

Cloud Streaming Services

Release Notes and Announcements

Product Documentation



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Release Notes and Announcements

Announcements

Announcement on Optimization of CSS Billing Method Following Policy

Last updated : 2024-11-20 11:04:40

In order to provide more flexible and suitable billing modes, we plan to optimize the billing following policy for [upstream push](#) and [relay to third parties](#) starting at 00:00 on December 23, 2024, which will not affect your current billing method and billing amount. The detailed adjustments are as follows:

Adjustment of Billing Following Policy for Upstream Push

Before adjustment	The billing method for upstream push follows the billing method for Live Video Broadcasting (LVB) downstream playback and does not support separately setting the billing method for upstream push. For details.
After adjustment	Your current billing method for upstream push will remain unchanged, supporting on-demand configuration, and will no longer follow the billing method for LVB downstream playback.

Adjustment of Billing Following Policy for Relay to Third Parties

Before adjustment	Relay to third parties uses the pay-as-you-go mode on the basis of average daily peak bandwidth usage by default. If the LVB under your account uses other monthly bandwidth billing methods, the bandwidth billing method for relay to third parties will follow the LVB billing method. For details.
After adjustment	Your current billing method for relay to third parties will remain unchanged, supporting on-demand configuration for other bandwidth billing methods, and will no longer follow the billing method for LVB downstream playback bandwidth.

If you have any questions, please feel free to [contact us](#). We sincerely appreciate your trust and support for Tencent Cloud CSS.

November 20, 2024

Tencent Cloud CSS Team

Billing Content Adjustment for Cloud Streaming Services Standard Transcoding and Top Speed Codec Transcoding

Last updated : 2024-04-07 14:57:26

To provide a more streamlined and clear reconciliation experience, starting from **April 16, 2024, at midnight**, the Cloud Streaming Services (CSS) will modify the sub-product name, resource ID, component type, component name, price unit, usage, usage duration, and duration unit in the bill for the standard transcoding and the top speed codec transcoding, and add transcoding types to distinguish different transcoding billing intervals.

Taking the daily settlement billing standard transcoding H264_1080P as an example, the bill comparison before and after the adjustment is as follows:

Before and After Bill Adjustment	ProductName	SubproductName	TransactionTime	Usage Start Time	Usage End Time	InstanceID
Before Adjustment	Cloud Streaming Services	<i>live-domestic</i>	2024/5/3 06:52	2024/5/2 00:00	2024/5/2 23:59	<u>12345678</u>
After Adjustment	Cloud Streaming Services	<i>live transcoding</i>	2024/5/3 06:52	2024/5/2 00:00	2024/5/2 23:59	<u>12345678</u>

Note:

- Originally, the transcoding bill used price unit and usage to mark different transcoding billing intervals, and the actual usage was included in the usage duration, which could easily cause ambiguity during reconciliation. In the adjusted bill, the actual usage is included in the usage.
- This adjustment only changes the bill display content and does not affect the billing rules or the billing amount. If you have any questions, feel free to [contact us](#). We sincerely appreciate our users' trust and support for Tencent Cloud Cloud Streaming Services (CSS).

2024-04-03

Tencent Cloud Cloud Streaming Services Team

Announcement on the Price Adjustment of CSS Audio/Video Enhancement Feature

Last updated : 2023-08-31 15:35:16

Starting from October 1, 2023, CSS will charge for Audio/Video Enhancement based on enhancement features, resolution, and frame rate dimensions, to meet your needs for using individual or multiple enhancement features separately and billing them individually.

Notes

The adjusted price will take effect from 00:00 on October 1, 2023. That is, from 00:00 on October 1, 2023, Audio/Video Enhancement will be billed separately based on features, resolution, and frame rate dimensions, and the bill will be issued on October 2.

The original billing item included both Top Speed Codec Transcoding (TSC Transcoding) fees and Audio/Video Enhancement fees. After the adjustment, the billing item will only apply to Audio/Video Enhancement separately, while the TSC Transcoding fees will be billed separately.

After the adjustment, the Top Speed Codec Transcoding Package can still be used to deduct the TSC Transcoding usage, but it cannot be used to deduct the Audio/Video Enhancement usage.

