

Object Store Walkthrough



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If you are running a local `nats-server` stop it and restart it with JetStream enabled using `nats-server -js` (if that's not already done)

You can then check that JetStream is enabled by using

```
nats account info
```

Which should output something like:

Connection Information:

Client ID: 6

Client IP: 127.0.0.1

RTT: 64.996µs

Headers Supported: true

Maximum Payload: 1.0 MiB

Connected URL: nats://127.0.0.1:4222

Connected Address: 127.0.0.1:4222

Connected Server ID: ND2XVDA4Q363J0IFKJTPZW3ZKZCANH7NJI4EJMFSSPTRXDBFG4M4C34K

```
JetStream Account Information:
```

```
Memory: 0 B of Unlimited  
Storage: 0 B of Unlimited  
Streams: 0 of Unlimited  
Consumers: 0 of Unlimited
```

If you see the below instead then JetStream is *not* enabled

```
JetStream Account Information:
```

```
JetStream is not supported in this account
```

Creating an Object Store bucket

Just like you need to create streams before you can use them you need to first create an Object Store bucket

```
nats object add myobjbucket
```

which outputs

```
myobjbucket Object Store Status
```

```
Bucket Name: myobjbucket  
Replicas: 1  
TTL: unlimitd  
Sealed: false  
Size: 0 B  
Backing Store Kind: JetStream  
JetStream Stream: OBJ_myobjbucket
```

Putting a file in the bucket

```
nats object put myobjbucket ~/Movies/NATS-logo.mov
```

1.5 GiB / 1.5 GiB

[=====]

Object information for myobjbucket > /Users/jnmoyne/Movies/NATS-logo.mov

Size: 1.5 GiB

Modification Time: 14 Apr 22 00:34 +0000

Chunks: 12,656

Digest: sha-256 8ee0679dd1462de393d81a3032d71f43d2bc89c0c8a557687cfe2787e926

Putting a file in the bucket by providing a name

By default the full file path is used as a key. Provide the key explicitly (e.g. a relative path) with

`--name`

```
nats object put --name /Movies/NATS-logo.mov myobjbucket ~/Movies/NATS-logo.mov
```

1.5 GiB / 1.5 GiB

[=====]

Object information for myobjbucket > /Movies/NATS-logo.mov

Size: 1.5 GiB

Modification Time: 14 Apr 22 00:34 +0000

Chunks: 12,656

Digest: sha-256 8ee0679dd1462de393d81a3032d71f43d2bc89c0c8a557687cfe2787e926

Listing the objects in a bucket

```
nats object ls myobjbucket
```

Bucket Contents

Name	Size	Time
/Users/jnmoyne/Movies/NATS-logo.mov	1.5 GiB	2022-04-13T17:34:55-07:00
/Movies/NATS-logo.mov	1.5 GiB	2022-04-13T17:35:41-07:00

Getting an object from the bucket

```
nats object get myobjbucket ~/Movies/NATS-logo.mov
```

1.5 GiB / 1.5 GiB

[=====]

Wrote: 1.5 GiB to /Users/jnmoyne/NATS-logo.mov in 5.68s average 279 MiB/s

Getting an object from the bucket with a specific output path

By default, the file will be stored relative to the local path under its name (not the full path). To specify an output path use `--output`

```
nats object get myobjbucket --output /temp/Movies/NATS-logo.mov /Movies/NATS-logo.mov
```

1.5 GiB / 1.5 GiB

[=====]

Wrote: 1.5 GiB to /temp/Movies/NATS-logo.mov in 5.68s average 279 MiB/s

Removing an object from the bucket

```
nats object rm myobjbucket ~/Movies/NATS-logo.mov
```

```
? Delete 1.5 GiB byte file myobjbucket > /Users/jnmoyne/Movies/NATS-logo.mov? Yes
```

```
Removed myobjbucket > /Users/jnmoyne/Movies/NATS-logo.mov
```

```
myobjbucket Object Store Status
```

```
    Bucket Name: myobjbucket
```

```
    Replicas: 1
```

```
        TTL: unlimitd
```

```
    Sealed: false
```

```
    Size: 16 MiB
```

```
Backing Store Kind: JetStream
```

```
    JetStream Stream: OBJ_myobjbucket
```

Getting information about the bucket

```
nats object info myobjbucket
```

```
myobjbucket Object Store Status
```

```
    Bucket Name: myobjbucket
```

```
    Replicas: 1
```

```
        TTL: unlimitd
```

```
    Sealed: false
```

```
    Size: 1.6 GiB
```

```
Backing Store Kind: JetStream
```

```
    JetStream Stream: OBJ_myobjbucket
```

Watching for changes to a bucket

```
nats object watch myobjbucket
```

```
[2022-04-13 17:51:28] PUT myobjbucket > /Users/jnmoyne/Movies/NATS-logo.mov: 1.5 GiB bytes in
12,656 chunks
[2022-04-13 17:53:27] DEL myobjbucket > /Users/jnmoyne/Movies/NATS-logo.mov
```

Sealing a bucket

You can seal a bucket, meaning that no further changes are allowed on that bucket

```
nats object seal myobjbucket
```

```
? Really seal Bucket myobjbucket, sealed buckets can not be unsealed or modified Yes
myobjbucket has been sealed
myobjbucket Object Store Status
```

```
    Bucket Name: myobjbucket
```

```
    Replicas: 1
```

```
    TTL: unlimitd
```

```
    Sealed: true
```

```
    Size: 1.6 GiB
```

```
Backing Store Kind: JetStream
```

```
    JetStream Stream: OBJ_myobjbucket
```

Deleting a bucket

Using `nats object rm myobjbucket` will delete the bucket and all the files stored in it.

```
### #1
```

```
□ cocobook-sync ### 2026-10-28 11:10:32 UTC
```

```
□ cocobook-sync ### 2026-10-28 11:10:32 UTC
```