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# **B2\_Python\_SDK**

***Release 1.17.3***

**Backblaze**

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**b2sdk** is a client library for easy access to all of the capabilities of B2 Cloud Storage.

**B2 command-line tool** is an example of how it can be used to provide command-line access to the B2 service, but there are many possible applications (including **FUSE filesystems**, storage backend drivers for backup applications etc).



## WHY USE B2SDK?

When building an application which uses B2 cloud, it is possible to implement an independent B2 API client, but using **b2sdk** allows for:

- reuse of code that is already written, with hundreds of unit tests
- use of **Synchronizer**, a high-performance, parallel rsync-like utility
- developer-friendly library *api version policy* which guards your program against incompatible changes
- *B2 integration checklist* is passed automatically
- **raw\_simulator** makes it easy to mock the B2 cloud for unit testing purposes
- reporting progress of operations to an object of your choice
- exception hierarchy makes it easy to display informative messages to users
- interrupted transfers are automatically continued
- **b2sdk** has been developed for 3 years before it version 1.0.0 was released. It's stable and mature.





## DOCUMENTATION INDEX

## 2.1 Installation Guide

### 2.1.1 Installing as a dependency

**b2sdk** can simply be added to `requirements.txt` (or equivalent such as `setup.py`, `.pipfile` etc). In order to properly set a dependency, see *versioning chapter* for details.

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**Note:** The stability of your application depends on correct *pinning of versions*.

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### 2.1.2 Installing a development version

To install **b2sdk**, checkout the repository and run:

```
pip install b2sdk
```

in your python environment.

## 2.2 Tutorial

### 2.2.1 AccountInfo

`AccountInfo` object holds information about access keys, tokens, upload urls, as well as a bucket id-name map.

It is the first object that you need to create to use **b2sdk**. Using `AccountInfo`, we'll be able to create a `B2Api` object to manage a B2 account.

In the tutorial we will use *b2sdk.v2.InMemoryAccountInfo*:

```
>>> from b2sdk.v2 import InMemoryAccountInfo
>>> info = InMemoryAccountInfo() # store credentials, tokens and cache in memory
```

With the `info` object in hand, we can now proceed to create a `B2Api` object.

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**Note:** *AccountInfo* section provides guidance for choosing the correct `AccountInfo` class for your application.

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## 2.2.2 Account authorization

```
>>> from b2sdk.v2 import B2Api
>>> b2_api = B2Api(info)
>>> application_key_id = '4a5b6c7d8e9f'
>>> application_key = '001b8e23c26ff6efb941e237deb182b9599a84bef7'
>>> b2_api.authorize_account("production", application_key_id, application_key)
```

---

**Tip:** Get credentials from B2 website

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To find out more about account authorization, see `b2sdk.v2.B2Api.authorize_account()`

## 2.2.3 B2Api

*B2Api* allows for account-level operations on a B2 account.

### Typical B2Api operations

<code>authorize_account</code>	Perform account authorization.
<code>create_bucket</code>	Create a bucket.
<code>delete_bucket</code>	Delete a chosen bucket.
<code>list_buckets</code>	Call <code>b2_list_buckets</code> and return a list of buckets.
<code>get_bucket_by_name</code>	Return the Bucket matching the given <code>bucket_name</code> .
<code>get_bucket_by_id</code>	Return the Bucket matching the given <code>bucket_id</code> .
<code>create_key</code>	Create a new <i>application key</i> .
<code>list_keys</code>	List application keys.
<code>delete_key</code>	Delete <i>application key</i> .
<code>download_file_by_id</code>	Download a file with the given ID.
<code>list_parts</code>	Generator that yields a <code>b2sdk.v2.Part</code> for each of the parts that have been uploaded.
<code>cancel_large_file</code>	Cancel a large file upload.

```
>>> b2_api = B2Api(info)
```

to find out more, see `b2sdk.v2.B2Api`.

The most practical operation on *B2Api* object is `b2sdk.v2.B2Api.get_bucket_by_name()`.

*Bucket* allows for operations such as listing a remote bucket or transferring files.

## 2.2.4 Bucket

### Initializing a Bucket

#### Retrieve an existing Bucket

To get a `Bucket` object for an existing B2 Bucket:

```
>>> b2_api.get_bucket_by_name("example-mybucket-b2-1",)
Bucket<346501784642eb3e60980d10,example-mybucket-b2-1,allPublic>
```

#### Create a new Bucket

To create a bucket:

```
>>> bucket_name = 'example-mybucket-b2-1'
>>> bucket_type = 'allPublic' # or 'allPrivate'

>>> b2_api.create_bucket(bucket_name, bucket_type)
Bucket<346501784642eb3e60980d10,example-mybucket-b2-1,allPublic>
```

You can optionally store bucket info, CORS rules and lifecycle rules with the bucket. See `b2sdk.v2.B2Api.create_bucket()` for more details.

**Note:** Bucket name must be unique in B2 (across all accounts!). Your application should be able to cope with a bucket name collision with another B2 user.

### Typical Bucket operations

<code>download_file_by_name</code>	Download a file by name.
<code>upload_local_file</code>	Upload a file on local disk to a B2 file.
<code>upload_bytes</code>	Upload bytes in memory to a B2 file.
<code>ls</code>	Pretend that folders exist and yields the information about the files in a folder.
<code>hide_file</code>	Hide a file.
<code>delete_file_version</code>	Delete a file version.
<code>get_download_authorization</code>	Return an authorization token that is valid only for downloading files from the given bucket.
<code>get_download_url</code>	Get file download URL.
<code>update</code>	Update various bucket parameters.
<code>set_type</code>	Update bucket type.
<code>set_info</code>	Update bucket info.

To find out more, see `b2sdk.v2.Bucket`.

## 2.2.5 Summary

You now know how to use AccountInfo, B2Api and Bucket objects.

To see examples of some of the methods presented above, visit the [quick start guide](#) section.

## 2.3 Quick Start Guide

### 2.3.1 Prepare b2sdk

```
>>> from b2sdk.v2 import *
>>> info = InMemoryAccountInfo()
>>> b2_api = B2Api(info)
>>> application_key_id = '4a5b6c7d8e9f'
>>> application_key = '001b8e23c26ff6efb941e237deb182b9599a84bef7'
>>> b2_api.authorize_account("production", application_key_id, application_key)
```

---

**Tip:** Get credentials from B2 website

---

### 2.3.2 Synchronization

```
>>> from b2sdk.v2 import ScanPoliciesManager
>>> from b2sdk.v2 import parse_folder
>>> from b2sdk.v2 import Synchronizer
>>> from b2sdk.v2 import SyncReport
>>> import time
>>> import sys

>>> source = '/home/user1/b2_example'
>>> destination = 'b2://example-mybucket-b2'

>>> source = parse_folder(source, b2_api)
>>> destination = parse_folder(destination, b2_api)

>>> policies_manager = ScanPoliciesManager(exclude_all_symlinks=True)

>>> synchronizer = Synchronizer(
    max_workers=10,
    policies_manager=policies_manager,
    dry_run=False,
    allow_empty_source=True,
)

>>> no_progress = False
>>> encryption_settings_provider = BasicSyncEncryptionSettingsProvider({
    'bucket1': EncryptionSettings(mode=EncryptionMode.SSE_B2),
    'bucket2': EncryptionSettings(
        mode=EncryptionMode.SSE_C,
```

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```

        key=EncryptionKey(secret=b'VkYp3s6v9y$B&E)H@McQfTjWmZq4t7w!', id=
↪ 'user-generated-key-id')
    ),
    'bucket3': None,
})
>>> with SyncReport(sys.stdout, no_progress) as reporter:
    synchronizer.sync_folders(
        source_folder=source,
        dest_folder=destination,
        now_millis=int(round(time.time() * 1000)),
        reporter=reporter,
        encryption_settings_provider=encryption_settings_provider,
    )
upload some.pdf
upload som2.pdf

```

**Tip:** Sync is the preferred way of getting data into and out of B2 cloud, because it can achieve *highest performance* due to parallelization of scanning and data transfer operations.

To learn more about sync, see [Synchronizer](#).

Sync uses an encryption provider. In principle, it's a mapping between file metadata (bucket\_name, file\_info, etc) and *EncryptionSetting*. The reason for employing such a mapping, rather than a single *EncryptionSetting*, is the fact that users of Sync do not necessarily know up front what files it's going to upload and download. This approach enables using unique keys, or key identifiers, across files. This is covered in greater detail in [Server-Side Encryption](#).

In the example above, Sync will assume *SSE-B2* for all files in *bucket1*, *SSE-C* with the key provided for *bucket2* and rely on bucket default for *bucket3*. Should developers need to provide keys per file (and not per bucket), they need to implement their own [b2sdk.v2.AbstractSyncEncryptionSettingsProvider](#).

## 2.3.3 Bucket actions

### List buckets

```

>>> b2_api.list_buckets()
[Bucket<346501784642eb3e60980d10,example-mybucket-b2-1,allPublic>]
>>> for b in b2_api.list_buckets():
    print('%s %-10s %s' % (b.id_, b.type_, b.name))
346501784642eb3e60980d10  allPublic  example-mybucket-b2-1

```

## Create a bucket

```
>>> bucket_name = 'example-mybucket-b2-1' # must be unique in B2 (across all accounts!)
>>> bucket_type = 'allPublic' # or 'allPrivate'

>>> b2_api.create_bucket(bucket_name, bucket_type)
Bucket<346501784642eb3e60980d10,example-mybucket-b2-1,allPublic>
```

You can optionally store bucket info, CORS rules and lifecycle rules with the bucket. See [\*b2sdk.v2.B2Api.create\\_bucket\(\)\*](#).

## Delete a bucket

```
>>> bucket_name = 'example-mybucket-b2-to-delete'
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> b2_api.delete_bucket(bucket)
```

returns *None* if successful, raises an exception in case of error.

## Update bucket info

```
>>> new_bucket_type = 'allPrivate'
>>> bucket_name = 'example-mybucket-b2'

>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> new_bucket = bucket.update(
    bucket_type=new_bucket_type,
    default_server_side_encryption=EncryptionSetting(mode=EncryptionMode.SSE_B2)
)
>>> new_bucket.as_dict()
{'accountId': '451862be08d0',
 'bucketId': '5485a1682662eb3e60980d10',
 'bucketInfo': {},
 'bucketName': 'example-mybucket-b2',
 'bucketType': 'allPrivate',
 'corsRules': [],
 'lifecycleRules': [],
 'revision': 3,
 'defaultServerSideEncryption': {'isClientAuthorizedToRead': True,
                                  'value': {'algorithm': 'AES256', 'mode': 'SSE-B2'}}},
 }
```

For more information see [\*b2sdk.v2.Bucket.update\(\)\*](#).

### 2.3.4 File actions

**Tip:** Sync is the preferred way of getting files into and out of B2 cloud, because it can achieve *highest performance* due to parallelization of scanning and data transfer operations.

To learn more about sync, see [Synchronizer](#).

Use the functions described below only if you *really* need to transfer a single file.

#### Upload file

```
>>> local_file_path = '/home/user1/b2_example/new.pdf'
>>> b2_file_name = 'dummy_new.pdf'
>>> file_info = {'how': 'good-file'}

>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> bucket.upload_local_file(
    local_file=local_file_path,
    file_name=b2_file_name,
    file_infos=file_info,
)
<b2sdk.file_version.FileVersion at 0x7fc8cd560550>
```

This will work regardless of the size of the file - `upload_local_file` automatically uses large file upload API when necessary.

For more information see [b2sdk.v2.Bucket.upload\\_local\\_file\(\)](#).

#### Upload file encrypted with SSE-C

```
>>> local_file_path = '/home/user1/b2_example/new.pdf'
>>> b2_file_name = 'dummy_new.pdf'
>>> file_info = {'how': 'good-file'}
>>> encryption_setting = EncryptionSetting(
    mode=EncryptionMode.SSE_C,
    key=EncryptionKey(secret=b'VkYp3s6v9y$B&E)H@McQfTjWmZq4t7w!', id='user-generated-
↪key-id'),
)

>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> bucket.upload_local_file(
    local_file=local_file_path,
    file_name=b2_file_name,
    file_infos=file_info,
    encryption=encryption_setting,
)
```

## Download file

### By id

```
>>> from b2sdk.v2 import DoNothingProgressListener

>>> local_file_path = '/home/user1/b2_example/new2.pdf'
>>> file_id = '4_z5485a1682662eb3e60980d10_f1195145f42952533_d20190403_m130258_c002_
↳v0001111_t0002'
>>> progress_listener = DoNothingProgressListener()

>>> downloaded_file = b2_api.download_file_by_id(file_id, progress_listener) # only the
↳headers
    # and the beginning of the file is downloaded at this stage

>>> print('File name: ', downloaded_file.download_version.file_name)
File name: som2.pdf
>>> print('File id: ', downloaded_file.download_version.id_)
File id: 4_z5485a1682662eb3e60980d10_f1195145f42952533_d20190403_m130258_c002_
↳v0001111_t0002
>>> print('File size: ', downloaded_file.download_version.size)
File size: 1870579
>>> print('Content type:', downloaded_file.download_version.content_type)
Content type: application/pdf
>>> print('Content sha1:', downloaded_file.download_version.content_sha1)
Content sha1: d821849a70922e87c2b0786c0be7266b89d87df0

>>> downloaded_file.save_to(local_file_path) # this downloads the whole file
```

### By name

```
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> b2_file_name = 'dummy_new.pdf'
>>> local_file_name = '/home/user1/b2_example/new3.pdf'
>>> downloaded_file = bucket.download_file_by_name(b2_file_name)
>>> downloaded_file.save_to(local_file_path)
```



## Downloading encrypted files

Both methods (*By name* and *By id*) accept an optional *encryption* argument, similarly to *Upload file*. This parameter is necessary for downloading files encrypted with SSE-C.

## List files

```
>>> bucket_name = 'example-mybucket-b2'
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> for file_version, folder_name in bucket.ls(latest_only=True):
>>>     print(file_version.file_name, file_version.upload_timestamp, folder_name)
f2.txt 1560927489000 None
som2.pdf 1554296578000 None
some.pdf 1554296579000 None
test-folder/.bzEmpty 1561005295000 test-folder/

# Recursive
>>> bucket_name = 'example-mybucket-b2'
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> for file_version, folder_name in bucket.ls(latest_only=True, recursive=True):
>>>     print(file_version.file_name, file_version.upload_timestamp, folder_name)
f2.txt 1560927489000 None
som2.pdf 1554296578000 None
some.pdf 1554296579000 None
test-folder/.bzEmpty 1561005295000 test-folder/
test-folder/folder_file.txt 1561005349000 None
```

Note: The files are returned recursively and in order so all files in a folder are printed one after another. The *folder\_name* is returned only for the first file in the folder.

```
# Within folder
>>> bucket_name = 'example-mybucket-b2'
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> for file_version, folder_name in bucket.ls(folder_to_list='test-folder', latest_
↳ only=True):
>>>     print(file_version.file_name, file_version.upload_timestamp, folder_name)
test-folder/.bzEmpty 1561005295000 None
test-folder/folder_file.txt 1561005349000 None

# list file versions
>>> for file_version, folder_name in bucket.ls(latest_only=False):
>>>     print(file_version.file_name, file_version.upload_timestamp, folder_name)
f2.txt 1560927489000 None
f2.txt 1560849524000 None
som2.pdf 1554296578000 None
some.pdf 1554296579000 None
```

For more information see *b2sdk.v2.Bucket.ls()*.

## Get file metadata

```
>>> file_id = '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳v0001095_t0044'
>>> file_version = b2_api.get_file_info(file_id)
>>> file_version.as_dict()
{'accountId': '451862be08d0',
 'action': 'upload',
 'bucketId': '5485a1682662eb3e60980d10',
 'contentLength': 1870579,
 'contentSha1': 'd821849a70922e87c2b0786c0be7266b89d87df0',
 'contentType': 'application/pdf',
 'fileId': '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳v0001095_t0044',
 'fileInfo': {'how': 'good-file', 'sse_c_key_id': 'user-generated-key-id'},
 'fileName': 'dummy_new.pdf',
 'uploadTimestamp': 1554361150000,
 'serverSideEncryption': {"algorithm": "AES256",
                           "mode": "SSE-C"},
 }
```

## Update file lock configuration

```
>>> file_id = '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳v0001095_t0044'
>>> file_name = 'dummy.pdf'
>>> b2_api.update_file_legal_hold(file_id, file_name, LegalHold.ON)
>>> b2_api.update_file_legal_hold(
    file_id, file_name,
    FileRetentionSetting(RetentionMode.GOVERNANCE, int(time.time() + 100)*1000))
```

This is low-level file API, for high-level operations see [Direct file operations](#).

## Copy file

```
>>> file_id = '4_z5485a1682662eb3e60980d10_f118df9ba2c5131e8_d20190619_m065809_c002_
↳v0001126_t0040'
>>> new_file_version = bucket.copy(file_id, 'f2_copy.txt')
>>> new_file_version.as_dict()
{'accountId': '451862be08d0',
 'action': 'copy',
 'bucketId': '5485a1682662eb3e60980d10',
 'contentLength': 124,
 'contentSha1': '737637702a0e41dda8b7be79c8db1d369c6eef4a',
 'contentType': 'text/plain',
 'fileId': '4_z5485a1682662eb3e60980d10_f1022e2320daf707f_d20190620_m122848_c002_
↳v0001123_t0020',
 'fileInfo': {'src_last_modified_millis': '1560848707000'},
 'fileName': 'f2_copy.txt',
 'uploadTimestamp': 1561033728000,
```

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```
"serverSideEncryption": {"algorithm": "AES256",
                           "mode": "SSE-B2"}}
```

If the `content length` is not provided and the file is larger than 5GB, copy would not succeed and error would be raised. If length is provided, then the file may be copied as a large file. Maximum copy part size can be set by `max_copy_part_size` - if not set, it will default to 5GB. If `max_copy_part_size` is lower than *absoluteMinimumPartSize*, file would be copied in single request - this may be used to force copy in single request large file that fits in server small file limit.

Copying files allows for providing encryption settings for both source and destination files - *SSE-C* encrypted source files cannot be used unless the proper key is provided.

If you want to copy just the part of the file, then you can specify the offset and content length:

```
>>> file_id = '4_z5485a1682662eb3e60980d10_f118df9ba2c5131e8_d20190619_m065809_c002_
↳ v0001126_t0040'
>>> bucket.copy(file_id, 'f2_copy.txt', offset=1024, length=2048)
```

Note that content length is required for offset values other than zero.

For more information see `b2sdk.v2.Bucket.copy()`.

## Delete file

```
>>> file_id = '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳ v0001095_t0044'
>>> file_id_and_name = b2_api.delete_file_version(file_id, 'dummy_new.pdf')
>>> file_id_and_name.as_dict()
{'action': 'delete',
 'fileId': '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳ v0001095_t0044',
 'fileName': 'dummy_new.pdf'}
```

This is low-level file API, for high-level operations see *Direct file operations*.

## Cancel large file uploads

```
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> for unfinished_file in bucket.list_unfinished_large_files():
    b2_api.cancel_large_file(unfinished_file.file_id, unfinished_file.file_name)
```

## 2.3.5 Direct file operations

Methods for manipulating object (file) state mentioned in sections above are low level and useful when users have access to basic information, like file id and name. Many API methods, however, return python objects representing files (`b2sdk.v2.FileVersion` and `b2sdk.v2.DownloadVersion`), that provide high-level access to methods manipulating their state. As a rule, these methods don't change properties of python objects they are called on, but return new objects instead.

### Obtain file representing objects

`b2sdk.v2.FileVersion`

#### By id

```
>>> file_id = '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳v0001095_t0044'
>>> file_version = b2_api.get_file_info(file_id)
```

#### By listing

```
>>> for file_version, folder_name in bucket.ls(latest_only=True, prefix='dir_name'):
>>>     ...
```

`b2sdk.v2.DownloadVersion`

#### By id

```
>>> file_id = '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳v0001095_t0044'
>>> downloaded_file = b2_api.download_file_by_id(file_id)
>>> download_version = downloaded_file.download_version
```

#### By name

```
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> b2_file_name = 'dummy_new.pdf'
>>> downloaded_file = bucket.download_file_by_name(b2_file_name)
>>> download_version = downloaded_file.download_version
```

### Download (only for `b2sdk.v2.FileVersion`)

```
>>> file_version.download()
>>> # equivalent to
>>> b2_api.download_file_by_id(file_version.id_)
```

## Delete

```
>>> file_version.delete()
>>> download_version.delete()
>>> # equivalent to
>>> b2_api.delete_file_version(file_version.id_, file_version.file_name)
>>> b2_api.delete_file_version(download_version.id_, download_version.file_name)
```

## Update file lock

```
>>> file_version.update_legal_hold(LegalHold.ON)
>>> download_version.update_legal_hold(LegalHold.ON)
>>> file_version.update_retention(
    FileRetentionSetting(RetentionMode.GOVERNANCE, int(time.time() + 100)*1000))
>>> download_version.update_retention(
    FileRetentionSetting(RetentionMode.GOVERNANCE, int(time.time() + 100)*1000))
>>> # equivalent to
>>> b2_api.update_file_legal_hold(file_version.id_, file_version.file_name, LegalHold.ON)
>>> b2_api.update_file_legal_hold(download_version.id_, download_version.file_name,
    ↪ LegalHold.ON)
>>> b2_api.update_file_legal_hold(
    file_version.id_, file_version.file_name,
    FileRetentionSetting(RetentionMode.GOVERNANCE, int(time.time() + 100)*1000))
>>> b2_api.update_file_legal_hold(
    download_version.id_, download_version.file_name,
    FileRetentionSetting(RetentionMode.GOVERNANCE, int(time.time() + 100)*1000))
```

## Usage examples

```
>>> for file_version, folder_name in bucket.ls(latest_only=True, prefix='dir_name'):
>>>     if file_version.mod_time_millis < 1627979193913 and file_version.file_name.
    ↪ endswith('.csv'):
>>>         if file_version.legal_hold.is_on():
>>>             file_version = file_version.update_legal_hold(LegalHold.OFF)
>>>             file_version.delete()
>>>         else:
>>>             file_version.download().save_to(Path('/tmp/dir_name') / file_version.file_
    ↪ name)
```

```
>>> file_id = '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
    ↪ v0001095_t0044'
>>> downloaded_file = b2_api.download_file_by_id(file_id)
>>> download_version = downloaded_file.download_version
>>> if download_version.content_type == 'video/mp4':
>>>     downloaded_file.save_to(Path('/tmp/dir_name') / download_version.file_name)
>>> if download_version.file_retention != NO_RETENTION_FILE_SETTING:
>>>     download_version = download_version.update_retention(
    NO_RETENTION_FILE_SETTING, bypass_governance=True)
>>> download_version.delete()
```

## 2.4 Server-Side Encryption

### 2.4.1 Cloud

B2 cloud supports [Server-Side Encryption](#). All read and write operations provided by **b2sdk** accept encryption settings as an optional argument. Not supplying this argument means relying on bucket defaults - for **SSE-B2** and for no encryption. In case of **SSE-C**, providing a decryption key is required for successful downloading and copying.

### 2.4.2 API

Methods and classes that require encryption settings all accept an *EncryptionSetting* object, which holds information about present or desired encryption (mode, algorithm, key, key\_id). Some, like copy operations, accept two sets of settings (for source and for destination). Sync, however, accepts an *EncryptionSettingsProvider* object, which is an *EncryptionSetting* factory, yielding them based on file metadata. For details, see

- [Encryption Settings](#)
- [Encryption Types](#)
- [Sync Encryption Settings Providers](#)

### 2.4.3 High security: use unique keys

B2 cloud does not promote or discourage either reusing encryption keys or using unique keys for *SEE-C*. In applications requiring enhanced security, using unique key per file is a good strategy. **b2sdk** follows a convention, that makes managing such keys easier: *EncryptionSetting* holds a key identifier, aside from the key itself. This key identifier is saved in the metadata of all files uploaded, created or copied via **b2sdk** methods using *SSE-C*, under *sse\_c\_key\_id* in *fileInfo*. This allows developers to create key managers that map those ids to keys, stored securely in a file or a database. Implementing such managers, and linking them to *b2sdk.v2.AbstractSyncEncryptionSettingsProvider* implementations (necessary for using Sync) is outside of the scope of this library.

There is, however, a convention to such managers that authors of this library strongly suggest: if a manager needs to generate a new key-key\_id pair for uploading, it's best to commit this data to the underlying storage before commencing the upload. The justification of such approach is: should the key-key\_id pair be committed to permanent storage after completing an IO operation, committing could fail after successfully upload the data. This data, however, is now just a random blob, that can never be read, since the key to decrypting it is lost.

This approach comes an overhead: to download a file, its *fileInfo* has to be known. This means that fetching metadata is required before downloading.

### 2.4.4 Moderate security: a single key with many ids

Should the application's infrastructure require a single key (or a limited set of keys) to be used in a bucket, authors of this library recommend generating a unique key identifier for each file anyway (even though these unique identifiers all point to the same key value). This obfuscates confidential metadata from malicious users, like which files are encrypted with the same key, the total number of different keys, etc.

## 2.5 Advanced usage patterns

B2 server API allows for creation of an object from existing objects. This allows to avoid transferring data from the source machine if the desired outcome can be (at least partially) constructed from what is already on the server.

The way **b2sdk** exposes this functionality is through a few functions that allow the user to express the desired outcome and then the library takes care of planning and executing the work. Please refer to the table below to compare the support of object creation methods for various usage patterns.

### 2.5.1 Available methods

Method / supported options	Source	Range over- lap	Streaming inter- face	<i>Continuation</i>
<code>b2sdk.v2.Bucket.upload()</code>	local	no	no	automatic
<code>b2sdk.v2.Bucket.copy()</code>	remote	no	no	automatic
<code>b2sdk.v2.Bucket.concatenate()</code>	any	no	no	automatic
<code>b2sdk.v2.Bucket.concatenate_stream()</code>	any	no	yes	manual
<code>b2sdk.v2.Bucket.create_file()</code>	any	yes	no	automatic
<code>b2sdk.v2.Bucket.create_file_stream()</code>	any	yes	yes	manual

#### Range overlap

Some methods support overlapping ranges between local and remote files. **b2sdk** tries to use the remote ranges as much as possible, but due to limitations of `b2_copy_part` (specifically the minimum size of a part) that may not be always possible. A possible solution for such case is to download a (small) range and then upload it along with another one, to meet the `b2_copy_part` requirements. This can be improved if the same data is already available locally - in such case **b2sdk** will use the local range rather than downloading it.

#### Streaming interface

Some object creation methods start writing data before reading the whole input (iterator). This can be used to write objects that do not have fully known contents without writing them first locally, so that they could be copied. Such usage pattern can be relevant to small devices which stream data to B2 from an external NAS, where caching large files such as media files or virtual machine images is not an option.

Please see *advanced method support table* to see where streaming interface is supported.

#### Continuation

Please see *here*

## 2.5.2 Concatenate files

`b2sdk.v2.Bucket.concatenate()` accepts an iterable of upload sources (either local or remote). It can be used to glue remote files together, back-to-back, into a new file.

`b2sdk.v2.Bucket.concatenate_stream()` does not create and validate a plan before starting the transfer, so it can be used to process a large input iterator, at a cost of limited automated continuation.

### Concatenate files of known size

```
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> input_sources = [
...     CopySource('4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳ v0001095_t0044', offset=100, length=100),
...     UploadSourceLocalFile('my_local_path/to_file.txt'),
...     CopySource('4_z5485a1682662eb3e60980d10_f1022e2320daf707f_d20190620_m122848_c002_
↳ v0001123_t0020', length=2123456789),
... ]
>>> file_info = {'how': 'good-file'}
>>> bucket.concatenate(input_sources, remote_name, file_info)
<b2sdk.file_version.FileVersion at 0x7fc8cd560551>
```

If one of remote source has length smaller than *absoluteMinimumPartSize* then it cannot be copied into large file part. Such remote source would be downloaded and concatenated locally with local source or with other downloaded remote source.

Please note that this method only allows checksum verification for local upload sources. Checksum verification for remote sources is available only when local copy is available. In such case `b2sdk.v2.Bucket.create_file()` can be used with overlapping ranges in input.

For more information about `concatenate` please see `b2sdk.v2.Bucket.concatenate()` and `b2sdk.v2.CopySource`.

### Concatenate files of known size (streamed version)

`b2sdk.v2.Bucket.concatenate()` accepts an iterable of upload sources (either local or remote). The operation would not be planned ahead so it supports very large output objects, but continuation is only possible for local only sources and provided unfinished large file id. See more about continuation in `b2sdk.v2.Bucket.create_file()` paragraph about continuation.

```
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> input_sources = [
...     CopySource('4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↳ v0001095_t0044', offset=100, length=100),
...     UploadSourceLocalFile('my_local_path/to_file.txt'),
...     CopySource('4_z5485a1682662eb3e60980d10_f1022e2320daf707f_d20190620_m122848_c002_
↳ v0001123_t0020', length=2123456789),
... ]
>>> file_info = {'how': 'good-file'}
>>> bucket.concatenate_stream(input_sources, remote_name, file_info)
<b2sdk.file_version.FileVersion at 0x7fc8cd560551>
```



## Concatenate files of unknown size

While it is supported by B2 server, this pattern is currently not supported by **b2sdk**.

### 2.5.3 Synthethize an object

Using methods described below an object can be created from both local and remote sources while avoiding downloading small ranges when such range is already present on a local drive.

#### Update a file efficiently

`b2sdk.v2.Bucket.create_file()` accepts an iterable which *can contain overlapping destination ranges*.

**Note:** Following examples *create* new file - data in bucket is immutable, but **b2sdk** can create a new file version with the same name and updated content

#### Append to the end of a file

The assumption here is that the file has been appended to since it was last uploaded to. This assumption is verified by **b2sdk** when possible by recalculating checksums of the overlapping remote and local ranges. If copied remote part sha does not match with locally available source, file creation process would be interrupted and an exception would be raised.

```
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> input_sources = [
...     WriteIntent(
...         data=CopySource(
...             '4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_c002_
↪v0001095_t0044',
...             offset=0,
...             length=5000000,
...         ),
...         destination_offset=0,
...     ),
...     WriteIntent(
...         data=UploadSourceLocalFile('my_local_path/to_file.txt'), # of length_
↪600000000
...         destination_offset=0,
...     ),
... ]
>>> file_info = {'how': 'good-file'}
>>> bucket.create_file(input_sources, remote_name, file_info)
<b2sdk.file_version.FileVersion at 0x7fc8cd560552>
```

*LocalUploadSource* has the size determined automatically in this case. This is more efficient than `b2sdk.v2.Bucket.concatenate()`, as it can use the overlapping ranges when a remote part is smaller than *absoluteMinimumPartSize* to prevent downloading a range (when concatenating, local source would have destination offset at the end of remote source)

For more information see `b2sdk.v2.Bucket.create_file()`.

## Change the middle of the remote file

```
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> input_sources = [
...     WriteIntent(
...         CopySource('4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_
↳ c002_v0001095_t0044', offset=0, length=4000000),
...         destination_offset=0,
...     ),
...     WriteIntent(
...         UploadSourceLocalFile('my_local_path/to_file.txt'), # length=1024, here not_
↳ passed and just checked from local source using seek
...         destination_offset=4000000,
...     ),
...     WriteIntent(
...         CopySource('4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_
↳ c002_v0001095_t0044', offset=4001024, length=123456789),
...         destination_offset=4001024,
...     ),
... ]
>>> file_info = {'how': 'good-file'}
>>> bucket.create_file(input_sources, remote_name, file_info)
<b2sdk.file_version.FileVersion at 0x7fc8cd560552>
```

*LocalUploadSource* has the size determined automatically in this case. This is more efficient than *b2sdk.v2.Bucket.concatenate()*, as it can use the overlapping ranges when a remote part is smaller than *absoluteMinimumPartSize* to prevent downloading a range.

For more information see *b2sdk.v2.Bucket.create\_file()*.

