

Cloud Streaming Services Ops Guide Product Documentation





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Ops Guide Video Stuttering

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There are three main reasons for playback stuttering.

Reason 1: low upstream frame rate

Low upstream frame rate may be a result of poor performance of the host's mobile phone or the running of CPUintensive apps in the background. Normally, to ensure smooth playback, the upstream frame rate must be 15 FPS or higher. Frame rate lower than 10 FPS is deemed **too low**, which will cause **all viewers** to experience stuttering. However, when the host's video image changes little, for example, when the host is showing a static image or PowerPoint, low frame rate will not cause stuttering.

Reason 2: upstream congestion

The host's mobile phone keeps pushing audio and video data during live streaming. If the phone's upstream bandwidth is too low, the data waiting to be pushed will accumulate, causing congestion in data transfer and stuttering playback experience for **all viewers**.

Even though **ISPs in the Chinese mainland** offer broadband packages with downstream bandwidth as high as 10 Mbps or 20 Mbps, or even 100 Mbps or 200 Mbps, upstream bandwidth remains small. In many small cities, upstream bandwidth is up to 512 Kbps, which means that a maximum of 64 KB data can be uploaded per second. **Wi-Fi** uses the carrier-sense multiple access and collision avoidance (CSMA/CA) strategy specified in IEEE 802.11. To put it simply, a Wi-Fi hotspot can communicate with only one phone at a time, and other phones must query if communication is possible before initiating a connection to a hotspot. Therefore, the more people using a Wi-Fi hotspot, the slower the connection is. Furthermore, Wi-Fi signals are weakened significantly when passing through walls. Among average Chinese households, few take this into consideration when designing and decorating their

houses, and hosts probably pay little attention to how many walls they are apart from their routers when they stream at home.

Reason 3: poor downstream connection

Poor downstream connection means slow download speed or network instability for viewers. A bitrate of 2 Mbps in live streaming means 2 Mb of data needs to be downloaded per second. Viewers will experience stuttering if their network bandwidth is low, but those with sufficient bandwidth will not.

Checking SDK Performance Metrics

The MLVB SDK has a feedback mechanism that reports different performance metrics every 2 seconds. If you use the MLVB SDK for push, you can register a V2TXLivePusherObserver listener and get the statistics in the

 $\texttt{onStatisticsUpdate} \quad \textbf{callback. The table below lists the metrics included in}$

 ${\tt V2TXLivePusherStatistics} \quad and their meanings.$

Metric	Description
аррСри	CPU usage of the application (%)
systemCpu	CPU usage of the system (%)
width	Video width
height	Video height
fps	Frame rate (FPS)
audioBitrate	Audio bitrate in Kbps
videoBitrate	Video bitrate in Kbps

Fixing Low Frame Rate

1. How to know whether the frame rate is too low

The V2TXLivePusherStatistics.fps field in the onStatisticsUpdate callback of V2TXLivePusherObserver indicates the frame rate for push. Normally, the frame rate must be 15 FPS or higher to ensure smooth playback. Viewers usually experience obvious stuttering when the push frame rate is lower than 10 FPS.

2. How to fix the problem

2.1 Monitoring appCpu and systemCpu

You can learn about the CPU usage of the app and system from the V2TXLivePusherStatistics.appCpu and

V2TXLivePusherStatistics.systemCpu fields in the onStatisticsUpdate callback of

V2TXLivePusherObserver . If the system CPU usage exceeds 80%, both video capturing and encoding may be affected; if it reaches 100%, it is difficult to even ensure smooth push, let alone playback experience for viewers.

2.2 Identifying CPU consumers

The MLVB SDK is not the only CPU consumer in a live streaming application. Leaving on-screen comments, sending hearts, and text messaging all consume CPU. To monitor the CPU usage of the MLVB SDK only, you may use its demo.

2.3 Choosing an appropriate resolution

High resolution does not necessarily result in high video quality. To begin with, high resolution translates into improved video quality only when the bitrate is also high. Low bitrate and high resolution usually produce lower video quality than high bitrate and low resolution. In addition, viewers may be able to sense obvious differences between a resolution of 1280 x 720 px and 960 x 540 px when watching videos full screen on PCs, but not on mobile phones, whose average screen size is only around 5 inches. High resolution increases the CPU usage of the SDK significantly. Therefore, you are advised to set video quality to **HD** using the setVideoQuality API in V2TXLivePusher of the MLVB SDK. You may not get the high video quality expected by setting the resolution too high.

Fixing Upstream Congestion

Statistics show that upstream congestion at the host end is responsible for over 80% of playback stuttering in live streaming.

