 5 = 2.25 GB x 0.069 USD/GB = 0.15525 USD. The fee would be deducted on January 6.

Time shifting of the live stream is allowed from 12:00 on January 5 to 17:00 on January 12.

# Live Screencapture

Last updated : 2021-03-22 10:55:01

CSS can take screenshots of live streams and store them in COS. Using screencapture will incur fees, which will be billed **by the total number of screenshots taken for the month.**

## Notes

- Screencapture is disabled by default and can be enabled in the console or through cloud APIs.
- The generated screenshots are stored in COS and will incur COS storage fees. For details, please see [COS Pricing](#).
- Screencapture is a paid feature. **The first 1,000 screenshots of each month are free. Any additional screenshots taken will incur fees.**

## Pricing

Screenshots	Price (USD/Thousand screenshots)	Notes
≤ 1000	0	The first 1,000 screenshots of each month are free
> 1000	0.0176	The total number of screenshots will be rounded up to the nearest 1,000

## Billing Overview

- Billable item: the number of screenshots.
- Billing mode: pay-as-you-go.
- Billing cycle: monthly billing cycle. The current month's bill will be generated between the 1st and 5th day of the next month. Please refer to your actual billing statement for details.
- Billing rules: fees are calculated by multiplying the total number of screenshots taken in a month and the unit price.

## Billing Example

Suppose you used the live screencapture service from January 1 to February 1, 2021, and a total of 168,000 screenshots were generated during the month. Then, the live screencapture fees you would need to pay on February 2, 2021 would be as follows:

Live screencapture fees for January = 0.0176 (USD/Thousand screenshots) × (168 - 1) Thousand screenshots = 2.9392 USD.

# Live Stream Moderation

Last updated : 2024-01-03 17:04:45

With CSS, live stream pushing can undergo IA, including **live screen auditing** and **live AAS**. The live screen auditing is **billed depending on the cumulative number of images audited that month**, while the live AAS is **billed depending on the cumulative AAS duration that day**.

## Notes

The response content from live screen auditing and live AAS are stored in COS, which will incur COS storage fees. For detailed pricing, please refer to [COS Product Pricing](#).

While using the live screen auditing service, **there is a free amount for screen auditing of 1,000 images per month. Any additional image auditing beyond this quota will be billed separately.**

## Live Screen Auditing Pricing

Number of Live Screen Auditing (image)	Price (USD/thousand images)	Note
≤ 1,000	0 USD	Monthly free for 1,000 screenshots.
> 1,000	0.2294 USD	If the number of screenshots is less than 1,000, it will be considered as 1,000 for billing purpose.

### Note:

For COS stored screenshots outside the Mainland China region, enabling the screen auditing feature will incur additional [Cloud Object Storage \(COS\)](#) public network downstream traffic fees. For detailed pricing of each COS charge item, please refer to [Product Pricing](#).

## Billing Overview

Billable Item: Number of screen auditing.

Billing Mode: Postpaid billing.

Billing Cycle: Monthly billing. The fees incurred in the previous calendar month are billed and charged between the 1st and 5th day of each month. Detailed billing and invoice schedules are based on the actual bills.

Billing Rule: The number of live screen auditing within a calendar month, minus the allowance of 1,000 free images, multiplied by the unit price.

## Billing Example

Suppose you used Live Screen Auditing service from January 1 to February 1, 2023, and the total number of images for the month is 168,000. The live screen auditing fee you would need to pay on February 2, 2023, would be calculated as follows:

January live screen auditing fees = 0.2294 (USD/1,000 images) x (168 - 1) thousand images = 38.3098 USD.

## Live Stream AAS Billing Price

Live Stream AAS supports both daily and monthly billing methods. The default billing method is daily billing.

Billing Method: Charges are calculated based on the original AAS duration.

Billable Item	Price (USD/Minute)
AAS Duration	0.0021

## Billing Overview

Billable Item: AAS duration.

Billing Mode: Postpaid billing.

Billing Cycle: Daily billing. Costs incurred on the previous day are settled and charged from your account at 10:00 AM every day. For monthly billing users, the costs incurred during the previous month are settled and charged from your account between the 1st and 5th day of each month. Detailed billing and invoice schedules are based on the actual bills.

## Billing Example

Suppose, on January 1, 2023, you used the AAS service for a total duration of 100 minutes. The AAS fee you would need to pay on January 2, 2023, would be calculated as follows:

January AAS fees = 0.0021 (USD/min) x 100 (min) = 0.21 USD.

### Note:

If your usage of the AAS service is extensive and a daily billing mode is unable to meet your requirements, you are welcome to negotiate a suitable billing method and pricing with our commercial personnel. Please feel free to [submit a ticket](#) for further consultation.

# Intelligent Porn Detection

Last updated : 2023-10-07 15:50:19

CSS provides porn detection. Because CSS needs to take screenshots in live streams to detect pornographic content, using porn detection will incur [porn detection fees](#) and [screenshot capture fees](#). Porn detection is **billed by the total number of images moderated for pornographic content each month**.

## Notes

Porn detection is disabled by default and can be enabled in the console.

The generated screenshots are stored in COS and will incur COS storage fees. For details, please see [COS Pricing](#).

Porn detection is a paid feature. **The first 1,000 screenshots moderated each month are free. Any additional screenshots moderated will incur fees.**

## Pricing

Moderated Screenshots	Price (USD/Thousand screenshots)	Notes
≤ 1000	0	The first 1,000 screenshots moderated each month are free
> 1000	0.2294	The total number of screenshots will be rounded up to the nearest 1,000

### Note:

For screenshots stored in [COS](#) outside the Chinese mainland, additional public network downstream traffic fees will be incurred. For the detailed prices of specific billable COS items, please see [COS Pricing](#).

## Billing Overview

Billable item: The number of screenshots moderated for pornographic content.

Billing mode: Pay-as-you-go.

Billing cycle: Monthly billing cycle. The current month's bill will be generated between the 1st and 5th day of the next month. Please refer to your actual billing statement for details.

Billing rules: Fees are calculated by multiplying the total number of screenshots moderated (with the first 1,000 free screenshots deducted) in a calendar month and the unit price.

## Billing Sample

Suppose you used the porn detection service from January 1 to February 1, 2021, and a total of 168,000 screenshots were moderated for pornographic content in January. The porn detection fees you would need to pay on February 2, 2021 would be as follows: Porn detection fees for January =  $0.2294 \text{ (USD/Thousand screenshots)} \times (168 - 1) \text{ Thousand screenshots} = 38.3098 \text{ USD}$ .



# Live Video Caster

Last updated : 2024-07-29 15:57:07

Billable items of Live Video Caster (LVC) include broadcast output duration, third-party relay, and value-added services. The billing mode is pay-as-you-go (bill-by-duration).

## Billing for Broadcast Output Duration

### Pay As You Go (Bill-by-Duration)

The billing of PGM duration is based on the output resolution, video type, and duration.

#### Note:

Closing the browser page does not automatically stop PGM. It continues to run in the background.

After using a caster, to avoid incurring unnecessary product service fees, please go to the [Live Video Caster list page](#) and click **Stop** for the caster. For detailed instructions, see [Live Video Caster Management](#).

LVC Output Specifications	Playlist Type - International Original Price (USD/min)	Universal Type - International Original Price (USD/min)	Output Specification Explanation
480P and below	0.019	0.0238	480P: long side $\leq$ 640px and short side $\leq$ 480px
480P - 720P (inclusive)	0.0276	0.0477	720P: long side $\leq$ 1280px and short side $\leq$ 720px
720P - 1080P (inclusive)	0.0477	0.0953	1080P: long side $\leq$ 1920px and short side $\leq$ 1080px
1080P - 2K (inclusive)	0.0953	0.1906	2K: long side $\leq$ 2560px, and short side $\leq$ 1440px
2K- 4K (inclusive)	0.1906	0.3812	4K: long side $\leq$ 4096px, and short side $\leq$ 2160px

### Billing details

If your PGM output screen comprises only one stream, the [playlist type](#) applies; if your PGM output screen comprises two or more streams, the [universal type](#) applies.

The long side and short side are not necessarily the width and height. The larger value is defined as the long side. For example, if the long side is 1280px and the short side is 480px, the specification is considered 720P.

These rules only apply to the output of a single caster. If multiple casters are used, the charges will be accumulated according to the aforementioned rules.

Billing method: Daily pay-as-you-go

Billing cycle: PGM duration fees each day are billed the following day.

### Fee calculation

LVC output duration fee = Tiered price corresponding to LVC output specifications × Output duration.