## Synthesize a file from local and remote parts

This is useful for expert usage patterns such as:

- *synthetic backup*
- *reverse synthetic backup*
- mostly-server-side cutting and gluing uncompressed media files such as *wav* and *avi* with rewriting of file headers
- various deduplicated backup scenarios

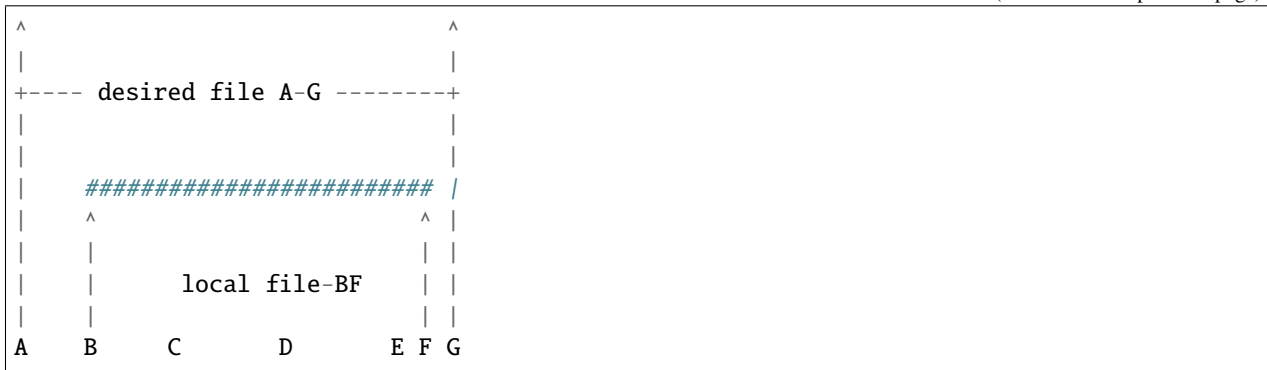
Please note that *b2sdk.v2.Bucket.create\_file\_stream()* accepts an **ordered iterable** which *can contain overlapping ranges*, so the operation does not need to be planned ahead, but can be streamed, which supports very large output objects.

Scenarios such as below are then possible:

A	C	D	G
cloud-AC		cloud-DG	
v	v	v	v
#####		#####	

(continues on next page)

(continued from previous page)



```
>>> bucket = b2_api.get_bucket_by_name(bucket_name)
>>> def generate_input():
...     yield WriteIntent(
...         CopySource('4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_
↪c002_v0001095_t0044', offset=0, length=lengthC),
...         destination_offset=0,
...     )
...     yield WriteIntent(
...         UploadSourceLocalFile('my_local_path/to_file.txt'), # length = offsetF -
↪offsetB
...         destination_offset=offsetB,
...     )
...     yield WriteIntent(
...         CopySource('4_z5485a1682662eb3e60980d10_f113f963288e711a6_d20190404_m065910_
↪c002_v0001095_t0044', offset=0, length=offsetG-offsetD),
...         destination_offset=offsetD,
...     )
...
>>> file_info = {'how': 'good-file'}
>>> bucket.create_file(generate_input(), remote_name, file_info)
<b2sdk.file_version.FileVersion at 0x7fc8cd560552>
```

In such case, if the sizes allow for it (there would be no parts smaller than *absoluteMinimumPartSize*), the only uploaded part will be C-D. Otherwise, more data will be uploaded, but the data transfer will be reduced in most cases. *b2sdk.v2.Bucket.create\_file()* does not guarantee that outbound transfer usage would be optimal, it uses a simple greedy algorithm with as small look-aheads as possible.

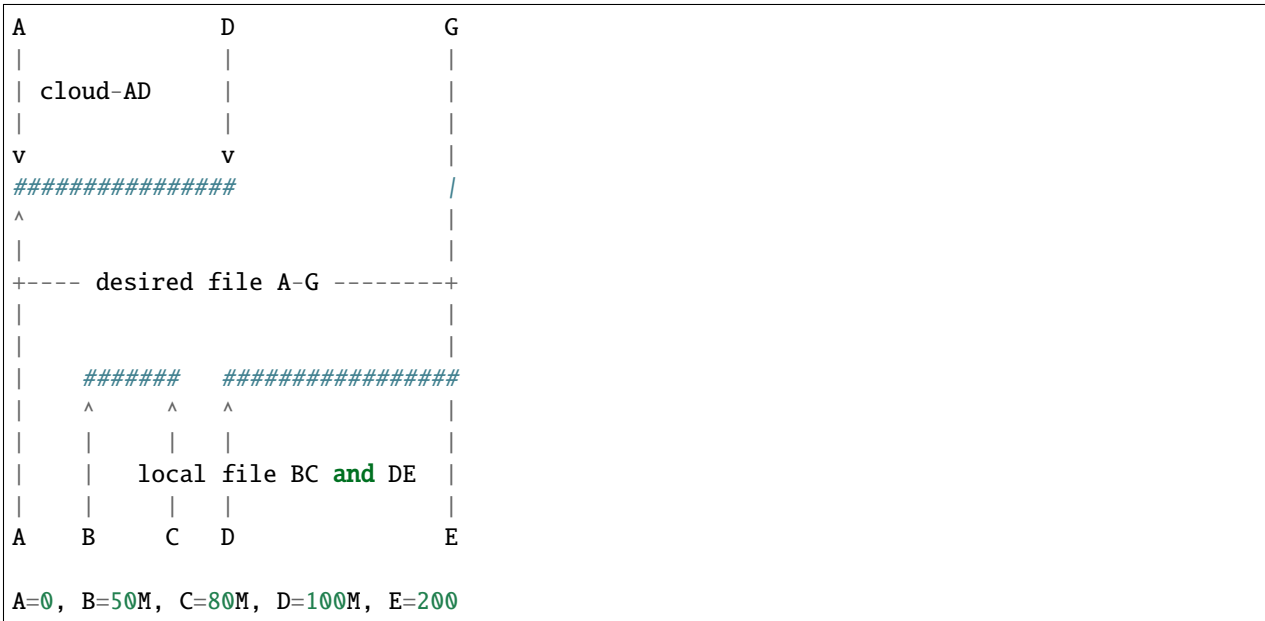
For more information see *b2sdk.v2.Bucket.create\_file()*.

## Encryption

Even if files *A-C* and *D-G* are encrypted using *SSE-C* with different keys, they can still be used in a single `b2sdk.v2.Bucket.create_file()` call, because `b2sdk.v2.CopySource` accepts an optional `b2sdk.v2.EncryptionSetting`.

## Prioritize remote or local sources

`b2sdk.v2.Bucket.create_file()` and `b2sdk.v2.Bucket.create_file_stream()` support source/origin prioritization, so that planner would know which sources should be used for overlapping ranges. Supported values are: *local*, *remote* and *local\_verification*.



```
>>> bucket.create_file(input_sources, remote_name, file_info, prioritize='local')
# planner parts: cloud[A, B], local[B, C], remote[C, D], local[D, E]
```

Here the planner has only used a remote source where remote range was not available, minimizing downloads.

```
>>> planner.create_file(input_sources, remote_name, file_info, prioritize='remote')
# planner parts: cloud[A, D], local[D, E]
```

Here the planner has only used a local source where remote range was not available, minimizing uploads.

```
>>> bucket.create_file(input_sources, remote_name, file_info)
# or
>>> bucket.create_file(input_sources, remote_name, file_info, prioritize='local_
↳ verification')
# planner parts: cloud[A, B], cloud[B, C], cloud[C, D], local[D, E]
```

In *local\_verification* mode the remote range was artificially split into three parts to allow for checksum verification against matching local ranges.

**Note:** *prioritize* is just a planner setting - remote parts are always verified if matching local parts exists.

## 2.5.4 Continuation

### Continuation of upload

In order to continue a simple upload session, **b2sdk** checks for any available sessions with of the same file name, file\_info and media type, verifying the size of an object as much as possible.

To support automatic continuation, some advanced methods create a plan before starting copy/upload operations, saving the hash of that plan in file\_info for increased reliability.

If that is not available, large\_file\_id can be extracted via callback during the operation start. It can then be passed into the subsequent call to continue the same task, though the responsibility for passing the exact same input is then on the user of the function. Please see [advanced method support table](#) to see where automatic continuation is supported. large\_file\_id can also be passed if automatic continuation is available in order to avoid issues where multiple matching upload sessions are matching the transfer.

### Continuation of create/concatenate

`b2sdk.v2.Bucket.create_file()` supports automatic continuation or manual continuation. `b2sdk.v2.Bucket.create_file_stream()` supports only manual continuation for local-only inputs. The situation looks the same for `b2sdk.v2.Bucket.concatenate()` and `b2sdk.v2.Bucket.concatenate_stream()` (streamed version supports only manual continuation of local sources). Also `b2sdk.v2.Bucket.upload()` and `b2sdk.v2.Bucket.copy()` support both automatic and manual continuation.

### Manual continuation

```
>>> def large_file_callback(large_file):
...     # storage is not part of the interface - here only for demonstration purposes
...     storage.store({'name': remote_name, 'large_file_id': large_file.id})
>>> bucket.create_file(input_sources, remote_name, file_info, large_file_callback=large_
↪file_callback)
# ...
>>> large_file_id = storage.query({'name': remote_name})[0]['large_file_id']
>>> bucket.create_file(input_sources, remote_name, file_info, large_file_id=large_file_
↪id)
```

### Manual continuation (streamed version)

```
>>> def large_file_callback(large_file):
...     # storage is not part of the interface - here only for demonstration purposes
...     storage.store({'name': remote_name, 'large_file_id': large_file.id})
>>> bucket.create_file_stream(input_sources, remote_name, file_info, large_file_
↪callback=large_file_callback)
# ...
>>> large_file_id = storage.query({'name': remote_name})[0]['large_file_id']
>>> bucket.create_file_stream(input_sources, remote_name, file_info, large_file_id=large_
↪file_id)
```

Streams that contains remote sources cannot be continued with `b2sdk.v2.Bucket.create_file()` - internally `b2sdk.v2.Bucket.create_file()` stores plan information in file info for such inputs, and verifies it before any

copy/upload and `b2sdk.v2.Bucket.create_file_stream()` cannot store this information. Local source only inputs can be safely continued with `b2sdk.v2.Bucket.create_file()` in auto continue mode or manual continue mode (because plan information is not stored in file info in such case).

### Auto continuation

```
>>> bucket.create_file(input_sources, remote_name, file_info)
```

For local source only input, `b2sdk.v2.Bucket.create_file()` would try to find matching unfinished large file. It will verify uploaded parts checksums with local sources - the most completed, having all uploaded parts matched candidate would be automatically selected as file to continue. If there is no matching candidate (even if there are unfinished files for the same file name) new large file would be started.

In other cases plan information would be generated and `b2sdk.v2.Bucket.create_file()` would try to find unfinished large file with matching plan info in its file info. If there is one or more such unfinished large files, `b2sdk.v2.Bucket.create_file()` would verify checksums for all locally available parts and choose any matching candidate. If all candidates fails on uploaded parts checksums verification, process is interrupted and error raises. In such case corrupted unfinished large files should be cancelled manually and `b2sdk.v2.Bucket.create_file()` should be retried, or auto continuation should be turned off with `auto_continue=False`

### No continuation

```
>>> bucket.create_file(input_sources, remote_name, file_info, auto_continue=False)
```

Note, that this only forces start of a new large file - it is still possible to continue the process with either auto or manual modes.

## 2.6 Glossary

### **absoluteMinimumPartSize**

The smallest large file part size, as indicated during authorization process by the server (in 2019 it used to be 5MB, but the server can set it dynamically)

### **account ID**

An identifier of the B2 account (not login). Looks like this: 4ba5845d7aaf.

### **application key ID**

Since every *account ID* can have multiple access keys associated with it, the keys need to be distinguished from each other. *application key ID* is an identifier of the access key. There are two types of keys: *master application key* and *non-master application key*.

### **application key**

The secret associated with an *application key ID*, used to authenticate with the server. Looks like this: N2Zug0evLcHDlh\_L0Z0AJhiGGdY or 0a1bce5ea463a7e4b090ef5bd6bd82b851928ab2c6 or K0014pbwo1zxcIVMnqSNTfWHRuU/03s

### **b2sdk version**

Looks like this: v1.0.0 or 1.0.0 and makes version numbers meaningful. See *Pinning versions* for more details.

### **b2sdk interface version**

Looks like this: v2 or b2sdk.v2 and makes maintaining backward compatibility much easier. See *interface versions* for more details.

**master application key**

This is the first key you have access to, it is available on the B2 web application. This key has all capabilities, access to all *buckets*, and has no file prefix restrictions or expiration. The *application key ID* of the master application key is equal to *account ID*.

**non-master application key**

A key which can have restricted capabilities, can only have access to a certain *bucket* or even to just part of it. See [https://www.backblaze.com/b2/docs/application\\_keys.html](https://www.backblaze.com/b2/docs/application_keys.html) to learn more. Looks like this: 0014aa9865d6f00000000000b0

**bucket**

A container that holds files. You can think of buckets as the top-level folders in your B2 Cloud Storage account. There is no limit to the number of files in a bucket, but there is a limit of 100 buckets per account. See <https://www.backblaze.com/b2/docs/buckets.html> to learn more.

## 2.7 About API interfaces

### 2.7.1 Semantic versioning

**b2sdk** follows [Semantic Versioning](#) policy, so in essence the version number is MAJOR.MINOR.PATCH (for example 1.2.3) and:

- we increase *MAJOR* version when we make **incompatible** API changes
- we increase *MINOR* version when we add functionality **in a backwards-compatible manner**, and
- we increase *PATCH* version when we make backwards-compatible **bug fixes** (unless someone relies on the undocumented behavior of a fixed bug)

Therefore when setting up **b2sdk** as a dependency, please make sure to match the version appropriately, for example you could put this in your `requirements.txt` to make sure your code is compatible with the **b2sdk** version your user will get from pypi:

```
b2sdk>=1.15.0,<2.0.0
```

### 2.7.2 Interface versions

You might notice that the import structure provided in the documentation looks a little odd: `from b2sdk.v2 import ...`. The `.v2` part is used to keep the interface fluid without risk of breaking applications that use the old signatures. With new versions, **b2sdk** will provide functions with signatures matching the old ones, wrapping the new interface in place of the old one. What this means for a developer using **b2sdk**, is that it will just keep working. We have already deleted some legacy functions when moving from `.v0` to `.v1`, providing equivalent wrappers to reduce the migration effort for applications using pre-1.0 versions of **b2sdk** to fixing imports.

It also means that **b2sdk** developers may change the interface in the future and will not need to maintain many branches and backport fixes to keep compatibility of for users of those old branches.

### 2.7.3 Interface version compatibility

A *numbered interface* will not be exactly identical throughout its lifespan, which should not be a problem for anyone, however just in case, the acceptable differences that the developer must tolerate, are listed below.

#### Exceptions

The exception hierarchy may change in a backwards compatible manner and the developer must anticipate it. For example, if `b2sdk.v2.ExceptionC` inherits directly from `b2sdk.v2.ExceptionA`, it may one day inherit from `b2sdk.v2.ExceptionB`, which in turn inherits from `b2sdk.v2.ExceptionA`. Normally this is not a problem if you use `isinstance()` and `super()` properly, but your code should not call the constructor of a parent class by directly naming it or it might skip the middle class of the hierarchy (`ExceptionB` in this example).

#### Extensions

Even in the same interface version, objects/classes/enums can get additional fields and their representations such as `as_dict()` or `__repr__` (but not `__str__`) may start to contain those fields.

Methods and functions can start accepting new **optional** arguments. New methods can be added to existing classes.

#### Performance

Some effort will be put into keeping the performance of the old interfaces, but in rare situations old interfaces may end up with a slightly degraded performance after a new version of the library is released. If performance target is absolutely critical to your application, you can pin your dependencies to the middle version (using `b2sdk>=X.Y.0, <X.Y+1.0`) as **b2sdk** will increment the middle version when introducing a new interface version if the wrapper for the older interfaces is likely to affect performance.

### 2.7.4 Public interface

Public interface consists of **public** members of modules listed in *Public API* section. This should be used in 99% of use cases, it's enough to implement anything from a *console tool* to a *FUSE filesystem*.

Those modules will generally not change in a backwards-incompatible way between non-major versions. Please see *interface version compatibility* chapter for notes on what changes must be expected.

---

**Note:** Replication is currently in a Closed Beta state, where not all B2 accounts have access to the feature. The interface of the beta server API might change and the interface of **b2sdk** around replication may change as well. For the avoidance of doubt, until this message is removed, replication-related functionality of **b2sdk** should be considered as internal interface.

---

---

**Hint:** If the current version of **b2sdk** is 4.5.6 and you only use the *public* interface, put this in your `requirements.txt` to be safe:

`b2sdk>=4.5.6, <5.0.0`

---



---

**Note:** `b2sdk.*._something` and `b2sdk.*.*._something`, while having a name beginning with an underscore, are **NOT** considered public interface.

---

## 2.7.5 Internal interface

Some rarely used features of B2 cloud are not implemented in **b2sdk**. Tracking usage of transactions and transferred data is a good example - if it is required, additional work would need to be put into a specialized internal interface layer to enable accounting and reporting.

**b2sdk** maintainers are *very supportive* in case someone wants to contribute an additional feature. Please consider adding it to the sdk, so that more people can use it. This way it will also receive our updates, unlike a private implementation which would not receive any updates unless you apply them manually ( but that's a lot of work and we both know it's not going to happen). In practice, an implementation can be either shared or will quickly become outdated. The license of **b2sdk** is very permissive, but when considering whether to keep your patches private or public, please take into consideration the long-term cost of keeping up with a dynamic open-source project and/or the cost of missing the updates, especially those related to performance and reliability (as those are being actively developed in parallel to documentation).

Internal interface modules are listed in *API Internal* section.

---

**Note:** It is OK for you to use our internal interface (better than copying our source files!), however, if you do, please pin your dependencies to **middle** version, as backwards-incompatible changes may be introduced in a non-major version.

Furthermore, it would be greatly appreciated if an issue was filed for such situations, so that **b2sdk** interface can be improved in a future version in order to avoid strict version pinning.

---

**Hint:** If the current version of **b2sdk** is 4.5.6 and you are using the *internal* interface, put this in your requirements.txt:

```
b2sdk>=4.5.6,<4.6.0
```

---



---

**Hint:** Use *Quick Start Guide* to quickly jump to examples

---

## 2.8 API Reference

### 2.8.1 Interface types

**b2sdk** API is divided into two parts, *public* and *internal*. Please pay attention to which interface type you use.

---

**Tip:** *Pinning versions* properly ensures the stability of your application.

---

## 2.8.2 Public API

### B2 Application key

**class** b2sdk.v2.ApplicationKey

Dataclass for storing info about an application key returned by delete-key or list-keys.

**classmethod** from\_api\_response(response: dict) → ApplicationKey

Create an ApplicationKey object from a delete-key or list-key response (a parsed json object).

**\_\_init\_\_**(key\_name: str, application\_key\_id: str, capabilities: List[str], account\_id: str, expiration\_timestamp\_millis: Optional[int] = None, bucket\_id: Optional[str] = None, name\_prefix: Optional[str] = None, options: Optional[List[str]] = None)

#### Parameters

- **key\_name** – name of the key, assigned by user
- **application\_key\_id** – key id, used to authenticate
- **capabilities** – list of capabilities assigned to this key
- **account\_id** – account’s id
- **expiration\_timestamp\_millis** – expiration time of the key
- **bucket\_id** – if restricted to a bucket, this is the bucket’s id
- **name\_prefix** – if restricted to some files, this is their prefix
- **options** – reserved for future use

**as\_dict**()

Represent the key as a dict, like the one returned by B2 cloud

**has\_capabilities**(capabilities) → bool

checks whether the key has ALL of the given capabilities

**classmethod** parse\_response\_dict(response: dict)

**class** b2sdk.v2.FullApplicationKey

Dataclass for storing info about an application key, including the actual key, as returned by create-key.

**\_\_init\_\_**(key\_name: str, application\_key\_id: str, application\_key: str, capabilities: List[str], account\_id: str, expiration\_timestamp\_millis: Optional[int] = None, bucket\_id: Optional[str] = None, name\_prefix: Optional[str] = None, options: Optional[List[str]] = None)

#### Parameters

- **key\_name** – name of the key, assigned by user
- **application\_key\_id** – key id, used to authenticate
- **application\_key** – the actual secret key
- **capabilities** – list of capabilities assigned to this key
- **account\_id** – account’s id
- **expiration\_timestamp\_millis** – expiration time of the key
- **bucket\_id** – if restricted to a bucket, this is the bucket’s id
- **name\_prefix** – if restricted to some files, this is their prefix

- **options** – reserved for future use

**classmethod** **from\_create\_response**(*response: dict*) → *FullApplicationKey*

Create a FullApplicationKey object from a create-key response (a parsed json object).

**classmethod** **parse\_response\_dict**(*response: dict*)

**as\_dict**()

Represent the key as a dict, like the one returned by B2 cloud

**has\_capabilities**(*capabilities*) → *bool*

checks whether the key has ALL of the given capabilities

## AccountInfo

*AccountInfo* stores basic information about the account, such as *Application Key ID* and *Application Key*, in order to let *b2sdk.v2.B2Api* perform authenticated requests.

There are two usable implementations provided by **b2sdk**:

- *b2sdk.v2.InMemoryAccountInfo* - a basic implementation with no persistence
- *b2sdk.v2.SqliteAccountInfo* - for console and GUI applications

They both provide the full *AccountInfo interface*.

---

**Note:** Backup applications and many server-side applications should *implement their own AccountInfo*, backed by the metadata/configuration database of the application.

---

## AccountInfo implementations

### InMemoryAccountInfo

*AccountInfo* with no persistence.

**class** **b2sdk.v2.InMemoryAccountInfo**

*AccountInfo* which keeps all data in memory.

Implements all methods of *AccountInfo interface*.

---

**Hint:** Usage of this class is appropriate for secure Web applications which do not wish to persist any user data.

---

Using this class for applications such as CLI, GUI or backup is discouraged, as *InMemoryAccountInfo* does not write down the authorization token persistently. That would be slow, as it would force the application to retrieve a new one on every command/click/backup start. Furthermore - an important property of *AccountInfo* is caching the *bucket\_name:bucket\_id* mapping; in case of *InMemoryAccountInfo* the cache will be flushed between executions of the program.

**\_\_init\_\_**()

The constructor takes no parameters.

## SqliteAccountInfo

### class b2sdk.v2.SqliteAccountInfo

Store account information in an [sqlite3](#) database which is used to manage concurrent access to the data.

The `update_done` table tracks the schema updates that have been completed.

Implements all methods of [AccountInfo interface](#).

Uses a [SQLite database](#) for persistence and access synchronization between multiple processes. Not suitable for usage over NFS.

Underlying database has the following schema:

account	
○ account_auth_token	TEXT
○ account_id	TEXT
○ account_id_or_app_key_id	TEXT
○ allowed	TEXT
○ api_url	TEXT
○ application_key	TEXT
○ download_url	TEXT
○ minimum_part_size	INTEGER
○ realm	TEXT

bucket	
○ bucket_id	TEXT
○ bucket_name	TEXT

bucket_upload_url	
○ bucket_id	TEXT
○ upload_auth_token	TEXT
○ upload_url	TEXT

update_done	
○ update_number	INTEGER

generated by sadisplay v0.4.9

---

**Hint:** Usage of this class is appropriate for interactive applications installed on a user's machine (i.e.: CLI and GUI applications).

Usage of this class **might** be appropriate for non-interactive applications installed on the user's machine, such as backup applications. An alternative approach that should be considered is to store the *AccountInfo* data alongside the configuration of the rest of the application.

---

**\_\_init\_\_** (*file\_name=None, last\_upgrade\_to\_run=None, profile: Optional[str] = None*)

Initialize SqliteAccountInfo.

The exact algorithm used to determine the location of the database file is not API in any sense. If the location of the database file is required (for cleanup, etc), do not assume a specific resolution: instead, use `self.filename` to get the actual resolved location.

SqliteAccountInfo currently checks locations in the following order:

If `profile` arg is provided:

- `XDG_CONFIG_HOME/b2/db-<profile>.sqlite`, if `XDG_CONFIG_HOME` env var is set
- `~/.b2db-{profile}.sqlite`

Otherwise:

- `file_name`, if truthy
- `B2_ACCOUNT_INFO` env var's value, if set
- `~/.b2_account_info`, if it exists
- `XDG_CONFIG_HOME/b2/account_info`, if `XDG_CONFIG_HOME` env var is set
- `~/.b2_account_info`, as default

If the directory `XD_CONFIG_HOME/b2` does not exist (and is needed), it is created.

#### Parameters

- **file\_name** (*str*) – The sqlite file to use; overrides the default.
- **last\_upgrade\_to\_run** (*int*) – For testing only, override the auto-update on the db.

#### **clear()**

Remove all info about accounts and buckets.

**set\_auth\_data\_with\_schema\_0\_for\_test**(*account\_id, auth\_token, api\_url, download\_url, minimum\_part\_size, application\_key, realm*)

Set authentication data for tests.

#### Parameters

- **account\_id** (*str*) – an account ID
- **auth\_token** (*str*) – an authentication token
- **api\_url** (*str*) – an API URL
- **download\_url** (*str*) – a download URL
- **minimum\_part\_size** (*int*) – a minimum part size
- **application\_key** (*str*) – an application key
- **realm** (*str*) – a realm to authorize account in

#### **get\_application\_key()**

Return `application_key` or raises `MissingAccountData` exception.

#### Return type

*str*

#### **get\_account\_id()**

Return account ID or raises `MissingAccountData` exception.

#### Return type

*str*

#### **get\_application\_key\_id()**

Return an application key ID. The 'account\_id\_or\_app\_key\_id' column was not in the original schema, so it may be NULL.

Nota bene - this is the only place where we are not renaming `account_id_or_app_key_id` to `application_key_id` because it requires a column change.

`application_key_id == account_id_or_app_key_id`

#### Return type

*str*

#### **get\_api\_url()**

Return `api_url` or raises `MissingAccountData` exception.

#### Return type

*str*

#### **get\_account\_auth\_token()**

Return `account_auth_token` or raises `MissingAccountData` exception.

**Return type**`str`**get\_download\_url()**

Return download\_url or raises MissingAccountData exception.

**Return type**`str`**get\_realm()**

Return realm or raises MissingAccountData exception.

**Return type**`str`**get\_recommended\_part\_size()**

Return the recommended number of bytes in a part of a large file.

**Returns**

number of bytes

**Return type**`int`**get\_absolute\_minimum\_part\_size()**

Return the absolute minimum number of bytes in a part of a large file.

**Returns**

number of bytes

**Return type**`int`**get\_allowed()**

Return 'allowed' dictionary info. Example:

```
{
  "bucketId": null,
  "bucketName": null,
  "capabilities": [
    "listKeys",
    "writeKeys"
  ],
  "namePrefix": null
}
```

The 'allowed' column was not in the original schema, so it may be NULL.

**Return type**`dict`**get\_s3\_api\_url()**

Return s3\_api\_url or raises MissingAccountData exception.

**Return type**`str`**refresh\_entire\_bucket\_name\_cache(*name\_id\_iterable*)**

Remove all previous name-to-id mappings and stores new ones.

**Parameters**

**name\_id\_iterable** (*iterable*) – an iterable of tuples of the form (name, id)

**save\_bucket** (*bucket*)

Remember the ID for the given bucket name.

**Parameters**

**bucket** (`b2sdk.v2.Bucket`) – a Bucket object

**remove\_bucket\_name** (*bucket\_name*)

Remove one entry from the bucket name cache.

**Parameters**

**bucket\_name** (*str*) – a bucket name

**get\_bucket\_id\_or\_none\_from\_bucket\_name** (*bucket\_name*)

Look up the bucket ID for the given bucket name.

**Parameters**

**bucket\_name** (*str*) – a bucket name

**Return bucket ID or None****Return type**

*str*, None

**get\_bucket\_name\_or\_none\_from\_bucket\_id** (*bucket\_id: str*) → *Optional[str]*

Look up the bucket name for the given bucket id.

**BUCKET\_UPLOAD\_POOL\_CLASS**

alias of *UploadUrlPool*

```
DEFAULT_ALLOWED = {'bucketId': None, 'bucketName': None, 'capabilities':
['listKeys', 'writeKeys', 'deleteKeys', 'listBuckets', 'listAllBucketNames',
'readBuckets', 'writeBuckets', 'deleteBuckets', 'readBucketEncryption',
'writeBucketEncryption', 'readBucketRetentions', 'writeBucketRetentions',
'readFileRetentions', 'writeFileRetentions', 'readFileLegalHolds',
'writeFileLegalHolds', 'readBucketReplications', 'writeBucketReplications',
'bypassGovernance', 'listFiles', 'readFiles', 'shareFiles', 'writeFiles',
'deleteFiles'], 'namePrefix': None}
```

**LARGE\_FILE\_UPLOAD\_POOL\_CLASS**

alias of *UploadUrlPool*

**classmethod all\_capabilities()**

Return a list of all possible capabilities.

**Return type**

*list*

**classmethod allowed\_is\_valid** (*allowed*)

Make sure that all of the required fields are present, and that bucketId is set if bucketName is.

If the bucketId is for a bucket that no longer exists, or the capabilities do not allow for listBuckets, then we will not have a bucketName.

**Parameters**

**allowed** (*dict*) – the structure to use for old account info that was saved without ‘allowed’

**Return type**

*bool*

**clear\_bucket\_upload\_data**(*bucket\_id*)

Remove all upload URLs for the given bucket.

**Parameters**

**bucket\_id** (*str*) – a bucket ID

**clear\_large\_file\_upload\_urls**(*file\_id*)

Clear the pool of URLs for a given file ID.

**Parameters**

**file\_id** (*str*) – a file ID

**is\_master\_key**() → *bool*

**is\_same\_account**(*account\_id: str, realm: str*) → *bool*

Check whether cached account is the same as the one provided.

**Parameters**

- **account\_id** (*str*) – account ID
- **realm** (*str*) – authorization realm

**Return type**

*bool*

**is\_same\_key**(*application\_key\_id, realm*)

Check whether cached application key is the same as the one provided.

**Parameters**

- **application\_key\_id** (*str*) – application key ID
- **realm** (*str*) – authorization realm

**Return type**

*bool*

**put\_bucket\_upload\_url**(*bucket\_id, upload\_url, upload\_auth\_token*)

Add an (upload\_url, upload\_auth\_token) pair to the pool available for the bucket.

**Parameters**

- **bucket\_id** (*str*) – a bucket ID
- **upload\_url** (*str*) – an upload URL
- **upload\_auth\_token** (*str*) – an upload authentication token

**Return type**

*tuple*

**put\_large\_file\_upload\_url**(*file\_id, upload\_url, upload\_auth\_token*)

Put a large file upload URL into a pool.

**Parameters**

- **file\_id** (*str*) – a file ID
- **upload\_url** (*str*) – an upload URL
- **upload\_auth\_token** (*str*) – an upload authentication token



```
set_auth_data(account_id, auth_token, api_url, download_url, recommended_part_size,
              absolute_minimum_part_size, application_key, realm, s3_api_url, allowed,
              application_key_id)
```

Check permission correctness and stores the results of `b2_authorize_account`.

The allowed structure is the one returned by `b2_authorize_account`, e.g.

```
{
  "absoluteMinimumPartSize": 5000000,
  "accountId": "YOUR_ACCOUNT_ID",
  "allowed": {
    "bucketId": "BUCKET_ID",
    "bucketName": "BUCKET_NAME",
    "capabilities": [
      "listBuckets",
      "listFiles",
      "readFiles",
      "shareFiles",
      "writeFiles",
      "deleteFiles"
    ],
    "namePrefix": null
  },
  "apiUrl": "https://apiNNN.backblazeb2.com",
  "authorizationToken": "4_0022623512fc8f800000000001_0186e431_d18d02_acct_
→tH7VW03boeb0XayIc43-sxptpfA=",
  "downloadUrl": "https://f002.backblazeb2.com",
  "recommendedPartSize": 100000000,
  "s3ApiUrl": "https://s3.us-west-NNN.backblazeb2.com"
}
```

For keys with bucket restrictions, the name of the bucket is looked up and stored as well. The `console_tool` does everything by bucket name, so it's convenient to have the restricted bucket name handy.

#### Parameters

- **account\_id** (*str*) – user account ID
- **auth\_token** (*str*) – user authentication token
- **api\_url** (*str*) – an API URL
- **download\_url** (*str*) – path download URL
- **recommended\_part\_size** (*int*) – recommended size of a file part
- **absolute\_minimum\_part\_size** (*int*) – minimum size of a file part
- **application\_key** (*str*) – application key
- **realm** (*str*) – a realm to authorize account in
- **allowed** (*dict*) – the structure to use for old account info that was saved without 'allowed'
- **application\_key\_id** (*str*) – application key ID
- **s3\_api\_url** (*str*) – S3-compatible API URL

Changed in version 0.1.5: *account\_id\_or\_app\_key\_id* renamed to *application\_key\_id*

**take\_bucket\_upload\_url**(*bucket\_id*)

Return a pair (upload\_url, upload\_auth\_token) that has been removed from the pool for this bucket, or (None, None) if there are no more left.