1. Informing hosts of poor network conditions

In scenarios where video quality is important, you are advised to inform the hosts of bad network conditions through UI notifications. For example, you may send this notification to hosts: **Bad network conditions. Please move closer to your router or make sure that your Wi-Fi signal does not have to pass through walls.**

For more information on how to do this, please see **Mobile Live Video Broadcasting > Basic Features > Camera Push > Event Handling**. You are advised to remind hosts to check their network conditions if your application receives the V2TXLIVE_WARNING_NETWORK_BUSY event multiple times within a short period of time. Hosts are often unable to notice upstream congestion until reminded by viewers or an application message.

2. Using the recommended encoding settings

We recommend the following encoding settings. You can use the setVideoQuality API in V2TXLivePusher to set the parameters.

Live showroom V2TXLiveVideoResolution960x540 Landscape or port	Scenario	resolutionMode
V21XLIVeVIdeoResolution1280x/20	Live showroom	Landscape or portrait

Live game streaming	V2TXLiveVideoResolution1280x720	Landscape or portrait
Mic connect (primary image)	V2TXLiveVideoResolution640x360	Landscape or portrait
Mic connect (small image)	V2TXLiveVideoResolution480x360	Landscape or portrait
Blue-ray live streaming	V2TXLiveVideoResolution1920x1080	Landscape or portrait

Fixing Player-End Issues



1. Stuttering and latency

As shown in the figure above, both downstream network fluctuations and insufficient downstream bandwidth can result in **unfed periods** (during which the application cannot get any audio/video data for playback) in the playback process. To avoid playback stuttering, the application needs to cache video data enough to cover the unfed periods. However, caching too much data causes a new problem: **high latency**, which is undesirable for interactive scenarios. The latency could **build up** over time if not fixed, meaning that it increases as the playback continues. The capability to fix latency is a key performance indicator for players. **Latency and playback smoothness are like the two ends of a scale**. To ensure low latency, you may have to compromise network stability, which causes playback stuttering, and to ensure smooth playback, you must deal with high latency. A typical example of the latter is the introduction of a 20-30 second delay in the playback of HLS (M3U8) streams to ensure smooth playback experience.

2. How to fix the problem

To allow you to deliver superior playback experience without having to learn QoS control, we have developed an automatic latency control technology, which we optimized from version to version, and launched three latency control schemes. You can use the setCacheParams API in V2TXLivePlayer to select one of the schemes.

Auto mode: use this mode if you are not sure what scenarios you will deal with.

Note:

In this mode, the player adjusts latency automatically based on network conditions to minimize the latency between hosts and viewers and ensure host-viewer interaction quality while delivering smooth playback experience. By default, the player adjusts latency in the range of 1-5 seconds, which you can modify using the setCacheParams API.

Speedy mode: suitable for live showroom and other interactive scenarios that require low latency.

Note:

You can switch to this mode by **setting both minTime** and **maxTime to 1 second**. The auto and speedy modes differ only in terms of maxTime, whose value is generally lower in the speedy mode. This flexibility is made possible by the SDK's automatic latency control technology, which can automatically adjust latency without causing stuttering. **maxTime** is associated with adjustment speed. The higher the **maxTime** value, the more conservative the adjustment is, and the less likely stuttering will occur.

Smooth mode: suitable for live game streaming and other high-bitrate and high-definition scenarios. Note:

In this mode, the player adopts a strategy similar to the caching policy of Adobe Flash Player. When stuttering occurs, the player switches to the loading mode, and when enough data is cached, it returns to the playing mode, until the network connection fluctuates again. By default, 5 seconds of video data is cached, which you can change using the

setCacheParams API.

This seemingly simple mode reduces playback stuttering by moderately increasing latency and is therefore the more reliable option for scenarios that do not require low latency.

Troubleshooting Push Failure

Last updated : 2024-11-08 14:34:55

If you follow the steps in Best Practice - Live Push but still find that the push is not successful, please troubleshoot common push issues as instructed in this document.

1. Check whether a CNAME record that points to a Tencent Cloud address has been configured for your domain name.

Your push can succeed only if your domain name has a CNAME record that points to a Tencent Cloud address. You can check whether an added push domain name has a CNAME record in the **CNAME** column of **Domain Management**. You will see a green check if the CNAME record is configured, as shown below:

Domain Name	CNAME ①	Туре	Scenario	Region	Status	Added Time	Operation
Ltop	0 com Ø	Playback Domain	CSS	Global	Enabled	2024-06-11 15:40:19	Manage Disable Delete
top	۵ Lcom	Playback Domain	CSS	Outside Chinese mainland	Enabled	2024-01-03 18:13:40	Manage Disable Delete
.top	() com @	Playback Domain	CSS	Chinese mainland	Enabled	2023-12-05 11:13:42	Manage Disable Delete
,top	0 .com Ø	Playback Domain	CSS	Chinese mainland	Enabled	2023-11-24 16:19:06	Manage Disable Delete
ı.top	() com @	Playback Domain	CSS	Chinese mainland	Enabled	2023-11-24 14:12:59	Manage Disable Delete
top	() .com @	Push Domain	CSS	Global	Enabled	2023-09-19 19:10:42	Manage Disable Delete
top	() com @	Playback Domain	CSS	Chinese mainland	Enabled	2023-08-31 18:21:23	Manage Disable Delete
itop	.com 🖉	Playback Domain	CSS	Chinese mainland	Enabled	2023-03-10 14:38:54	Manage Disable Delete
top		Playback Domain	CSS	Chinese mainland	Enabled	2023-03-10 14:37:32	Manage Disable Delete
l.com	Com D	Push Domain	CSS	Global	Enabled	2021-08-31 16:52:03	Manage Disable Delete

If your domain name does not have a CNAME record, you can configure one.

2. Check whether the network is normal.

RTMP push uses the **1935** port by default. If the port is not enabled on the firewall of the network for testing, you will be unable to connect to the server. You can check whether this issue caused the push failure by switching to another network (a 4G network for example).

3. Check whether the validity period of the push URL is too short.

To prevent the traffic from being stolen, some clients may set txTime (the validity period of the push URL) to a very short period, such as 5 minutes from the current time. This is unnecessary as the txSercet signature guarantees security. If the validity period is too short, the push URL may expire after a live stream is interrupted due to network disconnection, and consequently the push cannot be resumed.

You are advised to set txTime to 12 or 24 hours from the current time, longer than a common live streaming session.

4. Check whether txSecret is correct.

To ensure security, Tencent Cloud requires configuring hotlink protection for all push URLs and **rejects** all hotlink protection URLs that have expired or are miscalculated. If a push is rejected, the CSS SDK will throw a **PUSH_WARNING_SERVER_DISCONNECT** event. The performance of Mobile Live Video Broadcasting DEMO at this time is as follows:





See Best Practice > Live Push for how to get reliable push URLs.

5. Using V2TXLivePusher to call startPush returns a -2 error?

Currently, error -2 will be reported in the following scenarios:

Use LiteAVSDK_Smart version V2TXLivePusher to push the TRTC protocol which starts with trtc://, because the smart version does not support the TRTC protocol, and requires the professional and enterprise versions to support it.

The push address lacks necessary parameters. When calling startPush to push a stream, please refer to the Publishing/Playback URL to splice the correct stream address.

The player initialization mode is V2TXLiveMode_RTC, is a RTMP protocol address, which starts with rtmp://.



Troubleshooting Playback Failure

Last updated : 2024-09-04 15:34:38

If you're unable to watch the CSS and have no idea what goes wrong with it, you can identify the cause of the problem in a short time by following the steps below:



Step 1. Check the playback URL

First of all, check whether the playback URL is correct. An incorrect URL is the most likely cause of most problems. Tencent Cloud's CSS URLs include push URL and playback URL. You need to first verify whether **the push URL is accidentally used CSSas the playback URL**.

RTMP Push address	rtmp://6666. <mark>livepush</mark> .myqcloud.com/live/6666_xxxxxxxxxxxx?bizid=666
RTMP Play address	rtmp://6666.liveplay.myqcloud.com/live/6666_xxxxxxxxxxxx
FIV Play address (recommended)	<pre>http://6666.liveplay.myqcloud.com/live/66666_xxxxxxxxxx.flv</pre>
HLS Play address	<pre>http://6666.liveplay.myqcloud.com/6666_xxxxxxxxxxx.m3u8</pre>

Playback URL for Mini CSS:

The playback URL for Mini CSS can be obtained through debugging. You can search for the keyword startPlay in the global search, then set a debugging breakpoint, where the RTMP SDK is called by Mini CSS. The parameter startPlay is the playback URL.

Step 2. Check the video stream

A correct playback URL does not always mean a normal playback. Next, you need to check whether the video stream is normal:

In **CSS**, the CSS URL becomes unavailable once the VJ stops the push.

In **VOD**, if the video files have been removed, watching videos is also impossible.

A frequently used solution is making a check using VLC, an open-source player on PC that supports many protocols.