If you have a special agreement with Tencent Cloud regarding product prices, you can contact us through your business representative or by [Submit a Ticket](#) to determine the specific strategy for implementing subsequent prices.

Audio/Video enhancement

Billing Overview

Billing Item: Audio/Video Enhancement (prices vary based on enhancement features, resolution, and frame rate).

Billing Rules: By default, it is daily billing. The fees are calculated based on the Audio/Video Enhancement features used and the enhanced resolution and frame rate. The billing is calculated by multiplying the duration of Audio/Video Enhancement at a specific resolution within a natural day by the corresponding unit price.

Billing formula

Audio/Video Enhancement cost = Audio/Video Enhancement duration × corresponding enhancement feature (resolution, frame rate) price.

Adjustment Details

Price before adjustment

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
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

Price after adjustment

SDR2HDR

Enhancement Features	Resolution	Frame Rate	Price (USD/Min)

SDR2HDR	Unlimited	Unlimited	0.0705
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Frame Interpolation

Enhancement Features	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Frame Interpolation	720P	30fps	0.1058	Long side ≤ 1280 and short side ≤ 720
		60fps	0.2116	
		120fps	0.4233	
	1080P	30fps	0.2381	Long side ≤ 1936 and short side ≤ 1088
		60fps	0.4762	
		120fps	0.9524	
	2K	30fps	0.4233	Long side ≤ 2560 and short side ≤ 1440
		60fps	0.8466	
		120fps	1.6931	
	4K	30fps	0.9524	Long side ≤ 4096 and short side ≤ 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 Features	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Super Resolution	720P	30fps	0.0529	Long side ≤ 1280 and short side ≤ 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 Features	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Overall Enhancement	720P	30fps	0.1411	Long side \leq 1280 and short side \leq 720
		60fps	0.2822	
		120fps	0.5644	
	1080P	30fps	0.3175	Long side \leq 1936 and short side \leq 1088
		60fps	0.6349	
		120fps	1.2698	
	2K	30fps	0.5644	Long side \leq 2560 and short side \leq 1440
		60fps	1.1287	
		120fps	2.2575	
	4K	30fps	1.2698	Long side \leq 4096 and short side \leq 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 Features	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Noise Reduction	720P	30fps	0.0353	Long side ≤ 1280 and short side ≤ 720
		60fps	0.0705	
		120fps	0.1587	
	1080P	30fps	0.0882	Long side ≤ 1936 and short side ≤ 1088
		60fps	0.1764	
		120fps	0.3527	
	2K	30fps	0.1587	Long side ≤ 2560 and short side ≤ 1440
		60fps	0.3175	
		120fps	0.6349	
	4K	30fps	0.3527	Long side ≤ 4096 and short side ≤ 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	Resolution	Frame	Price	Remarks (the long side is whichever
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Features		Rate	(USD/Min)	dimension is longer)
Color Enhancement	720P	30fps	0.0176	Long side ≤ 1280 and short side ≤ 720
		60fps	0.0353	
		120fps	0.0705	
	1080P	30fps	0.0353	Long side ≤ 1936 and short side ≤ 1088
		60fps	0.0705	
		120fps	0.1411	
	2K	30fps	0.0705	Long side ≤ 2560 and short side ≤ 1440
		60fps	0.1235	
		120fps	0.2469	
	4K	30fps	0.1411	Long side ≤ 4096 and short side ≤ 2160
		60fps	0.2822	
		120fps	0.5644	
	8K	30fps	0.5644	Long side > 4096 or short side > 2160
		60fps	1.1287	
		120fps	2.2575	

Scratches Removal

Enhancement Features	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Scratches Removal	720P	30fps	0.1764	Long side ≤ 1280 and short side ≤ 720
		60fps	0.3527	
		120fps	0.7231	
	1080P	30fps	0.4056	Long side ≤ 1936 and short side ≤ 1088
		60fps	0.8113	
		120fps	1.6226	

	2K	30fps	0.7231	Long side ≤ 2560 and short side ≤ 1440
		60fps	1.4462	
		120fps	2.8924	
	4K	30fps	1.6226	Long side ≤ 4096 and short side ≤ 2160
		60fps	3.2451	
		120fps	6.4903	
	8K	30fps	6.4903	Long side > 4096 or short side > 2160
		60fps	12.9806	
		120fps	25.9612	