**Parameters**

**bucket\_id** (*str*) – a bucket ID

**Return type**

*tuple*

**take\_large\_file\_upload\_url**(*file\_id*)

Take the chosen large file upload URL from the pool.

**Parameters**

**file\_id** (*str*) – a file ID

## Implementing your own

When building a server-side application or a web service, you might want to implement your own *AccountInfo* class backed by a database. In such case, you should inherit from *b2sdk.v2.UrlPoolAccountInfo*, which has groundwork for url pool functionality). If you cannot use it, inherit directly from *b2sdk.v2.AbstractAccountInfo*.

```
>>> from b2sdk.v2 import UrlPoolAccountInfo
>>> class MyAccountInfo(UrlPoolAccountInfo):
...     ...
```

*b2sdk.v2.AbstractAccountInfo* describes the interface, while *b2sdk.v2.UrlPoolAccountInfo* and *b2sdk.v2.UploadUrlPool* implement a part of the interface for in-memory upload token management.

## AccountInfo interface

### **class b2sdk.v2.AbstractAccountInfo**

Abstract class for a holder for all account-related information that needs to be kept between API calls and between invocations of the program.

This includes: account ID, application key ID, application key, auth tokens, API URL, download URL, and uploads URLs.

This class must be THREAD SAFE because it may be used by multiple threads running in the same Python process. It also needs to be safe against multiple processes running at the same time.

```
DEFAULT_ALLOWED = {'bucketId': None, 'bucketName': None, 'capabilities':
['listKeys', 'writeKeys', 'deleteKeys', 'listBuckets', 'listAllBucketNames',
'readBuckets', 'writeBuckets', 'deleteBuckets', 'readBucketEncryption',
'writeBucketEncryption', 'readBucketRetentions', 'writeBucketRetentions',
'readFileRetentions', 'writeFileRetentions', 'readFileLegalHolds',
'writeFileLegalHolds', 'readBucketReplications', 'writeBucketReplications',
'bypassGovernance', 'listFiles', 'readFiles', 'shareFiles', 'writeFiles',
'deleteFiles'], 'namePrefix': None}
```

**classmethod all\_capabilities()**

Return a list of all possible capabilities.

**Return type**

*list*

**abstract clear()**

Remove all stored information.

**abstract refresh\_entire\_bucket\_name\_cache**(*name\_id\_iterable*)

Remove all previous name-to-id mappings and stores new ones.

**Parameters**

**name\_id\_iterable** (*iterable*) – an iterable of tuples of the form (name, id)

**abstract remove\_bucket\_name**(*bucket\_name*)

Remove one entry from the bucket name cache.

**Parameters**

**bucket\_name** (*str*) – a bucket name

**abstract save\_bucket**(*bucket*)

Remember the ID for the given bucket name.

**Parameters**

**bucket** (`b2sdk.v2.Bucket`) – a Bucket object

**abstract get\_bucket\_id\_or\_none\_from\_bucket\_name**(*bucket\_name*)

Look up the bucket ID for the given bucket name.

**Parameters**

**bucket\_name** (*str*) – a bucket name

**Return bucket ID or None****Return type**

*str*, None

**abstract get\_bucket\_name\_or\_none\_from\_bucket\_id**(*bucket\_id: str*) → `Optional[str]`

Look up the bucket name for the given bucket id.

**abstract clear\_bucket\_upload\_data**(*bucket\_id*)

Remove all upload URLs for the given bucket.

**Parameters**

**bucket\_id** (*str*) – a bucket ID

**is\_same\_key**(*application\_key\_id, realm*)

Check whether cached application key is the same as the one provided.

**Parameters**

- **application\_key\_id** (*str*) – application key ID
- **realm** (*str*) – authorization realm

**Return type**

*bool*

**is\_same\_account**(*account\_id: str, realm: str*) → *bool*

Check whether cached account is the same as the one provided.

**Parameters**

- **account\_id** (*str*) – account ID
- **realm** (*str*) – authorization realm

**Return type**

*bool*

**is\_master\_key()** → `bool`

**abstract get\_account\_id()**

Return account ID or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_application\_key\_id()**

Return the application key ID used to authenticate.

**Return type**

`str`

**abstract get\_account\_auth\_token()**

Return `account_auth_token` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_api\_url()**

Return `api_url` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_application\_key()**

Return `application_key` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_download\_url()**

Return `download_url` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_realm()**

Return `realm` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_recommended\_part\_size()**

Return the recommended number of bytes in a part of a large file.

**Returns**

number of bytes

**Return type**

`int`

**abstract get\_absolute\_minimum\_part\_size()**

Return the absolute minimum number of bytes in a part of a large file.

**Returns**

number of bytes

**Return type**

`int`

**abstract get\_allowed()**

An 'allowed' dict, as returned by `b2_authorize_account`. Never None; for account info that was saved before 'allowed' existed, returns `DEFAULT_ALLOWED`.

**Return type**

dict

**abstract get\_s3\_api\_url()**

Return `s3_api_url` or raises `MissingAccountData` exception.

**Return type**

str

**set\_auth\_data**(*account\_id*, *auth\_token*, *api\_url*, *download\_url*, *recommended\_part\_size*, *absolute\_minimum\_part\_size*, *application\_key*, *realm*, *s3\_api\_url*, *allowed*, *application\_key\_id*)

Check permission correctness and stores the results of `b2_authorize_account`.

The allowed structure is the one returned by `b2_authorize_account`, e.g.

```
{
  "absoluteMinimumPartSize": 5000000,
  "accountId": "YOUR_ACCOUNT_ID",
  "allowed": {
    "bucketId": "BUCKET_ID",
    "bucketName": "BUCKET_NAME",
    "capabilities": [
      "listBuckets",
      "listFiles",
      "readFiles",
      "shareFiles",
      "writeFiles",
      "deleteFiles"
    ],
    "namePrefix": null
  },
  "apiUrl": "https://apiNNN.backblazeb2.com",
  "authorizationToken": "4_0022623512fc8f800000000001_0186e431_d18d02_acct_
→tH7VW03boeb0XayIc43-sxptpfA=",
  "downloadUrl": "https://f002.backblazeb2.com",
  "recommendedPartSize": 100000000,
  "s3ApiUrl": "https://s3.us-west-NNN.backblazeb2.com"
}
```

For keys with bucket restrictions, the name of the bucket is looked up and stored as well. The `console_tool` does everything by bucket name, so it's convenient to have the restricted bucket name handy.

**Parameters**

- **account\_id** (*str*) – user account ID
- **auth\_token** (*str*) – user authentication token
- **api\_url** (*str*) – an API URL
- **download\_url** (*str*) – path download URL
- **recommended\_part\_size** (*int*) – recommended size of a file part

- **absolute\_minimum\_part\_size** (*int*) – minimum size of a file part
- **application\_key** (*str*) – application key
- **realm** (*str*) – a realm to authorize account in
- **allowed** (*dict*) – the structure to use for old account info that was saved without ‘allowed’
- **application\_key\_id** (*str*) – application key ID
- **s3\_api\_url** (*str*) – S3-compatible API URL

Changed in version 0.1.5: *account\_id\_or\_app\_key\_id* renamed to *application\_key\_id*

**classmethod** **allowed\_is\_valid**(*allowed*)

Make sure that all of the required fields are present, and that bucketId is set if bucketName is.

If the bucketId is for a bucket that no longer exists, or the capabilities do not allow for listBuckets, then we will not have a bucketName.

**Parameters**

**allowed** (*dict*) – the structure to use for old account info that was saved without ‘allowed’

**Return type**

*bool*

**abstract** **\_set\_auth\_data**(*account\_id, auth\_token, api\_url, download\_url, recommended\_part\_size, absolute\_minimum\_part\_size, application\_key, realm, s3\_api\_url, allowed, application\_key\_id*)

Actually store the auth data. Can assume that ‘allowed’ is present and valid.

All of the information returned by `b2_authorize_account` is saved, because all of it is needed at some point.

**abstract** **take\_bucket\_upload\_url**(*bucket\_id*)

Return a pair (upload\_url, upload\_auth\_token) that has been removed from the pool for this bucket, or (None, None) if there are no more left.

**Parameters**

**bucket\_id** (*str*) – a bucket ID

**Return type**

*tuple*

**abstract** **put\_bucket\_upload\_url**(*bucket\_id, upload\_url, upload\_auth\_token*)

Add an (upload\_url, upload\_auth\_token) pair to the pool available for the bucket.

**Parameters**

- **bucket\_id** (*str*) – a bucket ID
- **upload\_url** (*str*) – an upload URL
- **upload\_auth\_token** (*str*) – an upload authentication token

**Return type**

*tuple*

**abstract** **put\_large\_file\_upload\_url**(*file\_id, upload\_url, upload\_auth\_token*)

Put a large file upload URL into a pool.

**Parameters**

- **file\_id** (*str*) – a file ID

- **upload\_url** (*str*) – an upload URL
- **upload\_auth\_token** (*str*) – an upload authentication token

**abstract take\_large\_file\_upload\_url**(*file\_id*)

Take the chosen large file upload URL from the pool.

**Parameters**

**file\_id** (*str*) – a file ID

**abstract clear\_large\_file\_upload\_urls**(*file\_id*)

Clear the pool of URLs for a given file ID.

**Parameters**

**file\_id** (*str*) – a file ID

**\_abc\_impl** = <\_abc\_data object>

## AccountInfo helper classes

**class** b2sdk.v2.UrlPoolAccountInfo

Implement part of *AbstractAccountInfo* for upload URL pool management with a simple, key-value storage, such as `b2sdk.v2.UploadUrlPool`.

**Caution:** This class is not part of the public interface. To find out how to safely use it, read [this](#).

**BUCKET\_UPLOAD\_POOL\_CLASS**

alias of *UploadUrlPool*

**LARGE\_FILE\_UPLOAD\_POOL\_CLASS**

alias of *UploadUrlPool*

**abstract clear**()

Remove all stored information.

**put\_bucket\_upload\_url**(*bucket\_id*, *upload\_url*, *upload\_auth\_token*)

Add an (*upload\_url*, *upload\_auth\_token*) pair to the pool available for the bucket.

**Parameters**

- **bucket\_id** (*str*) – a bucket ID
- **upload\_url** (*str*) – an upload URL
- **upload\_auth\_token** (*str*) – an upload authentication token

**Return type**

*tuple*

**clear\_bucket\_upload\_data**(*bucket\_id*)

Remove all upload URLs for the given bucket.

**Parameters**

**bucket\_id** (*str*) – a bucket ID

**take\_bucket\_upload\_url**(*bucket\_id*)

Return a pair (upload\_url, upload\_auth\_token) that has been removed from the pool for this bucket, or (None, None) if there are no more left.

**Parameters**

**bucket\_id** (*str*) – a bucket ID

**Return type**

*tuple*

**put\_large\_file\_upload\_url**(*file\_id*, *upload\_url*, *upload\_auth\_token*)

Put a large file upload URL into a pool.

**Parameters**

- **file\_id** (*str*) – a file ID
- **upload\_url** (*str*) – an upload URL
- **upload\_auth\_token** (*str*) – an upload authentication token

**take\_large\_file\_upload\_url**(*file\_id*)

Take the chosen large file upload URL from the pool.

**Parameters**

**file\_id** (*str*) – a file ID

**clear\_large\_file\_upload\_urls**(*file\_id*)

Clear the pool of URLs for a given file ID.

**Parameters**

**file\_id** (*str*) – a file ID

```
DEFAULT_ALLOWED = {'bucketId': None, 'bucketName': None, 'capabilities':  
['listKeys', 'writeKeys', 'deleteKeys', 'listBuckets', 'listAllBucketNames',  
'readBuckets', 'writeBuckets', 'deleteBuckets', 'readBucketEncryption',  
'writeBucketEncryption', 'readBucketRetentions', 'writeBucketRetentions',  
'readFileRetentions', 'writeFileRetentions', 'readFileLegalHolds',  
'writeFileLegalHolds', 'readBucketReplications', 'writeBucketReplications',  
'bypassGovernance', 'listFiles', 'readFiles', 'shareFiles', 'writeFiles',  
'deleteFiles'], 'namePrefix': None}
```

**classmethod all\_capabilities()**

Return a list of all possible capabilities.

**Return type**

*list*

**classmethod allowed\_is\_valid**(*allowed*)

Make sure that all of the required fields are present, and that bucketId is set if bucketName is.

If the bucketId is for a bucket that no longer exists, or the capabilities do not allow for listBuckets, then we will not have a bucketName.

**Parameters**

**allowed** (*dict*) – the structure to use for old account info that was saved without ‘allowed’

**Return type**

*bool*



**abstract get\_absolute\_minimum\_part\_size()**

Return the absolute minimum number of bytes in a part of a large file.

**Returns**

number of bytes

**Return type**

`int`

**abstract get\_account\_auth\_token()**

Return `account_auth_token` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_account\_id()**

Return account ID or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_allowed()**

An 'allowed' dict, as returned by `b2_authorize_account`. Never `None`; for account info that was saved before 'allowed' existed, returns `DEFAULT_ALLOWED`.

**Return type**

`dict`

**abstract get\_api\_url()**

Return `api_url` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_application\_key()**

Return `application_key` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract get\_application\_key\_id()**

Return the application key ID used to authenticate.

**Return type**

`str`

**abstract get\_bucket\_id\_or\_none\_from\_bucket\_name(bucket\_name)**

Look up the bucket ID for the given bucket name.

**Parameters**

**bucket\_name** (`str`) – a bucket name

**Return bucket ID or None****Return type**

`str, None`

**abstract get\_bucket\_name\_or\_none\_from\_bucket\_id(bucket\_id: str) → Optional[str]**

Look up the bucket name for the given bucket id.

**abstract** `get_download_url()`

Return `download_url` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract** `get_realm()`

Return `realm` or raises `MissingAccountData` exception.

**Return type**

`str`

**abstract** `get_recommended_part_size()`

Return the recommended number of bytes in a part of a large file.

**Returns**

number of bytes

**Return type**

`int`

**abstract** `get_s3_api_url()`

Return `s3_api_url` or raises `MissingAccountData` exception.

**Return type**

`str`

**`is_master_key()`**  $\rightarrow$  `bool`

**`is_same_account(account_id: str, realm: str)`**  $\rightarrow$  `bool`

Check whether cached account is the same as the one provided.

**Parameters**

- **`account_id`** (`str`) – account ID
- **`realm`** (`str`) – authorization realm

**Return type**

`bool`

**`is_same_key(application_key_id, realm)`**

Check whether cached application key is the same as the one provided.

**Parameters**

- **`application_key_id`** (`str`) – application key ID
- **`realm`** (`str`) – authorization realm

**Return type**

`bool`

**abstract** `refresh_entire_bucket_name_cache(name_id_iterable)`

Remove all previous name-to-id mappings and stores new ones.

**Parameters**

**`name_id_iterable`** (`iterable`) – an iterable of tuples of the form (name, id)

**abstract** `remove_bucket_name(bucket_name)`

Remove one entry from the bucket name cache.

**Parameters****bucket\_name** (*str*) – a bucket name**abstract save\_bucket**(*bucket*)

Remember the ID for the given bucket name.

**Parameters****bucket** (*b2sdk.v2.Bucket*) – a Bucket object**set\_auth\_data**(*account\_id, auth\_token, api\_url, download\_url, recommended\_part\_size, absolute\_minimum\_part\_size, application\_key, realm, s3\_api\_url, allowed, application\_key\_id*)Check permission correctness and stores the results of `b2_authorize_account`.The allowed structure is the one returned by `b2_authorize_account`, e.g.

```
{
  "absoluteMinimumPartSize": 50000000,
  "accountId": "YOUR_ACCOUNT_ID",
  "allowed": {
    "bucketId": "BUCKET_ID",
    "bucketName": "BUCKET_NAME",
    "capabilities": [
      "listBuckets",
      "listFiles",
      "readFiles",
      "shareFiles",
      "writeFiles",
      "deleteFiles"
    ],
    "namePrefix": null
  },
  "apiUrl": "https://apiNNN.backblazeb2.com",
  "authorizationToken": "4_0022623512fc8f800000000001_0186e431_d18d02_acct_
  tH7VW03boeb0XayIc43-sxptpfA=",
  "downloadUrl": "https://f002.backblazeb2.com",
  "recommendedPartSize": 100000000,
  "s3ApiUrl": "https://s3.us-west-NNN.backblazeb2.com"
}
```

For keys with bucket restrictions, the name of the bucket is looked up and stored as well. The `console_tool` does everything by bucket name, so it's convenient to have the restricted bucket name handy.

**Parameters**

- **account\_id** (*str*) – user account ID
- **auth\_token** (*str*) – user authentication token
- **api\_url** (*str*) – an API URL
- **download\_url** (*str*) – path download URL
- **recommended\_part\_size** (*int*) – recommended size of a file part
- **absolute\_minimum\_part\_size** (*int*) – minimum size of a file part
- **application\_key** (*str*) – application key
- **realm** (*str*) – a realm to authorize account in

- **allowed** (*dict*) – the structure to use for old account info that was saved without ‘allowed’
- **application\_key\_id** (*str*) – application key ID
- **s3\_api\_url** (*str*) – S3-compatible API URL

Changed in version 0.1.5: *account\_id\_or\_app\_key\_id* renamed to *application\_key\_id*

**class** b2sdk.account\_info.upload\_url\_pool.UploadUrlPool

For each key (either a bucket id or large file id), hold a pool of (url, auth\_token) pairs.

**Caution:** This class is not part of the public interface. To find out how to safely use it, read [this](#).

**put**(*key*, *url*, *auth\_token*)

Add the url and auth token to the pool for the given key.

**Parameters**

- **key** (*str*) – bucket ID or large file ID
- **url** (*str*) – bucket or file URL
- **auth\_token** (*str*) – authentication token

**take**(*key*)

Return a (url, auth\_token) if one is available, or (None, None) if not.

**Parameters**

**key** (*str*) – bucket ID or large file ID

**Return type**

*tuple*

**clear\_for\_key**(*key*)

Remove an item from the pool by key.

**Parameters**

**key** (*str*) – bucket ID or large file ID

## Cache

**b2sdk** caches the mapping between bucket name and bucket id, so that the user of the library does not need to maintain the mapping to call the api.

**class** b2sdk.v2.AbstractCache

**clear**()

**abstract** **get\_bucket\_id\_or\_none\_from\_bucket\_name**(*name*)

**abstract** **get\_bucket\_name\_or\_none\_from\_allowed**()

**abstract** **get\_bucket\_name\_or\_none\_from\_bucket\_id**(*bucket\_id*: *str*) → *Optional*[*str*]

**abstract** **save\_bucket**(*bucket*)

**abstract** **set\_bucket\_name\_cache**(*buckets*)

**class b2sdk.v2.AuthInfoCache**

A cache that stores data persistently in StoredAccountInfo.

`__init__(info)`

`get_bucket_id_or_none_from_bucket_name(name)`

`get_bucket_name_or_none_from_bucket_id(bucket_id) → Optional[str]`

`get_bucket_name_or_none_from_allowed()`

`save_bucket(bucket)`

`set_bucket_name_cache(buckets)`

`clear()`

**class b2sdk.v2.DummyCache**

A cache that does nothing.

`get_bucket_id_or_none_from_bucket_name(name)`

`get_bucket_name_or_none_from_bucket_id(bucket_id: str) → Optional[str]`

`get_bucket_name_or_none_from_allowed()`

`save_bucket(bucket)`

`set_bucket_name_cache(buckets)`

`clear()`

**class b2sdk.v2.InMemoryCache**

A cache that stores the information in memory.

`__init__()`

`get_bucket_id_or_none_from_bucket_name(name)`

`get_bucket_name_or_none_from_bucket_id(bucket_id: str) → Optional[str]`

`get_bucket_name_or_none_from_allowed()`

`save_bucket(bucket)`

`set_bucket_name_cache(buckets)`

`clear()`

**B2 Api client****class b2sdk.v2.B2Api**

**SESSION\_CLASS**

alias of B2Session

**BUCKET\_CLASS**

alias of *Bucket*

**BUCKET\_FACTORY\_CLASS**

alias of BucketFactory

**SERVICES\_CLASS**

alias of Services

**\_\_init\_\_**(\*args, \*\*kwargs)

Initialize the API using the given account info.

**Parameters**

- **account\_info** – To learn more about Account Info objects, see here [SqliteAccountInfo](#)
- **cache** – It is used by B2Api to cache the mapping between bucket name and bucket ids. default is [DummyCache](#)
- **max\_upload\_workers** – a number of upload threads
- **max\_copy\_workers** – a number of copy threads
- **api\_config** –
- **max\_download\_workers** – maximum number of download threads
- **save\_to\_buffer\_size** – buffer size to use when writing files using Downloaded-File.save\_to
- **check\_download\_hash** – whether to check hash of downloaded files. Can be disabled for files with internal checksums, for example, or to forcefully retrieve objects with corrupted payload or hash value

**get\_bucket\_by\_id**(bucket\_id: str) → Bucket

Return the Bucket matching the given bucket\_id. :raises b2sdk.v2.exception.BucketIdNotFound: if the bucket does not exist in the account

**DEFAULT\_LIST\_KEY\_COUNT = 1000****DOWNLOAD\_VERSION\_FACTORY\_CLASS**

alias of DownloadVersionFactory

**FILE\_VERSION\_FACTORY\_CLASS**

alias of FileVersionFactory

**property account\_info****authorize\_account**(realm, application\_key\_id, application\_key)

Perform account authorization.

**Parameters**

- **realm** (str) – a realm to authorize account in (usually just “production”)
- **application\_key\_id** (str) – *application key ID*
- **application\_key** (str) – user’s *application key*

**authorize\_automatically**()

Perform automatic account authorization, retrieving all account data from account info object passed during initialization.

**property cache**

**cancel\_large\_file**(*file\_id: str*) → *FileIdAndName*

Cancel a large file upload.

**check\_bucket\_id\_restrictions**(*bucket\_id: str*)

Check to see if the allowed field from authorize-account has a bucket restriction.

If it does, checks if the bucket\_id for a given api call matches that. If not, it raises a `b2sdk.v2.exception.RestrictedBucket` error.

**Raises**

`b2sdk.v2.exception.RestrictedBucket` – if the account is not allowed to use this bucket

**check\_bucket\_name\_restrictions**(*bucket\_name: str*)

Check to see if the allowed field from authorize-account has a bucket restriction.

If it does, checks if the bucket\_name for a given api call matches that. If not, it raises a `b2sdk.v2.exception.RestrictedBucket` error.

**Raises**

`b2sdk.v2.exception.RestrictedBucket` – if the account is not allowed to use this bucket

**create\_bucket**(*name, bucket\_type, bucket\_info=None, cors\_rules=None, lifecycle\_rules=None, default\_server\_side\_encryption: Optional[EncryptionSetting] = None, is\_file\_lock\_enabled: Optional[bool] = None, replication: Optional[ReplicationConfiguration] = None*)

Create a bucket.

**Parameters**

- **name** (*str*) – bucket name
- **bucket\_type** (*str*) – a bucket type, could be one of the following values: "allPublic", "allPrivate"
- **bucket\_info** (*dict*) – additional bucket info to store with the bucket
- **cors\_rules** (*dict*) – bucket CORS rules to store with the bucket
- **lifecycle\_rules** (*list*) – bucket lifecycle rules to store with the bucket
- **default\_server\_side\_encryption** (`b2sdk.v2.EncryptionSetting`) – default server side encryption settings (None if unknown)
- **is\_file\_lock\_enabled** (*bool*) – boolean value specifies whether bucket is File Lock-enabled
- **replication** (`b2sdk.v2.ReplicationConfiguration`) – bucket replication rules or None

**Returns**

a Bucket object

**Return type**

`b2sdk.v2.Bucket`

**create\_key**(*capabilities: List[str], key\_name: str, valid\_duration\_seconds: Optional[int] = None, bucket\_id: Optional[str] = None, name\_prefix: Optional[str] = None*)

Create a new *application key*.

**Parameters**

- **capabilities** – a list of capabilities

- **key\_name** – a name of a key
- **valid\_duration\_seconds** – key auto-expire time after it is created, in seconds, or *None* to not expire
- **bucket\_id** – a bucket ID to restrict the key to, or *None* to not restrict
- **name\_prefix** – a remote filename prefix to restrict the key to or *None* to not restrict

**delete\_bucket**(*bucket*)

Delete a chosen bucket.

**Parameters**

**bucket** (*b2sdk.v2.Bucket*) – a *bucket* to delete

**Return type**

*None*

**delete\_file\_version**(*file\_id: str, file\_name: str*) → *FileIdAndName*

Permanently and irrevocably delete one version of a file.

**delete\_key**(*application\_key: BaseApplicationKey*)

Delete *application key*.

**Parameters**

**application\_key** – an *application key*

**delete\_key\_by\_id**(*application\_key\_id: str*)

Delete *application key*.

**Parameters**

**application\_key\_id** – an *application key ID*

**download\_file\_by\_id**(*file\_id: str, progress\_listener: Optional[AbstractProgressListener] = None, range\_: Optional[Tuple[int, int]] = None, encryption: Optional[EncryptionSetting] = None*) → *DownloadedFile*

Download a file with the given ID.

**Parameters**

- **file\_id** (*str*) – a file ID
- **progress\_listener** – a progress listener object to use, or *None* to not track progress
- **range** – a list of two integers, the first one is a start position, and the second one is the end position in the file
- **encryption** – encryption settings (*None* if unknown)

**get\_account\_id**()

Return the account ID.

**Return type**

*str*

**get\_bucket\_by\_name**(*bucket\_name: str*)

Return the Bucket matching the given *bucket\_name*.

**Parameters**

**bucket\_name** (*str*) – the name of the bucket to return

**Returns**

a Bucket object



**Return type***b2sdk.v2.Bucket***Raises****b2sdk.v2.exception.NonExistentBucket** – if the bucket does not exist in the account**get\_download\_url\_for\_file\_name**(*bucket\_name*, *file\_name*)

Return a URL to download the given file by name.

**Parameters**

- **bucket\_name** (*str*) – a bucket name
- **file\_name** (*str*) – a file name

**get\_download\_url\_for\_fileid**(*file\_id*)

Return a URL to download the given file by ID.

**Parameters****file\_id** (*str*) – a file ID**get\_file\_info**(*file\_id*: *str*) → *FileVersion*

Gets info about file version.

**Parameters****file\_id** (*str*) – the id of the file whose info will be retrieved.**get\_key**(*key\_id*: *str*) → *Optional[ApplicationKey]*

Gets information about a single key: it's capabilities, prefix, name etc

Returns *None* if the key does not exist.

Raises an exception if profile is not permitted to list keys.

**list\_buckets**(*bucket\_name=None*, *bucket\_id=None*)Call `b2_list_buckets` and return a list of buckets.

When no bucket name nor ID is specified, returns *all* of the buckets in the account. When a bucket name or ID is given, returns just that bucket. When authorized with an *application key* restricted to one *bucket*, you must specify the bucket name or bucket id, or the request will be unauthorized.

**Parameters**

- **bucket\_name** (*str*) – the name of the one bucket to return
- **bucket\_id** (*str*) – the ID of the one bucket to return

**Return type***list[b2sdk.v2.Bucket]***list\_keys**(*start\_application\_key\_id*: *Optional[str] = None*) → *Generator[ApplicationKey, None, None]*

List application keys. Lazily perform requests to B2 cloud and return all keys.

**Parameters****start\_application\_key\_id** – an *application key ID* to start from or *None* to start from the beginning**list\_parts**(*file\_id*, *start\_part\_number=None*, *batch\_size=None*)Generator that yields a *b2sdk.v2.Part* for each of the parts that have been uploaded.**Parameters**

- **file\_id** (*str*) – the ID of the large file that is not finished

- **start\_part\_number** (*int*) – the first part number to return; defaults to the first part
- **batch\_size** (*int*) – the number of parts to fetch at a time from the server

**Return type**  
generator

**property** `raw_api`

**Warning:** `B2RawHTTAPi` attribute is deprecated. `B2Session` expose all `B2RawHTTAPi` methods now.

`update_file_legal_hold(file_id: str, file_name: str, legal_hold: LegalHold) → LegalHold`

`update_file_retention(file_id: str, file_name: str, file_retention: FileRetentionSetting, bypass_governance: bool = False) → FileRetentionSetting`

**class** `b2sdk.v2.B2HttpApiConfig`

**DEFAULT\_RAW\_API\_CLASS**

alias of `B2RawHTTAPi`

```
__init__(http_session_factory: ~typing.Callable[[], ~requests.sessions.Session] = <class  
    'requests.sessions.Session'>, install_clock_skew_hook: bool = True, user_agent_append:  
    ~typing.Optional[str] = None, _raw_api_class:  
    ~typing.Optional[~typing.Type[~b2sdk.raw_api.AbstractRawApi]] = None, decode_content: bool  
    = False)
```

A structure with params to be passed to low level API.

#### Parameters

- **http\_session\_factory** – a callable that returns a `requests.Session` object (or a compatible one)
- **install\_clock\_skew\_hook** – if True, install a clock skew hook
- **user\_agent\_append** – if provided, the string will be appended to the User-Agent
- **\_raw\_api\_class** – `AbstractRawApi`-compliant class
- **decode\_content** – If true, the underlying http backend will try to decode encoded files when downloading, based on the response headers

## Exceptions

**exception** `b2sdk.v2.exception.BucketIdNotFound(bucket_id)`

## B2 Bucket

**class** b2sdk.v2.Bucket

**get\_fresh\_state()** → *Bucket*

Fetch all the information about this bucket and return a new bucket object. This method does NOT change the object it is called on.

**DEFAULT\_CONTENT\_TYPE** = 'b2/x-auto'

**\_\_init\_\_**(*api, id\_, name=None, type\_=None, bucket\_info=None, cors\_rules=None, lifecycle\_rules=None, revision=None, bucket\_dict=None, options\_set=None, default\_server\_side\_encryption: ~b2sdk.encryption.setting.EncryptionSetting = <EncryptionSetting(EncryptionMode.UNKNOWN, None, None)>, default\_retention: ~b2sdk.file\_lock.BucketRetentionSetting = BucketRetentionSetting('unknown', None), is\_file\_lock\_enabled: ~typing.Optional[bool] = None, replication: ~typing.Optional[~b2sdk.replication.setting.ReplicationConfiguration] = None*)

### Parameters

- **api** (*b2sdk.v2.B2Api*) – an API object
- **id** (*str*) – a bucket id
- **name** (*str*) – a bucket name
- **type** (*str*) – a bucket type
- **bucket\_info** (*dict*) – an info to store with a bucket
- **cors\_rules** (*dict*) – CORS rules to store with a bucket
- **lifecycle\_rules** (*list*) – lifecycle rules of the bucket
- **revision** (*int*) – a bucket revision number
- **bucket\_dict** (*dict*) – a dictionary which contains bucket parameters
- **options\_set** (*set*) – set of bucket options strings
- **default\_server\_side\_encryption** (*b2sdk.v2.EncryptionSetting*) – default server side encryption settings
- **default\_retention** (*b2sdk.v2.BucketRetentionSetting*) – default retention setting
- **is\_file\_lock\_enabled** (*bool*) – whether file locking is enabled or not
- **replication** (*b2sdk.v2.ReplicationConfiguration*) – replication rules for the bucket

**as\_dict()**

Return bucket representation as a dictionary.

### Return type

*dict*

**cancel\_large\_file**(*file\_id*)

Cancel a large file transfer.

### Parameters

**file\_id** (*str*) – a file ID

**concatenate**(*outbound\_sources*, *file\_name*, *content\_type*=None, *file\_info*=None, *progress\_listener*=None, *recommended\_upload\_part\_size*=None, *continue\_large\_file\_id*=None, *encryption*: *Optional*[*EncryptionSetting*] = None, *file\_retention*: *Optional*[*FileRetentionSetting*] = None, *legal\_hold*: *Optional*[*LegalHold*] = None, *min\_part\_size*=None, *max\_part\_size*=None)

Creates a new file in this bucket by concatenating multiple remote or local sources.

