Check the public address Geyser advertises behind container networking

The address a game process sees inside its container can differ from the address a player can reach. A correct listening port does not help if signalling sends the client a private, loopback or obsolete public address for gameplay.

Record the starting point

Collect the assigned endpoint from your service details, the Geyser build and the current signalling arrangement. Save the relevant Geyser configuration and any startup properties. Treat a support-provided public address as authoritative over an address guessed from an interface inside the container.

Work through the change

1. Reproduce a failed Bedrock join from a remote connection and note the address used in the saved entry. Check whether a domain still resolves to a previous service.
2. Compare the advertised gameplay endpoint described by your installed Geyser release with the public allocation. Read the current NetherNet setup guidance before using startup overrides from an older tutorial.
3. If an advertisement override is necessary, ask support to confirm the public mapping and supported startup control. Change the advertisement without moving the Java listener or changing the world.
4. Restart through the panel, refresh the Bedrock server entry, and repeat the remote join. Keep the old and new endpoint values in your change record.

Check the result

The test should reach the same server ID, world and player identity as before while completing negotiation through the assigned public endpoint. Check a second remote client if the first has cached the previous discovery response.

If the result differs

If only one network fails, compare that client's saved endpoint and connection route before changing the server again. If all remote clients receive an unreachable address, send support the advertised endpoint, timestamp and build number with private configuration values removed.

Undo the single advertisement change if it makes discovery fail. Do not replace the allocation with another customer's IP, expose container management ports or copy an unrelated host's startup properties. Preserve the working Java endpoint throughout the investigation.

References and related help

- Geyser maintainer reference 1
- Geyser maintainer reference 2
- Set up Geyser and Floodgate for Java and Bedrock crossplay
- Find Minecraft logs and send useful troubleshooting details

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