### Billing example

Assume that a user used a caster instance for broadcasting on July 12, 2022, with the PGM output specification being 1080P, the output screen type being the single-stream playlist type, and the output duration being 60 minutes, the actual consumption bill generated on July 13, 2022 would be: 0.0477 USD/min × 60 min = 2.862 USD.

## Billing for Relay to Third Party

When you use the relay feature of Cloud Streaming Services to direct live broadcasts to third-party addresses, you will be billed based on the bandwidth usage of the relay. The billing is based on the peak bandwidth (unit: Mbps) generated in the relay service's region during the billing cycle. The relay service's region is the region streams are relayed to. If the relay service occurs in multiple regions in the same billing cycle, billing will occur separately based on the bandwidth peaks of the involved regions.

Region	Price (USD/Mbps/Month)
Chinese mainland	12.67
Hong Kong (China)	12.67
Singapore	8.04
Frankfurt	7.1
Seoul	16.56
India	23.66
Thailand	13.01
Silicon Valley, USA	7.1
Virginia, USA	7.1
Jakarta	17.4
Japan	13.01

Sao Paulo	23.66
Other	12.67

### Billing details

Billing mode: Monthly pay-as-you-go

Billing cycle: Fees for each month are billed within the first three days of the following month.

Billable bandwidth: The billing takes the concurrent bandwidth of all relay tasks into account. The default billing mode is pay-as-you-go. Charges are based on the monthly average of peak bandwidth used each day. If the Live Video Broadcasting under the account follows a different monthly bandwidth billing practice, then the bandwidth billing method for the relay tasks follow that of Live Video Broadcasting.

### Fee calculation

Third-party relay fee = Billable bandwidth for relay × Unit price.

### Billing example

Assume that on May 3, 2023, a user used a caster instance for broadcasting, with the PGM output specification being 1080P, the output screen type being the single-stream playlist type, and the output duration being 60 minutes; on May 20, 2023, the user also used a caster instance for broadcasting, with the same PGM output specification and the output screen type as that used previously, but the output duration was 100 minutes. For both instances, the user set a third-party relay address, which was located in Silicon Valley, USA. The peak bandwidth used on the two days was 15Mbps and 16Mbps, respectively. Each output duration bill would be generated on the following day, while the third-party relay bill would be generated on June 1 to June 3. In this case, the actual consumption in May would be:  $0.0477 \text{ USD/min} \times 60 \text{ min} + 0.0477 \text{ USD/min} \times 100 \text{ min} + 7.1 \text{ USD/Mbps} \times (15 \text{ Mbps} + 16 \text{ Mbps})/31\text{-days} = 14.732 \text{ USD}$ .

## Possible Costs

As a tool-based product, LVC itself only incurs three fees: broadcast output duration fees, third-party relay fees (collected by Live Video Broadcasting), and value-added feature fees. However, during your use of LVC, you might need services from products like Cloud Streaming Services and Video on Demand. These services might incur normal usage fees such as VOD traffic fees, live recording fees, and stream publishing fees. For related billing instructions, see [Billing of LVB](#) and [Billing of VOD](#).

### Note:

After using a caster, turn off the output and go to the [List Page](#) to stop the caster in a timely manner to avoid incurring unnecessary charges from other product services.

# Relay

Last updated : 2023-10-08 15:11:15

The relaying service allows you to quickly pull content from existing videos or live streams and push it to the destination address. This service incurs three costs – the [relay task duration cost](#), the [third-party relaying cost](#), and an [extended feature cost](#).

## Must-Knows

The relaying service **has become a paid service since 00:00 (UTC+8) on July 1, 2021**. Relaying tasks executed after July 1, 2021 will incur relaying fees, regardless of when the tasks were created.

Pulling data from an existing source will incur playback/download fees. If you pull from Tencent Cloud CSS, VOD, or COS, the billing rules of the corresponding product will apply.

## Relay Task Duration

### Pricing

A relay task is billed by duration.

Billable Item	Price (USD/Min)
Relay task duration	0.00032

### Billing details

Billable item: Relay task duration

Billing mode: Pay-as-you-go

Billing cycle: Daily billing. The fees generated each day are deducted at 10:00 AM or whenever your daily bill is generated the following day.

Billing rules: The fees are based on the duration in which relaying tasks are executed. Paused or expired tasks will not incur fees. If you resume a paused task, fees will be charged.

### Billing examples

Suppose you used the relay feature for 100 minutes on October 1, 2022. On October 2, 2022, you would need to pay the following relay task duration fee:

$$0.00032 \text{ (USD/minute)} \times 100 \text{ (minutes)} = 0.032 \text{ (USD)}$$

**Caution**

Even if pulling fails due to a source error, a relay task will not stop until the end time you specify, and **costs will be incurred during this period**.

## Third-Party Relaying Bandwidth

**Caution**

Relaying to a CSS URL of the current account (the account that created the relay task) will not incur relaying bandwidth fees.

Relaying to a non-CSS address will incur third-party relay fees.

When the target address for relay is a CSS push address, the default is to use Tencent Cloud's internal network transmission. In this scenario, there is currently no additional cost for relaying to a third party.

When the target address for relay is a third-party address not associated with CSS, it will use external network transmission and will incur third-party relay fees.

**Pricing**

Third-party relaying fees are based on the highest bandwidth (Mbps) used for relaying in each billing period. The price varies depending on the region to which your streams are relayed. If you relay to multiple regions in a billing period, fees will be charged separately based on the peak bandwidth usage in each region.

Region	Price (USD/Mbps/Month)
Chinese mainland	12.67
Hong Kong (China)	12.67
Singapore	8.04
Frankfurt	7.1
Seoul	16.56
India	23.66
Thailand	13.01
Silicon Valley	7.1
Virginia	7.1
Jakarta	17.4

Japan	13.01
São Paulo	23.66
Other regions	12.67

## Billing details

Billing mode: Monthly pay-as-you-go

Billing cycle: Monthly billing. Your bill for each month is generated between the 1st and 3rd day of the following month.

Billing rules: By default, third-party relay fees are charged in the pay-as-you-go mode based on your average daily peak bandwidth usage (for all third-party relay tasks) in each month. If a different billing mode is used for the LVB service under your account, that mode will apply to third-party relay.

## Billing examples

Suppose you used the relay feature to relay streams to third parties on five days in October 2022. The region you relayed to was the Chinese mainland, and the peak bandwidth used for relay on the five days were 10 Mbps, 80 Mbps, 70 Mbps, 75 Mbps, and 60 Mbps respectively.

Your LVB billing mode for the Chinese mainland is daily bill-by-bandwidth. There are 31 days in October.

Your third-party relay fee for October would be as follows:

$$(10 \text{ Mbps} + 80 \text{ Mbps} + 70 \text{ Mbps} + 75 \text{ Mbps} + 60 \text{ Mbps}) / 31 \text{ days} \times 12.67 \text{ (USD/Mbps/month)}$$
$$= 120.569 \text{ USD}$$

## Extended Feature Cost

Local mode for relay is an extended feature of CSS. If you enable local mode, the MP4 files of a relay task will be cached to the local node before they are relayed. This ensures smoother and more reliable playback.

## Notes

In addition to the extended feature cost for using local mode, there will also be [relay service fees](#).

## Pricing

Type	Price (USD/Unit)
Unit price	0.01515

## Ratio of billing duration to actual duration:

--	--

Extended Feature	Ratio Billing Duration (Billing Unit) : Actual Duration (Minutes)
Local relay mode	0.02 : 1

## Billing details

Item: Extended feature

Billing mode: Pay-as-you-go

Billing cycle: Daily. The fee generated each day will be deducted from your account the following day. For the actual fee deduction and bill generation time, see your billing statement.

## Calculation formulas

Billing duration = Actual duration x Ratio

Fee = Unit price x Billing duration

## Billing examples

Suppose you enabled local mode for a relay task on November 23, 2022. The duration of the task was 100 minutes, including 60 minutes of local files. On November 24, you would need to pay the following fees:

The relay fee:  $0.00032 \text{ (USD/minute)} \times 100 \text{ (minutes)} = 0.032 \text{ (USD)}$

The extended feature fee:  $0.01515 \text{ (USD)} \times 0.02 \text{ (billing unit/minute)} \times 60 \text{ (minutes)}$   
 $= 0.01818 \text{ (USD)}$

# Overview of Basic Fees for Value-Added Features

Last updated : 2023-11-23 09:43:45

CSS offers a variety of value-added features, including standby streams, delayed playback, and local relay mode. These features are paid value-added services. When using these value-added features, select the appropriate value-added services based on your actual business needs. The specific pricing and billing rules are as follows:

## Notes

In addition to value-added service fees, the use of standby streams may also incur [traffic and bandwidth fees](#).

In instances where the duration of a single standby stream is less than 1 minute, it will be billed as 1 minute.