#### Parameters

- **outbound\_sources** (*list*[*b2sdk.v2.OutboundTransferSource*]) – list of outbound sources (remote or local)
- **new\_file\_name** (*str*) – file name of the new file
- **content\_type** (*str*, None) – content\_type for the new file, if None content\_type would be automatically determined from file name or it may be copied if it resolves as single part remote source copy
- **file\_info** (*dict*, None) – file\_info for the new file, if None it will be set to empty dict or it may be copied if it resolves as single part remote source copy
- **progress\_listener** (*b2sdk.v2.AbstractProgressListener*, None) – a progress listener object to use, or None to not report progress
- **recommended\_upload\_part\_size** (*int*, None) – the recommended part size to use for uploading local sources or None to determine automatically, but remote sources would be copied with maximum possible part size
- **continue\_large\_file\_id** (*str*, None) – large file id that should be selected to resume file creation for multipart upload/copy, None for automatic search for this id
- **encryption** (*b2sdk.v2.EncryptionSetting*) – encryption settings (None if unknown)
- **file\_retention** (*b2sdk.v2.FileRetentionSetting*) – file retention setting
- **legal\_hold** (*bool*) – legal hold setting
- **min\_part\_size** (*int*) – lower limit of part size for the transfer planner, in bytes
- **max\_part\_size** (*int*) – upper limit of part size for the transfer planner, in bytes

**concatenate\_stream**(*outbound\_sources\_iterator*, *file\_name*, *content\_type*=None, *file\_info*=None, *progress\_listener*=None, *recommended\_upload\_part\_size*=None, *continue\_large\_file\_id*=None, *encryption*: *Optional*[*EncryptionSetting*] = None, *file\_retention*: *Optional*[*FileRetentionSetting*] = None, *legal\_hold*: *Optional*[*LegalHold*] = None)

Creates a new file in this bucket by concatenating stream of multiple remote or local sources.

#### Parameters

- **outbound\_sources\_iterator** (*iterator*[*b2sdk.v2.OutboundTransferSource*]) – iterator of outbound sources
- **new\_file\_name** (*str*) – file name of the new file
- **content\_type** (*str*, None) – content\_type for the new file, if None content\_type would be automatically determined or it may be copied if it resolves as single part remote source copy
- **file\_info** (*dict*, None) – file\_info for the new file, if None it will be set to empty dict or it may be copied if it resolves as single part remote source copy
- **progress\_listener** (*b2sdk.v2.AbstractProgressListener*, None) – a progress listener object to use, or None to not report progress

- **recommended\_upload\_part\_size** (*int*, *None*) – the recommended part size to use for uploading local sources or *None* to determine automatically, but remote sources would be copied with maximum possible part size
- **continue\_large\_file\_id** (*str*, *None*) – large file id that should be selected to resume file creation for multipart upload/copy, if *None* in multipart case it would always start a new large file
- **encryption** (*b2sdk.v2.EncryptionSetting*) – encryption setting (*None* if unknown)
- **file\_retention** (*b2sdk.v2.FileRetentionSetting*) – file retention setting
- **legal\_hold** (*bool*) – legal hold setting

**copy**(*file\_id*, *new\_file\_name*, *content\_type=None*, *file\_info=None*, *offset=0*, *length=None*, *progress\_listener=None*, *destination\_encryption: Optional[EncryptionSetting] = None*, *source\_encryption: Optional[EncryptionSetting] = None*, *source\_file\_info: Optional[dict] = None*, *source\_content\_type: Optional[str] = None*, *file\_retention: Optional[FileRetentionSetting] = None*, *legal\_hold: Optional[LegalHold] = None*, *min\_part\_size=None*, *max\_part\_size=None*)

Creates a new file in this bucket by (server-side) copying from an existing file.

#### Parameters

- **file\_id** (*str*) – file ID of existing file to copy from
- **new\_file\_name** (*str*) – file name of the new file
- **content\_type** (*str*, *None*) – *content\_type* for the new file, if *None* and *b2\_copy\_file* will be used *content\_type* will be copied from source file - otherwise *content\_type* would be automatically determined
- **file\_info** (*dict*, *None*) – *file\_info* for the new file, if *None* will and *b2\_copy\_file* will be used *file\_info* will be copied from source file - otherwise it will be set to empty dict
- **offset** (*int*) – offset of existing file that copy should start from
- **length** (*int*, *None*) – number of bytes to copy, if *None* then *offset* have to be 0 and it will use *b2\_copy\_file* without *range* parameter so it may fail if file is too large. For large files length have to be specified to use *b2\_copy\_part* instead.
- **progress\_listener** (*b2sdk.v2.AbstractProgressListener*, *None*) – a progress listener object to use for multipart copy, or *None* to not report progress
- **destination\_encryption** (*b2sdk.v2.EncryptionSetting*) – encryption settings for the destination (*None* if unknown)
- **source\_encryption** (*b2sdk.v2.EncryptionSetting*) – encryption settings for the source (*None* if unknown)
- **source\_file\_info** (*dict*, *None*) – source file's *file\_info* dict, useful when copying files with SSE-C
- **source\_content\_type** (*str*, *None*) – source file's content type, useful when copying files with SSE-C
- **file\_retention** (*b2sdk.v2.FileRetentionSetting*) – file retention setting for the new file.
- **legal\_hold** (*bool*) – legal hold setting for the new file.
- **min\_part\_size** (*int*) – lower limit of part size for the transfer planner, in bytes
- **max\_part\_size** (*int*) – upper limit of part size for the transfer planner, in bytes

```
create_file(write_intents, file_name, content_type=None, file_info=None, progress_listener=None,  
            recommended_upload_part_size=None, continue_large_file_id=None, encryption:  
            Optional[EncryptionSetting] = None, file_retention: Optional[FileRetentionSetting] = None,  
            legal_hold: Optional[LegalHold] = None, min_part_size=None, max_part_size=None)
```

Creates a new file in this bucket using an iterable (list, tuple etc) of remote or local sources.

Source ranges can overlap and remote sources will be prioritized over local sources (when possible). For more information and usage examples please see [Advanced usage patterns](#).

#### Parameters

- **write\_intents** (*list* [`b2sdk.v2.WriteIntent`]) – list of write intents (remote or local sources)
- **new\_file\_name** (*str*) – file name of the new file
- **content\_type** (*str*, *None*) – content\_type for the new file, if *None* content\_type would be automatically determined or it may be copied if it resolves as single part remote source copy
- **file\_info** (*dict*, *None*) – file\_info for the new file, if *None* it will be set to empty dict or it may be copied if it resolves as single part remote source copy
- **progress\_listener** (`b2sdk.v2.AbstractProgressListener`, *None*) – a progress listener object to use, or *None* to not report progress
- **recommended\_upload\_part\_size** (*int*, *None*) – the recommended part size to use for uploading local sources or *None* to determine automatically, but remote sources would be copied with maximum possible part size
- **continue\_large\_file\_id** (*str*, *None*) – large file id that should be selected to resume file creation for multipart upload/copy, *None* for automatic search for this id
- **encryption** (`b2sdk.v2.EncryptionSetting`) – encryption settings (*None* if unknown)
- **file\_retention** (`b2sdk.v2.FileRetentionSetting`) – file retention setting
- **legal\_hold** (*bool*) – legal hold setting
- **min\_part\_size** (*int*) – lower limit of part size for the transfer planner, in bytes
- **max\_part\_size** (*int*) – upper limit of part size for the transfer planner, in bytes

```
create_file_stream(write_intents_iterator, file_name, content_type=None, file_info=None,  
                   progress_listener=None, recommended_upload_part_size=None,  
                   continue_large_file_id=None, encryption: Optional[EncryptionSetting] = None,  
                   file_retention: Optional[FileRetentionSetting] = None, legal_hold:  
                   Optional[LegalHold] = None, min_part_size=None, max_part_size=None)
```

Creates a new file in this bucket using a stream of multiple remote or local sources.

Source ranges can overlap and remote sources will be prioritized over local sources (when possible). For more information and usage examples please see [Advanced usage patterns](#).

#### Parameters

- **write\_intents\_iterator** (*iterator* [`b2sdk.v2.WriteIntent`]) – iterator of write intents which are sorted ascending by destination\_offset
- **new\_file\_name** (*str*) – file name of the new file
- **content\_type** (*str*, *None*) – content\_type for the new file, if *None* content\_type would be automatically determined or it may be copied if it resolves as single part remote source copy

- **file\_info** (*dict*, *None*) – file\_info for the new file, if *None* it will be set to empty dict or it may be copied if it resolves as single part remote source copy
- **progress\_listener** (*b2sdk.v2.AbstractProgressListener*, *None*) – a progress listener object to use, or *None* to not report progress
- **recommended\_upload\_part\_size** (*int*, *None*) – the recommended part size to use for uploading local sources or *None* to determine automatically, but remote sources would be copied with maximum possible part size
- **continue\_large\_file\_id** (*str*, *None*) – large file id that should be selected to resume file creation for multipart upload/copy, if *None* in multipart case it would always start a new large file
- **encryption** (*b2sdk.v2.EncryptionSetting*) – encryption settings (*None* if unknown)
- **file\_retention** (*b2sdk.v2.FileRetentionSetting*) – file retention setting
- **legal\_hold** (*bool*) – legal hold setting
- **min\_part\_size** (*int*) – lower limit of part size for the transfer planner, in bytes
- **max\_part\_size** (*int*) – upper limit of part size for the transfer planner, in bytes

**delete\_file\_version**(*file\_id*, *file\_name*)

Delete a file version.

#### Parameters

- **file\_id** (*str*) – a file ID
- **file\_name** (*str*) – a file name

**download\_file\_by\_id**(*file\_id*: *str*, *progress\_listener*: *Optional[AbstractProgressListener]* = *None*, *range\_*: *Optional[Tuple[int, int]]* = *None*, *encryption*: *Optional[EncryptionSetting]* = *None*) → *DownloadedFile*

Download a file by ID.

---

**Note:** `download_file_by_id` actually belongs in `b2sdk.v2.B2Api`, not in `b2sdk.v2.Bucket`; we just provide a convenient redirect here

---

#### Parameters

- **file\_id** – a file ID
- **progress\_listener** – a progress listener object to use, or *None* to not track progress
- **range** – two integer values, start and end offsets
- **encryption** – encryption settings (*None* if unknown)

**download\_file\_by\_name**(*file\_name*: *str*, *progress\_listener*: *Optional[AbstractProgressListener]* = *None*, *range\_*: *Optional[Tuple[int, int]]* = *None*, *encryption*: *Optional[EncryptionSetting]* = *None*) → *DownloadedFile*

Download a file by name.

#### See also:

*Synchronizer*, a *high-performance* utility that synchronizes a local folder with a Bucket.

#### Parameters

- **file\_name** – a file name
- **progress\_listener** – a progress listener object to use, or `None` to not track progress
- **range** – two integer values, start and end offsets
- **encryption** – encryption settings (`None` if unknown)

**get\_download\_authorization**(*file\_name\_prefix*, *valid\_duration\_in\_seconds*)

Return an authorization token that is valid only for downloading files from the given bucket.

**Parameters**

- **file\_name\_prefix** (*str*) – a file name prefix, only files that match it could be downloaded
- **valid\_duration\_in\_seconds** (*int*) – a token is valid only during this amount of seconds

**get\_download\_url**(*filename*)

Get file download URL.

**Parameters**

- **filename** (*str*) – a file name

**Return type**

*str*

**get\_file\_info\_by\_id**(*file\_id: str*) → *FileVersion*

Gets a file version's by ID.

**Parameters**

- **file\_id** (*str*) – the id of the file who's info will be retrieved.

**Return type**

*generator[b2sdk.v2.FileVersion]*

**get\_file\_info\_by\_name**(*file\_name: str*) → *DownloadVersion*

Gets a file's DownloadVersion by name.

**Parameters**

- **file\_name** (*str*) – the name of the file who's info will be retrieved.

**get\_id**() → *str*

Return bucket ID.

**Return type**

*str*

**hide\_file**(*file\_name*)

Hide a file.

**Parameters**

- **file\_name** (*str*) – a file name

**Return type**

*b2sdk.v2.FileVersion*

**list\_file\_versions**(*file\_name*, *fetch\_count=None*)

Lists all of the versions for a single file.

**Parameters**



- **file\_name** (*str*) – the name of the file to list.
- **fetch\_count** (*int*, *None*) – how many entries to list per API call or *None* to use the default. Acceptable values: 1 - 10000

**Return type**generator[*b2sdk.v2.FileVersion*]**list\_parts**(*file\_id*, *start\_part\_number=None*, *batch\_size=None*)

Get a list of all parts that have been uploaded for a given file.

**Parameters**

- **file\_id** (*str*) – a file ID
- **start\_part\_number** (*int*) – the first part number to return. defaults to the first part.
- **batch\_size** (*int*) – the number of parts to fetch at a time from the server

**list\_unfinished\_large\_files**(*start\_file\_id=None*, *batch\_size=None*, *prefix=None*)A generator that yields an *b2sdk.v2.UnfinishedLargeFile* for each unfinished large file in the bucket, starting at the given file, filtering by prefix.**Parameters**

- **start\_file\_id** (*str*, *None*) – a file ID to start from or *None* to start from the beginning
- **batch\_size** (*int*, *None*) – max file count
- **prefix** (*str*, *None*) – file name prefix filter

**Return type**generator[*b2sdk.v2.UnfinishedLargeFile*]**ls**(*folder\_to\_list: str = ""*, *latest\_only: bool = True*, *recursive: bool = False*, *fetch\_count: Optional[int] = 10000*)

Pretend that folders exist and yields the information about the files in a folder.

B2 has a flat namespace for the files in a bucket, but there is a convention of using “/” as if there were folders. This method searches through the flat namespace to find the files and “folders” that live within a given folder.

When the *recursive* flag is set, lists all of the files in the given folder, and all of its sub-folders.**Parameters**

- **folder\_to\_list** – the name of the folder to list; must not start with “/”. Empty string means top-level folder
- **latest\_only** – when *False* returns info about all versions of a file, when *True*, just returns info about the most recent versions
- **recursive** – if *True*, list folders recursively
- **fetch\_count** – how many entries to return or *None* to use the default. Acceptable values: 1 - 10000

**Return type**generator[tuple[*b2sdk.v2.FileVersion*, *str*]]**Returns**

generator of (file\_version, folder\_name) tuples

---

**Note:** In case of *recursive=True*, *folder\_name* is returned only for first file in the folder.

---

**set\_info**(*new\_bucket\_info*, *if\_revision\_is=None*) → Bucket

Update bucket info.

**Parameters**

- **new\_bucket\_info** (*dict*) – new bucket info dictionary
- **if\_revision\_is** (*int*) – revision number, update the info **only if** *revision* equals to *if\_revision\_is*

**set\_type**(*bucket\_type*) → Bucket

Update bucket type.

**Parameters**

**bucket\_type** (*str*) – a bucket type (“allPublic” or “allPrivate”)

**update**(*bucket\_type: Optional[str] = None*, *bucket\_info: Optional[dict] = None*, *cors\_rules: Optional[dict] = None*, *lifecycle\_rules: Optional[list] = None*, *if\_revision\_is: Optional[int] = None*, *default\_server\_side\_encryption: Optional[EncryptionSetting] = None*, *default\_retention: Optional[BucketRetentionSetting] = None*, *replication: Optional[ReplicationConfiguration] = None*) → Bucket

Update various bucket parameters.

**Parameters**

- **bucket\_type** – a bucket type, e.g. allPrivate or allPublic
- **bucket\_info** – an info to store with a bucket
- **cors\_rules** – CORS rules to store with a bucket
- **lifecycle\_rules** – lifecycle rules to store with a bucket
- **if\_revision\_is** – revision number, update the info **only if** *revision* equals to *if\_revision\_is*
- **default\_server\_side\_encryption** – default server side encryption settings (None if unknown)
- **default\_retention** – bucket default retention setting
- **replication** – replication rules for the bucket;

**upload**(*upload\_source*, *file\_name*, *content\_type=None*, *file\_info=None*, *min\_part\_size=None*, *progress\_listener=None*, *encryption: Optional[EncryptionSetting] = None*, *file\_retention: Optional[FileRetentionSetting] = None*, *legal\_hold: Optional[LegalHold] = None*)

Upload a file to B2, retrying as needed.

The source of the upload is an UploadSource object that can be used to open (and re-open) the file. The result of opening should be a binary file whose read() method returns bytes.

The function *opener* should return a file-like object, and it must be possible to call it more than once in case the upload is retried.

**Parameters**

- **upload\_source** (*b2sdk.v2.AbstractUploadSource*) – an object that opens the source of the upload
- **file\_name** (*str*) – the file name of the new B2 file

- **content\_type** (*str*, *None*) – the MIME type, or *None* to accept the default based on file extension of the B2 file name
- **file\_info** (*dict*, *None*) – a file info to store with the file or *None* to not store anything
- **min\_part\_size** (*int*, *None*) – the smallest part size to use or *None* to determine automatically
- **progress\_listener** (*b2sdk.v2.AbstractProgressListener*, *None*) – a progress listener object to use, or *None* to not report progress
- **encryption** (*b2sdk.v2.EncryptionSetting*) – encryption settings (*None* if unknown)
- **file\_retention** (*b2sdk.v2.FileRetentionSetting*) – file retention setting
- **legal\_hold** (*bool*) – legal hold setting

**Return type***b2sdk.v2.FileVersion*

**upload\_bytes**(*data\_bytes*, *file\_name*, *content\_type=None*, *file\_infos=None*, *progress\_listener=None*, *encryption: Optional[EncryptionSetting] = None*, *file\_retention: Optional[FileRetentionSetting] = None*, *legal\_hold: Optional[LegalHold] = None*)

Upload bytes in memory to a B2 file.

**Parameters**

- **data\_bytes** (*bytes*) – a byte array to upload
- **file\_name** (*str*) – a file name to upload bytes to
- **content\_type** (*str*, *None*) – the MIME type, or *None* to accept the default based on file extension of the B2 file name
- **file\_infos** (*dict*, *None*) – a file info to store with the file or *None* to not store anything
- **progress\_listener** (*b2sdk.v2.AbstractProgressListener*, *None*) – a progress listener object to use, or *None* to not track progress
- **encryption** (*b2sdk.v2.EncryptionSetting*) – encryption settings (*None* if unknown)
- **file\_retention** (*b2sdk.v2.FileRetentionSetting*) – file retention setting
- **legal\_hold** (*bool*) – legal hold setting

**Return type**generator[*b2sdk.v2.FileVersion*]

**upload\_local\_file**(*local\_file*, *file\_name*, *content\_type=None*, *file\_infos=None*, *sha1\_sum=None*, *min\_part\_size=None*, *progress\_listener=None*, *encryption: Optional[EncryptionSetting] = None*, *file\_retention: Optional[FileRetentionSetting] = None*, *legal\_hold: Optional[LegalHold] = None*)

Upload a file on local disk to a B2 file.

**See also:**

*Synchronizer*, a *high-performance* utility that synchronizes a local folder with a *bucket*.

**Parameters**

- **local\_file** (*str*) – a path to a file on local disk
- **file\_name** (*str*) – a file name of the new B2 file

- **content\_type** (*str*, *None*) – the MIME type, or *None* to accept the default based on file extension of the B2 file name
- **file\_infos** (*dict*, *None*) – a file info to store with the file or *None* to not store anything
- **sha1\_sum** (*str*, *None*) – file SHA1 hash or *None* to compute it automatically
- **min\_part\_size** (*int*) – a minimum size of a part
- **progress\_listener** (*b2sdk.v2.AbstractProgressListener*, *None*) – a progress listener object to use, or *None* to not report progress
- **encryption** (*b2sdk.v2.EncryptionSetting*) – encryption settings (*None* if unknown)
- **file\_retention** (*b2sdk.v2.FileRetentionSetting*) – file retention setting
- **legal\_hold** (*bool*) – legal hold setting

**Return type***b2sdk.v2.FileVersion***File locks****class b2sdk.v2.LegalHold**

Enum holding information about legalHold switch in a file.

**ON = 'on'**

legal hold set to “on”

**OFF = 'off'**

legal hold set to “off”

**UNSET = None**

server default, as for now it is functionally equivalent to OFF

**UNKNOWN = 'unknown'**

the client is not authorized to read legal hold settings

**is\_on()**

Is the legalHold switch on?

**is\_off()**

Is the legalHold switch off or left as default (which also means off)?

**is\_unknown()**

Is the legalHold switch unknown?

**class b2sdk.v2.FileRetentionSetting**

Represent file retention settings, i.e. whether the file is retained, in which mode and until when

**\_\_init\_\_** (*mode*: *RetentionMode*, *retain\_until*: *Optional[int]* = *None*)**class b2sdk.v2.RetentionMode**

Enum class representing retention modes set in files and buckets

**GOVERNANCE = 'governance'**

retention settings for files in this mode can be modified by clients with appropriate application key capabilities

**COMPLIANCE** = 'compliance'

retention settings for files in this mode can only be modified by extending the retention dates by clients with appropriate application key capabilities

**NONE** = None

retention not set

**UNKNOWN** = 'unknown'

the client is not authorized to read retention settings

**class** b2sdk.v2.BucketRetentionSetting

Represent bucket's default file retention settings, i.e. whether the files should be retained, in which mode and for how long

**\_\_init\_\_**(mode: RetentionMode, period: Optional[RetentionPeriod] = None)

**class** b2sdk.v2.RetentionPeriod

Represent a time period (either in days or in years) that is used as a default for bucket retention

**KNOWN\_UNITS** = ['days', 'years']

**\_\_init\_\_**(years: Optional[int] = None, days: Optional[int] = None)

Create a retention period, provide exactly one of: days, years

**classmethod** from\_period\_dict(period\_dict)

Build a RetentionPeriod from an object returned by the server, such as:

```
{
    "duration": 2,
    "unit": "years"
}
```

**as\_dict**()

**class** b2sdk.v2.FileLockConfiguration

Represent bucket's file lock configuration, i.e. whether the file lock mechanism is enabled and default file retention

**\_\_init\_\_**(default\_retention: BucketRetentionSetting, is\_file\_lock\_enabled: Optional[bool])

b2sdk.v2.UNKNOWN\_BUCKET\_RETENTION

alias of BucketRetentionSetting('unknown', None)

b2sdk.v2.UNKNOWN\_FILE\_LOCK\_CONFIGURATION

alias of FileLockConfiguration(BucketRetentionSetting('unknown', None), None)

b2sdk.v2.NO\_RETENTION\_BUCKET\_SETTING

alias of BucketRetentionSetting(None, None)

b2sdk.v2.NO\_RETENTION\_FILE\_SETTING

alias of FileRetentionSetting(None, None)

b2sdk.v2.UNKNOWN\_FILE\_RETENTION\_SETTING

alias of FileRetentionSetting('unknown', None)

## Data classes

```
class b2sdk.v2.FileVersion(api: B2Api, id_: str, file_name: str, size: Union[int, None, str], content_type:
    Optional[str], content_sha1: Optional[str], file_info: Dict[str, str],
    upload_timestamp: int, account_id: str, bucket_id: str, action: str, content_md5:
    Optional[str], server_side_encryption: EncryptionSetting, file_retention:
    FileRetentionSetting = FileRetentionSetting(None, None), legal_hold: LegalHold
    = LegalHold.UNSET, replication_status: Optional[ReplicationStatus] = None)
```

A structure which represents a version of a file (in B2 cloud).

### Variables

- `~.id_ (str)` – fileId
- `~.file_name (str)` – full file name (with path)
- `~.size` – size in bytes, can be None (unknown)
- `~.content_type (str)` – RFC 822 content type, for example "application/octet-stream"
- `~.upload_timestamp` – in milliseconds since EPOCH (1970-01-01 00:00:00). Can be None (unknown).
- `~.action (str)` – "upload", "hide" or "delete"

`DEFAULT_HEADERS_LIMIT = 7000`

`ADVANCED_HEADERS_LIMIT = 2048`

`account_id`

`bucket_id`

`content_md5`

`action`

`as_dict()`

represents the object as a dict which looks almost exactly like the raw api output for upload/list

`get_fresh_state()` → *FileVersion*

Fetch all the information about this file version and return a new FileVersion object. This method does NOT change the object it is called on.

`download(progress_listener: Optional[AbstractProgressListener] = None, range_: Optional[Tuple[int, int]] = None, encryption: Optional[EncryptionSetting] = None)` → *DownloadedFile*

**property has\_large\_header: bool**

Determine whether FileVersion's info fits header size limit defined by B2. This function makes sense only for "advanced" buckets, i.e. those which have Server-Side Encryption or File Lock enabled.

See <https://www.backblaze.com/b2/docs/files.html#httpHeaderSizeLimit>.

`api`

`content_sha1`

`content_sha1_verified`

`content_type``delete()` → *FileIdAndName*`file_info``file_name``file_retention``id_``legal_hold``mod_time_millis``replication_status``server_side_encryption``size``update_legal_hold(legal_hold: LegalHold) → BaseFileVersion``update_retention(file_retention: FileRetentionSetting, bypass_governance: bool = False) →  
BaseFileVersion``upload_timestamp`

```
class b2sdk.v2.DownloadVersion(api: B2Api, id_: str, file_name: str, size: int, content_type: Optional[str],
                               content_sha1: Optional[str], file_info: Dict[str, str], upload_timestamp: int,
                               server_side_encryption: EncryptionSetting, range_: Range,
                               content_disposition: Optional[str], content_length: int, content_language:
                               Optional[str], expires, cache_control, content_encoding: Optional[str],
                               file_retention: FileRetentionSetting = FileRetentionSetting(None, None),
                               legal_hold: LegalHold = LegalHold.UNSET, replication_status:
                               Optional[ReplicationStatus] = None)
```

A structure which represents metadata of an initialized download

`range_``content_disposition``content_length``content_language``content_encoding``api``as_dict()`

represents the object as a dict which looks almost exactly like the raw api output for upload/list

`content_sha1``content_sha1_verified``content_type`

`delete()` → *FileIdAndName*

`file_info`

`file_name`

`file_retention`

`id_`

`legal_hold`

`mod_time_millis`

`replication_status`

`server_side_encryption`

`size`

`update_legal_hold(legal_hold: LegalHold) → BaseFileVersion`

`update_retention(file_retention: FileRetentionSetting, bypass_governance: bool = False) → BaseFileVersion`

`upload_timestamp`

**class** `b2sdk.v2.FileIdAndName(file_id: str, file_name: str)`

A structure which represents a B2 cloud file with just *file\_name* and *fileId* attributes.

Used to return data from calls to `b2_delete_file_version` and `b2_cancel_large_file`.

**classmethod** `from_cancel_or_delete_response(response)`

**as\_dict()**

represents the object as a dict which looks almost exactly like the raw api output for `delete_file_version`

```
__dict__ = mappingproxy({'__module__': 'b2sdk.file_version', '__doc__': '\n A structure which represents a B2 cloud file with just `file_name` and `fileId` attributes.\n\n Used to return data from calls to b2_delete_file_version and b2_cancel_large_file.\n ', '__init__': <function FileIdAndName.__init__>, 'from_cancel_or_delete_response': <classmethod object>, 'as_dict': <function FileIdAndName.as_dict>, '__eq__': <function FileIdAndName.__eq__>, '__repr__': <function FileIdAndName.__repr__>, '__dict__': <attribute '__dict__' of 'FileIdAndName' objects>, '__weakref__': <attribute '__weakref__' of 'FileIdAndName' objects>, '__hash__': None, '__annotations__': {}})
```

**class** `b2sdk.v2.UnfinishedLargeFile`

A structure which represents a version of a file (in B2 cloud).

#### Variables

- `~.file_id(str)` – *fileId*
- `~.file_name(str)` – full file name (with path)
- `~.account_id(str)` – account ID
- `~.bucket_id(str)` – bucket ID
- `~.content_type(str)` – **RFC 822** content type, for example "application/octet-stream"



- `~.file_info(dict)` – file info dict

**class** `b2sdk.v2.Part(file_id, part_number, content_length, content_sha1)`

A structure which represents a *part* of a large file upload.

#### Variables

- `~.file_id(str)` – fileId
- `~.part_number(int)` – part number, starting with 1
- `~.content_length(str)` – content length, in bytes
- `~.content_sha1(str)` – checksum

**class** `b2sdk.v2.Range(start, end)`

HTTP ranges use an *inclusive* index at the end.

`__init__(start, end)`

## Downloaded File

**class** `b2sdk.v2.DownloadedFile(download_version: DownloadVersion, download_manager: DownloadManager, range_: Optional[Tuple[int, int]], response: Response, encryption: Optional[EncryptionSetting], progress_listener: AbstractProgressListener, write_buffer_size=None, check_hash=True)`

Result of a successful download initialization. Holds information about file's metadata and allows to perform the download.

**save**(file, allow\_seeking=True)

Read data from B2 cloud and write it to a file-like object

#### Parameters

- **file** – a file-like object
- **allow\_seeking** – if False, download strategies that rely on seeking to write data (parallel strategies) will be discarded.

**save\_to**(path\_, mode='wb+', allow\_seeking=True)

Open a local file and write data from B2 cloud to it, also update the mod\_time.

#### Parameters

- **path** – path to file to be opened
- **mode** – mode in which the file should be opened
- **allow\_seeking** – if False, download strategies that rely on seeking to write data (parallel strategies) will be discarded.

**class** `b2sdk.v2.MtimeUpdatedFile(path_, mod_time_millis: int, mode='wb+', buffering=None)`

Helper class that facilitates updating a files mod\_time after closing. Usage:

**write**(value)

This method is overwritten (monkey-patched) in `__enter__` for performance reasons

**read**(\*a)

This method is overwritten (monkey-patched) in `__enter__` for performance reasons

**seek**(*offset, whence=0*)

Change stream position.

Change the stream position to the given byte offset. The offset is interpreted relative to the position indicated by whence. Values for whence are:

- 0 – start of stream (the default); offset should be zero or positive
- 1 – current stream position; offset may be negative
- 2 – end of stream; offset is usually negative

Return the new absolute position.

**tell**()

Return current stream position.

## Enums

**class** b2sdk.v2.**MetadataDirectiveMode**(*value*)

Mode of handling metadata when copying a file

**COPY = 401**

copy metadata from the source file

**REPLACE = 402**

ignore the source file metadata and set it to provided values

**class** b2sdk.v2.**NewerFileSyncMode**(*value*)

Mode of handling files newer on destination than on source

**SKIP = 101**

skip syncing such file

**REPLACE = 102**

replace the file on the destination with the (older) file on source

**RAISE\_ERROR = 103**

raise a non-transient error, failing the sync operation

**class** b2sdk.v2.**CompareVersionMode**(*value*)

Mode of comparing versions of files to determine what should be synced and what shouldn't

**MODTIME = 201**

use file modification time on source filesystem

**SIZE = 202**

compare using file size

**NONE = 203**

compare using file name only

**class** b2sdk.v2.**KeepOrDeleteMode**(*value*)

Mode of dealing with old versions of files on the destination

**DELETE = 301**

delete the old version as soon as the new one has been uploaded

**KEEP\_BEFORE\_DELETE = 302**

keep the old versions of the file for a configurable number of days before deleting them, always keeping the newest version

**NO\_DELETE = 303**

keep old versions of the file, do not delete anything

## Progress reporters

---

**Note:** Concrete classes described in this chapter implement methods defined in `AbstractProgressListener`

---

**class** `b2sdk.v2.AbstractProgressListener`

Interface expected by B2Api upload and download methods to report on progress.

This interface just accepts the number of bytes transferred so far. Subclasses will need to know the total size if they want to report a percent done.

**abstract** `set_total_bytes`(*total\_byte\_count*)

Always called before `__enter__` to set the expected total number of bytes.

May be called more than once if an upload is retried.

**Parameters**

**total\_byte\_count** (*int*) – expected total number of bytes

**abstract** `bytes_completed`(*byte\_count*)

Report the given number of bytes that have been transferred so far. This is not a delta, it is the total number of bytes transferred so far.

Transfer can fail and restart from beginning so byte count can decrease between calls.

**Parameters**

**byte\_count** (*int*) – number of bytes have been transferred

`close()`

Must be called when you're done with the listener. In well-structured code, should be called only once.

**class** `b2sdk.v2.TqdmProgressListener`(*description*, \*args, \*\*kwargs)

Progress listener based on tqdm library.

**class** `b2sdk.v2.SimpleProgressListener`(*description*, \*args, \*\*kwargs)

Just a simple progress listener which prints info on a console.

**class** `b2sdk.v2.DoNothingProgressListener`

This listener gives no output whatsoever.

**class** `b2sdk.v2.ProgressListenerForTest`(\*args, \*\*kwargs)

Capture all of the calls so they can be checked.

`b2sdk.v2.make_progress_listener`(*description*, *quiet*)

Return a progress listener object depending on some conditions.

**Parameters**

- **description** (*str*) – listener description
- **quiet** (*bool*) – if True, do not output anything

**Returns**

a listener object

**Synchronizer**

Synchronizer is a powerful utility with functionality of a basic backup application. It is able to copy entire folders into the cloud and back to a local drive or even between two cloud buckets, providing retention policies and many other options.