🚊 Open Media		(investigation)	
F File 💿 Disc	- Network 📑 Capture I	levice	
Network Protocol			
Please enter a network http://2157.liveplay.u	URL: nyqcloud. com/2157_358535a.	m3u8	
http://www.example.c	om/stream.avi		
mms://mms.examples.c rtsp://server.exampl	om/stream.asx e.org:8080/test.sdp		
http://www.yourtube.	com/watch?v=gg64x		
Show more options			
			Play V Cancel

Step 3. Check the player

If there's no problem with the video stream, then you need to check whether the player is normal on a case-by-case basis:

3.1 Web browser (A)

Format: Mobile browsers only support playback URLs in HLS (m3u8) and MP4 formats.

HLS (m3u8): Tencent Cloud HLS protocol is based on "Lazy Start". In short, Tencent Cloud only starts the transcoding for HLS format when a viewer requests a playback URL in an HLS format. The purpose is to prevent waste of resources. But it also creates a problem: The playback URL in an HLS format cannot be played until 30 seconds after the first user in the world initiates a request.

3.2 RTMP SDK (B)

If RTMP SDK DEMO works normally for playback, it's recommended to check whether the interfacing logic is incorrect by referring to the RTMP SDK playback document [iOS] & [Android].

Step 4. Check for firewall blocking (C)

It is common that the corporate network environments of many customers restrict video playback through firewalls that detect whether the resources requested by HTTP are streaming media resources (After all, no boss wants his employees to watch videos during working hours). The fact that you can watch the CSS normally over 4G network but cannot watch it over your company's Wi-Fi network indicates your company has imposed restrictions on the network policies. In this case, contact the administrator for a special treatment of your IP.

Step 5. Check the pusher (D)

If the CSS URL does not work and there is no possibility of firewall blocking described in Step 4, it is likely that the push is unsuccessful. Go to Why the Push is Unsuccessful for a further troubleshooting.

Troubleshooting High Latency

Last updated : 2024-08-22 17:35:53

If you push streams via RTMP and play streams via HTTP-FLV, the latency is generally about 2-3 seconds. If you experience high latency, follow the steps below to troubleshoot the problem.

Step 1. Check your playback protocol

The latency tends to be high if you use HLS (M3U8) for playback. HLS is a streaming protocol developed by Apple. It works by breaking streams into (usually 3 or 4) TS segments of 5 seconds or longer, which results in an overall latency of 10-30 seconds.

Therefore, if you have to use HLS (M3U8) for playback, you can reduce latency by cutting the number of segments or the length of each segment, but this may increase stuttering. You can submit a ticket or contact our technical support engineers for help.

For specific configuration methods, please refer to troubleshooting high latency.

Step 2. Check player settings

The player of the MLVB SDK supports three latency control modes: Speedy, Smooth, and Auto, For specific settings, please refer to Latency Control:

Speedy: this mode keeps latency at 2-3 seconds or lower in most application scenarios and is suitable for live showroom.

Smooth: this mode keeps latency at 5 seconds or lower in most application scenarios and is suitable for application scenarios that require smooth playback but are not sensitive to latency, such as game streaming.

Step 3. Watermark videos on the client side

Tencent Cloud allows you to watermark videos in the cloud, but this will increase latency by 1-2 seconds. Therefore, if you use the MLVB SDK, we recommend you watermark videos at the host end instead of in the cloud to reduce latency.

Step 4. Check third-party pushers

We guarantee superior streaming experience via our integrated solution, but if you use third-party software to push streams, we recommend that you compare your pusher with Tencent Cloud Live Streaming Console's Web Push, to see if your pusher is the cause of high latency. Many third-party pushers tend to keep increasing the buffer size to mitigate the problem of low upstream bandwidth.

Step 5. Check OBS settings

If you use OBS to push streams and experience high latency, check your configuration against Push via OBS. Make sure you set the keyframe interval to 1 or 2 seconds.

Step 6. Use LEB

If none of the above solves your problem, you can try using Tencent Cloud's LEB service, which features lower latency than LVB and offers streaming with millisecond latency. For details, please see LEB.

Step 7. Submit a Ticket

Since live streaming uses the caching mechanism of audio and video to cache data, using pure audio for pushing and pulling streams may result in higher data latency. You can submit a ticket to resolve the latency issue through configuration.

Troubleshooting Poor Quality of Pulled Video

Last updated : 2021-03-12 11:32:56

The video of the host is captured by the local camera, encoded and pushed by the SDK for client, and then distributed to the viewers by Tencent Cloud CDN. If you provide a multi-bitrate address, the video stream will also be re-encoded in Tencent Cloud. The quality of output video mainly depends on the quality of input video captured by camera, and the frame rate, keyframe interval, resolution, and bitrate configured for encoding. Considering the influence on video delay and bitrate, we recommend setting the keyframe interval to 2-3 seconds.

This document describes how to troubleshoot the problem that the video pulled to the following **two** playback addresses is pixelated and how to optimize the video quality.