In addition to value-added service fees, the use of the delayed playback feature may also incur [traffic and bandwidth fees](#).

In addition to value-added service fees, the use of the local relay mode may also incur [relay fees](#).

## Pricing

Type	Price (USD/Billing Unit)
Unit price	0.01515

### Ratio of billing duration to actual duration:

Value-added Feature	Ratio Billing Duration (Billing Unit):Actual Duration (Minute)
Standby streams	1.6:1
Delayed playback	0.05:1
Local relay mode	0.02:1

## Billing Details

Item: Value-added feature



Billing mode: Pay-as-you-go

Billing cycle: Daily. The fee generated each day will be deducted from your account the following day. For the actual fee deduction and bill generation time, see your billing statement.

## Calculation Formula

Billing duration = Actual duration x Ratio

Fee = Unit price x Billing duration

## Billing Examples

### Billing Example of Standby Streams

The live domain names of streams A and B are configured with standby streams. On October 16, 2023, the streams were automatically switched to the standby stream input sources due to unexpected interruptions multiple times. The following table lists the start and end time of the standby streams:

Stream ID	Standby Stream Start Time (Hour:Minute:Second)	Standby Stream End Time (Hour:Minute:Second)	Billing Duration (Actual Duration x Ratio)
A	00:00:05	00:00:25	1 minute x 1.6
A	00:00:28	00:00:55	1 minute x 1.6
B	00:00:50	00:03:49	3 minutes x 1.6

**Stream A:** Billing duration of the standby stream = (1 minute + 1 minute) x 1.6 billing units/minute = 3.2 billing units

**Stream B:** Billing duration of the standby stream = 3 minutes x 1.6 billing units/minute = 4.8 billing units

### Billing Example of Delayed Playback

Assume that you used the delayed playback feature for a total of 60 minutes on June 15, 2023. The bill generated on June 16, 2023 would be as follows:

$0.01515 \text{ (USD/billing unit)} \times 0.05 \text{ (billing unit/minute)} \times 60 \text{ (minutes)} = 0.04545 \text{ (USD)}$

### Billing Example of the Local Realy Mode

Assume that you enabled the local mode for a relay task on November 23, 2022. The duration of the task was 100 minutes, including 60 minutes of local files. On November 24, 2022, you would need to pay the following fees:

**Relay fee:**  $0.00032 \text{ (USD/minute)} \times 100 \text{ (minutes)} = 0.032 \text{ (USD)}$

**Value-added feature fee:**  $0.01515 \text{ (USD/billing unit)} \times 0.02 \text{ (billing unit/minute)} \times 60 \text{ (minutes)} = 0.01818 \text{ (USD)}$

# Delayed Playback

Last updated : 2023-05-09 18:17:47

Delayed playback is a feature that delays the delivery of live streams to viewers. This is often used in important events to allow organizers time to deal with emergencies. Delayed playback is an extended feature of CSS. This document describes how the feature is billed.

## Must-Knows

In addition to extended feature fees, using the delayed playback feature will also incur [traffic/bandwidth costs](#).

## Pricing

Type	Unit cost
Price (USD/Billing Unit)	0.01515

### Ratio of billing duration to actual duration:

Extended Feature	Ratio Billing Duration (Billing Unit) : Actual Duration (Minutes)
Delayed playback	0.05 : 1

## Billing Details

Item: Extended feature

Billing mode: Pay-as-you-go.

Billing cycle: Daily. The fee generated each day will be deducted from your account the following day. For the actual fee deduction and bill generation time, see your billing statement.

## Calculation Formula

Billing duration = Actual duration x Ratio

Fee = Unit price x Billing duration

## Billing Example

Suppose you used the delayed playback feature for 60 minutes on June 15, 2023. On June 16, the following extended feature fee would be billed:

$0.01515 \text{ (USD)} \times 0.05 \text{ (billing unit/minute)} \times 60 \text{ (minutes)} = 0.04545 \text{ (USD)}$

# Standby Streams

Last updated : 2024-07-08 16:21:53

CSS offers a live standby stream feature that automatically switches to a standby input source when the main live stream is interrupted. When the main stream is restored, it will automatically switch back, improving the audience's live streaming experience during unexpected interruptions. Live standby stream is a paid value-added service. The following is an introduction to the value-added billing items generated by using the live standby stream feature. The specific pricing and billing rules are as follows:

## Must-Knows

In addition to value-added service fees, the use of standby streams may also incur [traffic/bandwidth costs](#). If the duration of a single standby stream is less than 1 minute, it will be billed as 1-minute.

## Pricing

Type	Unit cost
Price (USD/Billing Unit)	0.01515

### Ratio of billing duration to actual duration:

Value-Added Feature	Ratio Billing Duration (Billing Unit) : Actual Duration (Minutes)
Standby Stream	1.6 : 1

## Billing Details

Item: Value-added service.

Billing mode: Pay-as-you-go.

Billing cycle: Daily. The fee generated each day will be deducted from your account the following day. For the actual fee deduction and bill generation time, see your billing statement.

## Calculation Formula

Billing duration = Actual duration x Billing ratio

Fee = Unit price x Billing duration

## Billing Example

A and B, two live streams with standby stream templates configured for their live stream domain names, have switched to standby input sources multiple times due to unexpected interruptions during the period of October 16, 2023. The specific start and end times of the standby streams are shown in the table below:

Stream ID	Standby Stream Start Time	Standby Stream End Time	Billing duration (Actual duration x Billing Ratio)
A	00:00:05	00:00:25	1 Minute × 1.6
A	00:00:28	00:00:55	1 Minute × 1.6
B	00:00:50	00:03:49	3 Minutes × 1.6

Live Stream A: Standby Stream Billing Duration = (1 minute + 1 minute) × 1.6  
billing units/minute = 3.2 billing units

Live Stream B: Standby Stream Billing Duration = 3 minutes × 1.6 billing  
units/minute = 4.8 billing units

On October 17, 2023, the value-added feature fees you need to pay due to the standby streams is:

8 (billing units) × 0.01515 (USD/billing unit) = 0.1212 USD.

# Real-Time Log Shipping

Last updated : 2024-07-08 16:44:56

Cloud Streaming Services (CSS) supports log shipping to [Cloud Log Service \(CLS\)](#) for storage, flexible retrieval, and analysis of logs. Real-time log shipping to CLS is a paid value-added service. Billing is based on the number of logs shipped.

## Notes

Log shipping to CLS is disabled by default and can be enabled in the console or via API.

Shipping logs to CLS may generate traffic, storage, and other fees in [CLS](#). For detailed information, see [CLS Billing Overview](#). During the process of shipping logs to CLS, please ensure that the CLS service is functioning normally.

The log shipping service is billed based on the number of shipped logs, and billing is carried out for 10,000 logs if the number is less than that.

## Product Pricing

Billable Item	Price (USD/10,000 logs/day)
Number of real-time logs shipped to CLS	0.000143

## Billing Description

Billing item: Number of real-time logs shipped to CLS.

Billing mode: Pay-as-you-go.

Billing cycle: Daily. The fees for real-time logs shipped to CLS service will be deducted from your account the following day. The actual fee deduction and bill generation time are based on your billing invoice.

## Billing Formula

Fees for real-time logs shipped to CLS = Daily real-time logs shipped to CLS (10,000 logs) x CLS log shipping unit price (USD/10,000 logs/day).

## Billing Example

On February 1, 2024, the user shipped a total of 508,000 logs using real-time log shipping to CLS. The bill generated on February 2, 2024, is as follows: Fees for CLS shipping: 51 (10,000 logs) x 0.000143

(USD/10,000 logs/day) = 0.007293 USD

**Note:**

If your business volume is large and daily billing cannot meet your needs, you are welcome to contact us to request special pricing and billing methods. Please feel free to [submit a ticket](#) for further consultation.



# DRM Encryption

Last updated : 2024-08-15 16:00:26

CSS offers live streaming encryption, anti-recording, hotlink protection and other services based on DRM encryption protocols including Widevine and Fairplay, safeguarding the security of live content. DRM encryption fees are calculated based on the number of successful terminal requests for Widevine or Fairplay playback on the day.

## Notes

The DRM encryption is based on live transcoding. Using the DRM encryption feature will incur [live transcoding](#) fees. The DRM encryption feature is disabled by default, which can be enabled in the transcoding template or through TencentCloud API.

The DRM encryption feature is a paid value-added service. The use of this feature will be charged based on the number of DRM License requests.

## Pricing

Billing Type	Price (USD/Request/Day)
Number of DRM&nbsp;License&nbsp;requests	0.0012

## Description

Billable item: Number of DRM&nbsp;License&nbsp;requests.

Billing mode: Pay-as-you-go.