The **high performance** of sync is credited to parallelization of:

- listing local directory contents
- listing bucket contents
- uploads
- downloads

Synchronizer spawns threads to perform the operations listed above in parallel to shorten the backup window to a minimum.

**Sync Options**

Following are the important optional arguments that can be provided while initializing *Synchronizer* class.

- **compare\_version\_mode**: When comparing the source and destination files for finding whether to replace them or not, *compare\_version\_mode* can be passed to specify the mode of comparison. For possible values see *b2sdk.v2.CompareVersionMode*. Default value is *b2sdk.v2.CompareVersionMode.MODTIME*
- **compare\_threshold**: It's the minimum size (in bytes)/modification time (in seconds) difference between source and destination files before we assume that it is new and replace.
- **newer\_file\_mode**: To identify whether to skip or replace if source is older. For possible values see *b2sdk.v2.NewerFileSyncMode*. If you don't specify this the sync will raise *b2sdk.v2.exception.DestFileNewer* in case any of the source file is older than destination.
- **keep\_days\_or\_delete**: specify policy to keep or delete older files. For possible values see *b2sdk.v2.KeepOrDeleteMode*. Default is *DO\_NOTHING*.
- **keep\_days**: if *keep\_days\_or\_delete* is *b2sdk.v2.KeepOrDeleteMode.KEEP\_BEFORE\_DELETE* then this specifies for how many days should we keep.

```
>>> from b2sdk.v2 import ScanPoliciesManager
>>> from b2sdk.v2 import parse_folder
>>> from b2sdk.v2 import Synchronizer
>>> from b2sdk.v2 import KeepOrDeleteMode, CompareVersionMode, NewerFileSyncMode
>>> import time
>>> import sys

>>> source = '/home/user1/b2_example'
>>> destination = 'b2://example-mybucket-b2'

>>> source = parse_folder(source, b2_api)
>>> destination = parse_folder(destination, b2_api)

>>> policies_manager = ScanPoliciesManager(exclude_all_symlinks=True)
```

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```
>>> synchronizer = Synchronizer(
    max_workers=10,
    policies_manager=policies_manager,
    dry_run=False,
    allow_empty_source=True,
    compare_version_mode=CompareVersionMode.SIZE,
    compare_threshold=10,
    newer_file_mode=NewerFileSyncMode.REPLACE,
    keep_days_or_delete=KeepOrDeleteMode.KEEP_BEFORE_DELETE,
    keep_days=10,
)
```

We have a file (hello.txt) which is present in destination but not on source (my local), so it will be deleted and since our mode is to keep the delete file, it will be hidden for 10 days in bucket.

```
>>> no_progress = False
>>> with SyncReport(sys.stdout, no_progress) as reporter:
    synchronizer.sync_folders(
        source_folder=source,
        dest_folder=destination,
        now_millis=int(round(time.time() * 1000)),
        reporter=reporter,
    )
upload f1.txt
delete hello.txt (old version)
hide    hello.txt
```

We changed f1.txt and added 1 byte. Since our compare\_threshold is 10, it will not do anything.

```
>>> with SyncReport(sys.stdout, no_progress) as reporter:
    synchronizer.sync_folders(
        source_folder=source,
        dest_folder=destination,
        now_millis=int(round(time.time() * 1000)),
        reporter=reporter,
    )
```

We changed f1.txt and added more than 10 bytes. Since our compare\_threshold is 10, it will replace the file at destination folder.

```
>>> with SyncReport(sys.stdout, no_progress) as reporter:
    synchronizer.sync_folders(
        source_folder=source,
        dest_folder=destination,
        now_millis=int(round(time.time() * 1000)),
        reporter=reporter,
    )
upload f1.txt
```

Let's just delete the file and not keep - keep\_days\_or\_delete = DELETE You can avoid passing keep\_days argument in this case because it will be ignored anyways

```
>>> synchronizer = Synchronizer(
    max_workers=10,
    policies_manager=policies_manager,
    dry_run=False,
    allow_empty_source=True,
    compare_version_mode=CompareVersionMode.SIZE,
    compare_threshold=10, # in bytes
    newer_file_mode=NewerFileSyncMode.REPLACE,
    keep_days_or_delete=KeepOrDeleteMode.DELETE,
)

>>> with SyncReport(sys.stdout, no_progress) as reporter:
    synchronizer.sync_folders(
        source_folder=source,
        dest_folder=destination,
        now_millis=int(round(time.time() * 1000)),
        reporter=reporter,
    )
delete f1.txt
delete f1.txt (old version)
delete hello.txt (old version)
upload f2.txt
delete hello.txt (hide marker)
```

As you can see, it deleted f1.txt and it's older versions (no hide this time) and deleted hello.txt also because now we don't want the file anymore. also, we added another file f2.txt which gets uploaded.

Now we changed newer\_file\_mode to SKIP and compare\_version\_mode to MODTIME. also uploaded a new version of f2.txt to bucket using B2 web.

```
>>> synchronizer = Synchronizer(
    max_workers=10,
    policies_manager=policies_manager,
    dry_run=False,
    allow_empty_source=True,
    compare_version_mode=CompareVersionMode.MODTIME,
    compare_threshold=10, # in seconds
    newer_file_mode=NewerFileSyncMode.SKIP,
    keep_days_or_delete=KeepOrDeleteMode.DELETE,
)

>>> with SyncReport(sys.stdout, no_progress) as reporter:
    synchronizer.sync_folders(
        source_folder=source,
        dest_folder=destination,
        now_millis=int(round(time.time() * 1000)),
        reporter=reporter,
    )
```

As expected, nothing happened, it found a file that was older at source but did not do anything because we skipped.

Now we changed newer\_file\_mode again to REPLACE and also uploaded a new version of f2.txt to bucket using B2 web.

```
>>> synchronizer = Synchronizer(
```

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```

        max_workers=10,
        policies_manager=policies_manager,
        dry_run=False,
        allow_empty_source=True,
        compare_version_mode=CompareVersionMode.MODTIME,
        compare_threshold=10,
        newer_file_mode=NewerFileSyncMode.REPLACE,
        keep_days_or_delete=KeepOrDeleteMode.DELETE,
    )
>>> with SyncReport(sys.stdout, no_progress) as reporter:
    synchronizer.sync_folders(
        source_folder=source,
        dest_folder=destination,
        now_millis=int(round(time.time() * 1000)),
        reporter=reporter,
    )
delete f2.txt (old version)
upload f2.txt

```

## Handling encryption

The *Synchronizer* object may need *EncryptionSetting* instances to perform downloads and copies. For this reason, the *sync\_folder* method accepts an *EncryptionSettingsProvider*, see [Server-Side Encryption](#) for further explanation and [Sync Encryption Settings Providers](#) for public API.

## Public API classes

### `class b2sdk.v2.ScanPoliciesManager`

Policy object used when scanning folders, used to decide which files to include in the list of files.

Code that scans through files should at least use `should_exclude_file()` to decide whether each file should be included; it will check include/exclude patterns for file names, as well as patterns for excluding directories.

Code that scans may optionally use `should_exclude_directory()` to test whether it can skip a directory completely and not bother listing the files and sub-directories in it.

```

__init__(exclude_dir_regexes: Iterable[Union[str, Pattern]] = (), exclude_file_regexes: Iterable[Union[str,
    Pattern]] = (), include_file_regexes: Iterable[Union[str, Pattern]] = (), exclude_all_symlinks: bool
    = False, exclude_modified_before: Optional[int] = None, exclude_modified_after: Optional[int] =
    None, exclude_uploaded_before: Optional[int] = None, exclude_uploaded_after: Optional[int] =
    None)

```

#### Parameters

- **exclude\_dir\_regexes** – regexes to exclude directories
- **exclude\_file\_regexes** – regexes to exclude files
- **include\_file\_regexes** – regexes to include files
- **exclude\_all\_symlinks** – if True, exclude all symlinks
- **exclude\_modified\_before** – optionally exclude file versions (both local and b2) modified before (in millis)

- **exclude\_modified\_after** – optionally exclude file versions (both local and b2) modified after (in millis)
- **exclude\_uploaded\_before** – optionally exclude b2 file versions uploaded before (in millis)
- **exclude\_uploaded\_after** – optionally exclude b2 file versions uploaded after (in millis)

The regex matching priority for a given path is: 1) the path is always excluded if it's dir matches *exclude\_dir\_regexes*, if not then 2) the path is always included if it matches *include\_file\_regexes*, if not then 3) the path is excluded if it matches *exclude\_file\_regexes*, if not then 4) the path is included

**should\_exclude\_local\_path**(*local\_path*: [LocalPath](#))

Whether a local path should be excluded from the scan or not.

This method assumes that the directory holding the *path\_* has already been checked for exclusion.

**should\_exclude\_b2\_file\_version**(*file\_version*: [FileVersion](#), *relative\_path*: *str*)

Whether a b2 file version should be excluded from the scan or not.

This method assumes that the directory holding the *path\_* has already been checked for exclusion.

**should\_exclude\_b2\_directory**(*dir\_path*: *str*)

Given the path of a directory, relative to the scan point, decide if all of the files in it should be excluded from the scan.

**should\_exclude\_local\_directory**(*dir\_path*: *str*)

Given the path of a directory, relative to the scan point, decide if all of the files in it should be excluded from the scan.

**class** `b2sdk.v2.Synchronizer`

Copies multiple “files” from source to destination. Optionally deletes or hides destination files that the source does not have.

The synchronizer can copy files:

- From a B2 bucket to a local destination.
- From a local source to a B2 bucket.
- From one B2 bucket to another.
- Between different folders in the same B2 bucket. It will sync only the latest versions of files.

By default, the synchronizer:

- Fails when the specified source directory doesn't exist or is empty. (see `allow_empty_source` argument)
- Fails when the source is newer. (see `newer_file_mode` argument)
- Doesn't delete a file if it's present on the destination but not on the source. (see `keep_days_or_delete` and `keep_days` arguments)
- Compares files based on modification time. (see `compare_version_mode` and `compare_threshold` arguments)

```
__init__(max_workers, policies_manager=<b2sdk.scan.policies.ScanPoliciesManager object>,
         dry_run=False, allow_empty_source=False,
         newer_file_mode=NewerFileSyncMode.RAISE_ERROR,
         keep_days_or_delete=KeepOrDeleteMode.NO_DELETE,
         compare_version_mode=CompareVersionMode.MODTIME, compare_threshold=None,
         keep_days=None, sync_policy_manager: ~b2sdk.sync.policy_manager.SyncPolicyManager =
         <b2sdk.sync.policy_manager.SyncPolicyManager object>)
```



Initialize synchronizer class and validate arguments

#### Parameters

- **max\_workers** (*int*) – max number of workers
- **policies\_manager** – object which decides which files to process
- **dry\_run** (*bool*) – test mode, does not actually transfer/delete when enabled
- **allow\_empty\_source** (*bool*) – if True, do not check whether source folder is empty
- **newer\_file\_mode** (*b2sdk.v2.NewerFileSyncMode*) – setting which determines handling for destination files newer than on the source
- **keep\_days\_or\_delete** (*b2sdk.v2.KeepOrDeleteMode*) – setting which determines if we should delete or not delete or keep for *keep\_days*
- **compare\_version\_mode** (*b2sdk.v2.CompareVersionMode*) – how to compare the source and destination files to find new ones
- **compare\_threshold** (*int*) – should be greater than 0, default is 0
- **keep\_days** (*int*) – if *keep\_days\_or\_delete* is *b2sdk.v2.KeepOrDeleteMode.KEEP\_BEFORE\_DELETE*, then this should be greater than 0
- **sync\_policy\_manager** (*SyncPolicyManager*) – object which decides what to do with each file (upload, download, delete, copy, hide etc)

**sync\_folders**(*source\_folder, dest\_folder, now\_millis, reporter, encryption\_settings\_provider:*  
*~b2sdk.sync.encryption\_provider.AbstractSyncEncryptionSettingsProvider =*  
*<b2sdk.sync.encryption\_provider.ServerDefaultSyncEncryptionSettingsProvider object>*)

Syncs two folders. Always ensures that every file in the source is also in the destination. Deletes any file versions in the destination older than *history\_days*.

#### Parameters

- **source\_folder** (*b2sdk.scan.folder.AbstractFolder*) – source folder object
- **dest\_folder** (*b2sdk.scan.folder.AbstractFolder*) – destination folder object
- **now\_millis** (*int*) – current time in milliseconds
- **reporter** (*b2sdk.sync.report.SyncReport, None*) – progress reporter
- **encryption\_settings\_provider** (*b2sdk.v2.AbstractSyncEncryptionSettingsProvider*) – encryption setting provider

#### class b2sdk.v2.SyncReport

Handle reporting progress for syncing.

Print out each file as it is processed, and puts up a sequence of progress bars.

#### The progress bars are:

- Step 1/1: count local files
- Step 2/2: compare file lists
- Step 3/3: transfer files

This class is THREAD SAFE, so it can be used from parallel sync threads.

**update\_compare**(*delta*)

Report that more files have been compared.

**Parameters**

**delta** (*int*) – number of files compared

**end\_compare**(*total\_transfer\_files*, *total\_transfer\_bytes*)

Report that the comparison has been finished.

**Parameters**

- **total\_transfer\_files** (*int*) – total number of transferred files
- **total\_transfer\_bytes** (*int*) – total number of transferred bytes

**update\_transfer**(*file\_delta*, *byte\_delta*)

Update transfer info.

**Parameters**

- **file\_delta** (*int*) – number of files transferred
- **byte\_delta** (*int*) – number of bytes transferred

**UPDATE\_INTERVAL** = 0.1

**\_\_init\_\_**(*stdout: TextIOWrapper*, *no\_progress: bool*) → *None*

**close**()

Perform a clean-up.

**end\_total**()

Total files count is done. Can proceed to step 2.

**error**(*message*)

Print an error, gracefully interleaving it with a progress bar.

**Parameters**

**message** (*str*) – an error message

**local\_access\_error**(*path*)

Add a file access error message to the list of warnings.

**Parameters**

**path** (*str*) – file path

**local\_permission\_error**(*path*)

Add a permission error message to the list of warnings.

**Parameters**

**path** (*str*) – file path

**print\_completion**(*message*)

Remove the progress bar, prints a message, and puts the progress bar back.

**Parameters**

**message** (*str*) – an error message

**symlink\_skipped**(*path*)

**update\_count**(*delta: int*)

Report that items have been processed.

**update\_total**(*delta*)

Report that more files have been found for comparison.

**Parameters**

**delta** (*int*) – number of files found since the last check

**stdout**: `TextIOWrapper`

**no\_progress**: `bool`

## Sync Encryption Settings Providers

### **class** b2sdk.v2.**AbstractSyncEncryptionSettingsProvider**

Object which provides an appropriate EncryptionSetting object for sync, i.e. complex operations with multiple sources and destinations

**abstract** **get\_setting\_for\_upload**(*bucket*: `Bucket`, *b2\_file\_name*: `str`, *file\_info*: `Optional[dict]`, *length*: `int`) → `Optional[EncryptionSetting]`

Return an EncryptionSetting for uploading an object or None if server should decide.

**abstract** **get\_source\_setting\_for\_copy**(*bucket*: `Bucket`, *source\_file\_version*: `FileVersion`) → `Optional[EncryptionSetting]`

Return an EncryptionSetting for a source of copying an object or None if not required

**abstract** **get\_destination\_setting\_for\_copy**(*bucket*: `Bucket`, *dest\_b2\_file\_name*: `str`, *source\_file\_version*: `FileVersion`, *target\_file\_info*: `Optional[dict] = None`) → `Optional[EncryptionSetting]`

Return an EncryptionSetting for a destination for copying an object or None if server should decide

**abstract** **get\_setting\_for\_download**(*bucket*: `Bucket`, *file\_version*: `FileVersion`) → `Optional[EncryptionSetting]`

Return an EncryptionSetting for downloading an object from, or None if not required

### **class** b2sdk.v2.**ServerDefaultSyncEncryptionSettingsProvider**

Encryption settings provider which assumes setting-less reads and a bucket default for writes.

### **class** b2sdk.v2.**BasicSyncEncryptionSettingsProvider**

Basic encryption setting provider that supports exactly one encryption setting per bucket for reading and one encryption setting per bucket for writing

**\_\_init\_\_**(*read\_bucket\_settings*: `Dict[str, Optional[EncryptionSetting]]`, *write\_bucket\_settings*: `Dict[str, Optional[EncryptionSetting]]`)

## B2 Utility functions

**b2sdk.v2.b2\_url\_encode**(*s*)

URL-encode a unicode string to be sent to B2 in an HTTP header.

**Parameters**

**s** (*str*) – a unicode string to encode

**Returns**

URL-encoded string

**Return type**

`str`

`b2sdk.v2.b2_url_decode(s)`

Decode a Unicode string returned from B2 in an HTTP header.

**Parameters**

**s** (*str*) – a unicode string to decode

**Returns**

a Python unicode string.

**Return type**

*str*

`b2sdk.v2.choose_part_ranges(content_length, minimum_part_size)`

Return a list of (offset, length) for the parts of a large file.

**Parameters**

- **content\_length** (*int*) – content length value
- **minimum\_part\_size** (*int*) – a minimum file part size

**Return type**

*list*

`b2sdk.v2.fix_windows_path_limit(path)`

Prefix paths when running on Windows to overcome 260 character path length limit. See [https://msdn.microsoft.com/en-us/library/windows/desktop/aa365247\(v=vs.85\).aspx#maxpath](https://msdn.microsoft.com/en-us/library/windows/desktop/aa365247(v=vs.85).aspx#maxpath)

**Parameters**

**path** (*str*) – a path to prefix

**Returns**

a prefixed path

**Return type**

*str*

`b2sdk.v2.format_and_scale_fraction(numerator, denominator, unit)`

Pick a good scale for representing a fraction, and format it.

**Parameters**

- **numerator** (*int*) – a numerator of a fraction
- **denominator** (*int*) – a denominator of a fraction
- **unit** (*str*) – an arbitrary unit name

**Returns**

scaled and formatted fraction

**Return type**

*str*

`b2sdk.v2.format_and_scale_number(x, unit)`

Pick a good scale for representing a number and format it.

**Parameters**

- **x** (*int*) – a number
- **unit** (*str*) – an arbitrary unit name

**Returns**

scaled and formatted number

**Return type**`str``b2sdk.v2.hex_sha1_of_stream(input_stream, content_length)`

Return the 40-character hex SHA1 checksum of the first `content_length` bytes in the input stream.

**Parameters**

- **input\_stream** – stream object, which exposes `read()` method
- **content\_length** (`int`) – expected length of the stream

**Return type**`str``b2sdk.v2.hex_sha1_of_bytes(data: bytes) → str`

Return the 40-character hex SHA1 checksum of the data.

**class** `b2sdk.v2.TempDir`

Context manager that creates and destroys a temporary directory.

`__enter__()`

Return the unicode path to the temp dir.

`__exit__(exc_type, exc_val, exc_tb)`**Write intent****class** `b2sdk.v2.WriteIntent`

Wrapper for outbound source that defines destination offset.

`__init__(outbound_source, destination_offset=0)`**Parameters**

- **outbound\_source** (`b2sdk.v2.OutboundTransferSource`) – data source (remote or local)
- **destination\_offset** (`int`) – point of start in destination file

**property** `length`

Length of the write intent.

**Return type**`int`**property** `destination_end_offset`

Offset of source end in destination file.

**Return type**`int`**property** `is_copy()`

States if outbound source is remote source and requires copying.

**Return type**`bool`

**is\_upload()**

States if outbound source is local source and requires uploading.

**Return type**

`bool`

**classmethod** `wrap_sources_iterator(outbound_sources_iterator)`

Helper that wraps outbound sources iterator with write intents.

Can be used in cases similar to concatenate to automatically compute destination offsets

**Param**

iterator[`b2sdk.v2.OutboundTransferSource`] `outbound_sources_iterator`: iterator of outbound sources

**Return type**

generator[`b2sdk.v2.WriteIntent`]

## Outbound Transfer Source

**class** `b2sdk.v2.OutboundTransferSource`

Abstract class for defining outbound transfer sources.

Supported outbound transfer sources are:

- `b2sdk.v2.CopySource`
- `b2sdk.v2.UploadSourceBytes`
- `b2sdk.v2.UploadSourceLocalFile`
- `b2sdk.v2.UploadSourceLocalFileRange`
- `b2sdk.v2.UploadSourceStream`
- `b2sdk.v2.UploadSourceStreamRange`

**abstract** `get_content_length()`

Return the number of bytes of data in the file.

**abstract** `is_upload()`

Return if outbound source is an upload source. :rtype bool:

**abstract** `is_copy()`

Return if outbound source is a copy source. :rtype bool:

## Encryption Settings

**class** `b2sdk.v2.EncryptionKey`

Hold information about encryption key: the key itself, and its id. The id may be None, if it's not set in encrypted file's fileInfo, or UNKNOWN\_KEY\_ID when that information is missing. The secret may be None, if encryption metadata is read from the server.

**\_\_init\_\_**(secret: *Optional*[bytes], key\_id: *Union*[str, None, *UnknownKeyId*])

`b2sdk.v2.UNKNOWN_KEY_ID`

alias of `_UnknownKeyId.unknown_key_id`

**class b2sdk.v2.EncryptionSetting**

Hold information about encryption mode, algorithm and key (for bucket default, file version info or even upload)

**\_\_init\_\_**(*mode*: EncryptionMode, *algorithm*: Optional[EncryptionAlgorithm] = None, *key*: Optional[EncryptionKey] = None)

**Parameters**

- **mode** (*b2sdk.v2.EncryptionMode*) – encryption mode
- **algorithm** (*b2sdk.v2.EncryptionAlgorithm*) – encryption algorithm
- **key** (*b2sdk.v2.EncryptionKey*) – encryption key object for SSE-C

**as\_dict()**

Represent the setting as a dict, for example:

```
{
    'mode': 'SSE-C',
    'algorithm': 'AES256',
    'customerKey': 'U3hWbVlxM3Q2djl5JEImRS1IQE1jUWZUalduWnI0dTc=',
    'customerKeyMd5': 'SWx9GFv5BTT1jdwf48Bx+Q=='
}
```

```
{
    'mode': 'SSE-B2',
    'algorithm': 'AES256'
}
```

or

```
{
    'mode': 'none'
}
```

**v2.SSE\_NONE** = <EncryptionSetting(EncryptionMode.NONE, None, None)>

Commonly used “no encryption” setting

**v2.SSE\_B2\_AES** = <EncryptionSetting(EncryptionMode.SSE\_B2, EncryptionAlgorithm.AES256, None)>

Commonly used SSE-B2 setting

**Encryption Types**

**class b2sdk.encryption.types.EncryptionAlgorithm**(*value*)

Encryption algorithm.

**AES256** = 'AES256'

**get\_length()** → int

**class b2sdk.encryption.types.EncryptionMode**(*value*)

Encryption mode.

**UNKNOWN** = **None**  
unknown encryption mode (sdk doesn't know or used key has no rights to know)

**NONE** = **'none'**  
no encryption (plaintext)

**SSE\_B2** = **'SSE-B2'**  
server-side encryption with key maintained by B2

**SSE\_C** = **'SSE-C'**  
server-side encryption with key provided by the client

**can\_be\_set\_as\_bucket\_default()**

### 2.8.3 Internal API

---

**Note:** See [Internal interface](#) chapter to learn when and how to safely use the Internal API

---

#### **b2sdk.session – B2 Session**

**class** **b2sdk.session.TokenType**(*value*)

Bases: [Enum](#)

An enumeration.

**API** = **'api'**

**API\_TOKEN\_ONLY** = **'api\_token\_only'**

**UPLOAD\_PART** = **'upload\_part'**

**UPLOAD\_SMALL** = **'upload\_small'**

**class** **b2sdk.session.B2Session**(*account\_info*:

*~typing.Optional[~b2sdk.account\_info.abstract.AbstractAccountInfo]* = *None*,  
*cache*: *~typing.Optional[~b2sdk.cache.AbstractCache]* = *None*,  
*api\_config*: *~b2sdk.api\_config.B2HttpApiConfig* =  
*<b2sdk.api\_config.B2HttpApiConfig object>*)

Bases: [object](#)

A facade that supplies the correct `api_url` and `account_auth_token` to methods of underlying `raw_api` and reauthorizes if necessary.

**SQLITE\_ACCOUNT\_INFO\_CLASS**

alias of [SqliteAccountInfo](#)

**B2HTTP\_CLASS**

alias of [B2Http](#)

**\_\_init\_\_**(*account\_info*: *~typing.Optional[~b2sdk.account\_info.abstract.AbstractAccountInfo]* = *None*,  
*cache*: *~typing.Optional[~b2sdk.cache.AbstractCache]* = *None*, *api\_config*:  
*~b2sdk.api\_config.B2HttpApiConfig* = *<b2sdk.api\_config.B2HttpApiConfig object>*)

Initialize Session using given account info.



**Parameters**

- **account\_info** – an instance of [UrlPoolAccountInfo](#), or any custom class derived from [AbstractAccountInfo](#) To learn more about Account Info objects, see here [SqliteAccountInfo](#)
- **cache** – an instance of the one of the following classes: [DummyCache](#), [InMemoryCache](#), [AuthInfoCache](#), or any custom class derived from [AbstractCache](#) It is used by B2Api to cache the mapping between bucket name and bucket ids. default is [DummyCache](#)

:param api\_config

**authorize\_automatically()**

Perform automatic account authorization, retrieving all account data from account info object passed during initialization.

**authorize\_account(realm, application\_key\_id, application\_key)**

Perform account authorization.

**Parameters**

- **realm** (*str*) – a realm to authorize account in (usually just “production”)
- **application\_key\_id** (*str*) – *application key ID*
- **application\_key** (*str*) – user’s *application key*

**cancel\_large\_file(file\_id)**

**create\_bucket**(*account\_id*, *bucket\_name*, *bucket\_type*, *bucket\_info*=None, *cors\_rules*=None, *lifecycle\_rules*=None, *default\_server\_side\_encryption*=None, *is\_file\_lock\_enabled*: *Optional*[*bool*] = None, *replication*: *Optional*[*ReplicationConfiguration*] = None)

**create\_key**(*account\_id*, *capabilities*, *key\_name*, *valid\_duration\_seconds*, *bucket\_id*, *name\_prefix*)

**delete\_key**(*application\_key\_id*)

**delete\_bucket**(*account\_id*, *bucket\_id*)

**delete\_file\_version**(*file\_id*, *file\_name*)

**download\_file\_from\_url**(*url*, *range\_*=None, *encryption*: *Optional*[*EncryptionSetting*] = None)

**finish\_large\_file**(*file\_id*, *part\_sha1\_array*)

**get\_download\_authorization**(*bucket\_id*, *file\_name\_prefix*, *valid\_duration\_in\_seconds*)

**get\_file\_info\_by\_id**(*file\_id*: *str*) → *Dict*[*str*, *Any*]

**get\_file\_info\_by\_name**(*bucket\_name*: *str*, *file\_name*: *str*) → *Dict*[*str*, *Any*]

**get\_upload\_url**(*bucket\_id*)

**get\_upload\_part\_url**(*file\_id*)

**hide\_file**(*bucket\_id*, *file\_name*)

**list\_buckets**(*account\_id*, *bucket\_id*=None, *bucket\_name*=None)

**list\_file\_names**(*bucket\_id*, *start\_file\_name*=None, *max\_file\_count*=None, *prefix*=None)

```
list_file_versions(bucket_id, start_file_name=None, start_file_id=None, max_file_count=None,
                  prefix=None)

list_keys(account_id, max_key_count=None, start_application_key_id=None)

list_parts(file_id, start_part_number, max_part_count)

list_unfinished_large_files(bucket_id, start_file_id=None, max_file_count=None, prefix=None)

start_large_file(bucket_id, file_name, content_type, file_info, server_side_encryption:
                Optional[EncryptionSetting] = None, file_retention: Optional[FileRetentionSetting] =
                None, legal_hold: Optional[LegalHold] = None)

update_bucket(account_id, bucket_id, bucket_type=None, bucket_info=None, cors_rules=None,
              lifecycle_rules=None, if_revision_is=None, default_server_side_encryption:
              Optional[EncryptionSetting] = None, default_retention: Optional[BucketRetentionSetting]
              = None, replication: Optional[ReplicationConfiguration] = None)

upload_file(bucket_id, file_name, content_length, content_type, content_sha1, file_infos, data_stream,
            server_side_encryption: Optional[EncryptionSetting] = None, file_retention:
            Optional[FileRetentionSetting] = None, legal_hold: Optional[LegalHold] = None)

upload_part(file_id, part_number, content_length, sha1_sum, input_stream, server_side_encryption:
            Optional[EncryptionSetting] = None)

get_download_url_by_id(file_id)

get_download_url_by_name(bucket_name, file_name)

copy_file(source_file_id, new_file_name, bytes_range=None, metadata_directive=None,
          content_type=None, file_info=None, destination_bucket_id=None,
          destination_server_side_encryption: Optional[EncryptionSetting] = None,
          source_server_side_encryption: Optional[EncryptionSetting] = None, file_retention:
          Optional[FileRetentionSetting] = None, legal_hold: Optional[LegalHold] = None)

copy_part(source_file_id, large_file_id, part_number, bytes_range=None,
          destination_server_side_encryption: Optional[EncryptionSetting] = None,
          source_server_side_encryption: Optional[EncryptionSetting] = None)

update_file_retention(file_id, file_name, file_retention: FileRetentionSetting, bypass_governance: bool
                     = False)

update_file_legal_hold(file_id, file_name, legal_hold: LegalHold)
```

### b2sdk.raw\_api – B2 raw api wrapper

```
class b2sdk.raw_api.MetadataDirectiveMode(value)
    Bases: Enum
    Mode of handling metadata when copying a file
    COPY = 401
        copy metadata from the source file
    REPLACE = 402
        ignore the source file metadata and set it to provided values
```

```
class b2sdk.raw_api.AbstractRawApi
```

```
    Bases: object
```

```
    Direct access to the B2 web apis.
```

```
    abstract authorize_account(realm_url, application_key_id, application_key)
```

```
    abstract cancel_large_file(api_url, account_auth_token, file_id)
```

```
    abstract copy_file(api_url, account_auth_token, source_file_id, new_file_name, bytes_range=None,
                        metadata_directive=None, content_type=None, file_info=None,
                        destination_bucket_id=None, destination_server_side_encryption:
                        Optional[EncryptionSetting] = None, source_server_side_encryption:
                        Optional[EncryptionSetting] = None, file_retention: Optional[FileRetentionSetting]
                        = None, legal_hold: Optional[LegalHold] = None)
```

```
    abstract copy_part(api_url, account_auth_token, source_file_id, large_file_id, part_number,
                        bytes_range=None, destination_server_side_encryption:
                        Optional[EncryptionSetting] = None, source_server_side_encryption:
                        Optional[EncryptionSetting] = None)
```

```
    abstract create_bucket(api_url, account_auth_token, account_id, bucket_name, bucket_type,
                           bucket_info=None, cors_rules=None, lifecycle_rules=None,
                           default_server_side_encryption: Optional[EncryptionSetting] = None,
                           is_file_lock_enabled: Optional[bool] = None, replication:
                           Optional[ReplicationConfiguration] = None)
```

```
    abstract create_key(api_url, account_auth_token, account_id, capabilities, key_name,
                        valid_duration_seconds, bucket_id, name_prefix)
```

```
    abstract download_file_from_url(account_auth_token_or_none, url, range_=None, encryption:
                                     Optional[EncryptionSetting] = None)
```

```
    abstract delete_key(api_url, account_auth_token, application_key_id)
```

```
    abstract delete_bucket(api_url, account_auth_token, account_id, bucket_id)
```

```
    abstract delete_file_version(api_url, account_auth_token, file_id, file_name)
```

```
    abstract finish_large_file(api_url, account_auth_token, file_id, part_shal_array)
```

```
    abstract get_download_authorization(api_url, account_auth_token, bucket_id, file_name_prefix,
                                        valid_duration_in_seconds)
```

```
    abstract get_file_info_by_id(api_url: str, account_auth_token: str, file_id: str) → Dict[str, Any]
```

```
    abstract get_file_info_by_name(download_url: str, account_auth_token: str, bucket_name: str,
                                   file_name: str) → Dict[str, Any]
```

```
    abstract get_upload_url(api_url, account_auth_token, bucket_id)
```

```
    abstract get_upload_part_url(api_url, account_auth_token, file_id)
```

```
    abstract hide_file(api_url, account_auth_token, bucket_id, file_name)
```

```
    abstract list_buckets(api_url, account_auth_token, account_id, bucket_id=None, bucket_name=None)
```

```
abstract list_file_names(api_url, account_auth_token, bucket_id, start_file_name=None,
                        max_file_count=None, prefix=None)

abstract list_file_versions(api_url, account_auth_token, bucket_id, start_file_name=None,
                          start_file_id=None, max_file_count=None, prefix=None)

abstract list_keys(api_url, account_auth_token, account_id, max_key_count=None,
                 start_application_key_id=None)

abstract list_parts(api_url, account_auth_token, file_id, start_part_number, max_part_count)

abstract list_unfinished_large_files(api_url, account_auth_token, bucket_id, start_file_id=None,
                                    max_file_count=None, prefix=None)

abstract start_large_file(api_url, account_auth_token, bucket_id, file_name, content_type, file_info,
                        server_side_encryption: Optional[EncryptionSetting] = None,
                        file_retention: Optional[FileRetentionSetting] = None, legal_hold:
                        Optional[LegalHold] = None)

abstract update_bucket(api_url, account_auth_token, account_id, bucket_id, bucket_type=None,
                     bucket_info=None, cors_rules=None, lifecycle_rules=None,
                     if_revision_is=None, default_server_side_encryption:
                     Optional[EncryptionSetting] = None, default_retention:
                     Optional[BucketRetentionSetting] = None, replication:
                     Optional[ReplicationConfiguration] = None)

abstract update_file_retention(api_url, account_auth_token, file_id, file_name, file_retention:
                             FileRetentionSetting, bypass_governance: bool = False)

classmethod get_upload_file_headers(upload_auth_token: str, file_name: str, content_length: int,
                                   content_type: str, content_sha1: str, file_infos: dict,
                                   server_side_encryption: Optional[EncryptionSetting],
                                   file_retention: Optional[FileRetentionSetting], legal_hold:
                                   Optional[LegalHold]) → dict

abstract upload_file(upload_url, upload_auth_token, file_name, content_length, content_type,
                   content_sha1, file_infos, data_stream, server_side_encryption:
                   Optional[EncryptionSetting] = None, file_retention:
                   Optional[FileRetentionSetting] = None, legal_hold: Optional[LegalHold] = None)

abstract upload_part(upload_url, upload_auth_token, part_number, content_length, sha1_sum,
                   input_stream, server_side_encryption: Optional[EncryptionSetting] = None)

get_download_url_by_id(download_url, file_id)

get_download_url_by_name(download_url, bucket_name, file_name)
```

```
class b2sdk.raw_api.B2RawHTTPApi(b2_http)
```

Bases: [AbstractRawApi](#)

Provide access to the B2 web APIs, exactly as they are provided by b2.

