Connect Minecraft chat to Discord with DiscordSRV

DiscordSRV can bridge Minecraft chat to a Discord channel and link player accounts. Treat its bot credentials as a password. Start with a private test channel and a simple chat bridge before enabling role synchronisation or requiring linking to join your server.

Check requirements and protect the existing server

Use the DiscordSRV release that supports your Bukkit-based server and Minecraft version. Obtain it through the project's official release links rather than an unofficial mirror. Follow the plugin installation guide, keeping a backup of your current world and plugin configuration before adding the JAR.

Start once to generate configuration and inspect Console for startup errors. Stop before editing files. Existing installations may already have account links or role rules, so preserve their data rather than replacing the whole plugin directory with another server's example.

Create a dedicated bot and configure the bridge

1. Use Discord's Developer Portal to create an application and bot for this community. Follow DiscordSRV's current initial-setup instructions for the required intents and installation options.
2. Invite it only to the intended Discord server. Review the requested permissions and channel overrides. Do not grant Administrator solely to bypass a missing channel permission.
3. Copy the bot token into the appropriate setting in `plugins/DiscordSRV/config.yml`. Keep it out of screenshots, support tickets, public repositories and shared chat.

4. Enable Discord Developer Mode when needed to copy the intended channel's numeric ID. Map a Minecraft channel to that Discord channel using the generated configuration's comments and syntax.
5. Save, start the Minecraft server and check the first relevant startup message. Test a harmless message from each side in the private channel.

Bot tokens, application IDs and channel IDs have different purposes. A channel ID cannot replace a token. If a token leaks, reset it in the Developer Portal and update the private configuration; removing a public message alone does not make the old credential safe.

Test linking before making it compulsory

Follow the documented account-linking prompts with a test Minecraft account and its own Discord account. Keep linking codes private. Confirm the resulting link belongs to the intended identities before using any role synchronisation.

Do not enable every integration at once. Role synchronisation can change Discord access, and console-channel features can expose logs or command execution to channel members. Leave those features disabled until you have reviewed their permissions and purpose.

If you want linked accounts to be mandatory, first complete the ordinary bridge setup. Review `linking.yml`, the required memberships or roles and a recovery route for legitimate players. Test in a maintenance window before enforcing it on everyone.

Troubleshoot without exposing secrets

If messages travel one way only, check channel mapping, the bot's access in that channel and the documented intents. If the bot cannot connect, inspect the exact error and confirm the token privately. Do not disable Minecraft authentication to fix a Discord bridge.

Send support redacted logs, the DiscordSRV version, timestamp and failed direction. Further reading: initial bot setup and require linking to join.

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