

# Getting Started with ObjSpace

## Accessing Your ObjSpace Account

ObjSpace does not come with a web interface, all management is done externally. There are many different tools, both free and paid, to access/manage buckets/upload/sync/set permissions and more.

Here are a few apps you can use to get started:

- [CyberDuck](#) (Win/Mac)
- [Transmit](#) (Mac)
- [S3Browser](#) (Win)
- [S3cmd](#) (Linux/Mac)

Nearly any app that has Amazon S3 support will work with ObjSpace, as long as you can define a custom end point - which is a fairly common feature now.

## Connecting to ObjSpace

You need 3 things to access your ObjSpace account:

- **Access Key/Access ID** - Provided in your Welcome email.
- **Secret Key** - Provided in your Welcome email.
- **End Point** - `obj.space` (*both http & https*).

Any application that can utilize S3-compatible storage will ask you for these 3 things at a minimum to make a connection.

## Creating A Bucket

The first thing you need to do once you access your account is create a bucket. With any ObjSpace account you can create multiple buckets, every program does this differently. Some will call them buckets, others will just call them folders.

Every bucket name on ObjSpace must be unique, so a common error you may see during setup is that the bucket name you're trying to use is taken.

## Public Access To Your Files

You can access your content publicly two different ways:

`http(s)://<bucket>.obj.space/<filename>`

or

`http(s)://obj.space/<bucket>/<filename>`

We recommend using HTTPS with ObjSpace.

## File & Bucket Permissions (ACL)

By default, all files uploaded to ObjSpace are private but one of the major benefits of the platform is the static file serving capabilities. To publicly access files you'll need to update the ACL (Access control lists) for files and/or buckets to allow for public access.

Each program does this differently - in FTP-style programs this is usually under the 'permissions' section and you need to change the 'Readable by:' option to 'World'.