Choose a Simple Voice Chat spectator speaking policy

Spectator speech can reveal information from places ordinary players cannot visit. Decide when spectators should speak to active players, then verify the policy with separate spectator and survival accounts.

Prepare the test

Identify the client mod, server implementation and allocated voice endpoint before changing audio settings. Keep Minecraft joining and voice transport as separate tests; success on one does not prove the other.

Make the change

1. Write down the intended behaviour for a free-flying spectator and for a spectator viewing through another player. Choose a harmless test scene rather than checking the policy during a competitive event.
2. Stop the server and preserve the voice configuration. Read `spectator_interaction` and `spectator_player_possession` in `voicechat-server.properties`, matching their descriptions to the installed Simple Voice Chat release before choosing values.
3. Change only the spectator options required by your rule and restart normally. Reconnect compatible clients, keep their mute and volume settings constant, and ensure the listening player remains outside any private group call.
4. Test speech while the spectator is free-flying, then while spectating the listening player. Swap roles where possible and compare what each person hears with the written policy rather than relying only on an interface icon.

Check the result

Living players should hear spectator speech only in the situations you deliberately permitted. Test ordinary proximity speech between two survival players afterwards to show that the policy did not

disable general voice communication.

If the test fails

Restore the saved spectator settings if the experiment exposes unintended speech. If a role still behaves differently, inspect additional voice add-ons and permission rules instead of giving every spectator broad administrative access.

Tell moderators how the chosen behaviour works before using spectator mode for investigations. Voice interaction is not a substitute for the server’s rules about staff observation, privacy or fair play.

References and related help

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

- Set up Simple Voice Chat with an allocated UDP port
- Find Minecraft logs and send useful troubleshooting details

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