Banding Removal

Enhancement Features	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Banding Removal	720P	30fps	0.0176	Long side ≤ 1280 and short side ≤ 720
		60fps	0.0353	
		120fps	0.0705	
	1080P	30fps	0.0353	Long side ≤ 1936 and short side ≤ 1088
		60fps	0.0705	
		120fps	0.1411	
	2K	30fps	0.0705	Long side ≤ 2560 and short side ≤ 1440
		60fps	0.1235	
		120fps	0.2469	
	4K	30fps	0.1411	Long side ≤ 4096 and short side ≤ 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 Features	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Detail Enhancement	720P	30fps	0.0071	Long side ≤ 1280 and short side ≤ 720
		60fps	0.0159	
		120fps	0.0317	
	1080P	30fps	0.0176	Long side ≤ 1936 and short side ≤ 1088
		60fps	0.0353	
		120fps	0.0705	
	2K	30fps	0.0317	Long side ≤ 2560 and short side ≤ 1440
		60fps	0.0635	
		120fps	0.1252	
	4K	30fps	0.0705	Long side ≤ 4096 and short side ≤ 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 Features	Resolution	Frame Rate	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
Low-Light Enhancement	720P	30fps	0.0176	Long side ≤ 1280 and short side ≤ 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 Features	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	

Font Enhancement

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

If you initiate a 100-minute live stream on October 1, 2023, and use two Audio/Video enhancement capabilities, Font Enhancement and Low-Light Enhancement, during the live stream. After Top Speed Codec (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 bill will be as follows:

Top Speed Codec (TSC) Transcoding Fee = 0.0443 (USD/minute) × 100 (minutes) = 4.43 USD;

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

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

The effective date of this price adjustment is October 1, 2023. Please pay attention to the new billing method.

Please pay attention to the new billing method. If you have any questions, feel free to contact us at any time. We sincerely appreciate the trust and support from all users for Tencent Cloud Cloud Streaming Services (CSS) product!

2023-08-31

Tencent Cloud Team

Announcement on the Official Billing for CSS Standby Streams Feature

Last updated : 2023-08-31 15:38:31

Standby Stream will become a paid feature starting from **00:00 (UTC+8) on October 1, 2023**. See below for the pricing and billing details :

Must-Knows

Using the Standby Stream feature may not only incur extended feature fees but also [traffic/bandwidth costs](#).

If the duration of a single Standby Stream is less than 1 minute, it will be billed as a 1-minute Standby Stream duration.

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)
Standby Stream	1.6 : 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

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 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 extended feature fees bill you need to pay due to the standby streams is:

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

If you have any questions, please feel free to contact us at any time. We sincerely appreciate the trust and support of all users for Tencent Cloud Cloud Streaming Services (CSS) products!

2023-08-31

Tencent Cloud Team

CSS to Support H.265 8K and AV1 8K Transcoding

Last updated : 2023-04-25 10:29:14

Starting from 00:00 on April 30, 2023, standard transcoding and Top Speed Codec (TSC) transcoding will support H.265 8K and AV1 8K. They will be priced differently from other resolutions and will be deducted from standard and TSC transcoding packages at different ratios.

Pay-As-You-Go Rates

For billing details about the value-added service of live transcoding, see [Live Transcoding \(Watermarking, Stream Mixing\)](#).

Standard transcoding

Codec	Resolution	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
H.265	4K	0.2366	Long side ≤ 4096 and short side ≤ 2160
H.265	8K	0.8642	Long side > 4096 or short side > 2160
AV1	4K	0.4732	Long side ≤ 4096 and short side ≤ 2160
AV1	8K	1.7284	Long side > 4096 or short side > 2160

TSC transcoding

Codec	Resolution	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
H.265	4K	0.5317	Long side ≤ 4096 and short side ≤ 2160
H.265	8K	1.7284	Long side > 4096 or short side > 2160
AV1	4K	1.0634	Long side ≤ 4096 and short side ≤ 2160
AV1	8K	3.4568	Long side > 4096 or short side > 2160

Audio/Video enhancement

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Codec	Resolution	Price (USD/Min)	Remarks (the long side is whichever dimension is longer)
H.265	4K	2.3893	Long side ≤ 4096 and short side ≤ 2160
H.265	8K	7.7708	Long side > 4096 or short side > 2160
AV1	4K	2.9207	Long side ≤ 4096 and short side ≤ 2160
AV1	8K	9.4992	Long side > 4096 or short side > 2160

Package Deduction

For details about how deduction works for transcoding packages, see [Prepaid Packages](#).