Billing cycle: Daily billing. The daily&nbsp;DRM&nbsp;encryption fees will be deducted the next day when the bill is generated. The detailed billing and billing time are subject to the actual bill.

## Calculation Formula

DRM&nbsp;encryption fees&nbsp;=&nbsp;Daily number  
of&nbsp;DRM&nbsp;License&nbsp;requests&nbsp;×&nbsp;Unit price (USD/Request/Day).

## Billing Example

On August 15, 2024, the user used the DRM encryption service. On that day, all live streaming users successfully requested Widevine 200 times and Fairplay 300 times. The bill generated on August 16, 2024 is as follows:

DRM encryption fees:  $(200 + 300) \text{ requests} \times 0.0012 \text{ (USD/Request/Day)} = 0.6 \text{ USD}$  .

**Note:**

If your business volume is large and the daily billing mode cannot meet your needs, you can contact our business personnel. Through business negotiations, we can create a billing mode and a price that meet your needs. Contact us through **4009100100** or [submit a ticket](#) for more information.

# Prepaid plan

Last updated : 2024-06-17 16:22:39

## Plan Types

plan	Deduction Details	Purchase
<a href="#">Traffic plan</a>	A traffic plan deducts your usage of LVB downstream traffic inside the Chinese mainland at a ratio of 1:1. It can also deduct usage of LVB downstream traffic outside the Chinese mainland, LEB downstream traffic inside and outside the Chinese mainland, as well as upstream traffic inside and outside the Chinese mainland at different ratios. Outside the Chinese mainland, the deduction ratio varies with region. All deductions occur only in the daily bill-by-traffic mode.	<a href="#">Buy</a>
<a href="#">Standard transcoding plan</a>	A standard transcoding plan can deduct <b>standard transcoding</b> and <b>audio transcoding</b> durations (LVB or LEB) in the daily billing mode.	<a href="#">Buy</a>
<a href="#">Top Speed Codec (TSC) transcoding plan</a>	The plan supports offsetting the daily transcoding fees generated by the <b>Top Speed Codec Transcoding (TSC Transcoding)</b> service for live streaming, including both Standard Live Video Broadcasting (LVB) and Live Event Broadcasting (LEB).	<a href="#">Buy</a>

## Must-Knows

The conversion factor for units of traffic/bandwidth is 1,000. For example, 1 TB = 1,000 GB.

You need to buy plan first before they can be used for deduction.

You can use CSS vouchers to purchase plan, but general vouchers are not applicable.

A plan becomes valid immediately after purchase. The validity period is one year. Usage each day is deducted the following day (the actual billing time may vary). The plan that expires the soonest will be used for deduction first. If all your plan are exhausted, the additional usage will be billed daily at pay-as-you-go rates.

You can purchase multiple plan, but the validity periods of the plan will not be added up./

A plan cannot deduct usage that occurs the day before the plan is purchased.

Suppose you buy a plan on December 25, 2022. On December 26, it would be used to deduct your usage on December 25 (billed on December 26), but it cannot deduct your usage on December 24 (billed on December

25).

If you use the monthly billing mode, your plan will be frozen, and their validity will not be extended. To change to the daily billing mode, please contact your sales rep. The change will be applied the following month.

You can refund a plan within five days of purchase if it hasn't been used. **No matter whether a plan is exhausted, it will be considered used if it was used to deduct usage.** For more information about refund, see [Refund Policy](#).

#### Billing regions outside the Chinese mainland:

Asia Pacific 1: Hong Kong (China), Singapore, Macao (China), Vietnam, Thailand, Nepal, Cambodia, Pakistan, Laos, Myanmar, Kazakhstan, Uzbekistan, Kyrgyzstan, Brunei, Bengal, Azerbaijan, Mongolia.

Asia Pacific 2: Taiwan (China), Japan, Malaysia, Indonesia, South Korea.

Asia Pacific 3: Philippines, India, Australia.

North America: United States, Canada, Mexico.

Europe: Netherlands, Germany, United Kingdom, Ireland, Italy, Spain, France, Sweden, Bulgaria, Poland.

Middle East: United Arab Emirates, Türkiye, Qatar, Saudi Arabia, Bahrain, Iraq, Oman, Kuwait, Jordan, Lebanon.

Africa: South Africa, Egypt, Algeria, Morocco.

South America: Brazil, Colombia, Argentina, Chile, Peru, Ecuador.

## Traffic Plan

### Deduction ratios

A traffic plan deducts your usage of LVB downstream traffic inside the Chinese mainland at a ratio of 1:1. It can also deduct usage of **LVB downstream traffic outside the Chinese mainland, LEB downstream traffic inside and outside the Chinese mainland, as well as upstream traffic inside and outside the Chinese mainland at different ratios.** All deductions occur only in the daily bill-by-traffic mode. Outside the Chinese mainland, the deduction ratio varies with region.

Traffic Type	Country/Region	Current Deduction Ratio
LEB traffic inside the Chinese mainland	/	1:2
LEB traffic outside the Chinese mainland	Asia Pacific 1	1:3.5385
	Asia Pacific 2	1:5.8462
	Asia Pacific 3	1:5.3846
	North America	1:3.3846

	Europe	1:3.3846
	Middle East	1:9.2308
	Africa	1:9.2308
	South America	1:7.9231
LVB traffic inside the Chinese mainland	/	1:1
LVB traffic outside the Chinese mainland	Asia Pacific 1	1:1.7692
	Asia Pacific 2	1:2.9231
	Asia Pacific 3	1:2.6923
	North America	1:1.6923
	Europe	1:1.6923
	Middle East	1:4.6154
	Africa	1:4.6154
	South America	1:3.9615
Upstream traffic inside the Chinese mainland	/	1:1
Upstream traffic outside the Chinese mainland	Asia Pacific 1	1:1.7692
	Asia Pacific 2	1:2.9231
	Asia Pacific 3	1:2.6923
	North America	1:1.6923
	Europe	1:1.6923
	Middle East	1:4.6154
	Africa	1:4.6154
	South America	1:3.9615

**Note:**

The priorities of deduction are **LEB traffic inside the Chinese mainland > LEB traffic outside the Chinese mainland > LVB traffic inside the Chinese mainland > LVB traffic outside the Chinese mainland > Upstream traffic inside the Chinese mainland > Upstream traffic outside the Chinese mainland**. For regions outside the Chinese mainland, the priorities of deduction are **Asia Pacific 1 > Asia Pacific 2 > Asia Pacific 3 > North America > Europe > Middle East > Africa > South America**. If all your traffic plan are exhausted, usage will be billed at pay-as-you-go rates.

## Pricing

Specification (Deducts LVB traffic inside the Chinese mainland at 1:1)	Price (USD)
100 GB	3.88
500 GB	19.1
1 TB	37.01
5 TB	179.1
10 TB	350.75
50 TB	1475.97
200 TB	5298.51
1 PB	24626.87

## Billing details

Traffic plan can deduct your traffic usage only in the daily bill-by-traffic mode. If you switch to monthly billing or daily bill-by bandwidth, the plan will be frozen, and their validity periods will not be extended.

Upstream and downstream traffic consumed outside the Chinese mainland is deducted at different ratios depending on the region.

Your usage of downstream traffic is deducted from traffic plan first. If your plan are exhausted, the additional usage will be billed daily at [pay-as-you-go rates](#).

## Billing examples

### Example 1

Suppose user A, whose billing mode is daily bill-by-traffic, bought a 10 TB CSS traffic plan on December 4, 2022 and consumed 11 TB LVB downstream traffic in the Chinese mainland on December 4, 2022. On December 5, the traffic

bill generated for user A would be as follows:

10 TB would be deducted from the traffic plan.

The remaining 1 TB would be billed at pay-as-you-go rates, which is  $0.0423 \text{ (USD/GB)} \times 1 \times 1000 = 42.3 \text{ USD}$ .