Requires that you provide all necessary URLs and auth tokens for each call.

Each API call decodes the returned JSON and returns a dict.

**For details on what each method does, see the B2 docs:**

<https://www.backblaze.com/b2/docs/>

This class is intended to be a super-simple, very thin layer on top of the HTTP calls. It can be mocked-out for testing higher layers. And this class can be tested by exercising each call just once, which is relatively quick.

```

__init__(b2_http)

authorize_account(realm_url, application_key_id, application_key)

cancel_large_file(api_url, account_auth_token, file_id)

create_bucket(api_url, account_auth_token, account_id, bucket_name, bucket_type, bucket_info=None,
               cors_rules=None, lifecycle_rules=None, default_server_side_encryption:
               Optional[EncryptionSetting] = None, is_file_lock_enabled: Optional[bool] = None,
               replication: Optional[ReplicationConfiguration] = None)

create_key(api_url, account_auth_token, account_id, capabilities, key_name, valid_duration_seconds,
            bucket_id, name_prefix)

delete_bucket(api_url, account_auth_token, account_id, bucket_id)

delete_file_version(api_url, account_auth_token, file_id, file_name)

delete_key(api_url, account_auth_token, application_key_id)

download_file_from_url(account_auth_token_or_none, url, range_=None, encryption:
                       Optional[EncryptionSetting] = None)
    Issue a streaming request for download of a file, potentially authorized.

    Parameters
        • account_auth_token_or_none (str) – an optional account auth token to pass in
        • url (str) – the full URL to download from
        • range (tuple) – two-element tuple for http Range header
        • encryption (b2sdk.v2.EncryptionSetting) – encryption settings for downloading

    Returns
        b2_http response

finish_large_file(api_url, account_auth_token, file_id, part_sha1_array)

get_download_authorization(api_url, account_auth_token, bucket_id, file_name_prefix,
                           valid_duration_in_seconds)

get_file_info_by_id(api_url: str, account_auth_token: str, file_id: str) → Dict[str, Any]

get_file_info_by_name(download_url: str, account_auth_token: str, bucket_name: str, file_name: str) →
    Dict[str, Any]

get_upload_url(api_url, account_auth_token, bucket_id)

get_upload_part_url(api_url, account_auth_token, file_id)

hide_file(api_url, account_auth_token, bucket_id, file_name)

list_buckets(api_url, account_auth_token, account_id, bucket_id=None, bucket_name=None)

list_file_names(api_url, account_auth_token, bucket_id, start_file_name=None, max_file_count=None,
                prefix=None)

```

**list\_file\_versions**(*api\_url, account\_auth\_token, bucket\_id, start\_file\_name=None, start\_file\_id=None, max\_file\_count=None, prefix=None*)

**list\_keys**(*api\_url, account\_auth\_token, account\_id, max\_key\_count=None, start\_application\_key\_id=None*)

**list\_parts**(*api\_url, account\_auth\_token, file\_id, start\_part\_number, max\_part\_count*)

**list\_unfinished\_large\_files**(*api\_url, account\_auth\_token, bucket\_id, start\_file\_id=None, max\_file\_count=None, prefix=None*)

**start\_large\_file**(*api\_url, account\_auth\_token, bucket\_id, file\_name, content\_type, file\_info, server\_side\_encryption: Optional[EncryptionSetting] = None, file\_retention: Optional[FileRetentionSetting] = None, legal\_hold: Optional[LegalHold] = None*)

**update\_bucket**(*api\_url, account\_auth\_token, account\_id, bucket\_id, bucket\_type=None, bucket\_info=None, cors\_rules=None, lifecycle\_rules=None, if\_revision\_is=None, default\_server\_side\_encryption: Optional[EncryptionSetting] = None, default\_retention: Optional[BucketRetentionSetting] = None, replication: Optional[ReplicationConfiguration] = None*)

**update\_file\_retention**(*api\_url, account\_auth\_token, file\_id, file\_name, file\_retention: FileRetentionSetting, bypass\_governance: bool = False*)

**update\_file\_legal\_hold**(*api\_url, account\_auth\_token, file\_id, file\_name, legal\_hold: LegalHold*)

**unprintable\_to\_hex**(*string*)

Replace unprintable chars in string with a hex representation.

**Parameters**

**string** – an arbitrary string, possibly with unprintable characters.

**Returns**

the string, with unprintable characters changed to hex (e.g., “”)

**check\_b2\_filename**(*filename*)

Raise an appropriate exception with details if the filename is unusable.

See <https://www.backblaze.com/b2/docs/files.html> for the rules.

**Parameters**

**filename** – a proposed filename in unicode

**Returns**

None if the filename is usable

**upload\_file**(*upload\_url, upload\_auth\_token, file\_name, content\_length, content\_type, content\_shal, file\_infos, data\_stream, server\_side\_encryption: Optional[EncryptionSetting] = None, file\_retention: Optional[FileRetentionSetting] = None, legal\_hold: Optional[LegalHold] = None*)

Upload one, small file to b2.

**Parameters**

- **upload\_url** – the upload\_url from b2\_authorize\_account
- **upload\_auth\_token** – the auth token from b2\_authorize\_account
- **file\_name** – the name of the B2 file
- **content\_length** – number of bytes in the file

- **content\_type** – MIME type
- **content\_sha1** – hex SHA1 of the contents of the file
- **file\_infos** – extra file info to upload
- **data\_stream** – a file like object from which the contents of the file can be read

#### Returns

**upload\_part**(*upload\_url, upload\_auth\_token, part\_number, content\_length, content\_sha1, data\_stream, server\_side\_encryption: Optional[EncryptionSetting] = None*)

**copy\_file**(*api\_url, account\_auth\_token, source\_file\_id, new\_file\_name, bytes\_range=None, metadata\_directive=None, content\_type=None, file\_info=None, destination\_bucket\_id=None, destination\_server\_side\_encryption: Optional[EncryptionSetting] = None, source\_server\_side\_encryption: Optional[EncryptionSetting] = None, file\_retention: Optional[FileRetentionSetting] = None, legal\_hold: Optional[LegalHold] = None*)

**copy\_part**(*api\_url, account\_auth\_token, source\_file\_id, large\_file\_id, part\_number, bytes\_range=None, destination\_server\_side\_encryption: Optional[EncryptionSetting] = None, source\_server\_side\_encryption: Optional[EncryptionSetting] = None*)

### b2sdk.b2http – thin http client wrapper

**b2sdk.b2http.random()** → x in the interval [0, 1).

**class b2sdk.b2http.ResponseContextManager**(*response*)

A context manager that closes a requests.Response when done.

**class b2sdk.b2http.HttpCallback**

A callback object that does nothing. Overrides pre\_request and/or post\_request as desired.

**pre\_request**(*method, url, headers*)

Called before processing an HTTP request.

Raises an exception if this request should not be processed. The exception raised must inherit from B2HttpCallbackPreRequestException.

#### Parameters

- **method** (*str*) – str, one of: 'POST', 'GET', etc.
- **url** (*str*) – the URL that will be used
- **headers** (*dict*) – the header sent with the request

**post\_request**(*method, url, headers, response*)

Called after processing an HTTP request. Should not raise an exception.

Raises an exception if this request should be treated as failing. The exception raised must inherit from B2HttpCallbackPostRequestException.

#### Parameters

- **method** (*str*) – one of: 'POST', 'GET', etc.
- **url** (*str*) – the URL that will be used
- **headers** (*dict*) – the header sent with the request
- **response** – a response object from the requests library



**class** b2sdk.b2http.ClockSkewHook

**post\_request**(*method, url, headers, response*)

Raise an exception if the clock in the server is too different from the clock on the local host.

The Date header contains a string that looks like: “Fri, 16 Dec 2016 20:52:30 GMT”.

**Parameters**

- **method** (*str*) – one of: ‘POST’, ‘GET’, etc.
- **url** (*str*) – the URL that will be used
- **headers** (*dict*) – the header sent with the request
- **response** – a response object from the requests library

**class** b2sdk.b2http.B2Http(*api\_config: ~b2sdk.api\_config.B2HttpApiConfig = <b2sdk.api\_config.B2HttpApiConfig object>*)

A wrapper for the requests module. Provides the operations needed to access B2, and handles retrying when the returned status is 503 Service Unavailable, 429 Too Many Requests, etc.

The operations supported are:

- **post\_json\_return\_json**
- **post\_content\_return\_json**
- **get\_content**

The methods that return JSON either return a Python dict or raise a subclass of B2Error. They can be used like this:

```
try:
    response_dict = b2_http.post_json_return_json(url, headers, params)
    ...
except B2Error as e:
    ...
```

Please note that the timeout/retry system, including class-level variables, is not a part of the interface and is subject to change.

**TIMEOUT = 128**

**TIMEOUT\_FOR\_COPY = 1200**

**TIMEOUT\_FOR\_UPLOAD = 128**

**TRY\_COUNT\_DATA = 20**

**TRY\_COUNT\_DOWNLOAD = 20**

**TRY\_COUNT\_HEAD = 5**

**TRY\_COUNT\_OTHER = 5**

**add\_callback**(*callback*)

Add a callback that inherits from HttpCallback.

**Parameters**

- **callback** (*callable*) – a callback to be added to a chain



**post\_content\_return\_json**(url, headers, data, try\_count: *int* = 20, post\_params=None, \_timeout: *Optional[int]* = None)

Use like this:

```
try:
    response_dict = b2_http.post_content_return_json(url, headers, data)
    ...
except B2Error as e:
    ...
```

#### Parameters

- **url** (*str*) – a URL to call
- **headers** (*dict*) – headers to send.
- **data** – bytes (Python 3) or str (Python 2), or a file-like object, to send

#### Returns

a dict that is the decoded JSON

#### Return type

*dict*

**post\_json\_return\_json**(url, headers, params, try\_count: *int* = 5)

Use like this:

```
try:
    response_dict = b2_http.post_json_return_json(url, headers, params)
    ...
except B2Error as e:
    ...
```

#### Parameters

- **url** (*str*) – a URL to call
- **headers** (*dict*) – headers to send.
- **params** (*dict*) – a dict that will be converted to JSON

#### Returns

the decoded JSON document

#### Return type

*dict*

**get\_content**(url, headers, try\_count: *int* = 20)

Fetches content from a URL.

Use like this:

```
try:
    with b2_http.get_content(url, headers) as response:
        for byte_data in response.iter_content(chunk_size=1024):
            ...
except B2Error as e:
    ...
```

The response object is only guarantee to have:

- headers
- iter\_content()

#### Parameters

- **url** (*str*) – a URL to call
- **headers** (*dict*) – headers to send
- **try\_count** (*int*) – a number or retries

#### Returns

Context manager that returns an object that supports iter\_content()

**head\_content**(url: *str*, headers: *Dict[str, Any]*, try\_count: *int* = 5) → *Dict[str, Any]*

Does a HEAD instead of a GET for the URL. The response's content is limited to the headers.

Use like this:

```
try:
    response_dict = b2_http.head_content(url, headers)
    ...
except B2Error as e:
    ...
```

The response object is only guaranteed to have:

- headers

#### Parameters

- **url** (*str*) – a URL to call
- **headers** (*dict*) – headers to send
- **try\_count** (*int*) – a number or retries

#### Returns

the decoded response

#### Return type

*dict*

```
class b2sdk.b2http.NotDecompressingHTTPAdapter(pool_connections=10, pool_maxsize=10,
                                                max_retries=0, pool_block=False)
```

HTTP adapter that uses *b2sdk.requests.NotDecompressingResponse* instead of the default *requests.Response* class.

**build\_response**(req, resp)

Builds a Response object from a urllib3 response. This should not be called from user code, and is only exposed for use when subclassing the HTTPAdapter

#### Parameters

- **req** – The PreparedRequest used to generate the response.
- **resp** – The urllib3 response object.

**Return type**  
requests.Response

`b2sdk.b2http.test_http()`

Run a few tests on error diagnosis.

This test takes a while to run and is not used in the automated tests during building. Run the test by hand to exercise the code.

### `b2sdk.requests` – modified `requests.models.Response` class

This file contains modified parts of the requests module (<https://github.com/psf/requests>, `models.py`), original Copyright 2019 Kenneth Reitz

Changes made to the original source: see NOTICE

**class** `b2sdk.requests.NotDecompressingResponse`

**iter\_content**(*chunk\_size=1, decode\_unicode=False*)

Iterates over the response data. When `stream=True` is set on the request, this avoids reading the content at once into memory for large responses. The chunk size is the number of bytes it should read into memory. This is not necessarily the length of each item returned as decoding can take place.

`chunk_size` must be of type `int` or `None`. A value of `None` will function differently depending on the value of `stream`. `stream=True` will read data as it arrives in whatever size the chunks are received. If `stream=False`, data is returned as a single chunk.

If `decode_unicode` is `True`, content will be decoded using the best available encoding based on the response.

**classmethod** `from_builtin_response`(*response: Response*)

Create a `b2sdk.requests.NotDecompressingResponse` object from a `requests.Response` object. Don't use `Response.__getstate__` and `Response.__setstate__` because these assume that the content has been consumed, which will never be true in our case.

### `b2sdk.utils`

`b2sdk.utils.b2_url_encode(s)`

URL-encode a unicode string to be sent to B2 in an HTTP header.

**Parameters**

**s** (*str*) – a unicode string to encode

**Returns**

URL-encoded string

**Return type**

`str`

`b2sdk.utils.b2_url_decode(s)`

Decode a Unicode string returned from B2 in an HTTP header.

**Parameters**

**s** (*str*) – a unicode string to decode

**Returns**

a Python unicode string.

**Return type**

`str`

`b2sdk.utils.choose_part_ranges(content_length, minimum_part_size)`

Return a list of (offset, length) for the parts of a large file.

**Parameters**

- **content\_length** (*int*) – content length value
- **minimum\_part\_size** (*int*) – a minimum file part size

**Return type**

*list*

`b2sdk.utils.hex_sha1_of_stream(input_stream, content_length)`

Return the 40-character hex SHA1 checksum of the first content\_length bytes in the input stream.

**Parameters**

- **input\_stream** – stream object, which exposes read() method
- **content\_length** (*int*) – expected length of the stream

**Return type**

*str*

`b2sdk.utils.hex_sha1_of_unlimited_stream(input_stream, limit=None)`

`b2sdk.utils.hex_sha1_of_file(path_)`

`b2sdk.utils.hex_sha1_of_bytes(data: bytes) → str`

Return the 40-character hex SHA1 checksum of the data.

`b2sdk.utils.hex_md5_of_bytes(data: bytes) → str`

Return the 32-character hex MD5 checksum of the data.

`b2sdk.utils.md5_of_bytes(data: bytes) → bytes`

Return the 16-byte MD5 checksum of the data.

`b2sdk.utils.b64_of_bytes(data: bytes) → str`

Return the base64 encoded representation of the data.

`b2sdk.utils.validate_b2_file_name(name)`

Raise a ValueError if the name is not a valid B2 file name.

**Parameters**

**name** (*str*) – a string to check

`b2sdk.utils.is_file_readable(local_path, reporter=None)`

Check if the local file has read permissions.

**Parameters**

- **local\_path** (*str*) – a file path
- **reporter** – reporter object to put errors on

**Return type**

*bool*

`b2sdk.utils.get_file_mtime(local_path)`

Get modification time of a file in milliseconds.

**Parameters**

**local\_path** (*str*) – a file path

**Return type**`int``b2sdk.utils.set_file_mtime(local_path, mod_time_millis)`

Set modification time of a file in milliseconds.

**Parameters**

- **local\_path** (`str`) – a file path
- **mod\_time\_millis** (`int`) – time to be set

`b2sdk.utils.fix_windows_path_limit(path)`

Prefix paths when running on Windows to overcome 260 character path length limit. See [https://msdn.microsoft.com/en-us/library/windows/desktop/aa365247\(v=vs.85\).aspx#maxpath](https://msdn.microsoft.com/en-us/library/windows/desktop/aa365247(v=vs.85).aspx#maxpath)

**Parameters**

**path** (`str`) – a path to prefix

**Returns**

a prefixed path

**Return type**`str``class b2sdk.utils.TempDir`

Bases: `object`

Context manager that creates and destroys a temporary directory.

`b2sdk.utils.format_and_scale_number(x, unit)`

Pick a good scale for representing a number and format it.

**Parameters**

- **x** (`int`) – a number
- **unit** (`str`) – an arbitrary unit name

**Returns**

scaled and formatted number

**Return type**`str``b2sdk.utils.format_and_scale_fraction(numerator, denominator, unit)`

Pick a good scale for representing a fraction, and format it.

**Parameters**

- **numerator** (`int`) – a numerator of a fraction
- **denominator** (`int`) – a denominator of a fraction
- **unit** (`str`) – an arbitrary unit name

**Returns**

scaled and formatted fraction

**Return type**`str`

`b2sdk.utils.camelcase_to_underscore(input_)`

Convert a camel-cased string to a string with underscores.

**Parameters**

**input** (*str*) – an input string

**Returns**

string with underscores

**Return type**

*str*

**class** `b2sdk.utils.B2TraceMeta(name, bases, attrs, **kwargs)`

Bases: `DefaultTraceMeta`

Trace all public method calls, except for ones with names that begin with *get\_*.

**class** `b2sdk.utils.B2TraceMetaAbstract(name, bases, namespace, **kwargs)`

Bases: `DefaultTraceAbstractMeta`

Default class for tracers, to be set as a metaclass for abstract base classes.

**class** `b2sdk.utils.ConcurrentUsedAuthTokenGuard(lock, token)`

Bases: `object`

Context manager preventing two tokens being used simultaneously. Throws `UploadTokenUsedConcurrently` when unable to acquire a lock Sample usage:

**with** `ConcurrentUsedAuthTokenGuard(lock_for_token, token):`

    # code that uses the token exclusively

**\_\_init\_\_**(*lock, token*)

`b2sdk.utils.current_time_millis()`

File times are in integer milliseconds, to avoid roundoff errors.

## `b2sdk.cache`

**class** `b2sdk.cache.AbstractCache`

Bases: `object`

**clear**()

**abstract** `get_bucket_id_or_none_from_bucket_name(name)`

**abstract** `get_bucket_name_or_none_from_allowed()`

**abstract** `get_bucket_name_or_none_from_bucket_id(bucket_id: str) → Optional[str]`

**abstract** `save_bucket(bucket)`

**abstract** `set_bucket_name_cache(buckets)`

**class** `b2sdk.cache.DummyCache`

Bases: `AbstractCache`

A cache that does nothing.

**get\_bucket\_id\_or\_none\_from\_bucket\_name**(*name*)

```

get_bucket_name_or_none_from_bucket_id(bucket_id: str) → Optional[str]

get_bucket_name_or_none_from_allowed()

save_bucket(bucket)

set_bucket_name_cache(buckets)

```

**class** b2sdk.cache.InMemoryCache

Bases: [AbstractCache](#)

A cache that stores the information in memory.

```

__init__()

get_bucket_id_or_none_from_bucket_name(name)

get_bucket_name_or_none_from_bucket_id(bucket_id: str) → Optional[str]

get_bucket_name_or_none_from_allowed()

save_bucket(bucket)

set_bucket_name_cache(buckets)

```

**class** b2sdk.cache.AuthInfoCache(info)

Bases: [AbstractCache](#)

A cache that stores data persistently in StoredAccountInfo.

```

__init__(info)

get_bucket_id_or_none_from_bucket_name(name)

get_bucket_name_or_none_from_bucket_id(bucket_id) → Optional[str]

get_bucket_name_or_none_from_allowed()

save_bucket(bucket)

set_bucket_name_cache(buckets)

```

## b2sdk.stream.chained ChainedStream

**class** b2sdk.stream.chained.ChainedStream(stream\_openers)

Bases: [ReadOnlyStreamMixin](#), [IOBase](#)

Chains multiple streams in single stream, sort of what `itertools.chain` does for iterators.

Cleans up buffers of underlying streams when closed.

Can be seeked to beginning (when retrying upload, for example). Closes underlying streams as soon as they reaches EOF, but clears their buffers when the chained stream is closed for underlying streams that follow `b2sdk.v2.StreamOpener` cleanup interface, for example `b2sdk.v2.CachedBytesStreamOpener`

```
__init__(stream_openers)
```

### Parameters

**stream\_openeres** (*list*) – list of callables that return opened streams

**property stream**

Return currently processed stream.

**seekable()**

Return whether object supports random access.

If False, seek(), tell() and truncate() will raise OSError. This method may need to do a test seek().

**tell()**

Return current stream position.

**seek(pos, whence=0)**

Resets stream to the beginning.

**Parameters**

- **pos** (*int*) – only allowed value is 0
- **whence** (*int*) – only allowed value is 0

**readable()**

Return whether object was opened for reading.

If False, read() will raise OSError.

**read(size=None)**

Read at most *size* bytes from underlying streams, or all available data, if *size* is None or negative. Open the streams only when their data is needed, and possibly leave them open and part-way read for further reading - by subsequent calls to this method.

**Parameters**

**size** (*int*, *None*) – number of bytes to read. If omitted, None, or negative data is read and returned until EOF from final stream is reached

**Returns**

data read from the stream

**close()**

Flush and close the IO object.

This method has no effect if the file is already closed.

**class b2sdk.stream.chained.StreamOpener**

Bases: *object*

Abstract class to define stream opener with cleanup.

**cleanup()**

Clean up stream opener after chained stream closes.

Can be used for cleaning cached data that are stored in memory to allow resetting chained stream without getting this data more than once, eg. data downloaded from external source.



**b2sdk.stream.hashing StreamWithHash**

**class** b2sdk.stream.hashing.**StreamWithHash**(*stream*, *stream\_length=None*)

Bases: [ReadOnlyStreamMixin](#), [StreamWithLengthWrapper](#)

Wrap a file-like object, calculates SHA1 while reading and appends hash at the end.

**\_\_init\_\_**(*stream*, *stream\_length=None*)

**Parameters**

**stream** – the stream to read from

**seek**(*pos*, *whence=0*)

Seek to a given position in the stream.

**Parameters**

**pos** ([int](#)) – position in the stream

**read**(*size=None*)

Read data from the stream.

**Parameters**

**size** ([int](#)) – number of bytes to read

**Returns**

read data

**Return type**

[bytes](#)|None

**classmethod** **get\_digest**()

**b2sdk.stream.progress Streams with progress reporting**

**class** b2sdk.stream.progress.**AbstractStreamWithProgress**(*stream*, *progress\_listener*, *offset=0*)

Bases: [StreamWrapper](#)

Wrap a file-like object and updates a ProgressListener as data is read / written. In the abstract class, read and write methods do not update the progress - child classes shall do it.

**\_\_init\_\_**(*stream*, *progress\_listener*, *offset=0*)

**Parameters**

- **stream** – the stream to read from or write to
- **progress\_listener** ([b2sdk.v2.AbstractProgressListener](#)) – the listener that we tell about progress
- **offset** ([int](#)) – the starting byte offset in the file

**class** b2sdk.stream.progress.**ReadingStreamWithProgress**(\*args, \*\*kwargs)

Bases: [AbstractStreamWithProgress](#)

Wrap a file-like object, updates progress while reading.

**\_\_init\_\_**(\*args, \*\*kwargs)

**Parameters**

- **stream** – the stream to read from or write to

- **progress\_listener** (`b2sdk.v2.AbstractProgressListener`) – the listener that we tell about progress
- **offset** (`int`) – the starting byte offset in the file

**read**(*size=None*)

Read data from the stream.

**Parameters**

**size** (`int`) – number of bytes to read

**Returns**

data read from the stream

**seek**(*pos, whence=0*)

Seek to a given position in the stream.

**Parameters**

**pos** (`int`) – position in the stream

**Returns**

new absolute position

**Return type**

`int`

**class** `b2sdk.stream.progress.WritingStreamWithProgress`(*stream, progress\_listener, offset=0*)

Bases: `AbstractStreamWithProgress`

Wrap a file-like object; updates progress while writing.

**write**(*data*)

Write data to the stream.

**Parameters**

**data** (`bytes`) – data to write to the stream

## `b2sdk.stream.range` **RangeOfInputStream**

**class** `b2sdk.stream.range.RangeOfInputStream`(*stream, offset, length*)

Bases: `ReadOnlyStreamMixin`, `StreamWithLengthWrapper`

Wrap a file-like object (read only) and read the selected range of the file.

**\_\_init\_\_**(*stream, offset, length*)

**Parameters**

- **stream** – a seekable stream
- **offset** (`int`) – offset in the stream
- **length** (`int`) – max number of bytes to read

**seek**(*pos, whence=0*)

Seek to a given position in the stream.

**Parameters**

**pos** (`int`) – position in the stream relative to steam offset

**Returns**

new position relative to stream offset

**Return type**`int`**tell()**

Return current stream position relative to offset.

**Return type**`int`**read(*size=None*)**

Read data from the stream.

**Parameters**

**size** (`int`) – number of bytes to read

**Returns**

data read from the stream

**Return type**`bytes`**close()**

Flush and close the IO object.

This method has no effect if the file is already closed.

`b2sdk.stream.range.wrap_with_range(stream, stream_length, range_offset, range_length)`

**b2sdk.stream.wrapper StreamWrapper**

**class** `b2sdk.stream.wrapper.StreamWrapper(stream)`

Bases: `IOBase`

Wrapper for a file-like object.

**\_\_init\_\_**(*stream*)

**Parameters**

**stream** – the stream to read from or write to

**seekable()**

Return whether object supports random access.

If False, `seek()`, `tell()` and `truncate()` will raise `OSError`. This method may need to do a test `seek()`.

**seek**(*pos, whence=0*)

Seek to a given position in the stream.

**Parameters**

**pos** (`int`) – position in the stream

**Returns**

new absolute position

**Return type**`int`**tell()**

Return current stream position.

**Return type**`int`**truncate**(*size=None*)

Truncate file to size bytes.

File pointer is left unchanged. Size defaults to the current IO position as reported by tell(). Returns the new size.

**flush**()

Flush the stream.

**readable**()

Return whether object was opened for reading.

If False, read() will raise OSError.

**read**(*size=None*)

Read data from the stream.

**Parameters**

**size** (`int`) – number of bytes to read

**Returns**

data read from the stream

**writable**()

Return whether object was opened for writing.

If False, write() will raise OSError.

**write**(*data*)

Write data to the stream.

**Parameters**

**data** – a data to write to the stream

**class** b2sdk.stream.wrapper.**StreamWithLengthWrapper**(*stream, length=None*)

Bases: [`StreamWrapper`](#)

Wrapper for a file-like object that supports `__len__` interface

**\_\_init\_\_**(*stream, length=None*)

**Parameters**

- **stream** – the stream to read from or write to
- **length** (`int`) – length of the stream

**b2sdk.scan.folder\_parser**

b2sdk.scan.folder\_parser.**parse\_folder**(*folder\_name, api, local\_folder\_class=<class 'b2sdk.scan.folder.LocalFolder'>, b2\_folder\_class=<class 'b2sdk.scan.folder.B2Folder'>*)

Take either a local path, or a B2 path, and returns a Folder object for it.

B2 paths look like: b2://bucketName/path/name. The `'/'` is optional.

Anything else is treated like a local folder.

**Parameters**

- **folder\_name** (*str*) – a name of the folder, either local or remote
- **api** (*B2Api*) – an API object
- **local\_folder\_class** (*~b2sdk.v2.AbstractFolder*) – class to handle local folders
- **b2\_folder\_class** (*~b2sdk.v2.AbstractFolder*) – class to handle B2 folders

## b2sdk.scan.folder

### class b2sdk.scan.folder.AbstractFolder

Bases: *object*

Interface to a folder full of files, which might be a B2 bucket, a virtual folder in a B2 bucket, or a directory on a local file system.

Files in B2 may have multiple versions, while files in local folders have just one.

**abstract all\_files**(*reporter: ~b2sdk.scan.report.ProgressReport*,  
*policies\_manager=<b2sdk.scan.policies.ScanPoliciesManager object>*) →  
*Iterator[AbstractPath]*

Return an iterator over all of the files in the folder, in the order that B2 uses.

It also performs filtering using policies manager.

No matter what the folder separator on the local file system is, “/” is used in the returned file names.

If a file is found, but does not exist (for example due to a broken symlink or a race), reporter will be informed about each such problem.

#### Parameters

- **reporter** – a place to report errors
- **policies\_manager** – a policies manager object

### abstract folder\_type()

Return one of: ‘b2’, ‘local’.

#### Return type

*str*

### abstract make\_full\_path(file\_name)

Return the full path to the file.

#### Parameters

**file\_name** (*str*) – a file name

#### Return type

*str*

**b2sdk.scan.folder.join\_b2\_path**(*relative\_dir\_path: str*, *file\_name: str*)

Like *os.path.join*, but for B2 file names where the root directory is called ‘.’.

### class b2sdk.scan.folder.LocalFolder(root)

Bases: *AbstractFolder*

Folder interface to a directory on the local machine.

**\_\_init\_\_**(*root*)

Initialize a new folder.

**Parameters**

**root** (*str*) – path to the root of the local folder. Must be unicode.

**folder\_type**()

Return folder type.

**Return type**

*str*

**all\_files**(*reporter*: *~b2sdk.scan.report.ProgressReport*,  
*policies\_manager*=<*b2sdk.scan.policies.ScanPoliciesManager* object>) → *Iterator[LocalPath]*

Yield all files.

**Parameters**

- **reporter** – a place to report errors
- **policies\_manager** – a policy manager object, default is DEFAULT\_SCAN\_MANAGER

**make\_full\_path**(*file\_name*)

Convert a file name into an absolute path, ensure it is not outside self.root

**Parameters**

**file\_name** (*str*) – a file name

**ensure\_present**()

Make sure that the directory exists.

**ensure\_non\_empty**()

Make sure that the directory exists and is non-empty.