Standard transcoding package

Package 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
H.265	8K	Deductible duration for a specific resolution = Package duration x Pay-as-you-go rate of H.264_480p ÷ Pay-as-you-go rate of the resolution						0.8642
AV1	8K							1.7284

TSC transcoding package

Package Price (USD)		22.24	44.63	268.71	2,238.66	1,4925.22	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	
TSC H.265	8K	Deductible duration for a specific resolution = Package duration x Pay-as-you-go rate of TSC H.264_480p ÷ Pay-as-you-go rate of the resolution						1.7284
TSC AV1	8K							3.4568
Audio/Video enhancement H.265	8K							7.7708

Audio/Video enhancement AV1	8K		9.4992
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If you have any questions, feel free to [contact us](#).

2023-03-30

Tencent Cloud CSS Team

CSS Adds Support for AV1 Codec and Audio/Video Enhancement

Last updated : 2022-07-07 17:04:31

CSS started offering the AV1 encoding and audio/video enhancement features for a fee at **00:00 on June 1, 2022**. Using the features may incur standard transcoding, top speed codec transcoding, and audio/video enhancement fees.

New Features

AV1 codec

AV1 is an open, royalty-free video codec designed for video transmissions over the internet by the Alliance for Open Media (AOMedia).

It can transfer 1080p (1920 x 1080) video at 1-2 Mbps.

It has 40% improved compression efficiency over H.264, which means you can save your CDN costs by 40% without compromising the playback experience.

It is royalty-free and is supported by more browsers than H.265 (AV1 is supported by 75% of browsers on the market, including Chrome).

Because both the AV1 and WebRTC technologies originated from Google, the two technologies work well together. You can use Tencent Cloud's [LEB](#) product together with the AV1 encoding feature to deliver low-latency and high-quality streaming experience at lower CDN costs.

Audio/Video enhancement

Based on our image restoration and enhancement modules and AI algorithms, we offer video quality enhancement capabilities including super-resolution reconstruction, smart frame interpolation, HDR enhancement, image noise removal, outline restoration, and other audio/video enhancement features.

How to Use the Features

AV1 codec

To use the AV1 codec, just set the codec for your transcoding template to AV1. For details, see [Live Transcoding](#).

Audio/Video enhancement

Please contact your sales rep or contact Customer Service to enable the audio/video enhancement feature.

Pricing

For billing details about the value-added service of live transcoding, see [Live Transcoding \(Watermarking, Stream Mixing\)](#).

Standard transcoding

Codec	Resolution	Price (USD/min)	Remarks
AV1	480p	0.0282	Long side \leq 640 px and short side \leq 480 px
	720p	0.0550	Long side \leq 1280 px and short side \leq 720 px
	1080p	0.1098	Long side \leq 1936 px and short side \leq 1088 px
	2K	0.2366	Long side \leq 2560 px and short side \leq 1440 px
	4K	0.4732	Long side $>$ 2560 px or short side $>$ 1440 px

Top speed codec transcoding

Codec	Resolution	Price (USD/min)	Remarks
AV1	480p	0.0698	Long side \leq 640 px and short side \leq 480 px
	720p	0.1330	Long side \leq 1280 px and short side \leq 720 px
	1080p	0.2658	Long side \leq 1936 px and short side \leq 1088 px
	2K	0.5318	Long side \leq 2560 px and short side \leq 1440 px
	4K	1.0634	Long side $>$ 2560 px or short side $>$ 1440 px

Audio/Video enhancement

Codec	Resolution	Price (USD/min)	Remarks
H.264	480p	0.1278	Long side \leq 640 px and short side \leq 480 px
	720p	0.2545	Long side \leq 1280 px and short side \leq 720 px
	1080p	0.5088	Long side \leq 1936 px and short side \leq 1088 px

