Check Plasmo Voice proximity activation permissions for one rank

A player can have a working voice connection while being forbidden to activate proximity speech. Compare the activation permission with the actual rank policy before treating the issue as a UDP or microphone failure.

Prepare the test

Record client and server major versions before comparing results. Keep the Minecraft connection, voice handshake and UDP audio path separate when deciding which setting or log to inspect next.

Make the change

1. Choose an affected ordinary player and an unaffected comparison player on the same backend. Confirm their clients detect Plasmo Voice and use the same intended activation mode, with neither player locally muted.
2. Inspect the effective `pv.activation.proximity` permission for each account through your supported permission manager. Check group inheritance, explicit false values and server contexts rather than looking only at the primary group’s visible name.
3. Correct the narrow permission that contradicts your policy. The default proximity activation is normally available, so identify why a deny was added before replacing it with a broad activation wildcard or an operator grant.
4. Reconnect if the integration requires it and test a short nearby conversation. If the server uses additional activation add-ons, test their documented permissions separately instead of assuming proximity permission controls every voice mode.

Check the result

The chosen rank should be able to activate the intended mode and exchange speech with the comparison account. Moderation, reload and administration permissions should remain limited to the staff roles that actually need them.

If the test fails

Restore an ineffective permission edit and investigate the client’s selected activation, local mute state or connection result. Do not expand privileges repeatedly when both accounts already have the same effective proximity permission.

Keep deliberate moderation restrictions visible in your investigation. A correct permission deny is an access-policy outcome; it should not be silently removed because the player describes it as an audio connection problem.

References and related help

Check the official Plasmo Voice documentation against your installed release before using a command or setting from another version.

- Install Plasmo Voice and diagnose voice connection errors
- Create Minecraft ranks and inheritance with LuckPerms

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