*b2sdk.scan.folder.B2ParentDir*(*file\_name*)

**class** *b2sdk.scan.folder.B2Folder*(*bucket\_name*, *folder\_name*, *api*)

Bases: *AbstractFolder*

Folder interface to b2.

**\_\_init\_\_**(*bucket\_name*, *folder\_name*, *api*)

**Parameters**

- **bucket\_name** (*str*) – a name of the bucket
- **folder\_name** (*str*) – a folder name
- **api** (*b2sdk.api.B2Api*) – an API object

**all\_files**(*reporter*: *~b2sdk.scan.report.ProgressReport*, *policies\_manager*:  
*~b2sdk.scan.policies.ScanPoliciesManager* = <*b2sdk.scan.policies.ScanPoliciesManager*  
object>) → *Iterator[B2Path]*

Yield all files.

**get\_file\_versions**()

**folder\_type**()

Return folder type.

**Return type**

*str*

**make\_full\_path**(*file\_name*)

Make an absolute path from a file name.

**Parameters**

**file\_name** (*str*) – a file name

**b2sdk.scan.path**

**class** b2sdk.scan.path.**AbstractPath**(*relative\_path: str, mod\_time: int, size: int*)

Bases: [ABC](#)

Represent a path in a source or destination folder - be it B2 or local

**\_\_init\_\_**(*relative\_path: str, mod\_time: int, size: int*)

**abstract is\_visible**() → *bool*

Is the path visible/not deleted on it's storage

**class** b2sdk.scan.path.**LocalPath**(*absolute\_path: str, relative\_path: str, mod\_time: int, size: int*)

Bases: [AbstractPath](#)

**\_\_init\_\_**(*absolute\_path: str, relative\_path: str, mod\_time: int, size: int*)

**absolute\_path**

**is\_visible**() → *bool*

Is the path visible/not deleted on it's storage

**relative\_path**

**mod\_time**

**size**

**class** b2sdk.scan.path.**B2Path**(*relative\_path: str, selected\_version: FileVersion, all\_versions: List[FileVersion]*)

Bases: [AbstractPath](#)

**\_\_init\_\_**(*relative\_path: str, selected\_version: FileVersion, all\_versions: List[FileVersion]*)

**selected\_version**

**all\_versions**

**relative\_path**

**is\_visible**() → *bool*

Is the path visible/not deleted on it's storage

**property mod\_time:** *int*

**property size:** *int*

**b2sdk.scan.policies****class** b2sdk.scan.policies.RegexSet(*regex\_iterable*)Bases: `object`

Hold a (possibly empty) set of regular expressions and know how to check whether a string matches any of them.

**\_\_init\_\_**(*regex\_iterable*)**Parameters****regex\_iterable** – an iterable which yields regexes**matches**(*s*)

Check whether a string matches any of regular expressions.

**Parameters****s** (*str*) – a string to check**Return type**`bool`**b2sdk.scan.policies.convert\_dir\_regex\_to\_dir\_prefix\_regex**(*dir\_regex*)

The patterns used to match directory names (and file names) are allowed to match a prefix of the name. This ‘feature’ was unintentional, but is being retained for compatibility.

This means that a regex that matches a directory name can’t be used directly to match against a file name and test whether the file should be excluded because it matches the directory.

The pattern ‘photos’ will match directory names ‘photos’ and ‘photos2’, and should exclude files ‘photos/kitten.jpg’, and ‘photos2/puppy.jpg’. It should not exclude ‘photos.txt’, because there is no directory name that matches.

On the other hand, the pattern ‘photos\$’ should match ‘photos/kitten.jpg’, but not ‘photos2/puppy.jpg’, nor ‘photos.txt’

If the original regex is valid, there are only two cases to consider: either the regex ends in ‘\$’ or does not.

**Parameters****dir\_regex** (*str*) – a regular expression string or literal**class** b2sdk.scan.policies.IntegerRange(*begin, end*)Bases: `object`

Hold a range of two integers. If the range value is None, it indicates that the value should be treated as -Inf (for begin) or +Inf (for end).

**\_\_init\_\_**(*begin, end*)**Parameters**

- **begin** (*int*) – begin position of the range (included)
- **end** (*int*) – end position of the range (included)

**class** b2sdk.scan.policies.ScanPoliciesManager(*exclude\_dir\_regexes: Iterable[Union[str, Pattern]] = (),  
exclude\_file\_regexes: Iterable[Union[str, Pattern]] = (),  
include\_file\_regexes: Iterable[Union[str, Pattern]] = (),  
exclude\_all\_symlinks: bool = False,  
exclude\_modified\_before: Optional[int] = None,  
exclude\_modified\_after: Optional[int] = None,  
exclude\_uploaded\_before: Optional[int] = None,  
exclude\_uploaded\_after: Optional[int] = None*)



Bases: `object`

Policy object used when scanning folders, used to decide which files to include in the list of files.

Code that scans through files should at least use `should_exclude_file()` to decide whether each file should be included; it will check include/exclude patterns for file names, as well as patterns for excluding directories.

Code that scans may optionally use `should_exclude_directory()` to test whether it can skip a directory completely and not bother listing the files and sub-directories in it.

```
__init__(exclude_dir_regexes: Iterable[Union[str, Pattern]] = (), exclude_file_regexes: Iterable[Union[str, Pattern]] = (), include_file_regexes: Iterable[Union[str, Pattern]] = (), exclude_all_symlinks: bool = False, exclude_modified_before: Optional[int] = None, exclude_modified_after: Optional[int] = None, exclude_uploaded_before: Optional[int] = None, exclude_uploaded_after: Optional[int] = None)
```

#### Parameters

- **exclude\_dir\_regexes** – regexes to exclude directories
- **exclude\_file\_regexes** – regexes to exclude files
- **include\_file\_regexes** – regexes to include files
- **exclude\_all\_symlinks** – if True, exclude all symlinks
- **exclude\_modified\_before** – optionally exclude file versions (both local and b2) modified before (in millis)
- **exclude\_modified\_after** – optionally exclude file versions (both local and b2) modified after (in millis)
- **exclude\_uploaded\_before** – optionally exclude b2 file versions uploaded before (in millis)
- **exclude\_uploaded\_after** – optionally exclude b2 file versions uploaded after (in millis)

The regex matching priority for a given path is: 1) the path is always excluded if it's dir matches *exclude\_dir\_regexes*, if not then 2) the path is always included if it matches *include\_file\_regexes*, if not then 3) the path is excluded if it matches *exclude\_file\_regexes*, if not then 4) the path is included

**should\_exclude\_local\_path**(*local\_path*: `LocalPath`)

Whether a local path should be excluded from the scan or not.

This method assumes that the directory holding the *path\_* has already been checked for exclusion.

**should\_exclude\_b2\_file\_version**(*file\_version*: `FileVersion`, *relative\_path*: `str`)

Whether a b2 file version should be excluded from the scan or not.

This method assumes that the directory holding the *path\_* has already been checked for exclusion.

**should\_exclude\_b2\_directory**(*dir\_path*: `str`)

Given the path of a directory, relative to the scan point, decide if all of the files in it should be excluded from the scan.

**should\_exclude\_local\_directory**(*dir\_path*: `str`)

Given the path of a directory, relative to the scan point, decide if all of the files in it should be excluded from the scan.

**b2sdk.scan.scan**

```
b2sdk.scan.scan.zip_folders(folder_a: ~b2sdk.scan.folder.AbstractFolder, folder_b:
                             ~b2sdk.scan.folder.AbstractFolder, reporter:
                             ~b2sdk.scan.report.ProgressReport, policies_manager:
                             ~b2sdk.scan.policies.ScanPoliciesManager =
                             <b2sdk.scan.policies.ScanPoliciesManager object>) →
                             Tuple[Optional[AbstractPath], Optional[AbstractPath]]
```

Iterate over all of the files in the union of two folders, matching file names.

Each item is a pair (file\_a, file\_b) with the corresponding file in both folders. Either file (but not both) will be None if the file is in only one folder.

**Parameters**

- **folder\_a** (`b2sdk.scan.folder.AbstractFolder`) – first folder object.
- **folder\_b** (`b2sdk.scan.folder.AbstractFolder`) – second folder object.
- **reporter** – reporter object
- **policies\_manager** – policies manager object

**Returns**

yields two element tuples

```
class b2sdk.scan.scan.AbstractScanResult
```

Bases: `object`

Some attributes of files which are meaningful for monitoring and troubleshooting.

```
abstract classmethod from_files(*files: Optional[AbstractPath]) → AbstractScanResult
```

```
__init__() → None
```

```
class b2sdk.scan.scan.AbstractScanReport
```

Bases: `object`

Aggregation of valuable information about files after scanning.

**SCAN\_RESULT\_CLASS**

alias of `AbstractScanResult`

```
abstract add(*files: Optional[AbstractPath]) → None
```

```
__init__() → None
```

```
class b2sdk.scan.scan.CountAndSampleScanReport(counter_by_status: ~collections.Counter = <factory>,
                                                samples_by_status_first:
                                                ~typing.Dict[~b2sdk.scan.scan.AbstractScanResult,
                                                ~typing.Tuple[~b2sdk.file_version.FileVersion, ...]] =
                                                <factory>, samples_by_status_last:
                                                ~typing.Dict[~b2sdk.scan.scan.AbstractScanResult,
                                                ~typing.Tuple[~b2sdk.file_version.FileVersion, ...]] =
                                                <factory>)
```

Bases: `AbstractScanReport`

Scan report which groups and counts files by their `AbstractScanResult` and also stores first and last seen examples of such files.

```

counter_by_status: Counter

samples_by_status_first: Dict[AbstractScanResult, Tuple[FileVersion, ...]]

samples_by_status_last: Dict[AbstractScanResult, Tuple[FileVersion, ...]]

add(*files: Optional[AbstractPath]) → None

__init__(counter_by_status: ~collections.Counter = <factory>, samples_by_status_first:
    ~typing.Dict[~b2sdk.scan.scan.AbstractScanResult, ~typing.Tuple[~b2sdk.file_version.FileVersion,
    ...]] = <factory>, samples_by_status_last: ~typing.Dict[~b2sdk.scan.scan.AbstractScanResult,
    ~typing.Tuple[~b2sdk.file_version.FileVersion, ...]] = <factory>) → None

```

## b2sdk.sync.action

**class** b2sdk.sync.action.**AbstractAction**

Bases: `object`

An action to take, such as uploading, downloading, or deleting a file. Multi-threaded tasks create a sequence of Actions which are then run by a pool of threads.

An action can depend on other actions completing. An example of this is making sure a CreateBucketAction happens before an UploadFileAction.

**run**(bucket, reporter, dry\_run=False)

Main action routine.

### Parameters

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors
- **dry\_run** (`bool`) – if True, perform a dry run

**abstract** `get_bytes()`

Return the number of bytes to transfer for this action.

### Return type

`int`

**abstract** `do_action(bucket, reporter)`

Perform the action, returning only after the action is completed.

### Parameters

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors

**abstract** `do_report(bucket, reporter)`

Report the action performed.

### Parameters

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors

```
class b2sdk.sync.action.B2UploadAction(local_full_path, relative_name, b2_file_name, mod_time_millis,
                                       size, encryption_settings_provider:
                                       AbstractSyncEncryptionSettingsProvider)
```

Bases: [AbstractAction](#)

File uploading action.

```
__init__(local_full_path, relative_name, b2_file_name, mod_time_millis, size,
         encryption_settings_provider: AbstractSyncEncryptionSettingsProvider)
```

#### Parameters

- **local\_full\_path** (*str*) – a local file path
- **relative\_name** (*str*) – a relative file name
- **b2\_file\_name** (*str*) – a name of a new remote file
- **mod\_time\_millis** (*int*) – file modification time in milliseconds
- **size** (*int*) – a file size
- **encryption\_settings\_provider** ([b2sdk.v2.AbstractSyncEncryptionSettingsProvider](#)) – encryption setting provider

```
get_bytes()
```

Return file size.

#### Return type

*int*

```
do_action(bucket, reporter)
```

Perform the uploading action, returning only after the action is completed.

#### Parameters

- **bucket** ([b2sdk.v2.Bucket](#)) – a Bucket object
- **reporter** – a place to report errors

```
do_report(bucket, reporter)
```

Report the uploading action performed.

#### Parameters

- **bucket** ([b2sdk.bucket.Bucket](#)) – a Bucket object
- **reporter** – a place to report errors

```
class b2sdk.sync.action.B2HideAction(relative_name, b2_file_name)
```

Bases: [AbstractAction](#)

```
__init__(relative_name, b2_file_name)
```

#### Parameters

- **relative\_name** (*str*) – a relative file name
- **b2\_file\_name** (*str*) – a name of a remote file

```
get_bytes()
```

Return file size.

#### Returns

always zero

**Return type**`int`**do\_action**(*bucket*, *reporter*)

Perform the hiding action, returning only after the action is completed.

**Parameters**

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors

**do\_report**(*bucket*, *reporter*)

Report the hiding action performed.

**Parameters**

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors

```
class b2sdk.sync.action.B2DownloadAction(source_path: B2Path, b2_file_name: str, local_full_path: str,
                                         encryption_settings_provider:
                                         AbstractSyncEncryptionSettingsProvider)
```

Bases: `AbstractAction`

```
__init__(source_path: B2Path, b2_file_name: str, local_full_path: str, encryption_settings_provider:
         AbstractSyncEncryptionSettingsProvider)
```

**Parameters**

- **source\_path** (`b2sdk.v2.B2Path`) – the file to be downloaded
- **b2\_file\_name** (`str`) – b2\_file\_name
- **local\_full\_path** (`str`) – a local file path
- **encryption\_settings\_provider** (`b2sdk.v2.AbstractSyncEncryptionSettingsProvider`) – encryption setting provider

**get\_bytes**()

Return file size.

**Return type**`int`**do\_action**(*bucket*, *reporter*)

Perform the downloading action, returning only after the action is completed.

**Parameters**

- **bucket** (`b2sdk.v2.Bucket`) – a Bucket object
- **reporter** – a place to report errors

**do\_report**(*bucket*, *reporter*)

Report the downloading action performed.

**Parameters**

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors

```
class b2sdk.sync.action.B2CopyAction(b2_file_name: str, source_path: B2Path, dest_b2_file_name,
                                     source_bucket: Bucket, destination_bucket: Bucket,
                                     encryption_settings_provider:
                                     AbstractSyncEncryptionSettingsProvider)
```

Bases: [AbstractAction](#)

File copying action.

```
__init__(b2_file_name: str, source_path: B2Path, dest_b2_file_name, source_bucket: Bucket,
         destination_bucket: Bucket, encryption_settings_provider:
         AbstractSyncEncryptionSettingsProvider)
```

#### Parameters

- **b2\_file\_name** (*str*) – a b2\_file\_name
- **source\_path** (*b2sdk.v2.B2Path*) – the file to be copied
- **dest\_b2\_file\_name** (*str*) – a name of a destination remote file
- **source\_bucket** (*Bucket*) – bucket to copy from
- **destination\_bucket** (*Bucket*) – bucket to copy to
- **encryption\_settings\_provider** (*b2sdk.v2.AbstractSyncEncryptionSettingsProvider*) – encryption setting provider

**get\_bytes()**

Return file size.

#### Return type

*int*

**do\_action**(*bucket, reporter*)

Perform the copying action, returning only after the action is completed.

#### Parameters

- **bucket** (*b2sdk.bucket.Bucket*) – a Bucket object
- **reporter** – a place to report errors

**do\_report**(*bucket, reporter*)

Report the copying action performed.

#### Parameters

- **bucket** (*b2sdk.bucket.Bucket*) – a Bucket object
- **reporter** – a place to report errors

```
class b2sdk.sync.action.B2DeleteAction(relative_name, b2_file_name, file_id, note)
```

Bases: [AbstractAction](#)

```
__init__(relative_name, b2_file_name, file_id, note)
```

#### Parameters

- **relative\_name** (*str*) – a relative file name
- **b2\_file\_name** (*str*) – a name of a remote file
- **file\_id** (*str*) – a file ID
- **note** (*str*) – a deletion note

**get\_bytes()**

Return file size.

**Returns**

always zero

**Return type**

`int`

**do\_action(bucket, reporter)**

Perform the deleting action, returning only after the action is completed.

**Parameters**

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors

**do\_report(bucket, reporter)**

Report the deleting action performed.

**Parameters**

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors

**class b2sdk.sync.action.LocalDeleteAction(relative\_name, full\_path)**

Bases: `AbstractAction`

**\_\_init\_\_(relative\_name, full\_path)****Parameters**

- **relative\_name** (`str`) – a relative file name
- **full\_path** – a full local path

**Type**

`str`

**get\_bytes()**

Return file size.

**Returns**

always zero

**Return type**

`int`

**do\_action(bucket, reporter)**

Perform the deleting of a local file action, returning only after the action is completed.

**Parameters**

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object
- **reporter** – a place to report errors

**do\_report(bucket, reporter)**

Report the deleting of a local file action performed.

**Parameters**

- **bucket** (`b2sdk.bucket.Bucket`) – a Bucket object

- **reporter** – a place to report errors

### `b2sdk.sync.exception`

**exception** `b2sdk.sync.exception.IncompleteSync(*args, **kwargs)`

Bases: `B2SimpleError`

### `b2sdk.sync.policy`

**class** `b2sdk.sync.policy.NewerFileSyncMode(value)`

Bases: `Enum`

Mode of handling files newer on destination than on source

**SKIP = 101**

skip syncing such file

**REPLACE = 102**

replace the file on the destination with the (older) file on source

**RAISE\_ERROR = 103**

raise a non-transient error, failing the sync operation

**class** `b2sdk.sync.policy.CompareVersionMode(value)`

Bases: `Enum`

Mode of comparing versions of files to determine what should be synced and what shouldn't

**MODTIME = 201**

use file modification time on source filesystem

**SIZE = 202**

compare using file size

**NONE = 203**

compare using file name only

**class** `b2sdk.sync.policy.AbstractFileSyncPolicy(source_path: ~b2sdk.scan.path.AbstractPath, source_folder: ~b2sdk.scan.folder.AbstractFolder, dest_path: ~b2sdk.scan.path.AbstractPath, dest_folder: ~b2sdk.scan.folder.AbstractFolder, now_millis: int, keep_days: int, newer_file_mode: ~b2sdk.sync.policy.NewerFileSyncMode, compare_threshold: int, compare_version_mode: ~b2sdk.sync.policy.CompareVersionMode = CompareVersionMode.MODTIME, encryption_settings_provider: ~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider = <b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider object>)`

Bases: `object`

Abstract policy class.



**DESTINATION\_PREFIX = NotImplemented**

**SOURCE\_PREFIX = NotImplemented**

```
__init__(source_path: ~b2sdk.scan.path.AbstractPath, source_folder: ~b2sdk.scan.folder.AbstractFolder,
          dest_path: ~b2sdk.scan.path.AbstractPath, dest_folder: ~b2sdk.scan.folder.AbstractFolder,
          now_millis: int, keep_days: int, newer_file_mode: ~b2sdk.sync.policy.NewerFileSyncMode,
          compare_threshold: int, compare_version_mode: ~b2sdk.sync.policy.CompareVersionMode =
            CompareVersionMode.MODTIME, encryption_settings_provider:
            ~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider =
            <b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider object>)
```

#### Parameters

- **source\_path** (*b2sdk.v2.AbstractPath*) – source file object
- **source\_folder** (*b2sdk.v2.AbstractFolder*) – source folder object
- **dest\_path** (*b2sdk.v2.AbstractPath*) – destination file object
- **dest\_folder** (*b2sdk.v2.AbstractFolder*) – destination folder object
- **now\_millis** (*int*) – current time in milliseconds
- **keep\_days** (*int*) – days to keep before delete
- **newer\_file\_mode** (*b2sdk.v2.NewerFileSyncMode*) – setting which determines handling for destination files newer than on the source
- **compare\_threshold** (*int*) – when comparing with size or time for sync
- **compare\_version\_mode** (*b2sdk.v2.CompareVersionMode*) – how to compare source and destination files
- **encryption\_settings\_provider** (*b2sdk.v2.AbstractSyncEncryptionSettingsProvider*) – encryption setting provider

```
classmethod files_are_different(source_path: AbstractPath, dest_path: AbstractPath,
                                compare_threshold: Optional[int] = None, compare_version_mode:
                                CompareVersionMode = CompareVersionMode.MODTIME,
                                newer_file_mode: NewerFileSyncMode =
                                NewerFileSyncMode.RAISE_ERROR)
```

Compare two files and determine if the the destination file should be replaced by the source file.

#### Parameters

- **source\_path** (*b2sdk.v2.AbstractPath*) – source file object
- **dest\_path** (*b2sdk.v2.AbstractPath*) – destination file object
- **compare\_threshold** (*int*) – compare threshold when comparing by time or size
- **compare\_version\_mode** (*b2sdk.v2.CompareVersionMode*) – source file version comparator method
- **newer\_file\_mode** (*b2sdk.v2.NewerFileSyncMode*) – newer destination handling method

**get\_all\_actions()**

Yield file actions.

```
class b2sdk.sync.policy.DownPolicy(source_path: ~b2sdk.scan.path.AbstractPath, source_folder:
    ~b2sdk.scan.folder.AbstractFolder, dest_path:
    ~b2sdk.scan.path.AbstractPath, dest_folder:
    ~b2sdk.scan.folder.AbstractFolder, now_millis: int, keep_days: int,
    newer_file_mode: ~b2sdk.sync.policy.NewerFileSyncMode,
    compare_threshold: int, compare_version_mode:
    ~b2sdk.sync.policy.CompareVersionMode =
    CompareVersionMode.MODTIME, encryption_settings_provider:
    ~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
    =
    <b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider
    object>)
```

Bases: [AbstractFileSyncPolicy](#)

File is synced down (from the cloud to disk).

**DESTINATION\_PREFIX** = 'local:/'

**SOURCE\_PREFIX** = 'b2:/'

```
class b2sdk.sync.policy.UpPolicy(source_path: ~b2sdk.scan.path.AbstractPath, source_folder:
    ~b2sdk.scan.folder.AbstractFolder, dest_path:
    ~b2sdk.scan.path.AbstractPath, dest_folder:
    ~b2sdk.scan.folder.AbstractFolder, now_millis: int, keep_days: int,
    newer_file_mode: ~b2sdk.sync.policy.NewerFileSyncMode,
    compare_threshold: int, compare_version_mode:
    ~b2sdk.sync.policy.CompareVersionMode =
    CompareVersionMode.MODTIME, encryption_settings_provider:
    ~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
    =
    <b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider
    object>)
```

Bases: [AbstractFileSyncPolicy](#)

File is synced up (from disk the cloud).

**DESTINATION\_PREFIX** = 'b2:/'

**SOURCE\_PREFIX** = 'local:/'

```
class b2sdk.sync.policy.UpAndDeletePolicy(source_path: ~b2sdk.scan.path.AbstractPath, source_folder:
    ~b2sdk.scan.folder.AbstractFolder, dest_path:
    ~b2sdk.scan.path.AbstractPath, dest_folder:
    ~b2sdk.scan.folder.AbstractFolder, now_millis: int,
    keep_days: int, newer_file_mode:
    ~b2sdk.sync.policy.NewerFileSyncMode, compare_threshold:
    int, compare_version_mode:
    ~b2sdk.sync.policy.CompareVersionMode =
    CompareVersionMode.MODTIME,
    encryption_settings_provider:
    ~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
    =
    <b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider
    object>)
```

Bases: [UpPolicy](#)

File is synced up (from disk to the cloud) and the delete flag is SET.

```

class b2sdk.sync.policy.UpAndKeepDaysPolicy(source_path: ~b2sdk.scan.path.AbstractPath,
                                             source_folder: ~b2sdk.scan.folder.AbstractFolder,
                                             dest_path: ~b2sdk.scan.path.AbstractPath, dest_folder:
~b2sdk.scan.folder.AbstractFolder, now_millis: int,
                                             keep_days: int, newer_file_mode:
~b2sdk.sync.policy.NewerFileSyncMode,
                                             compare_threshold: int, compare_version_mode:
~b2sdk.sync.policy.CompareVersionMode =
CompareVersionMode.MODTIME,
                                             encryption_settings_provider:
~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
=
<b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider
object>)

```

Bases: [UpPolicy](#)

File is synced up (from disk to the cloud) and the keepDays flag is SET.

```

class b2sdk.sync.policy.DownAndDeletePolicy(source_path: ~b2sdk.scan.path.AbstractPath,
                                             source_folder: ~b2sdk.scan.folder.AbstractFolder,
                                             dest_path: ~b2sdk.scan.path.AbstractPath, dest_folder:
~b2sdk.scan.folder.AbstractFolder, now_millis: int,
                                             keep_days: int, newer_file_mode:
~b2sdk.sync.policy.NewerFileSyncMode,
                                             compare_threshold: int, compare_version_mode:
~b2sdk.sync.policy.CompareVersionMode =
CompareVersionMode.MODTIME,
                                             encryption_settings_provider:
~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
=
<b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider
object>)

```

Bases: [DownPolicy](#)

File is synced down (from the cloud to disk) and the delete flag is SET.

```

class b2sdk.sync.policy.DownAndKeepDaysPolicy(source_path: ~b2sdk.scan.path.AbstractPath,
                                             source_folder: ~b2sdk.scan.folder.AbstractFolder,
                                             dest_path: ~b2sdk.scan.path.AbstractPath, dest_folder:
~b2sdk.scan.folder.AbstractFolder, now_millis: int,
                                             keep_days: int, newer_file_mode:
~b2sdk.sync.policy.NewerFileSyncMode,
                                             compare_threshold: int, compare_version_mode:
~b2sdk.sync.policy.CompareVersionMode =
CompareVersionMode.MODTIME,
                                             encryption_settings_provider:
~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
=
<b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider
object>)

```

Bases: [DownPolicy](#)

File is synced down (from the cloud to disk) and the keepDays flag is SET.

```
class b2sdk.sync.policy.CopyPolicy(source_path: ~b2sdk.scan.path.AbstractPath, source_folder:
    ~b2sdk.scan.folder.AbstractFolder, dest_path:
    ~b2sdk.scan.path.AbstractPath, dest_folder:
    ~b2sdk.scan.folder.AbstractFolder, now_millis: int, keep_days: int,
    newer_file_mode: ~b2sdk.sync.policy.NewerFileSyncMode,
    compare_threshold: int, compare_version_mode:
    ~b2sdk.sync.policy.CompareVersionMode =
    CompareVersionMode.MODTIME, encryption_settings_provider:
    ~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
    =
    <b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvider
    object>)
```

Bases: [AbstractFileSyncPolicy](#)

File is copied (server-side).

**DESTINATION\_PREFIX** = 'b2:/'

**SOURCE\_PREFIX** = 'b2:/'

```
class b2sdk.sync.policy.CopyAndDeletePolicy(source_path: ~b2sdk.scan.path.AbstractPath,
    source_folder: ~b2sdk.scan.folder.AbstractFolder,
    dest_path: ~b2sdk.scan.path.AbstractPath, dest_folder:
    ~b2sdk.scan.folder.AbstractFolder, now_millis: int,
    keep_days: int, newer_file_mode:
    ~b2sdk.sync.policy.NewerFileSyncMode,
    compare_threshold: int, compare_version_mode:
    ~b2sdk.sync.policy.CompareVersionMode =
    CompareVersionMode.MODTIME,
    encryption_settings_provider:
    ~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
    =
    <b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsProvi
    object>)
```

Bases: [CopyPolicy](#)

File is copied (server-side) and the delete flag is SET.

```
class b2sdk.sync.policy.CopyAndKeepDaysPolicy(source_path: ~b2sdk.scan.path.AbstractPath,
    source_folder: ~b2sdk.scan.folder.AbstractFolder,
    dest_path: ~b2sdk.scan.path.AbstractPath, dest_folder:
    ~b2sdk.scan.folder.AbstractFolder, now_millis: int,
    keep_days: int, newer_file_mode:
    ~b2sdk.sync.policy.NewerFileSyncMode,
    compare_threshold: int, compare_version_mode:
    ~b2sdk.sync.policy.CompareVersionMode =
    CompareVersionMode.MODTIME,
    encryption_settings_provider:
    ~b2sdk.sync.encryption_provider.AbstractSyncEncryptionSettingsProvider
    =
    <b2sdk.sync.encryption_provider.ServerDefaultSyncEncryptionSettingsPro
    object>)
```

Bases: [CopyPolicy](#)

File is copied (server-side) and the keepDays flag is SET.

`b2sdk.sync.policy.make_b2_delete_note(version, index, transferred)`

Create a note message for delete action.

#### Parameters

- **version** (`b2sdk.v2.FileVersion`) – an object which contains file version info
- **index** (`int`) – file version index
- **transferred** (`bool`) – if True, file has been transferred, False otherwise

`b2sdk.sync.policy.make_b2_delete_actions(source_path: AbstractPath, dest_path: AbstractPath, dest_folder: AbstractFolder, transferred: bool)`

Create the actions to delete files stored on B2, which are not present locally.

#### Parameters

- **source\_path** (`b2sdk.v2.AbstractPath`) – source file object
- **dest\_path** (`b2sdk.v2.AbstractPath`) – destination file object
- **dest\_folder** (`b2sdk.v2.AbstractFolder`) – destination folder
- **transferred** (`bool`) – if True, file has been transferred, False otherwise

`b2sdk.sync.policy.make_b2_keep_days_actions(source_path: AbstractPath, dest_path: AbstractPath, dest_folder: AbstractFolder, transferred: bool, keep_days: int, now_millis: int)`

Create the actions to hide or delete existing versions of a file stored in b2.

When keepDays is set, all files that were visible any time from keepDays ago until now must be kept. If versions were uploaded 5 days ago, 15 days ago, and 25 days ago, and the keepDays is 10, only the 25-day old version can be deleted. The 15 day-old version was visible 10 days ago.

#### Parameters

- **source\_path** (`b2sdk.v2.AbstractPath`) – source file object
- **dest\_path** (`b2sdk.v2.AbstractPath`) – destination file object
- **dest\_folder** (`b2sdk.v2.AbstractFolder`) – destination folder object
- **transferred** (`bool`) – if True, file has been transferred, False otherwise
- **keep\_days** (`int`) – how many days to keep a file
- **now\_millis** (`int`) – current time in milliseconds

### `b2sdk.sync.policy_manager`

**class** `b2sdk.sync.policy_manager.SyncPolicyManager`

Bases: `object`

Policy manager; implement a logic to get a correct policy class and create a policy object based on various parameters.

`__init__()`

**get\_policy**(*sync\_type*, *source\_path*: `AbstractPath`, *source\_folder*, *dest\_path*: `AbstractPath`, *dest\_folder*, *now\_millis*, *delete*, *keep\_days*, *newer\_file\_mode*, *compare\_threshold*, *compare\_version\_mode*, *encryption\_settings\_provider*)

Return a policy object.

**Parameters**

- **sync\_type** (*str*) – synchronization type
- **source\_path** (*b2sdk.v2.AbstractPath*) – source file
- **source\_folder** (*str*) – a source folder path
- **dest\_path** (*b2sdk.v2.AbstractPath*) – destination file
- **dest\_folder** (*str*) – a destination folder path
- **now\_millis** (*int*) – current time in milliseconds
- **delete** (*bool*) – delete policy
- **keep\_days** (*int*) – keep for days policy
- **newer\_file\_mode** (*b2sdk.v2.NewerFileSyncMode*) – setting which determines handling for destination files newer than on the source
- **compare\_threshold** (*int*) – difference between file modification time or file size
- **compare\_version\_mode** (*b2sdk.v2.CompareVersionMode*) – setting which determines how to compare source and destination files
- **encryption\_settings\_provider** (*b2sdk.v2.AbstractSyncEncryptionSettingsProvider*) – an object which decides which encryption to use (if any)

**Returns**

a policy object

**get\_policy\_class**(*sync\_type, delete, keep\_days*)

Get policy class by a given sync type.

**Parameters**

- **sync\_type** (*str*) – synchronization type
- **delete** (*bool*) – if True, delete files and update from source
- **keep\_days** (*int*) – keep for *keep\_days* before delete

**Returns**

a policy class

**b2sdk.sync.sync**

**b2sdk.sync.sync.count\_files**(*local\_folder, reporter, policies\_manager*)

Count all of the files in a local folder.