	2K	1.0175	Long side \leq 2560 px and short side \leq 1440 px
	4K	2.0350	Long side $>$ 2560 px or short side $>$ 1440 px
H.265	480p	0.1510	Long side \leq 640 px and short side \leq 480 px
	720p	0.2988	Long side \leq 1280 px and short side \leq 720 px
	1080p	0.5973	Long side \leq 1936 px and short side \leq 1088 px
	2K	1.1947	Long side \leq 2560 px and short side \leq 1440 px
	4K	2.3893	Long side $>$ 2560 px or short side $>$ 1440 px
AV1	480p	0.1860	Long side \leq 640 px and short side \leq 480 px
	720p	0.3652	Long side \leq 1280 px and short side \leq 720 px
	1080p	0.7302	Long side \leq 1936 px and short side \leq 1088 px
	2K	1.4604	Long side \leq 2560 px and short side \leq 1440 px
	4K	2.9207	Long side $>$ 2560 px or short side $>$ 1440 px

Note:

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

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

2022-05-27

Tencent Cloud CSS Team

Notice: CSS to Adjust Prices of Basic Services

Last updated : 2024-10-23 18:00:47

Due to operational cost changes, starting from **00:00 on January 4, 2022**, CSS will adjust the daily billing prices and pricing tiers of its basic services and bill usage outside the Chinese mainland by region instead of at a unified price. Billable items with price changes: LVB playback traffic/bandwidth, LEB playback traffic/bandwidth, live push traffic/bandwidth.

Notes

The changes will take effect at 00:00 on January 4, 2022, but will not apply to bills generated on January 4, 2022 for January 3.

If you have contract prices agreed with Tencent Cloud, you can contact sales or [submit a ticket](#) to confirm your future pricing strategies.

Billing regions outside the Chinese mainland:

Asia Pacific 1: Hong Kong (China), Singapore, Macao (China), Vietnam, Thailand, Nepal, Cambodia.

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

Asia Pacific 3: Philippines, India, Australia.

North America: United States.

Europe: Netherlands, Germany, Russia, United Kingdom, Ireland, Italy, Spain, France.

Middle East: United Arab Emirates, Türkiye, Qatar, Saudi Arabia, Bahrain.

Africa: South Africa.

South America: Brazil, Colombia.

For **details about the pricing of LVB and LEB**, please see [LVB Billing Overview](#) and [LEB Billing Overview](#).

The same billing method, tiered pricing rules, and billing regions (in/outside the Chinese mainland) are used for live push and LVB playback.

The new prices are subject to change due to exchange rate fluctuations. In case of conflict, the prices specified in the purchase guide of our website, the purchase page, and the price calculator will apply.

Bill-by-traffic in Chinese mainland

The table below lists the bill-by-traffic prices and pricing tiers for LVB playback, LEB playback, and live push before and after the price adjustment in the Chinese mainland:

Traffic Tier	Price of LVB Playback and Live Push (USD/GB/Day)		Price of LEB Playback (USD/GB/Day)	
	Before	After	Before	After

0-500 GB	0.0417	0.0423	0.0835	0.0846
500 GB (inclusive) - 2 TB	0.0403		0.0797	
2 TB (inclusive) - 10 TB	0.0371	0.0407	0.0733	0.0813
10 TB (inclusive) - 50 TB		0.0390		0.0780
50 TB (inclusive) - 100 TB	0.0310	0.0358	0.0620	0.0715
100 TB (inclusive) - 1 PB	0.0258	0.0309	0.0516	0.0618
≥ 1 PB		0.0260		0.0520

Bill-by-bandwidth in Chinese mainland

The table below lists the bill-by-bandwidth prices and pricing tiers for LVB playback, LEB playback, and live push before and after the price adjustment in the Chinese mainland:

Bandwidth Tier	Price of LVB Playback and Live Push (USD/Mbps/Day)		Price of LEB Playback (USD/Mbps/Day)	
	Before	After	Before	After
0-500 Mbps	0.1041	0.1057	0.2065	0.2114
500 Mbps (inclusive) - 5 Gbps	0.1008	0.1024	0.2000	0.2049
5 Gbps (inclusive) - 20 Gbps	0.0959	0.0992	0.1903	0.1984
≥ 20 Gbps	0.0943	0.0943	0.1871	0.1886

