Compare a Plasmo Voice bind error with an unreachable advertised endpoint

A bind failure occurs before a client can use the voice listener. An advertised-endpoint problem can occur even when that listener started correctly. Identify which stage failed before changing both host and public settings.

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. Record the service’s allocated UDP address and port from the panel. Inspect the current Plasmo Voice host configuration and public endpoint configuration against the official installation guide for the deployed server or proxy component.
2. Read startup for an address-in-use or cannot-bind error. Check for another voice service or UDP query feature using the same assigned endpoint; a successful Minecraft TCP listener does not exclude a UDP conflict.
3. If the listener starts, compare the address clients are told to reach with the real public allocation. A private container address or a public endpoint from a previous host may be valid locally but unusable for an external player.
4. Make one documented correction with the server stopped and preserve the original configuration. Restart, confirm the listener result and test from a compatible external client with a nearby cooperating listener.

Check the result

The voice listener should start without a bind error, and the client should reach the intended public UDP destination. Capture the specific remaining stage if it fails instead of describing every symptom as a port being closed.

If the test fails

Restore the original setting if you changed the wrong component’s configuration. When the allocation and advertised destination agree, send the relevant startup and client error to support rather than allocating an unapproved port or disabling the firewall.

A game-port TCP check cannot validate this UDP path. On a proxy network, identify the component that owns the public voice endpoint before interpreting a backend listener test.

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
- Find Minecraft logs and send useful troubleshooting details

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