**Parameters**

- **local\_folder** (*b2sdk.scan.folder.AbstractFolder*) – a folder object.
- **reporter** – reporter object

**class** **b2sdk.sync.sync.KeepOrDeleteMode**(*value*)

Bases: *Enum*

Mode of dealing with old versions of files on the destination

**DELETE = 301**

delete the old version as soon as the new one has been uploaded

**KEEP\_BEFORE\_DELETE = 302**

keep the old versions of the file for a configurable number of days before deleting them, always keeping the newest version

**NO\_DELETE = 303**

keep old versions of the file, do not delete anything

```
class b2sdk.sync.sync.Synchronizer(max_workers,
                                   policies_manager=<b2sdk.scan.policies.ScanPoliciesManager
                                   object>, dry_run=False, allow_empty_source=False,
                                   newer_file_mode=NewerFileSyncMode.RAISE_ERROR,
                                   keep_days_or_delete=KeepOrDeleteMode.NO_DELETE,
                                   compare_version_mode=CompareVersionMode.MODTIME,
                                   compare_threshold=None, keep_days=None, sync_policy_manager:
                                   ~b2sdk.sync.policy_manager.SyncPolicyManager =
                                   <b2sdk.sync.policy_manager.SyncPolicyManager object>)
```

Bases: `object`

Copies multiple “files” from source to destination. Optionally deletes or hides destination files that the source does not have.

The synchronizer can copy files:

- From a B2 bucket to a local destination.
- From a local source to a B2 bucket.
- From one B2 bucket to another.
- Between different folders in the same B2 bucket. It will sync only the latest versions of files.

By default, the synchronizer:

- Fails when the specified source directory doesn’t exist or is empty. (see `allow_empty_source` argument)
- Fails when the source is newer. (see `newer_file_mode` argument)
- Doesn’t delete a file if it’s present on the destination but not on the source. (see `keep_days_or_delete` and `keep_days` arguments)
- Compares files based on modification time. (see `compare_version_mode` and `compare_threshold` arguments)

```
__init__(max_workers, policies_manager=<b2sdk.scan.policies.ScanPoliciesManager object>,
         dry_run=False, allow_empty_source=False,
         newer_file_mode=NewerFileSyncMode.RAISE_ERROR,
         keep_days_or_delete=KeepOrDeleteMode.NO_DELETE,
         compare_version_mode=CompareVersionMode.MODTIME, compare_threshold=None,
         keep_days=None, sync_policy_manager: ~b2sdk.sync.policy_manager.SyncPolicyManager =
         <b2sdk.sync.policy_manager.SyncPolicyManager object>)
```

Initialize synchronizer class and validate arguments

**Parameters**

- **max\_workers** (*int*) – max number of workers
- **policies\_manager** – object which decides which files to process
- **dry\_run** (*bool*) – test mode, does not actually transfer/delete when enabled
- **allow\_empty\_source** (*bool*) – if True, do not check whether source folder is empty



- **newer\_file\_mode** (`b2sdk.v2.NewerFileSyncMode`) – setting which determines handling for destination files newer than on the source
- **keep\_days\_or\_delete** (`b2sdk.v2.KeepOrDeleteMode`) – setting which determines if we should delete or not delete or keep for *keep\_days*
- **compare\_version\_mode** (`b2sdk.v2.CompareVersionMode`) – how to compare the source and destination files to find new ones
- **compare\_threshold** (`int`) – should be greater than 0, default is 0
- **keep\_days** (`int`) – if *keep\_days\_or\_delete* is `b2sdk.v2.KeepOrDeleteMode.KEEP_BEFORE_DELETE`, then this should be greater than 0
- **sync\_policy\_manager** (`SyncPolicyManager`) – object which decides what to do with each file (upload, download, delete, copy, hide etc)

**sync\_folders**(*source\_folder, dest\_folder, now\_millis, reporter, encryption\_settings\_provider:*  
~*b2sdk.sync.encryption\_provider.AbstractSyncEncryptionSettingsProvider =*  
~*<b2sdk.sync.encryption\_provider.ServerDefaultSyncEncryptionSettingsProvider object>*)

Syncs two folders. Always ensures that every file in the source is also in the destination. Deletes any file versions in the destination older than *history\_days*.

#### Parameters

- **source\_folder** (`b2sdk.scan.folder.AbstractFolder`) – source folder object
- **dest\_folder** (`b2sdk.scan.folder.AbstractFolder`) – destination folder object
- **now\_millis** (`int`) – current time in milliseconds
- **reporter** (`b2sdk.sync.report.SyncReport, None`) – progress reporter
- **encryption\_settings\_provider** (`b2sdk.v2.AbstractSyncEncryptionSettingsProvider`) – encryption setting provider

#### `b2sdk.transfer.inbound.downloader.abstract` – Downloader base class

**class** `b2sdk.transfer.inbound.downloader.abstract.EmptyHasher`(\*args, \*\*kwargs)

Bases: `object`

`__init__`(\*args, \*\*kwargs)

`update`(data)

`digest`()

`hexdigest`()

`copy`()

**class** `b2sdk.transfer.inbound.downloader.abstract.AbstractDownloader`(*thread\_pool: Optional[ThreadPoolExecutor]*  
= *None*, *force\_chunk\_size: Optional[int]* = *None*,  
*min\_chunk\_size: Optional[int]* = *None*,  
*max\_chunk\_size: Optional[int]* = *None*,  
*align\_factor: Optional[int]* = *None*,  
*check\_hash: bool* = *True*, \*\*kwargs)



Bases: `object`

**REQUIRES\_SEEKING** = `True`

**DEFAULT\_THREAD\_POOL\_CLASS**

alias of `ThreadPoolExecutor`

**DEFAULT\_ALIGN\_FACTOR** = `4096`

**\_\_init\_\_**(*thread\_pool: Optional[ThreadPoolExecutor] = None, force\_chunk\_size: Optional[int] = None, min\_chunk\_size: Optional[int] = None, max\_chunk\_size: Optional[int] = None, align\_factor: Optional[int] = None, check\_hash: bool = True, \*\*kwargs*)

**is\_suitable**(*download\_version: DownloadVersion, allow\_seeking: bool*)

Analyze *download\_version* (possibly against options passed earlier to constructor to find out whether the given download request should be handled by this downloader).

**abstract download**(*file: IOBase, response: Response, download\_version: DownloadVersion, session: B2Session, encryption: Optional[EncryptionSetting] = None*)

@returns (bytes\_read, actual\_sha1)

## **b2sdk.transfer.inbound.downloader.parallel – ParallelTransferer**

**class** `b2sdk.transfer.inbound.downloader.parallel.ParallelDownloader`(*min\_part\_size: int, max\_streams: Optional[int] = None, \*\*kwargs*)

Bases: `AbstractDownloader`

**FINISH\_HASHING\_BUFFER\_SIZE** = `1048576`

**\_\_init\_\_**(*min\_part\_size: int, max\_streams: Optional[int] = None, \*\*kwargs*)

### **Parameters**

- **max\_streams** – maximum number of simultaneous streams
- **min\_part\_size** – minimum amount of data a single stream will retrieve, in bytes

**is\_suitable**(*download\_version: DownloadVersion, allow\_seeking: bool*)

Analyze *download\_version* (possibly against options passed earlier to constructor to find out whether the given download request should be handled by this downloader).

**download**(*file: IOBase, response: Response, download\_version: DownloadVersion, session: B2Session, encryption: Optional[EncryptionSetting] = None*)

Download a file from given url using parallel download sessions and stores it in the given *download\_destination*.

**class** `b2sdk.transfer.inbound.downloader.parallel.WriterThread`(*file, max\_queue\_depth*)

Bases: `Thread`

A thread responsible for keeping a queue of data chunks to write to a file-like object and for actually writing them down. Since a single thread is responsible for synchronization of the writes, we avoid a lot of issues between userspace and kernelspace that would normally require flushing buffers between the switches of the writer. That would kill performance and not synchronizing would cause data corruption (probably we'd end up with a file with unexpected blocks of zeros preceding the range of the writer that comes second and writes further into the file).

The object of this class is also responsible for backpressure: if items are added to the queue faster than they can be written (see GCP VMs with standard PD storage with faster CPU and network than local storage, [https://github.com/Backblaze/B2\\_Command\\_Line\\_Tool/issues/595](https://github.com/Backblaze/B2_Command_Line_Tool/issues/595)), then `obj.queue.put(item)` will block, slowing down the producer.

The recommended minimum value of `max_queue_depth` is equal to the amount of producer threads, so that if all producers submit a part at the exact same time (right after network issue, for example, or just after starting the read), they can continue their work without blocking. The writer should be able to store at least one data chunk before a new one is retrieved, but it is not guaranteed.

Therefore, the recommended value of `max_queue_depth` is higher - a double of the amount of producers, so that spikes on either end (many producers submit at the same time / consumer has a latency spike) can be accommodated without sacrificing performance.

Please note that a size of the chunk and the queue depth impact the memory footprint. In a default setting as of writing this, that might be 10 downloads, 8 producers, 1MB buffers, 2 buffers each =  $8 \times 2 \times 10 = 160$  MB (+ python buffers, operating system etc).

#### `__init__(file, max_queue_depth)`

This constructor should always be called with keyword arguments. Arguments are:

*group* should be `None`; reserved for future extension when a `ThreadGroup` class is implemented.

*target* is the callable object to be invoked by the `run()` method. Defaults to `None`, meaning nothing is called.

*name* is the thread name. By default, a unique name is constructed of the form “Thread-N” where N is a small decimal number.

*args* is the argument tuple for the target invocation. Defaults to `()`.

*kwargs* is a dictionary of keyword arguments for the target invocation. Defaults to `{}`.

If a subclass overrides the constructor, it must make sure to invoke the base class constructor (`Thread.__init__()`) before doing anything else to the thread.

#### `run()`

Method representing the thread’s activity.

You may override this method in a subclass. The standard `run()` method invokes the callable object passed to the object’s constructor as the target argument, if any, with sequential and keyword arguments taken from the `args` and `kwargs` arguments, respectively.

```
b2sdk.transfer.inbound.downloader.parallel.download_first_part(response: Response, hasher,  
                                                                session: B2Session, writer:  
                                                                WriterThread, first_part:  
                                                                PartToDownload, chunk_size: int,  
                                                                encryption:  
                                                                Optional[EncryptionSetting] =  
                                                                None) → None
```

#### Parameters

- **response** – response of the original GET call
- **hasher** – hasher object to feed to as the stream is written
- **session** – B2 API session
- **writer** – thread responsible for writing downloaded data
- **first\_part** – definition of the part to be downloaded
- **chunk\_size** – size (in bytes) of read data chunks

- **encryption** – encryption mode, algorithm and key

```
b2sdk.transfer.inbound.downloader.parallel.download_non_first_part(url: str, session: B2Session,
                                                                    writer: WriterThread,
                                                                    part_to_download:
                                                                    PartToDownload,
                                                                    chunk_size: int, encryption:
                                                                    Optional[EncryptionSetting]
                                                                    = None) → None
```

#### Parameters

- **url** – download URL
- **session** – B2 API session
- **writer** – thread responsible for writing downloaded data
- **part\_to\_download** – definition of the part to be downloaded
- **chunk\_size** – size (in bytes) of read data chunks
- **encryption** – encryption mode, algorithm and key

```
class b2sdk.transfer.inbound.downloader.parallel.PartToDownload(cloud_range, local_range)
```

Bases: `object`

Hold the range of a file to download, and the range of the local file where it should be stored.

```
__init__(cloud_range, local_range)
```

```
b2sdk.transfer.inbound.downloader.parallel.gen_parts(cloud_range, local_range, part_count)
```

Generate a sequence of PartToDownload to download a large file as a collection of parts.

#### `b2sdk.transfer.inbound.downloader.simple` – SimpleDownloader

```
class b2sdk.transfer.inbound.downloader.simple.SimpleDownloader(thread_pool:
                                                                Optional[ThreadPoolExecutor]
                                                                = None, force_chunk_size:
                                                                Optional[int] = None,
                                                                min_chunk_size: Optional[int] =
                                                                None, max_chunk_size:
                                                                Optional[int] = None,
                                                                align_factor: Optional[int] =
                                                                None, check_hash: bool = True,
                                                                **kwargs)
```

Bases: `AbstractDownloader`

**REQUIRES\_SEEKING = False**

```
download(file: IOBase, response: Response, download_version: DownloadVersion, session: B2Session,
          encryption: Optional[EncryptionSetting] = None)
```

@returns (bytes\_read, actual\_sha1)

```
__init__(thread_pool: Optional[ThreadPoolExecutor] = None, force_chunk_size: Optional[int] = None,
          min_chunk_size: Optional[int] = None, max_chunk_size: Optional[int] = None, align_factor:
          Optional[int] = None, check_hash: bool = True, **kwargs)
```

**b2sdk.transfer.inbound.download\_manager – Manager of downloaders**

```
class b2sdk.transfer.inbound.download_manager.DownloadManager(write_buffer_size: Optional[int] =  
                                                                None, check_hash: bool = True,  
                                                                **kwargs)
```

Bases: `TransferManager`, `ThreadPoolMixin`

Handle complex actions around downloads to free raw\_api from that responsibility.

**DEFAULT\_MIN\_PART\_SIZE** = 104857600

**MIN\_CHUNK\_SIZE** = 8192

**MAX\_CHUNK\_SIZE** = 1048576

**PARALLEL\_DOWNLOADER\_CLASS**

alias of `ParallelDownloader`

**SIMPLE\_DOWNLOADER\_CLASS**

alias of `SimpleDownloader`

```
__init__(write_buffer_size: Optional[int] = None, check_hash: bool = True, **kwargs)
```

Initialize the DownloadManager using the given services object.

```
download_file_from_url(url, progress_listener=None, range_=None, encryption:  
                        Optional[EncryptionSetting] = None) → DownloadedFile
```

**Parameters**

- **url** – url from which the file should be downloaded
- **progress\_listener** – where to notify about downloading progress
- **range** – 2-element tuple containing data of http Range header
- **encryption** (`b2sdk.v2.EncryptionSetting`) – encryption setting (None if unknown)

**b2sdk.transfer.outbound.upload\_source**

```
class b2sdk.transfer.outbound.upload_source.AbstractUploadSource
```

Bases: `OutboundTransferSource`

The source of data for uploading to b2.

```
abstract get_content_sha1()
```

Return a 40-character string containing the hex SHA1 checksum of the data in the file.

```
abstract open()
```

Return a binary file-like object from which the data can be read. :return:

```
is_upload()
```

Return if outbound source is an upload source. :rtype bool:

```
is_copy()
```

Return if outbound source is a copy source. :rtype bool:

```
is_sha1_known()
```

```

class b2sdk.transfer.outbound.upload_source.UploadSourceBytes(data_bytes, content_sha1=None)
    Bases: AbstractUploadSource
    __init__(data_bytes, content_sha1=None)

    get_content_length()
        Return the number of bytes of data in the file.

    get_content_sha1()
        Return a 40-character string containing the hex SHA1 checksum of the data in the file.

    open()
        Return a binary file-like object from which the data can be read. :return:

    is_sha1_known()

class b2sdk.transfer.outbound.upload_source.UploadSourceLocalFile(local_path,
                                                                    content_sha1=None)

    Bases: AbstractUploadSource
    __init__(local_path, content_sha1=None)

    check_path_and_get_size()

    get_content_length()
        Return the number of bytes of data in the file.

    get_content_sha1()
        Return a 40-character string containing the hex SHA1 checksum of the data in the file.

    open()
        Return a binary file-like object from which the data can be read. :return:

    is_sha1_known()

class b2sdk.transfer.outbound.upload_source.UploadSourceLocalFileRange(local_path,
                                                                           content_sha1=None,
                                                                           offset=0, length=None)

    Bases: UploadSourceLocalFile
    __init__(local_path, content_sha1=None, offset=0, length=None)

    open()
        Return a binary file-like object from which the data can be read. :return:

class b2sdk.transfer.outbound.upload_source.UploadSourceStream(stream_opener,
                                                                stream_length=None,
                                                                stream_sha1=None)

    Bases: AbstractUploadSource
    __init__(stream_opener, stream_length=None, stream_sha1=None)

    get_content_length()
        Return the number of bytes of data in the file.

    get_content_sha1()
        Return a 40-character string containing the hex SHA1 checksum of the data in the file.

```

**open()**

Return a binary file-like object from which the data can be read. :return:

**is\_sha1\_known()**

```
class b2sdk.transfer.outbound.upload_source.UploadSourceStreamRange(stream_opener, offset,
                                                                    stream_length,
                                                                    stream_sha1=None)
```

Bases: [UploadSourceStream](#)

```
__init__(stream_opener, offset, stream_length, stream_sha1=None)
```

**open()**

Return a binary file-like object from which the data can be read. :return:

### **b2sdk.raw\_simulator – B2 raw api simulator**

**b2sdk.raw\_simulator.get\_bytes\_range(data\_bytes, bytes\_range)**

Slice bytes array using bytes range

```
class b2sdk.raw_simulator.KeySimulator(account_id, name, application_key_id, key, capabilities,
                                         expiration_timestamp_or_none, bucket_id_or_none,
                                         bucket_name_or_none, name_prefix_or_none)
```

Bases: [object](#)

Hold information about one application key, which can be either a master application key, or one created with `create_key()`.

```
__init__(account_id, name, application_key_id, key, capabilities, expiration_timestamp_or_none,
         bucket_id_or_none, bucket_name_or_none, name_prefix_or_none)
```

**as\_key()**

**as\_created\_key()**

Return the dict returned by `b2_create_key`.

This is just like the one for `b2_list_keys`, but also includes the secret key.

**get\_allowed()**

Return the ‘allowed’ structure to include in the response from `b2_authorize_account`.

```
class b2sdk.raw_simulator.PartSimulator(file_id, part_number, content_length, content_sha1, part_data)
```

Bases: [object](#)

```
__init__(file_id, part_number, content_length, content_sha1, part_data)
```

**as\_list\_parts\_dict()**

```
class b2sdk.raw_simulator.FileSimulator(account_id, bucket, file_id, action, name, content_type,
                                         content_sha1, file_info, data_bytes, upload_timestamp,
                                         range_=None, server_side_encryption:
                                         Optional[EncryptionSetting] = None, file_retention:
                                         Optional[FileRetentionSetting] = None, legal_hold: LegalHold
                                         = LegalHold.UNSET, replication_status:
                                         Optional[ReplicationStatus] = None)
```

Bases: [object](#)

One of three: an unfinished large file, a finished file, or a deletion marker.

```

CHECK_ENCRYPTION = True

SPECIAL_FILE_INFOS = {'b2-cache-control': 'Cache-Control',
'b2-content-disposition': 'Content-Disposition', 'b2-content-encoding':
'Content-Encoding', 'b2-content-language': 'Content-Language', 'b2-expires':
'Expires'}

__init__(account_id, bucket, file_id, action, name, content_type, content_sha1, file_info, data_bytes,
upload_timestamp, range_=None, server_side_encryption: Optional[EncryptionSetting] = None,
file_retention: Optional[FileRetentionSetting] = None, legal_hold: LegalHold =
LegalHold.UNSET, replication_status: Optional[ReplicationStatus] = None)

classmethod dont_check_encryption()

sort_key()
    Return a key that can be used to sort the files in a bucket in the order that b2_list_file_versions returns them.

as_download_headers(account_auth_token_or_none, range_=None)

as_upload_result(account_auth_token)

as_list_files_dict(account_auth_token)

is_allowed_to_read_file_retention(account_auth_token)

is_allowed_to_read_file_legal_hold(account_auth_token)

as_start_large_file_result(account_auth_token)

add_part(part_number, part)

finish(part_sha1_array)

is_visible()
    Does this file show up in b2_list_file_names?

list_parts(start_part_number, max_part_count)

check_encryption(request_encryption: Optional[EncryptionSetting])

class b2sdk.raw_simulator.FakeRequest(url, headers)
    Bases: tuple
    headers
        Alias for field number 1
    url
        Alias for field number 0

class b2sdk.raw_simulator.FakeResponse(account_auth_token_or_none, file_sim, url, range_=None)
    Bases: object
    __init__(account_auth_token_or_none, file_sim, url, range_=None)

    iter_content(chunk_size=1)

    property request

    close()

```

```
class b2sdk.raw_simulator.BucketSimulator(api, account_id, bucket_id, bucket_name, bucket_type,
                                          bucket_info=None, cors_rules=None, lifecycle_rules=None,
                                          options_set=None, default_server_side_encryption=None,
                                          is_file_lock_enabled: Optional[bool] = None, replication:
                                          Optional[ReplicationConfiguration] = None)

Bases: object

FIRST_FILE_NUMBER = 9999

FIRST_FILE_ID = '9999'

FILE_SIMULATOR_CLASS
    alias of FileSimulator

RESPONSE_CLASS
    alias of FakeResponse

MAX_SIMPLE_COPY_SIZE = 200

__init__(api, account_id, bucket_id, bucket_name, bucket_type, bucket_info=None, cors_rules=None,
         lifecycle_rules=None, options_set=None, default_server_side_encryption=None,
         is_file_lock_enabled: Optional[bool] = None, replication: Optional[ReplicationConfiguration] =
         None)

is_allowed_to_read_bucket_encryption_setting(account_auth_token)

is_allowed_to_read_bucket_retention(account_auth_token)

bucket_dict(account_auth_token)

cancel_large_file(file_id)

delete_file_version(file_id, file_name)

download_file_by_id(account_auth_token_or_none, file_id, url, range_=None, encryption:
                   Optional[EncryptionSetting] = None)

download_file_by_name(account_auth_token_or_none, file_name, url, range_=None, encryption:
                     Optional[EncryptionSetting] = None)

finish_large_file(account_auth_token, file_id, part_sha1_array)

get_file_info_by_id(account_auth_token, file_id)

get_file_info_by_name(account_auth_token, file_name)

get_upload_url(account_auth_token)

get_upload_part_url(account_auth_token, file_id)

hide_file(account_auth_token, file_name)

update_file_retention(account_auth_token, file_id, file_name, file_retention: FileRetentionSetting,
                     bypass_governance: bool = False)

update_file_legal_hold(account_auth_token, file_id, file_name, legal_hold: LegalHold)
```



```

copy_file(account_auth_token, file_id, new_file_name, bytes_range=None, metadata_directive=None,
            content_type=None, file_info=None, destination_bucket_id=None,
            destination_server_side_encryption: Optional[EncryptionSetting] = None,
            source_server_side_encryption: Optional[EncryptionSetting] = None, file_retention:
            Optional[FileRetentionSetting] = None, legal_hold: Optional[LegalHold] = None)

list_file_names(account_auth_token, start_file_name=None, max_file_count=None, prefix=None)

list_file_versions(account_auth_token, start_file_name=None, start_file_id=None,
                    max_file_count=None, prefix=None)

list_parts(file_id, start_part_number, max_part_count)

list_unfinished_large_files(account_auth_token, start_file_id=None, max_file_count=None,
                             prefix=None)

start_large_file(account_auth_token, file_name, content_type, file_info, server_side_encryption:
                  Optional[EncryptionSetting] = None, file_retention: Optional[FileRetentionSetting] =
                  None, legal_hold: Optional[LegalHold] = None)

upload_file(upload_id: str, upload_auth_token: str, file_name: str, content_length: int, content_type: str,
              content_sha1: str, file_infos: dict, data_stream, server_side_encryption:
              Optional[EncryptionSetting] = None, file_retention: Optional[FileRetentionSetting] = None,
              legal_hold: Optional[LegalHold] = None)

upload_part(file_id, part_number, content_length, sha1_sum, input_stream, server_side_encryption:
             Optional[EncryptionSetting] = None)

class b2sdk.raw_simulator.RawSimulator(b2_http=None)
    Bases: AbstractRawApi

    Implement the same interface as B2RawHTTApi by simulating all of the calls and keeping state in memory.
    The intended use for this class is for unit tests that test things built on top of B2RawHTTApi.

    BUCKET_SIMULATOR_CLASS
        alias of BucketSimulator

    API_URL = 'http://api.example.com'

    S3_API_URL = 'http://s3.api.example.com'

    DOWNLOAD_URL = 'http://download.example.com'

    MIN_PART_SIZE = 200

    MAX_PART_ID = 10000

    MAX_DURATION_IN_SECONDS = 86400000

    UPLOAD_PART_MATCHER = re.compile('https://upload.example.com/part/([^\/*]*)')

    UPLOAD_URL_MATCHER = re.compile('https://upload.example.com/([^\/*]*)/([^\/*]*)')

    DOWNLOAD_URL_MATCHER =
    re.compile('http://download.example.com(?:/b2api/v[0-9]+)/b2_download_file_by_id\\?
    fileId=(?P<file_id>[^\/*]+)|/file/(?P<bucket_name>[^\/*]+)/(?P<file_name>.+))$')

```

**\_\_init\_\_**(*b2\_http=None*)

**expire\_auth\_token**(*auth\_token*)

Simulate the auth token expiring.

The next call that tries to use this auth token will get an `auth_token_expired` error.

**create\_account**()

Return (`accountId`, `masterApplicationKey`) for a newly created account.

**set\_upload\_errors**(*errors*)

Store a sequence of exceptions to raise on upload. Each one will be raised in turn, until they are all gone. Then the next upload will succeed.

**authorize\_account**(*realm\_url, application\_key\_id, application\_key*)

**cancel\_large\_file**(*api\_url, account\_auth\_token, file\_id*)

**create\_bucket**(*api\_url, account\_auth\_token, account\_id, bucket\_name, bucket\_type, bucket\_info=None, cors\_rules=None, lifecycle\_rules=None, default\_server\_side\_encryption: Optional[EncryptionSetting] = None, is\_file\_lock\_enabled: Optional[bool] = None, replication: Optional[ReplicationConfiguration] = None*)

**create\_key**(*api\_url, account\_auth\_token, account\_id, capabilities, key\_name, valid\_duration\_seconds, bucket\_id, name\_prefix*)

**delete\_file\_version**(*api\_url, account\_auth\_token, file\_id, file\_name*)

**update\_file\_retention**(*api\_url, account\_auth\_token, file\_id, file\_name, file\_retention: FileRetentionSetting, bypass\_governance: bool = False*)

**update\_file\_legal\_hold**(*api\_url, account\_auth\_token, file\_id, file\_name, legal\_hold: bool*)

**delete\_bucket**(*api\_url, account\_auth\_token, account\_id, bucket\_id*)

**download\_file\_from\_url**(*account\_auth\_token\_or\_none, url, range\_=None, encryption: Optional[EncryptionSetting] = None*)

**delete\_key**(*api\_url, account\_auth\_token, application\_key\_id*)

**finish\_large\_file**(*api\_url, account\_auth\_token, file\_id, part\_sha1\_array*)

**get\_download\_authorization**(*api\_url, account\_auth\_token, bucket\_id, file\_name\_prefix, valid\_duration\_in\_seconds*)

**get\_file\_info\_by\_id**(*api\_url, account\_auth\_token, file\_id*)

**get\_file\_info\_by\_name**(*api\_url, account\_auth\_token, bucket\_name, file\_name*)

**get\_upload\_url**(*api\_url, account\_auth\_token, bucket\_id*)

**get\_upload\_part\_url**(*api\_url, account\_auth\_token, file\_id*)

**hide\_file**(*api\_url, account\_auth\_token, bucket\_id, file\_name*)

**copy\_file**(*api\_url, account\_auth\_token, source\_file\_id, new\_file\_name, bytes\_range=None, metadata\_directive=None, content\_type=None, file\_info=None, destination\_bucket\_id=None, destination\_server\_side\_encryption=None, source\_server\_side\_encryption=None, file\_retention: Optional[FileRetentionSetting] = None, legal\_hold: Optional[LegalHold] = None*)

```

copy_part(api_url, account_auth_token, source_file_id, large_file_id, part_number, bytes_range=None,
            destination_server_side_encryption: Optional[EncryptionSetting] = None,
            source_server_side_encryption: Optional[EncryptionSetting] = None)

list_buckets(api_url, account_auth_token, account_id, bucket_id=None, bucket_name=None)

list_file_names(api_url, account_auth_token, bucket_id, start_file_name=None, max_file_count=None,
                 prefix=None)

list_file_versions(api_url, account_auth_token, bucket_id, start_file_name=None, start_file_id=None,
                    max_file_count=None, prefix=None)

list_keys(api_url, account_auth_token, account_id, max_key_count=1000,
            start_application_key_id=None)

list_parts(api_url, account_auth_token, file_id, start_part_number, max_part_count)

list_unfinished_large_files(api_url, account_auth_token, bucket_id, start_file_id=None,
                             max_file_count=None, prefix=None)

start_large_file(api_url, account_auth_token, bucket_id, file_name, content_type, file_info,
                  server_side_encryption: Optional[EncryptionSetting] = None, file_retention:
                  Optional[FileRetentionSetting] = None, legal_hold: Optional[LegalHold] = None)

update_bucket(api_url, account_auth_token, account_id, bucket_id, bucket_type=None, bucket_info=None,
                cors_rules=None, lifecycle_rules=None, if_revision_is=None,
                default_server_side_encryption: Optional[EncryptionSetting] = None, default_retention:
                Optional[BucketRetentionSetting] = None, replication: Optional[ReplicationConfiguration]
                = None)

classmethod get_upload_file_headers(upload_auth_token: str, file_name: str, content_length: int,
                                     content_type: str, content_sha1: str, file_infos: dict,
                                     server_side_encryption: Optional[EncryptionSetting],
                                     file_retention: Optional[FileRetentionSetting], legal_hold:
                                     Optional[LegalHold]) → dict

upload_file(upload_url: str, upload_auth_token: str, file_name: str, content_length: int, content_type: str,
              content_sha1: str, file_infos: dict, data_stream, server_side_encryption:
              Optional[EncryptionSetting] = None, file_retention: Optional[FileRetentionSetting] = None,
              legal_hold: Optional[LegalHold] = None)

upload_part(upload_url, upload_auth_token, part_number, content_length, sha1_sum, input_stream,
              server_side_encryption: Optional[EncryptionSetting] = None)

```

## 2.9 Contributors Guide

We encourage outside contributors to perform changes on our codebase. Many such changes have been merged already. In order to make it easier to contribute, core developers of this project:

- provide guidance (through the issue reporting system)
- provide tool assisted code review (through the Pull Request system)
- maintain a set of unit tests
- maintain a set of integration tests (run with a production cloud)

- maintain development automation tools using `nox` that can easily:
  - format the code using `yapf`
  - runs linters to find subtle/potential issues with maintainability
  - run the test suite on multiple Python versions using `pytest`
- maintain Continuous Integration (by using GitHub Actions) that:
  - runs all sorts of linters
  - checks if the Python distribution can be built
  - runs all tests on a matrix of 6 versions of Python (including pypy) and 3 operating systems (Linux, Mac OS X and Windows)
  - checks if the documentation can be built properly
- maintain other Continuous Integration tools (coverage tracker)

You'll need to have `nox` installed:

- `pip install nox`

With `nox`, you can run different sessions (default are `lint` and `test`):

- `format` -> Format the code.
- `lint` -> Run linters.
- `test` (`test-3.7`, `test-3.8`, `test-3.9`, `test-3.10`) -> Run test suite.
- `cover` -> Perform coverage analysis.
- `build` -> Build the distribution.
- `deploy` -> Deploy the distribution to the PyPi.
- `doc` -> Build the documentation.
- `doc_cover` -> Perform coverage analysis for the documentation.

For example:

```
$ nox -s format
nox > Running session format
nox > Creating virtual environment (virtualenv) using python3.10 in .nox/format
...

$ nox -s format
nox > Running session format
nox > Re-using existing virtual environment at .nox/format.
...

$ nox --no-venv -s format
nox > Running session format
...
```

Sessions `test`, `unit`, and `integration` can run on many Python versions, 3.7-3.10 by default.

Sessions other than `test` use the last given Python version, 3.10 by default.

You can change it:

```
export NOX_PYTHONS=3.7,3.8
```

With the above setting, session `test` will run on Python 3.7 and 3.8, and all other sessions on Python 3.8.

Given Python interpreters should be installed in the operating system or via [pyenv](#).

### 2.9.1 Linting

To run all available linters:

```
$ nox -s lint
```

### 2.9.2 Testing

To run all tests on every available Python version:

```
$ nox -s test
```

To run all tests on a specific version:

```
$ nox -s test-3.10
```

To run just unit tests:

```
$ nox -s unit-3.10
```

To run just integration tests:

```
$ export B2_TEST_APPLICATION_KEY=your_app_key  
$ export B2_TEST_APPLICATION_KEY_ID=your_app_key_id  
$ nox -s integration-3.10
```

### 2.9.3 Documentation

To build the documentation and watch for changes (including the source code):

```
$ nox -s doc
```

To just build the documentation:

```
$ nox --non-interactive -s doc
```



## INDICES AND TABLES

- `genindex`
- `modindex`
- `search`





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