Bill-by-traffic outside Chinese mainland

The table below lists the bill-by-traffic prices, pricing tiers, and billing regions for LVB playback, LEB playback, and live push before and after the price adjustment outside the Chinese mainland:

Before

Traffic Tier	Price of LVB Playback and Live Push (USD/GB/Day)
0-500 GB	0.0722
500 GB (inclusive) - 2 TB	0.0693
2 TB (inclusive) - 50 TB	0.0661
50 TB (inclusive) - 100 TB	0.0620
≥ 100 TB	0.0548

Traffic Tier	Price of LEB Playback (USD/GB/Day)
0-500 GB	0.1445
500 GB (inclusive) - 2 TB	0.1371
2 TB (inclusive) - 50 TB	0.1307
50 TB (inclusive) - 100 TB	0.1240
≥ 100 TB	0.1097

After

Traffic Tier	Price of LVB Playback and Live Push (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
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Traffic Tier	Price of LEB Playback (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

Bill-by-bandwidth outside Chinese mainland

The table below lists the bill-by-bandwidth prices, pricing tiers, and billing regions for LVB playback, LEB playback, and live push before and after the price adjustment outside the Chinese mainland:

Before

Bandwidth Tier	Price of LVB Playback and Live Push (USD/Mbps/Day)
0-500 Mbps	0.2114
500 Mbps (inclusive) - 5 Gbps	0.1951
≥ 5 Gbps	0.1789

Bandwidth Tier	Price of LEB Playback (USD/Mbps/Day)
0-500 Mbps	0.4194

500 Mbps (inclusive) - 5 Gbps	0.3871
≥ 5 Gbps	0.3540

After

Bandwidth Tier	Price of LVB Playback and Live Push (USD/Mbps/Day)							
	Asia Pacific 1	Asia Pacific 2	Asia Pacific 3	North America	Europe	Middle East	Africa	South America
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

Bandwidth Tier	Price of LEB Playback (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

The price changes will take effect on **January 4, 2022**. Please keep track of your balance and adjust your business if necessary.

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

2021-11-18

Tencent Cloud Team

CSS to Adjust Pricing of Third-Party Relay

Last updated : 2022-07-19 10:59:17

CSS will adjust the pricing of relaying to third parties starting from **00:00 (UTC+8) on August 1, 2022**. The prices for relaying to third parties outside the Chinese mainland and Hong Kong will vary by region. For the Chinese mainland and Hong Kong, the price will remain the same.

The change will affect the billing of CSS. The billable item of `sp_live_dcrelay` will change from `dcrelay_bandwidth_monthly` to `dcrelay_bandwidth_monthly_regional`.

Notes

The new prices will take effect starting from 00:00 (UTC+8) on August 1, 2022. They will apply to your bill for August, which will be generated between September 1 and September 3.

If you have signed a contract with Tencent Cloud, please contact your sales rep or [submit a ticket](#) to learn about the prices that will apply for your account in the future.

Billing of Relaying to Third Parties

You can use the relaying service of CSS to relay live streams to third-party addresses. Third-party relay fees are charged 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.

Application scope: Fees are charged only if you relay to an address that is not a CSS push URL of the current account (the account that created the relay task).

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.

Prices Before Change

Before the change, the price of relaying to third parties is the same for all regions.

Billable Item	Price (USD/Mbps/Month)	Description
Relay to third parties	12.67	Billed by bandwidth usage

Prices After Change

After the change, the price for relaying to third parties will vary with region. If you use the relaying service in multiple regions in the same billing period, it will be charged separately based on your 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

The price change will take effect starting from **August 1, 2022**. If you have any questions, feel free to [contact us](#).

2022-07-12

Tencent Cloud Team

Delayed Playback to Become Paid Feature

Last updated : 2023-05-09 18:12:42

Delayed playback will become a paid feature starting from June 15, 2023. See below for the pricing and billing details.

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:

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

The above billing rules will take effect at 00:00 on June 15, 2023. The delayed playback fee incurred on June 15 will be billed on June 16. Please pay attention to your account balance and make any changes you deem necessary in a timely manner. If you have any questions, feel free to contact us.

2023-5-9

Tencent Cloud Team