Playback Address of Input Video Stream

If the video pulled to the **playback address of the input video stream** (neither watermarked nor mixed) is pixelated, we recommend locating the problem at the push end:

1. Troubleshoot problems of the camera. For example, check whether there is dust, or whether the camera has focused or captured properly.

2. Check whether the frame rate and bitrate of the pushed stream are as expected.

Resolution	Frame Rate	Expected Bitrate
640 × 368	15 fps	800 Kbps
960 × 544	15 fps	1,000 Kbps
1280 × 720	15 fps	1,500 Kbps
1920 × 1080	15 fps	2,500 Kbps

Optimization

If you use a third-party SDK, please refer to the above recommended bitrates to adjust and control the video quality, or contact the third-party SDK manufacturer to solve the problem.

If the video in the preview window has a good quality but the pulled video is pixelated, this may be because the quality of the video in the preview window is inconsistent with that of the encoded and pushed one. Please refer to the above recommended settings to adjust the quality of the encoded and pushed video.

Playback Address of Video Stream at Low Bitrate and Resolution

If the video pulled to the **playback address of a low-bitrate and low-resolution video stream** is pixelated, you need check the video quality of the playback address of the input video stream. If the input video has a good quality, so does the video pushed by the client. In this case, we recommend that you modify the transcoding parameters in Tencent Cloud. For example, you can increase the output bitrate to a recommended value in the transcoding template.

Resolution	Frame Rate	Expected Bitrate
640 × 368	15 fps	800 Kbps
960 × 544	15 fps	1,000 Kbps
1280 × 720	15 fps	1,500 Kbps
1920 × 1080	15 fps	2,500 Kbps

For example, if the video resolution is 640×368 and the template frame rate is 30 fps, we recommend increasing the output bitrate to 1.5 times of its original value, so the recommended bitrate is calculated by 800 Kbps \times 1.5=1,200 Kbps.

Note:

If the problem persists after all the above steps are completed, please submit a ticket.

Authorizing CSS to Store Screenshots in a COS Bucket

Last updated : 2024-10-23 15:25:24

This document describes how to store screenshots or porn detection data in a COS bucket. You need to create a COS bucket, authorize CSS to store data in it, and then configure live screencapture and porn detection settings in the CSS console. After that, screenshots and porn detection data can be stored in the bucket. This feature is available in the new console.

Creating a COS Bucket

1. Log in to the COS console and select Bucket List on the left sidebar.

2. Click **Create Bucket**. In the pop-up window, enter the basic information, select a permission for the bucket, and click **Next**.

)

Region	China 🔻 Guangzhou 🔻
	The storage bucket communicates with other Tencent cloud service Intranet in the same region region cannot be modified after creation, please choose carefully.
Name* 🛈	test02 -13()51 🥥
	You can also enter 13 characters,Lowercase letters, digits, and hyphens are supported. The nar cannot be modified after it is created.
Access Permission	 Private Read/Write Public Read/Private Write High risk Public Read/Wr High risk After authentication is completed, the user will be given access to the object. You can use
	the <u>Setting Access Permissions</u> To authorize the user.
Endpoint	test02-130051.cos.ap-guangzhou.myqcloud.com Request endpoint
MAZ configuration	
	The multi-AZ feature allows users to store data in different physical locations within the same geographic area, providing disaster recovery within the same city. It is recommended to enable

3. Complete the advanced configuration (optional) and click $\ensuremath{\textbf{Next}}.$

 Info 	mation Advanced optional configuration Confirm
Versioning	
	Enabling version control allows you to recover data lost by overwriting or accidental dele
	Keeping multiple versions of an object in the same bucket will incur storage usage fees. <u>Le</u> <u>more</u>
Logging	
	Logging helps you log all kinds of requests for bucket operations. <u>Learn more</u>
Bucket Tag	Enter a tag key Enter a tag value
	You can also create 49 labels to manage buckets in groups by adding bucket labels. <u>Learn</u>
Server-Side Encryp	tion O None O SSE-COS G

4. Confirm the configuration information and click **Create**.

 Information 	ion > Advanced optional configuration > 3 Confirm
Name	test02-13 51(Cannot be modified after creation)
Region	ChinaGuangzhou(Cannot be modified after creation)
Access Permission	Private Read/Write
Endpoint	test02-13()51.cos.ap-guangzhou.myqcloud.com
Versioning	Disable
MAZ configuration	Disable(Cannot be modified after creation)
Logging	Disable
Server-Side Encryption	None

Note:

In the example above, the bucket name is test02 (-130****051 is not part of the name).

Complete the above settings based on your actual needs.

- 5. To enable CDN acceleration.
- 5.1 Click the name of your bucket or click **Configure**.

