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MinIO Object Storage for MacOS

MinIO is an object storage solution that provides an Amazon Web Services S3-compatible API and supports all core S3 features. MinIO is built to deploy anywhere - public or private cloud, baremetal infrastructure, orchestrated environments, and edge infrastructure.

This site documents Operations, Administration, and Development of MinIO deployments on Mac OSX platforms for the latest stable version of MinIO: RELEASE.2023-11-01T18-37-25Z.

MinIO is released under dual license GNU Affero General Public License v3.0 and MinIO Commercial License. Deployments registered through MinIO SUBNET use the commercial license and include access to 24/7 MinIO support.

You can get started exploring MinIO features using the MinIO Console and our play server at https://play.min.io. play is a *public* MinIO cluster running the latest stable MinIO server. Any file uploaded to play should be considered public and non-protected. For more about connecting to play, see MinIO Console play Login.

Quickstart: MinIO for Mac OSX

This procedure deploys a Single-Node Single-Drive MinIO server onto MacOS for early development and evaluation of MinIO Object Storage and its S3-compatible API layer.

For instructions on deploying to production environments, see Deploy MinIO: Multi-Node Multi-Drive.

Prerequisites

- Read, write, and execute permissions for the user's home directory
- Familiarity with using the Terminal

Procedure

1. Install the MinIO Server

Homebrew Binary - arm64 Binary - amd64

Open a Terminal and run the following command to install the latest stable MinIO package using Homebrew.

brew install minio/stable/minio

If you previously installed the MinIO server using **brew install minio**, then we recommend that you reinstall from **minio/stable/minio** instead.

```
brew uninstall minio
brew install minio/stable/minio
```

2. Launch the MinIO Server

From the Terminal, use the minio server to start a local MinIO instance in the ~/data folder. If desired, you can replace ~/data with another location to which the user has read, write, and delete access for the MinIO instance.

The API block lists the network interfaces and port on which clients can access the MinIO S3 API. The Console block lists the network interfaces and port on which clients can access the MinIO Web Console.

Documentation: https://min.io/docs/minio/linux/index.html

3. Connect your Browser to the MinIO Server

Access the MinIO Console by going to a browser (such as Safari) and going to https://127.0.0.1:9000 or one of the Console addresses specified in the minio server command's output. For example, console: http://192.0.2.10:9090 http://127.0.0.1:9090 in the example output indicates two possible addresses to use for connecting to the Console.

While port 9000 is used for connecting to the API, MinIO automatically redirects browser access to the MinIO Console.

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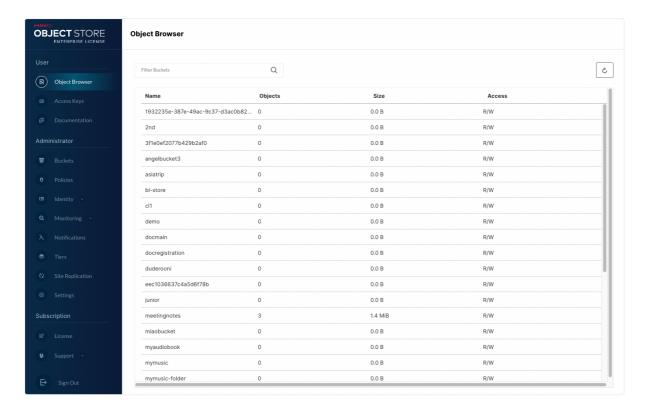


Login

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You can use the MinIO Console for general administration tasks like Identity and Access Management, Metrics and Log Monitoring, or Server Configuration. Each MinIO server includes its own embedded MinIO Console.



For more information, see the MinIO Console documentation.

4. (Optional) Install the MinIO Client

The MinIO Client allows you to work with your MinIO volume from the commandline.

Homebrew Binary (arm64) Binary (amd64)

Run the following commands to install the latest stable MinIO Client package using Homebrew.

brew install minio/stable/mc

To use the command, run

mc {command} {flag}

mc alias set local http://127.0.0.1:9000 minioadmin minioadmin mc admin info local

The mc alias set takes four arguments:

- The name of the alias
- The hostname or IP address and port of the MinIO server
- The Access Key for a MinIO user
- The Secret Key for a MinIO user

For additional details about this command, see mc alias set.

| Next Steps |
|--|
| 1 Connect your applications to MinIO |
| 2 Configure Object Retention |
| 3 Configure Security |
| 4 Deploy MinIO for Production Environments |

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