

# **Cloud Object Storage**

## **Getting Started**

### **Product Documentation**



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# Getting Started Console

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## Feature Overview

The Cloud Object Storage (COS) console is the easiest way to work with COS without writing code or programs. You can use COS services with the COS console directly.

## Limits

If this is your first time using COS, you are advised to learn the following concepts first.

**Bucket:** a carrier of objects, which can be considered as a "container" for storing objects. Each bucket can store an unlimited number of objects.

**Object:** the basic unit of COS storage. It can be data in any format, such as images, documents, audio and video, and others.

**Region:** a physical location where data centers are hosted on Tencent Cloud. COS data is stored in the buckets in these regions.

This document describes how to get started and store your data in the cloud using the COS console.

## Step 1. Sign up for a Tencent Cloud account

You must register a Tencent Cloud account before using the COS service. To do so, click the button below. Skip this step if you already have an account.

## Step 2. Verify your identity

Once registered, use your registered account to log in to [Tencent Cloud console](#) and verify your identity. For detailed directions, see [Identity Verification Guide](#). If you have already done so, skip this step.

## Step 3. Activate COS service

Open the [Tencent Cloud console](#), and select **Products > Cloud Object Storage** and enter the COS console. Then, follow the instructions to activate COS. If you have already done so, please skip this step.

## Step 4. Create a bucket

You need to create a bucket to store your objects.

1. Log in to the [COS console](#) and click **Bucket List** on the left sidebar to enter the bucket management page.
2. Click **Create Bucket** and configure the following items. Remaining items can be kept as default.

Name: enter the bucket name, which cannot be modified once set, such as examplebucket.

Region: select a region nearest to your business, such as Guangzhou.

Access permissions: access permission for the bucket. You can retain the default option **Private Read/Write**.

3. Click **OK**.

## Step 5. Upload an object

To upload a local file to your bucket, perform the following.

1. Click the bucket name to enter the object list page.
2. Select **Upload Files > Select Files** and choose a file to upload, such as `exampleobject.zip`.
3. Click **Upload**.

## Step 6. Download an object

To download COS data, perform the following.

1. Click **Details** under **Operation** for the object `exampleobject.zip` and enter the object attribute page.
2. To download the object, click **Download Objects** under **Basic Information**, or click **Copy Temporary Link**, paste the link into a browser, and press Enter.

### Note:

If the object to download can be opened directly using a browser, you will directly preview the object instead of downloading the object after you access the temporary link.

## More

To learn more about what the COS console can offer, such as setting object access permissions, hotlink protection, and static websites, please see [Console Overview](#).

## Other methods

In addition to the console, the following methods are also provided for you to get started with.

Method	Description
<a href="#">COSBrowser</a>	Provides a user-friendly interface to easily upload and download objects and generate access URLs
<a href="#">COSCMD</a>	Enables you to use simple commands to upload, download, and delete objects in batches
<a href="#">APIs</a>	COS uses XML APIs, which are lightweight, connectionless, and stateless. By calling XML APIs, you can send requests to and accept responses from COS directly over HTTP/HTTPS
<a href="#">SDKs</a>	Supports multiple mainstream programming languages including Android, C, C++, .NET, Go, iOS, Java, JavaScript, Node.js, PHP, Python, and WeChat Mini Program

## Troubleshooting

If you have any questions, [contact us](#).

# Getting Started with COSBrowser

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COSBrowser is a visual interface tool launched by Tencent Cloud COS to make it easier and simpler for you to view, transfer, manage, and interact with COS resources. Currently, it is available for desktop and mobile clients. For more information, see [COSBrowser Overview](#).

This document describes how to use COSBrowser to quickly create a bucket and upload, download, and share an object.

## Prerequisites

1. You have activated COS under your Tencent Cloud account.

**Note:**

If you don't have a Tencent Cloud account, sign up as instructed in [About Account](#).

If you haven't activated COS, go to the [COS console](#) and activate it as prompted.

2. If this is your first time using COS, we recommend you understand the following concepts first:

**Bucket:** a carrier of objects, which can be considered as a "container" for storing objects. Each bucket can store an unlimited number of objects.

**Object:** the basic unit of COS storage. It can be data in any format, such as images, documents, audio and video, and others.

**Region:** a physical location where data centers are hosted on Tencent Cloud. COS data is stored in the buckets in these regions.

## Step 1. Download and install COSBrowser

1. Taking COSBrowser for Windows as an example, you can download it [here](#).
2. After download, double-click the installation package for installation as prompted.

**Note:**

System requirements of COSBrowser for Windows: Windows 7 32/64-bit or later or Windows Server 2008 R2 64-bit or later

You can download COSBrowser for other operating systems in [COSBrowser Overview](#).

## Step 2. Log in to COSBrowser

### Step 3. Create a bucket

- Create bucket

X

Bucket Name

examplebucket-1254000000

✓

Only support lowercase letters, numbers and '-'. Up to 40 characters

Region

ap-guangzhou

▼

Endpoint

examplebucket-1254000000.cos.ap-guangzhou.myqcloud.com

ACL

☒ Private (read-write)

☐ Public read & Private write

☐ Public (read-write)

OK

Close

3. Click **OK**. In the bucket list, you can view the created bucket.

## Step 4. Upload an object



1. Click the newly created bucket to enter the bucket management page.
2. Click **Upload** > **Select Files** and select a local file to upload to the bucket, for example, `exampleobject.txt`.
3. Click **Upload**.

## Step 5. Download an object

Right-click the target file and click **Download**.

## Step 6. Share an object

COSBrowser allows you to share a file via a URL or QR code. Below takes a URL as an example.

1. Select the target file and click



on the right to quickly generate a sharing URL.

### Note:

As the file inherits the private read/write permission of the bucket, the generated sharing URL is temporary and only valid for 2 hours.

2. Send the generated URL to the recipient. Then, the recipient can access the file online or download it.

### Note:

By default, if the shared file can be directly opened in the browser, then accessing the temporary URL will directly preview the file online rather than downloading it.

## More

In addition to the above capabilities, COSBrowser has many more to offer, such as modifying bucket access permissions, file preview, etc. For more information, please see [COSBrowser for Desktop](#).

## Troubleshooting

If you have any questions, see [COSBrowser](#) or [contact us](#) for assistance.

## References

To learn more about iOS- or Android-powered COSBrowser, see the following documents:

[COSBrowser Overview](#)

[User Guide for Mobile Version](#)