Enable Minecraft Query on an allocated UDP port

Minecraft Query is an optional server-information listener. It is separate from joining the Java server and from the normal server-list status ping. Enable it only when a monitoring or listing tool specifically requires the Query protocol. If a tool only needs a normal Java status response, an additional listener may be unnecessary.

Confirm the allocation first

Ask support to confirm which IP and UDP port your game server may bind. A port printed in an internet tutorial is not automatically allocated to your service. The default value in a configuration reference is also not a reservation. Some deployments can use the gameplay number for a UDP listener, but that must be confirmed for your actual allocation and host routing.

Identify the tool that will query the server and what information it displays publicly. Review its documentation and privacy implications before publishing player-related data on a third-party listing. Query is an information service, not a remote console, so do not put an RCON password into a Query client.

Configure the supported listener

Download `server.properties` privately and record the current values. Stop the server cleanly. Set `enable-query=true` and set `query.port` to the confirmed allocated UDP port. Replace the existing entries rather than adding duplicates. Do not copy a placeholder word into the numeric field.

Leave gameplay port, bind address and authentication settings unchanged. A game-panel allocation controls what you are allowed to use; editing the properties file does not create a new allocation or open a host firewall. If a required field is locked, let support make the allocation change rather than trying another customer's port.

Start the server and inspect the console for bind failures or listener errors. Use the reference for the installed release and implementation. The Query setting is longstanding, but current Paper documentation should not be treated as proof that every fork exposes exactly the same information or logging.

Test the actual protocol

Configure the intended tool with the confirmed public address, UDP port and Query protocol. A successful Java multiplayer ping or a TCP port check does not verify this listener. Record the tool's result and the test time. Do not use a broad network scan or send a flood of query packets to diagnose a single allocated port.

If it fails, check the effective properties after startup, allocation protocol, address and any source restrictions with support. A UDP timeout alone cannot tell you whether the process is not listening or packets are blocked somewhere along the path. Provide the configuration values without unrelated credentials and include any startup error.

Disable or recover

If you no longer need Query, stop the server, restore `enable-query=false` and restart. Remove the endpoint from the external tool as well. Keep normal Java status enabled if players rely on the server list; disabling one service should not accidentally disable another.

To undo a failed trial, restore only the Query entries from your saved copy. Do not change worlds, reinstall the server or broaden firewall access to all ports. The desired outcome is one confirmed listener for one documented purpose.

Related help

- Fix common Minecraft connection errors
- Find Minecraft logs and send useful troubleshooting details
- Back up game files before making changes

Reference

Paper Query listener properties. Paper bind-error troubleshooting.

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