## Example 2

Suppose user B consumed 100 GB LEB downstream traffic in the Chinese mainland, 50 GB LEB downstream traffic in Europe, 50 GB LEB traffic in Asia Pacific 3, 100 GB LVB downstream traffic in the Chinese mainland, 100 GB LVB downstream traffic in North America, 50 GB upstream traffic in the Chinese mainland, and 50 GB upstream traffic in Asia Pacific 1 on December 4, 2022, and the daily bill-by-traffic mode was used for LVB and LEB inside and outside the Chinese mainland. On December 5, 2022, the traffic bill generated for user B would be as follows:

Deductible traffic usage =  $100 \text{ GB} \times 2 + 50 \text{ GB} \times 5.3846 + 50 \text{ GB} \times 3.3846 + 100 \text{ GB} + 100 \text{ GB} \times 1.6923 + 50 \text{ GB} + 50 \text{ GB} \times 1.7692 = 1,046.15 \text{ GB}$

If user B had a 1 TB traffic plan, the usage would be deducted in the following order:

LEB downstream traffic in the Chinese mainland:  $100 \text{ GB} \times 2 = 200 \text{ GB}$  (800 GB left)

LEB downstream traffic in Asia Pacific 3:  $50 \text{ GB} \times 5.3846 = 269.23 \text{ GB}$  (530.77 GB left)

LEB downstream traffic in Europe:  $50 \text{ GB} \times 3.3846 = 169.23 \text{ GB}$  (361.54 GB left)

LVB downstream traffic in the Chinese mainland: 100 GB (261.54 GB left)

LVB downstream traffic in North America:  $100 \text{ GB} \times 1.6923 = 169.23 \text{ GB}$  (92.31 GB left)

Upstream traffic in the Chinese mainland: 50 GB (42.31 GB left)

Upstream traffic in Asia Pacific 1 =  $50 \text{ GB} \times 1.7692 = 88.46 \text{ GB}$  (plan exhausted). The remaining 46.15 GB upstream traffic consumed in Asia Pacific 1 would be billed at pay-as-you-go rates (which are the same as the [pay-as-you-go rates for LVB downstream traffic](#)):  $0.0748 \text{ (USD/GB)} \times 46.15 \text{ GB} = 3.45202 \text{ USD}$ .

## Standard Transcoding plan

Standard transcoding plan can only deduct **standard transcoding** and **audio transcoding** durations for playback (including LVB and LEB).

### Pricing

Plan Price (USD)		0.69	13.43	134.18	1193.88	5970	7462.54	Pay-As-You-Go Rate (USD/Min)
H.264	480p (default)	5 hours	100 hours	1,000 hours	10,000 hours	50,000 hours	100,000 hours	0.0028
	720p	Deductible duration for a specific resolution = plan duration x Pay-as-you-go rate of H.264_480p ÷ Pay-as-you-go rate of the resolution						0.0057
	1080p							0.0111

	2K		0.024
	4K		0.0491
H.265	480p		0.0141
	720p		0.0275
	1080p		0.0549
	2K		0.1183
	4K		0.2366
	8K		0.8642
H.266	480p		0.0339
	720p		0.0660
	1080p		0.1317
	2K		0.2837
	4K		0.5674
	8K		2.0741
AV1	480p		0.0282
	720p		0.0550
	1080p		0.1098
	2K		0.2366
	4K		0.4732
	8K		1.7284
Audio transcoding		Deductible duration = plan duration x Pay-as-you-go rate of H.264_480p ÷ Pay-as-you-go rate of audio transcoding	0.00099

## Billing details

Standard transcoding plan can only deduct standard transcoding and audio transcoding durations in the daily billing mode. If you switch to monthly billing, the plan will be frozen and their validity periods will not be extended.

If your standard transcoding plan are exhausted, usage will be billed at [pay-as-you-go rates for standard transcoding](#).



## How deduction works

A standard transcoding plan deducts H.264\_480P transcoding durations at a ratio of 1:1. Durations of other resolutions and audio transcoding durations are deducted at different ratios based on their pay-as-you-go rates.

Deductible duration for a specific transcoding resolution = plan duration x Pay-as-you-go rate for H.264\_480P ÷ [Pay-as-you-go rate for the resolution](#)

Deductible duration for audio transcoding = plan duration x Pay-as-you-go rate for H.264\_480P ÷ [Pay-as-you-go rate for audio transcoding](#) = plan duration x 0.0028 ÷ 0.00099

## Deduction examples

Suppose user A bought a 100-hour standard transcoding plan at 13.43 USD.

Deductible duration for H.264\_720P transcoding = 100 (hours) x 0.0028 ÷ 0.0057 ≈ 49.122807 ≈ 49.12 hours

Deductible duration for audio transcoding = 100 (hours) x 0.0028 / 0.00099 ≈ 282.828283 ≈ 282.83 hours

## TSC Transcoding plan

The Top Speed Codec Transcoding (TSC Transcoding) plan is only applicable for **TSC Transcoding** usage during live streaming playback, including Standard Live Video Broadcasting (LVB), Live Event Broadcasting (LEB), and Mini Program live streaming.

## Pricing

Plan Price (USD)		22.24	44.63	268.71	2238.66	14925.22	Pay-As-You-Go Rate (USD/Min)
TSC H.264	480p (default)	50 hours	100 hours	1,000 hours	10,000 hours	100,000 hours	0.0116
	720p	Deductible duration for a specific resolution = Plan duration x Pay-as-you-go rate of TSC H.264_480p ÷ Pay-as-you-go rate of the resolution					0.0222
	1080p						0.0443
	2K						0.0886
	4K						0.1772
TSC H.265	480p						0.0349
	720p						0.0665
	1080p						0.1329
	2K						0.2659

	4K	0.5317
	8K	1.7284
TSC H.266	480p	0.0838
	720p	0.1595
	1080p	0.3189
	2K	0.6377
	4K	1.2754
	8K	4.1481
TSC AV1	480p	0.0698
	720p	0.1330
	1080p	0.2658
	2K	0.5318
	4K	1.0634
	8K	3.4568

## Billing details

TSC transcoding plan can be used for deduction only in the daily billing mode. If you switch to monthly billing, the plan will be frozen and their validity periods will not be extended.

After the Top Speed Codec Transcoding (TSC Transcoding) plan is exhausted, the excess usage will be billed according to the [TSC Transcoding daily postpaid](#) pricing.

## How deduction works

A TSC transcoding plan deducts TSC 480p transcoding durations at a ratio of 1:1. Durations of other resolutions are deducted at different ratios based on their pay-as-you-go rates.

Deductible duration for a specific transcoding resolution = Plan duration x Pay-as-you-go rate for TSC H.264\_480P transcoding ÷ [Pay-as-you-go rate for the resolution](#)

## Deduction examples

Suppose user A bought a 50-hour TSC transcoding plan (22.24 USD). The H.264\_720P transcoding duration the plan can deduct would be as follows:

50 (hours) x 0.0116 ÷ 0.0222 ≈ 26.1261261 ≈ 26.13 hours

## Billing examples

Suppose user B hosted an LVB live streaming session in Asia Pacific 1. The live stream lasted four hours and was watched by 200 people. The bitrate was 3 Mbps, the codec used was H.264, and the resolution was 1080p.

If TSC transcoding was not used, the bandwidth cost would be:  $3 \text{ Mbps} \times 200 \times 0.1854 = 111.24 \text{ USD}$ .

If TSC transcoding was used to reduce the bitrate, the bandwidth cost would be:  $111.24 \times (100\% - 30\%) = 77.868 \text{ USD}$ .

The TSC transcoding cost incurred would be:  $0.0443 \times 240 = 10.632 \text{ USD}$  (the list price is used).

The total cost would be:  $77.868 + 10.632 = 88.5 \text{ USD}$ .

# Purchase Process

Last updated : 2024-07-30 17:07:34

## LVB

LVB offers [prepaid packages](#) as well as the [pay-as-you-go](#) billing mode. This means you can start using LVB as long as you have a Tencent Cloud account and have activated CSS.

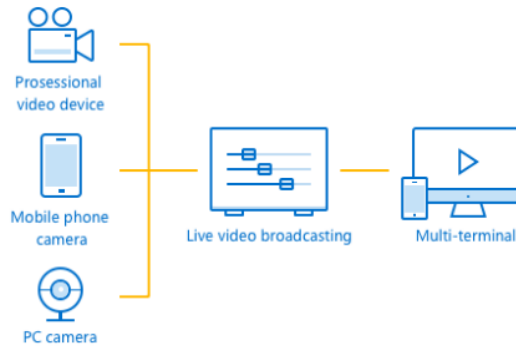
### Signing up for a Tencent Cloud account

Follow the steps in [Signing up](#) to create a Tencent Cloud account (you can sign up using an email).

### Activating CSS

Go to the [CSS console](#). Read the [terms and conditions](#) and select the box to agree to them. Then, click **Apply for Activation** to start using LVB immediately. The default billing mode for LVB is daily bill-by-traffic. To learn more about

billing, see [Billing of LVB](#).



## Tencent Cloud CSS Service

**It provides professional and stable services such as live streaming push, forwarding, distribution and playback, which fully meets the requirements for ultra-low latency, ultra-high image quality and ultra-high performance to sustain massive volumes of concurrent requests.**

**Backed by Tencent Cloud's live push and playback SDK, it provides developers with an end-to-end one-stop audio and video live broadcasting solution.**

☒ Agree to [Tencent Cloud Service Agreement](#), [CSS Billing Description](#) and [CSS Service Level Agreement \(SLA\)](#)

[Apply for Activation](#)

## Buying packages

Go to the [purchase page](#) to buy traffic and transcoding packages.

