

Cloud Native Build

Purchase Guide

Product Documentation



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Billing Overview

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This document describes the billing rules for Cloud Native Build Service.

Billing Overview

Cloud Native Build uses pay-as-you-go billing, charging fees according to actual consumption. Version billing explanation is shown in the table below:

Version Used	Description	Billing Mode
Cloud Native Build Community Edition	Each top-level organization is billed independently. At the beginning of the month, product usage fees are charged based on the organization's scale of usage in the previous calendar month.	For details, see Community Edition Billing Information .
Cloud Native Build Enterprise Edition	<p>Each standalone deployment of Cloud Native Build Enterprise Edition is charged for product service based on the deployed instance's scale of usage in the previous calendar month at month start.</p> <p>Supplementary explanation: Since the Enterprise Edition is deployed in the Customer VPC, deployment resource consumption will occur. This resource consumption will be charged directly by the corresponding resource provider. Cloud Native Build only charges for product service on a usage-based basis.</p>	For details, see Enterprise Edition Billing Information .

Renewal, Arrears and Refund

The Community Edition and Enterprise Edition both adopt a monthly settlement and postpaid billing mode. At the beginning of the month, the product service fee is automatically deducted based on the usage of the previous calendar month. Therefore, renewal and refund scenarios are not involved.

- The Community Edition changes to read-only state when in arrears, forbidding write actions. For example:
 - Code repository, artifact repository push forbidden.
 - Prohibit starting new cloud-native construction pipelines.

- Prohibit starting new cloud-native development spaces.
- Cloud Native Build enterprise edition service will stop receiving after-sales support from the product side in case of arrears, such as feedback processing and upgrade assistance.

Among them, the resource fee for enterprise edition deployment is charged by the resource provider. If the resource falls into arrears, the provider may reclaim the resources. After recycling, the **data stored will face termination**.

Note:

Note: The recycling policy may be different for different resources. You can go to [Document Center](#) to check the resource recycling instructions for the target product.

Community Edition Billing Rules

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Overview

Activate and use Community Edition (cnb.build). See [Activate](#).

Each top-level organization is billed independently at the beginning of the month based on the scale of usage in the previous calendar month.

Note:

- Cloud Native Build Community Edition is currently not integrated with Tencent Cloud billing during the public beta period. Its payment logic will be provided after completion. The product offers a free quota and provides additional free tier during the beta test. You can try it now.
- Official billing will be announced via Product Bulletin and other methods.

Billing Mode

Resource Usage Fee

Billing Item	Free Tier	Statistical Scope
repository storage	100GiB	Git objects.
COS	100GiB	Artifacts, LFS objects, images, and attachments.
Cloud Native Build	160-core hours	Cloud Native Build pipeline.
Native development	1600-core hours	Cloud Native Development Space

Statistical Method

- Repository storage and COS count the daily average amount per calendar month.
 - Statistical method: Daily statistics count the amount on the day, calculate the daily average at the end of month, and deduct the free quota to get the billing volume.
- Cloud Native Build and native development use core hours as the measurement unit, counting cumulative usage per calendar month.
 - Statistical method: A calendar month period, cumulative consumption of used resources beyond the free quota.

- Core hours explanation: 8-core build machine runs for 1 hour , usage is $8 \text{ cores} \times 1 \text{ hour} = 8 \text{ core hours}$.

Free Quota Explanation

Note:

Note: Currently in beta test, enjoy more free tier for a limited time.

Free quota not used up will be cleared at the end of month and will not carry over to the next month.

- Repository storage statistics show the storage space occupied by Git objects, with a free quota of 100GiB.
- Storage statistics for objects show the space occupied by artifacts, LFS objects, images, and attachments, with a free quota of 100GiB.
- Cloud Native Build free quota 160 core hours/month, native development free quota 1600 core hours/month.

Cloud Native Build Free Quota Conversion

CPU (Cores)	Memory (GiB)	Free Quota Available Duration (Hr)
1	2	160
2	4	80
4	8	40
8	16	20
16	32	10
32	64	5
64	128	2.5

Cloud Native Development Free Quota Conversion

CPU (Cores)	Memory (GiB)	Free Quota Available Duration (Hr)	Applicable Scenario
1	2	1600	Supports 10 people, 8 hours of usage per day, lasting 20 days.
2	4	800	Supports 5 people, 8 hours of usage per day,

			lasting 20 days.
4	8	400	Supports 3 people, 8 hours of usage per day, lasting 16 days.
8	16	200	Supports 1 person, 8 hours of usage per day, lasting 25 days.
16	32	100	Supports 1 person, 8 hours of usage per day, lasting 12 days.
32	64	50	Supports 1 person, 8 hours of usage per day, lasting 6 days.
64	128	25	Supports 1 person, 8 hours of usage per day, lasting 3 days.

Enterprise Edition Billing Rules

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Overview

Use Cloud Native Build Enterprise Edition. See [activate](#).

Each standalone deployment of Cloud Native Build Enterprise Edition is charged for product service based on the scale of usage in the previous calendar month, calculated at the beginning of the month.

Note:

- Cloud Native Build Enterprise Edition is not integrated with Tencent Cloud billing during the public beta period. Its payment logic will be provided after completion. The Enterprise Edition offers free product service during the beta test.
- Note: Product Bulletin and other methods will be used for notification before official billing.

Billing Mode

Note:

For more information, please refer to [Enterprise Edition Pricing Instructions](#).

Cloud Native Build Enterprise Edition uses pay-as-you-go billing and charges based on actual consumption. The Enterprise Edition adopts a monthly settlement and postpaid billing mode. At the beginning of each month, the product service fee is automatically deducted according to the previous calendar month's usage.

Product Service Fee

Cloud Native Build charges product service fees based on usage, making it easy to provide after-sales support for the Enterprise Edition, such as feedback consultation and upgrade collaboration.

The billing standard is as shown in the table below:

Billing Item	Free Tier	Statistical Scope
repository storage	Waive product service fees	Git objects.
COS	Waive product service fees	Artifacts, LFS objects, images, and attachments.
Cloud Native Build	160-core hours	Cloud Native Build pipeline.

Native Development	1600-core hours	Cloud Native Development Space.
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Statistical Method

- Repository storage and COS calculate the daily average amount per calendar month.
 - Statistical method: Daily statistics on the day, compute daily average at end of month.
 - Cloud Native Build Enterprise Edition, free of storage billing item product services.
- Cloud Native Build and native development use core hours as the measurement unit, calculating cumulative monthly usage.
 - Statistical method: A calendar month period, cumulative used resources beyond free quota.
 - `Core hours` description: `8-core` build machine runs for `1 hour`, usage is `8 cores × 1 hour = 8 core hours`.

Additional Notes

Cloud Native Build Enterprise Edition is deployed in the customer's Tencent Cloud VPC. The resource consumption from deployment is borne by the customer. The incurred fees for deployment resources are charged directly by the resource provider.

For example: CNB deployment dependencies include [TKE](#) clusters. TKE charges fees based on the cluster scale selected by the customer (see [TKE billing documentation](#)). The same applies to other deployment resources.