Cloud Object	Bucket list										Doc	Document	Documentativ	Documentation	Documentation !
Storage	Information	Statistical Data													
AP Bookmark path			 If the main acco 	unt grants bucket permission to t	he sub-account but does not gran	t the permission to obtain the bucket list, the sub-	account can be found	l in <u>Bookmark path</u> Add an autho	rized bucket path in the.						
() Statistic *			Create Bucket	Manage Permissions			Bucket Name	Enter the bucket r	ame C	¢±¢					
🖫 Package Manage 🔻			Bucket Name 🗘 🛈		Access()	Region T	Storage	Creation Time \$	Operation						
Storage+			-		Specified user	Tokyo, Japan (Asia Pacific) (ap-tokyo)	15.00MB	2024-03-20 18:43:31	Monitor Configure	More *					
-E Data Processing Workflow					Specified user	Mumbai, India (Asia Pacific) (ap-mumbai)	0.00B	2023-09-05 17:17:39	Monitor Configure	More *					
Batch Operation			test-13(51		Specified user	Nanjing (China) (ap-nanjing)	55.70GB	2021-12-21 10:50:15	Monitor Configure	More *					
Storage Security ② Sensitive			test01-13()51		Specified user	Frankfurt, German federal state (Europe) (eu- frankfurt)	1.00MB	2023-09-11 11:04:47	Monitor Configure	More *					
Content Moderation			test02-13(051		Specified user	Guangzhou (China) (ap-guangzhou)	0.00B	2024-10-21 15:18:15	Monitor Configure	More 🔻					
Ecological Service															
Application * Integration															
🗑 Tools 👻			Total 5 items					Items per	page 20 v 🖂 🗧	1/1 ► H					

5.2 In the bucket list, and select **Domains and Transfer** > **Custom CDN Acceleration Domain** on the left sidebar. Click **Edit** in the Global Acceleration configuration item.

• et al total • lottal										
Image: set in the set	Back to Bucket List	test02-13 51								
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Automic and approved built approved buil	Basic ~ Configurations		Note • After configuration CDN r	unports compression of	f returned recourses. The default o	ampression method is asin For	more information please re	e hara		
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Function Service v	Data Monitoring		Status Disable							
	Function Service									

5.3 Toggle on **status**, and compete the settings. For detailed directions, see **Enabling Custom CDN Acceleration** Domain Name. After the configuration, click **Save**.

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And memore Calced and the service of the control	2.54	
Automation Automation and a field activation and any the field activation and any the field activation and	Search menu nam 🏻 🎗	Custom CDN Acceleration Domain
Fit is See Sing CDN onlying until the Sing CDN only in the Sing CDN only	verview	Custom CDN Acceleration DomainUsers bind their domain names to CDN services to speed up and distribute content. You can bind the licensed custom domain name to the bucket of Tencent Cloud CDN acceleration platform to speed up access to objects in the bucket. See for detailingtotections .
skie of version of	le List	
<pre>indexpand: * * * * * * * * * * * * * * * * * * *</pre>	asic ~ onfigurations	Note * After configuration, CDN supports compression of returned resources. The default compression method is goip. For more information, please see here ,
<pre>standparter:</pre>	ecurity ~	
statistic and stati	anagement	Information Authentication () HTTPS certificate Personalized configuration Status Operation
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ogging Image: Type 0 Add Domain ensitive Content Indeerstoon Image: Type 0 Add Domain bite Processing Image: Type 0 Add Domain bite Anotexing Im	NEW	Domain Name Origin Server CNAME HTTPS certificate Status Operation
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		See Canal

Authorizing CSS to store screenshots in COS

- 1. Grant the root account 3508645126 write access and read access to the COS bucket.
- 1.1 In the Bucket List, find the bucket you created, and click **Configure**.

 If the main account grants bucket permission to the 	e sub-account but does not gr	ant the permission to obtain the bucket list, the sub-ac	ccount can be found in	<u>Bookmark path</u> Add an autho	rized bucket path in the.		
Create Bucket Manage Permissions			Bucket Name	Enter the bucket n	ame Q	¢ <u>∔</u> ¢	
Bucket Name 💲 🛈	Access(i)	Region T	Storage(j)	Creation Time \$	Operation		
1.000	Specified user	Tokyo, Japan (Asia Pacific) (ap-tokyo)	15.00MB	2024-03-20 18:43:31	Monitor Configure	More *	
	Specified user	Mumbai, India (Asia Pacific) (ap-mumbai)	0.00B	2023-09-05 17:17:39	Monitor Configure	More 🔻	
	Specified user	Nanjing (China) (ap-nanjing)	55.70GB	2021-12-21 10:50:15	Monitor Configure	More *	
	Specified user	Frankfurt, German federal state (Europe) (eu- frankfurt)	1.00MB	2023-09-11 11:04:47	Monitor Configure	More 🔻	
test02-13)51	Specified user	Guangzhou (China) (ap-guangzhou)	0.00B	2024-10-21 15:18:15	Monitor Configure	More ▼	