# Changing Billing Modes

Last updated : 2024-05-22 15:51:27

## Note

If you are a key account, you can contact the sales manager to assist you in changing the billing mode.

If your current billing mode is daily or needs to be switched to monthly, contact the sales manager for assistance.

If you have any questions about the billing mode during use, you can reselect the billing mode. Changes between daily bill-by-traffic and bill-by-bandwidth will take effect the next day.

Switching from daily to monthly billing will take effect the day after approval. Switching from monthly to daily billing will take effect in the month after approval.

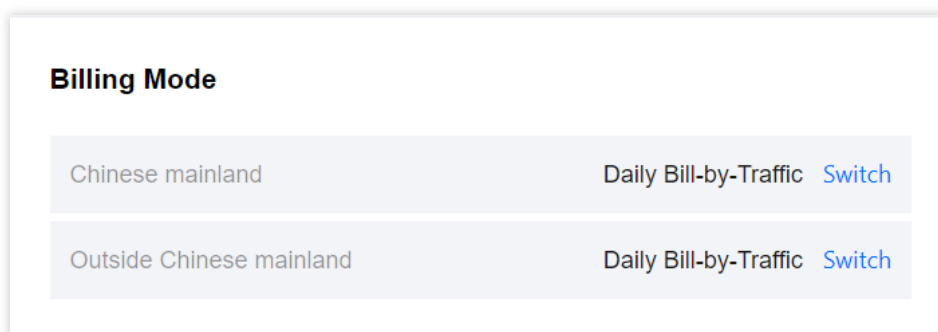
If you switch to daily bill-by-bandwidth, the streaming traffic package will no longer be eligible for deduction. If you need to use the traffic package for deductions, you will need to switch back to daily bill-by-traffic.

You can switch between daily bill-by-traffic and daily bill-by-bandwidth only once a day.

## Change method

## How to Change Billing Mode

1. Log in to the [CSS console](#) and click **Overview** on the left sidebar.
2. View the **Billing Mode** tag. In this tag, you can choose the billing mode for either Chinese mainland or outside Chinese mainland. If you need to switch from daily bill-by-traffic to daily bill-by-bandwidth, click **Switch** to proceed.



3. In the pop-up, confirm if you want to change from **Daily bill-by-traffic** to **Daily bill-by-bandwidth**, and change products to LVB and LEB. You must first check the option I understand the pricing for different billing modes and then click **Confirm**.

**Changing Chinese Mainland Billing Mode:**

Change (Chinese Mainland)

- The new billing mode will take effect at 00:00 (UTC+8) the next day.

Before

Daily bill-by-traffic

After

Daily bill-by-bandwidth

Products

LVB, LEB

☐ I understand the [pricing](#) for different billing modes.

Confirm

Cancel

### Changing Outside Chinese Mainland Billing Mode:

Change (Outside Chinese Mainland)

- The new billing mode will take effect at 00:00 (UTC+8) the next day.

Before

Daily bill-by-traffic

After

Daily bill-by-bandwidth

Products

LVB, LEB

☐ I understand the [pricing](#) for different billing modes.

Confirm

Cancel

#### Note:

You can switch your billing mode in or outside the Chinese mainland only if your current **billing** for LVB and LEB are both daily. If you need to change the billing mode, confirm the current billing mode first to avoid unnecessary losses.

## How to Cancel Change

1. Log in to the [CSS console](#) and click **Overview** on the left sidebar.

2. View the **Billing Mode** tag, you can view the billing mode and effective time to take effect. If you need to cancel a billing mode change, click **Cancel**.

**Billing Mode**

Chinese mainland	Daily Bill-by-Traffic
Outside Chinese mainland	Daily Bill-by-Traffic

---

**Switching billing mode on 2024-05-14**

Chinese mainland	Daily Bill-by-Bandwidth	<a href="#">Cancel</a>
Outside Chinese mainland	Daily Bill-by-Bandwidth	<a href="#">Cancel</a>

3. In the pop-up, confirm if you want to cancel the billing change for the Chinese mainland or outside the Chinese mainland. You must first check the option I understand that after canceling the change, I can no longer change the billing today and then click **Confirm**.

#### Canceling Change Chinese Mainland Billing Mode:

**Cancel Change (Chinese Mainland)** ×

Before	Daily bill-by-bandwidth
After	Daily bill-by-traffic
Products	LVB, LEB

☐ I understand that after canceling the change, I can no longer change the billing mode today.

[Confirm](#) [Cancel](#)

#### Canceling Change Outside Chinese Mainland Billing Mode:



**Cancel Change (Outside Chinese Mainland)** ×

Before

Daily bill-by-bandwidth

After

Daily bill-by-traffic

Products

LVB, LEB

☐ I understand that after canceling the change, I can no longer change the billing mode today.

Confirm

Cancel

# Refund Policy

Last updated : 2022-12-22 15:54:47

## Five-Day Unconditional Refund

You can refund a package within five days of purchase if it hasn't been used.

### You cannot apply for a refund in the following cases:

- More than five days has passed since you purchased the package.
- Your package has been used, regardless of whether it is exhausted (a package is considered used if a deduction occurred).
- Your package is offered as a giveaway.
- We suspended services for your account due to violations of our rules.

### Details

- You can [apply for a refund](#) within five days of purchase if your package has not been used.
- We may reject a refund request if we suspect refund abuse.
- If a package meets the refund requirements, you will receive a full refund, regardless of whether you used cash credits, commission credits, or free credits for the purchase.

### Others

- Discounts and vouchers are not refundable.
- The money will be returned to the Tencent Cloud account that made the payment.

## Directions

### Refund methods

- Before you apply for a refund, make sure the package meets the requirements of our [five-day unconditional refund policy](#).
- You can apply for a refund by submitting a ticket, or you can perform a self-service refund in the console. Currently, self-service refund is only available for [traffic packages](#) and transcoding packages (including standard and TSC transcoding packages).

### Submitting a ticket

1. Log in to the [console](#) and click [Ticket > Submit a Ticket](#) in the top right corner.
2. Type “CSS” in the search box and select **CSS**.
3. Select **Other problem** for the issue type.
4. Fill in the form and click **Submit Ticket**.

## Traffic package self-service refund

You can refund a traffic package within five days of purchase if it hasn't been used. A package that does not meet the requirements of [our five-day unconditional refund policy](#) is not refundable.

### Performing a self-service refund

You can apply for a refund of an unused traffic package within five days of purchase in the console: Go to the **Package/Plugin Management** page of the CSS console, find the package you want to refund under the [Traffic package](#) tab, and click **Refund**.

#### Note :

Because traffic consumed each day is billed the following day (the actual billing time may vary), on the day of purchase, a package cannot be used to deduct usage for the previous day. You cannot request a refund at the same time billing is being processed by the system. Given this, we have extended the refund deadline to 23:59:59 on the sixth day of purchase. If your package hasn't been used, you can request a refund before the deadline.

### Examples

Suppose user A bought a traffic package at 08:00:00 on December 1, 2022. The refund deadline for this package would have been 07:59:59 on December 6, 2022.

- However, given that one cannot request a refund at the same time billing is being processed by the system (the exact billing time may vary each day), the deadline is extended to 23:59:59 on December 6, 2022.
- If the package was not used, it would be refundable before that deadline.

## Transcoding package self-service refund

You can refund a standard or TSC transcoding package within five days of purchase if it hasn't been used. A package that does not meet the requirements of our [five-day unconditional refund policy](#) is not refundable.

### Performing a self-service refund

You can apply for a refund of an unused standard or TSC transcoding package within five days of purchase in the console: Go to the **Package/Plugin Management** page of the CSS console, find the package you want to refund under the [Transcoding package](#) tab, and click **Refund**.

## Examples

Suppose user A bought a standard transcoding package at 08:00:00 on December 1, 2022. The refund deadline for this package would have been 07:59:59 on December 6, 2022.

- However, given that one cannot request a refund at the same time billing is being processed by the system (the exact billing time may vary each day), the deadline is extended to 23:59:59 on December 6, 2022.
- If the package was not used, it would be refundable before that deadline.

# Viewing Bills

Last updated : 2024-07-30 17:07:34

You can view your CSS bills and payment details in **Billing Center** > **Bills** > [Bill Details](#).

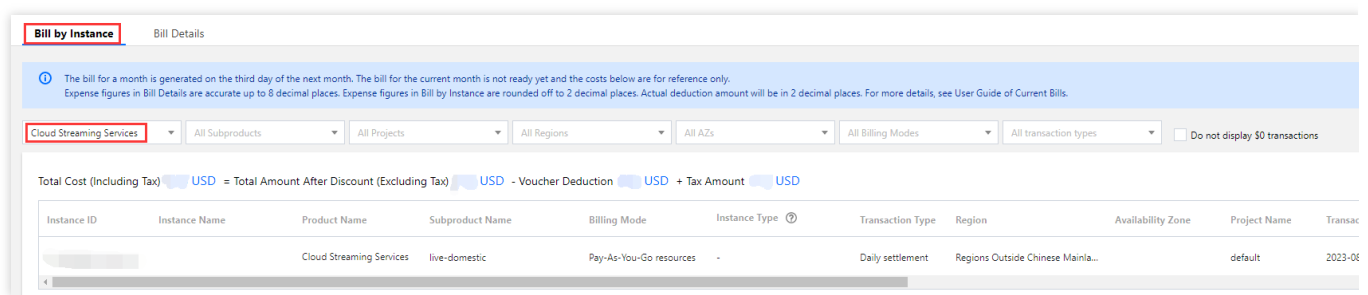
The Bill Details page includes the [Bill by Instance](#) and [Bill Details](#) tabs:

Bill by Instance: Displays bills aggregated by instance.

Bill Details: Displays each deduction without performing aggregation.

## Bill by Instance

1. Click the **Bill by Instance** tab.
2. Click **All products** and select **Cloud Streaming Services**.



### Bill fields

Field	Description
Transaction type	Daily settlement: Fees are deducted daily. Monthly settlement: Fees are deducted monthly New monthly subscription: CSS packages
Configuration description	The CSS features used in the current month and their usage. Live transcoding Live recording Live screencapturing Intelligent porn detection Live Time Shifting Pull and Relay Live Stream Moderation Live Video Caster

	Delayed Playback
Original cost	The total cost of using a CSS feature in the current month.
Discount multiplier	The discount multiplier for the month (1 indicates that no discounts were applied).
Total amount after discount	Total amount after discount = Original cost x Discount multiplier

**Note:**

Other fields are assigned by Tencent Cloud. For details, see [Bills](#).

## Bill Details

1. Click the **Bill Details** tab.
2. Click **All products** and select **Cloud Streaming Services**.

Bill by Instance **Bill Details**

The bill for a month is generated on the third day of the next month. The bill for the current month is not ready yet and the costs below are for reference only. Expense figures in Bill Details are accurate up to 8 decimal places. Expense figures in Bill by Instance are rounded off to 2 decimal places. Actual deduction amount will be in 2 decimal places. For more details, see User Guide of Current Bills.

All products  Please choose one product  Please choose one subproduct  All Projects  All Regions  All AZs  All Billing Modes  All transaction types

Total Cost (Including Tax)  USD = Total Amount After Discount (Excluding Tax)  USD - Voucher Deduction  USD + Tax Amount  USD

Instance ID	Instance Name	Product Name	Billing Mode	Instance Type	Project Name	Region	Availability Zone	Subproduct Name	Transaction Type	Transaction ID
<input type="text"/>		Content Delivery Network	Pay-As-You-Go resources	-	default	Asia Pacific	other	Overseas CDN	Hourly settlement	20230819
<input type="text"/>		Content Delivery Network	Pay-As-You-Go resources	-	default	Asia Pacific	other	Overseas CDN	Hourly settlement	20230819

**Bill fields**

Field	Description
Component type	The CSS feature used in the current month.
Component name	The sub-item of the feature used.
Component price	The component's list price without discounts.
Component usage	The component usage.

Discount multiplier	The discount multiplier for the month (1 indicates that no discounts were applied). Monthly billed users are offered discounts. For details, please contact sales.
Usage duration	The total usage of the component in the current month.
Total amount after discount	Total amount after discount = Original cost x Discount multiplier. Original cost = Component price x Usage duration.

**Note:**

Other fields are assigned by Tencent Cloud. For details, see [Bills](#).

# Renewal

Last updated : 2023-09-26 12:52:09

## Daily Pay-As-You-Go

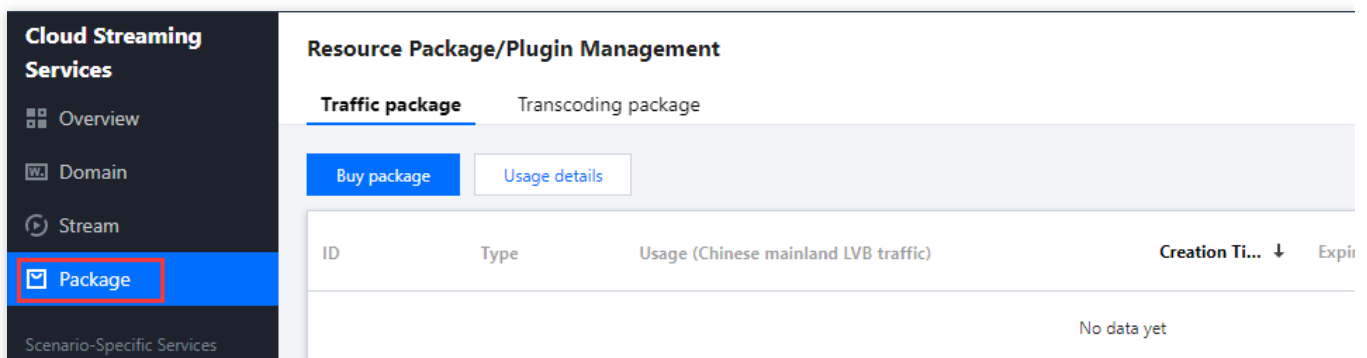
Your traffic/bandwidth, standard transcoding, and Top Speed Codec (TSC) transcoding usage with CSS is billed in the pay-as-you-go mode by default. If you are billed monthly, your bills will be generated on the first day of each month. You can view your billing details in **Message Center** > [Internal Message](#).

You can also [buy packages](#) to avoid service suspension caused by overdue payments.

## Prepaid Packages

CSS offers a self-service purchase page for you to renew your packages.

1. Log in to the CSS console and select [package](#) on the left sidebar.



2. Click **Buy package** to go to the purchase page. Select the packages you want to renew and make the payment.

Package Type	Purchase	Scope
CSS traffic package	<a href="#">Buy now</a>	A traffic package deducts your usage of LVB downstream traffic inside the Chinese mainland at a ratio of 1:1. It can also deduct usage of LVB downstream traffic outside the Chinese mainland, LEB downstream traffic inside and outside the Chinese mainland, as well as upstream traffic inside and outside the Chinese mainland at different ratios. Outside the Chinese mainland, the deduction ratio varies with region. All



			deductions occur only in the daily bill-by-traffic mode.
CSS transcoding package	Standard transcoding	<a href="#">Buy now</a>	A standard transcoding package can deduct standard transcoding and audio transcoding durations (LVB or LEB) in the daily billing mode.
	Top Speed Codec transcoding	<a href="#">Buy now</a>	A TSC transcoding package can deduct TSC transcoding durations (LVB or LEB) in the daily billing mode.

# Processing for Overdue Payments

Last updated : 2023-10-08 14:49:15

## Caution

If you are a customer of a Tencent Cloud partner, the rules regarding resources when there are overdue payments are subject to the agreement between you and the partner.

## Overdue Payments

The current day's CSS pay-as-you-go daily billing items will be generated the morning of the next day. Bills for the pay-as-you-go monthly billing items will be generated on the first day of the next month. For billing details, see [Viewing Bills](#).

Tencent Cloud will send you a notification if a payment becomes overdue due to insufficient account balance. If you top up your account balance within 24 hours after receiving the notification (making the account balance greater than or equal to 0), the CSS service will not be suspended. Otherwise, the service will be suspended.

When a payment in your account becomes overdue, CSS will not terminate any ongoing live streams, which will continue to incur costs as usual.

If your VOD service is suspended due to an overdue payment, the CSS recording feature will be affected, while related service fees will continue to be billed as usual.

## Service Suspension

If a payment is overdue and the account balance has not been topped up within the required period (account balance is negative) or contains contents that violate Tencent Cloud's rules or Terms of Service, CSS has the right to automatically repossess the CSS resources under the account within **60 days** after the date of service suspension. After your account becomes suspended, VOD files generated by the live recording will become inaccessible, and the screenshots (including the screenshots for porn detection) stored in COS will also be processed according to the [overdue accounts policy](#) of COS.

If a Tencent Cloud account is suspended for containing contents that violate Tencent Cloud's rules or Terms of Service, the account cannot be recovered.

## Repossession

If any account is overdue for over **60 days**, Tencent Cloud will automatically repossess the CSS resources and regularly clear the CSS data and records (of configurations, service logs, client authorizations, etc.) under that

account.