1.2 On the bucket configuration page, select **Permission Management** > **Bucket ACL (Access Control List)**. Then, click **Add User**,

← Back to Bucke	t t	est02-1351				Document
Search menu nam	6	Bucket ACL(Acco	ess Control List)			
Overview		Public Permission	O Private Read/Write	e O Public Read/Private Write High r	isk OPublic Read/Write High risk	
File List			After authentication is	completed, the user will be given access to	the object. You can use the <u>Setting Access Permissions</u> To authorize the user.	
Basic Configurations	~	User ACL	User Type	Account ID (i)	Permission	Operation
Security	~		Root account	20 357	Full control	
Permission Management	^				Add User	
Bucket ACL(Acces Control List)	s					

1.3 Select Root account as the user type, enter the root account ID 3508645126.

Bucket ACL(Acces	ss Control List)			
Public Permission	• Private Read/Write) Public Read/Private Write High risk O P	Public Read/Write High risk	
A	After authentication is compl	eted, the user will be given access to the object. Yo	ou can use the <u>Setting Access Permissions</u> To authorize the user.	
User ACL	User Type	Account ID (i)	Permission	Operation
	Root account	20 57	Full control	
	Root account 🔻	3508645126	🗹 Reads 🛛 Write 🗌 Read ACL 🛈 🗌 Write ACL 🛈 🗌 Full control	OK Delete
			Add User	

1.4 Click save.

Bucket ACL(Acc	cess Control List)			
Public Permission	O Private Read/Write	O Public Read/Private Write High risk	O Public Read/Write High risk	
	After authentication is co	mpleted, the user will be given access to the ob	ject. You can use the <u>Setting Access Permissions</u> To authorize the user.	
User ACL				
	User Type	Account ID (i)	Permission	Operat
	Root account	20 557	Full control	
	Root account	3508645126	Reads, Write	Edit Dei
			A 110	

Alternatively, in the bucket list, click Manage Permissions.

Create Bucket Manage Permissions			Bucket Name	 Enter the bucket na 	me	Q	φı
Bucket Name ‡ (j)	Access(j)	Region T	Storage(j)	Creation Time \$	Operation		
	Specified user	Tokyo, Japan (Asia Pacific) (ap-tokyo)	15.00MB	2024-03-20 18:43:31	Monitor Cor	onfigure	More 🔻
	Specified user	Mumbai, India (Asia Pacific) (ap-mumbai)	0.00B	2023-09-05 17:17:39	Monitor Cor	nfigure	More *
	Specified user	Nanjing (China) (ap-nanjing)	55.70GB	2021-12-21 10:50:15	Monitor Cor	onfigure	More 🔻
	Specified user	Frankfurt, German federal state (Europe) (eu- frankfurt)	1.00MB	2023-09-11 11:04:47	Monitor Cor	onfigure	More 🔻
test02-130 51	Specified user	Guangzhou (China) (ap-guangzhou)	0.00B	2024-10-21 15:18:15	Monitor Cor	onfigure	More 🔻
Total 5 items				Items per p	oage 20 ▼	H 4	1/1 🕨

Select the bucket you created, Then, click **Add User**, select **Root account** as the user type, enter the root account ID 3508645126, click **Save** to save the configuration, and then click **OK**.



Public Permission	Private Read/Write	O Public Read/Private Write	O Public Read/Write	
USEF ACL	User Type	Account ID	Permission	Operation
	Root account	20 ;57	Full control	
	Root accour 🔻	3508645126	✓ Reads ✓ Write Write ACL (i) Full	Read ACL (i) Save Cance
			Add User	
	The authorization does n	ot require a permission consister	cy check. The new permission v	vill overwrite the same old one for an account

Note:

3508645126 is the APPID of CSS. You need to enter this ID for the authorization to succeed.