If you want to deactivate the CSS service and clear the CSS data under your account, please contact your Tencent Cloud representative or submit a [ticket](#).

# Billing FAQs

Last updated : 2024-07-30 17:07:34

## Live Streaming

### What are the billable items of CSS? What fees do I need to pay?

Billable items of CSS include basic services and value-added services. You may also incur extended service fees if you use CSS features that rely on the capabilities of other Tencent Cloud products.

**Basic service fees** are billed based on the downstream traffic/bandwidth consumed for connecting with cache origin servers. Traffic/bandwidth is consumed whenever your live streams are played.

#### Note

CSS provides two billing modes: bill-by-traffic and bill-by-bandwidth. For the billing details, see [Basic Services](#). To change your billing mode, see [Changing Billing Modes](#).

**Value-added service fees** are incurred if you use the transcoding, recording, screencapture, or porn detection feature. The features are disabled by default. For details, see “Value-Added Service Fees” in [Pricing Overview](#).

**Extended service fees** are incurred if you use CSS features that rely on the capabilities of other Tencent Cloud products. The fees are charged according to the billing rules of the corresponding products. For details, see “Extended Service Fees” in [Pricing Overview](#).

### How can I know whether my account has overdue payments?

Log in to the [CSS console](#) and click **Billing Center** in the top right corner to view your balance. Your account has overdue payments if the available balance is negative. To continue using CSS and other services, please make the payment in a timely manner.

### Will I be charged for pushing streams?

By default, fees are billed based on downstream usage. However, upstream usage will also be billed if the ratio of downstream traffic to upstream traffic is smaller than 10:1 and the highest upstream bandwidth used in a day exceeds 100 Mbps.

The billing modes, list prices, and tiered pricing rules for upstream usage are the same as those for downstream usage. Downstream usage has been billed since 00:00 (UTC+08:00), July 1, 2021.

### When are value-added service fees incurred?

If you bind recording, screencapture, porn detection, or watermarking templates to push domains, fees are incurred when streams are pushed. If you bind the templates to playback domains, fees are incurred when streams are played. This means if you create a transcoding template and bind it to a playback domain name, as long as you do not use the

domain for playback, no transcoding fees will be charged. Using the watermarking or stream mix feature may incur standard transcoding fees, which are based on the resolution of output streams.

### In Live Video Caster PGM output, what is the playlist type? What is the universal type?

Playlist type: It means that the PGM output screen comprises only one stream, charged according to the [playlist type](#).

Universal type: It means that the PGM output screen comprises two or more streams, charged according to the [universal type](#).

The figure on the left is the playlist type, and the figure on the right is the universal type:



### Are there two expenses for porn detection?

Because CSS analyzes screenshots of live streams to detect pornographic content, using the porn detection feature will incur two expenses: **screencapture** and **porn detection**. Porn detection fees are based on the number of screenshots analyzed.

CSS offers a free tier of 1,000 screenshots per month for the screencapture feature.

CSS offers a free tier of 1,000 screenshots per month for porn detection.

For details, see [Live Screencapture](#) and [Intelligent Porn Detection](#).

### Can I track my usage of CSS packages in real time?

You can view your package usage in the [CSS console](#), but real-time usage statistics are not supported currently.

Your usage each day is not reflected in the data until billing is processed by the system the following day (the exact time may vary).

### Can I allow only paid users to access my content?

CSS cannot identify paid users currently. If you record your live streams and save them to VOD, you can allow only paid users to access your content by encrypting the videos.

## Why is the traffic usage data shown in the console different from the log data?

The downstream traffic recorded in logs is application layer data. The actual traffic consumed is 5-15% more than application layer data.

**TCP/IP headers:** Each TCP/IP HTTP request packet can be up to 1,500 bytes, including 40-byte TCP and IP headers. The traffic consumed by headers (about 3% of the total) is not counted into application layer data.

**TCP retransmission:** About 3-10% of packets are lost during transmission. The packets will be sent again by the server. Such traffic (about 3-7% of the total) is not counted by the application layer either.

As an industry standard, billable traffic is application-layer traffic plus the additional traffic described above. Tencent Cloud calculates the additional traffic as 10% of the total, so the traffic usage shown in the console is 110% of that recorded in logs.

## Prepaid Packages

### I purchased traffic packages. Why were fees still deducted from my account balance?

Traffic packages can only deduct your traffic usage in the daily bill-by-traffic mode.

If you are on daily bill-by-bandwidth mode, your traffic packages cannot be used for deduction. You can change your billing mode in the console. For details, see [Changing Billing Modes](#).

If you are on daily bill-by-traffic mode and fees are still deducted from your account balance, check if you have used [value-added services](#) such as live transcoding, live recording, screencapture, and porn detection. Value-added services are billed based on usage. Your usage each day is billed the following day. You can also buy packages for value-added services. CSS offers three types of packages: traffic package, standard transcoding package, and Top Speed Codec (TSC) transcoding package. To learn more, see [Prepaid Packages](#).

Fees are also incurred after you use up your packages. You can view the deduction details in [Bill Details](#). For detailed directions, see [Viewing Bills](#).

### I only bought traffic packages. Will CSS suspend services for my account after I use up the packages?

No. Traffic packages are paid in advance, and usage is deducted from purchased packages.

If your billing mode for LVB is daily bill-by-traffic, downstream LVB traffic will be deducted from your traffic packages first, and the additional usage will be billed daily at tiered pay-as-you-go rates.

After you use up your packages, make sure there is sufficient balance in your account to pay your daily pay-as-you-go charges. If you have overdue payments, please top up within 24 hours. Otherwise, services will be suspended for your account. We recommend you check your [account balance](#) regularly.

#### Note

Traffic packages cannot be used for deduction if you are on monthly bill-by-traffic mode or monthly/daily bill-by-bandwidth mode.

# Transcoding

## How is live transcoding billed? How can I estimate the cost?

Live transcoding fees depend on the transcoding codec, resolution, and duration. Because stream mixing and watermarking are implemented by the transcoding module, using these two features will also incur transcoding fees.

For details, see [Live Transcoding](#).

Transcoding fees will only be charged once if the same live stream is watched by multiple viewers at the same bitrate.

**Example:** Suppose on January 1, 2021, you transcoded stream A to H.264\_720P (one hour) and added watermarks to stream B (30 minutes; output resolution: 480p).

On January 2, 2021, your transcoding fees would be  $0.0057 \text{ (USD/min)} \times 60 \text{ (min)} + 0.0028 \text{ (USD/min)} \times 30 \text{ (min)} = 0.426 \text{ USD}$ .

## I didn't use the live transcoding feature. Why were transcoding fees incurred?

Transcoding services include live transcoding, stream mixing, and watermarking. Using the stream mixing or watermarking feature will also incur transcoding fees.

## Does stream mixing always incur transcoding fees?

Yes. Because transcoding resources are consumed during stream mixing regardless of whether the output stream is played, stream mixing is billed based on the output duration. This is different from the billing of live transcoding, which is based on playback duration.

# Live Recording

## How is live recording billed?

The billing for the live recording feature is based on the peak concurrent recording value for the month. If the recording is stored in COS, charges will also be applied for the total duration of the recording delivered to COS. Each live recording is considered as one recording channel; if you record in two formats (MP4 and HLS) and the recording lasts for one hour, it will be counted as two recording channels, and the total duration of the recording delivered to COS will be counted as two hours.

## How is the peak number of concurrent recording channels calculated?

One stream (stream ID) recorded in one format is counted as one recording channel. The number of concurrent recording channels is collected every five minutes, and the highest number each month is used for billing.

**Example:**

Stream ID	Recording Format	Current Month			
		Day 1	Day 2	Day 3	...
A	HLS				No recording tasks
	MP4				
	FLV				
	AAC				
B	HLS				
	MP4				
	FLV				
	AAC				
C	HLS				
	MP4				
	FLV				
	AAC				
Recording Channels		5	7	6	
Peak Number of Recording Channels		11			

**Note**

Yellow: Recording tasks for stream **A**.

Green: Recording tasks for stream **B**.

Blue: Recording tasks for stream **C**.

**Why was I charged 10.5882 USD after using live recording?**

When two live streams are recorded simultaneously or one live stream is recorded into two formats, there will be two concurrent recording channels. Live recording is billed based on the peak number of concurrent recording channels each month at 5.2941 USD per channel. Therefore, if you had two concurrent recording channels at most in a month, your recording fee for the month would be 10.5882 USD. For more information, see [Live Recording](#).

To view your peak number of concurrent recording channels in a previous month, go to **Bill Details** > [Bill by Instance](#) and click **Bill Details** in the **Operation** column.