1.5 For information about how to use an API to set bucket access, see PUT Bucket acl.

2. Get the information of the COS bucket to which CSS is granted access.

2.1 Select the authorized bucket in the **Bucket list** and click the **Bucket Name** on the left to enter the Overview.

Cloud Object Storage	Bucket list							Documentation 🖪	Z
Cverview	Information	Statistical Data							
Bucket List		If the main account grants bucket permission to the su	b-account but does not gr	ant the permission to obtain the bucket list, the sub-a	ccount can be found in	<u>Bookmark path</u> Add an author	ized bucket path in the.		
P Bookmark path									
🕽 Statistic 🗸 👻		Create Bucket Manage Permissions			Bucket Name	Enter the bucket na	ime Q	φ±¢	
곱 Package Manage 👻		Bucket Name * (j)	Access(j)	Region T	Storage (j)	Creation Time ‡	Operation		
			Specified user	Tokyo, Japan (Asia Pacific) (ap-tokyo)	15.00MB	2024-03-20 18:43:31	Monitor Configure	More T	
Data Processing Workflow			Specified user	Mumbai, India (Asia Pacific) (ap-mumbai)	0.00B	2023-09-05 17:17:39	Monitor Configure	More *	
Batch Operation			Specified user	Nanjing (China) (ap-nanjing)	55.70GB	2021-12-21 10:50:15	Monitor Configure	More 🔻	
torage Security			Specified user	Frankfurt, German federal state (Europe) (eu- frankfurt)	1.00MB	2023-09-11 11:04:47	Monitor Configure	More 🔻	
Content Moderation		test02-13 051	Specified user	Guangzhou (China) (ap-guangzhou)	0.00B	2024-10-21 15:18:15	Monitor Configure	More 🔻	
Application • Integration									
Tools -		Total 5 items				ltems per	page 20 ▼ H 4	1/1 > N	



2.2 All COS information can be viewed in the Overview of the bucket.You can find in the endpoint the bucket name, COS APPID, and bucket region.

- Back to Bucket	test02-13 51					
List						
Search menu nam 🔍	Usage over	rview data non-billing measurement d	ata, delay of about 2 hours, for refere	nce only. For billing data, please	e visit <u>Billing Center</u> Download and view usage de	tails.
Overview		•				
ile List	Usage Over	Total Usage 👻				
lasic v Configurations	Number of Ob	ects * (i)	Storage	Out	tgoing Traffic (Public Network) for This Month	 Read Requests for This Month
ecunity ~	0 individua	I	0в	0	В	465 time(s)
lanagement	VS Yesterday: VS Last Month	1 0% ↑ 0%	VS Vesterday: ↑ 0% VS Last Month: ↑ 0%	last	monthOutgoing Traffic (Public Network) 0 B	last monthRead Requests 0 per
Permission ~ Management						
Domains and v	Information		Delete bucket	Bucket Configuration	1	
ault Tolerance and	Bucket Name	test02-13(151 Ti (Buckets	do not support	MAZ configuration Dis	abled Met	adata Acceleration Disabled
Nisaster Recovery		renaming)		CORS 0 rule(s)	Vers	ioning Disabled
ogging	Region	Guangzhou (China) (ap-gua	ngzhou)	Origin-Pull Not configu	ured Buck	tet Encryption Disabled
ensitive Content	Access Permis	ion Private Read/Write		Inventory Not configur	ed Hot	ink Protection Not configured
loderation				Lifecycle Not configure	d Cros	s-Bucket Replication Not configured
)ata Processing 👘 🗸				Logging Not configure	d Tag	Empty
ask and Workflow 🌱 нот	Alarm Conf	guration	Configure Alarm Policy			
ata Monitoring	O Current Al	rms	0	Domain Information		
unction Service ~				Note • Buckets crea	ated after January 1, 2024 do not support using	the default domain name to preview files in the
	O Configured	Alarm Policies	0	browser. <u>Lea</u> * There are se	<u>im More</u> . ecurity risks in the default domain name. It is rec	ommended that you <u>Configure a custom domain name</u> .
				For details,	see <u>Bucket switching Custom domain name</u> .	
	Data Proces	sing		Endpoint ht	tps://test02-130 51.cos.ap-	Use the access domain name for Intranet access
		You have not enabled the CI	service.	gu	uangzhou.myqcloud.com 🗈 High risk	
	Note: COS use For details, cli	the CI service to provide data process Introduction of Functions and Billing	ing, the fee will be charged by CI. Description 。	Custom CDN Acceleration Custom Endpoint 0	peromain per	
			· · · ·	Global Acceleration End	sabled	
				Static Website Endpoint D i	sabled	
				Note: COS domains use si address, Cross-region acc	mart DNS. If your other Tencent Cloud services a ess cannot use a private network and thus will b	ccess COS, intra-region access will be resolved to a private e resolved to a public address. For details, please see
				Request Creation Overvier	wDocuments	· · · · · · · · · · · · · · · · · · ·

Bucket name: test02

COS appid: 130***051

Bucket region: ap-guangzhou

2.3 Provide the above information to CSS and the system will store live screenshots in the COS bucket you created.