Install Plasmo Voice and diagnose voice connection errors

Plasmo Voice provides proximity audio using a server plugin or mod and a client mod. Players without its client component can ordinarily join the game but cannot use its voice features. Choose it deliberately rather than running two proximity-voice implementations on the same endpoint.

Prepare matching server and client components

Check the current release's supported Minecraft versions and platforms. A Paper server uses the plugin in `plugins/`; supported Fabric or Forge installations use the corresponding mod in `mods/`. Players need the appropriate client mod for their own loader and game version.

Follow plugin installation for Paper and retain a completed backup before changing an existing setup. Start once, inspect startup messages, then stop before editing generated configuration. Preserve any existing add-on data and configuration rather than replacing the whole directory with another community's files.

Configure an assigned UDP allocation

On Paper the documented configuration is `plugins/PlasmoVoice/config.toml`. Fabric and Forge use `config/plasmovoice/config.toml`. Read the file generated by your installed release, since platform and future format changes can affect these details.

1. Confirm which UDP address and port belong to this game service. Ask support when no suitable allocation is shown.

2. Review the `[host]` section. Its documented defaults include `ip = "0.0.0.0"` and `port = 0`.
3. A zero port asks Plasmo Voice to use the Minecraft server's numeric port over UDP. Keep it only if that UDP allocation is actually available. Otherwise set the explicitly allocated voice port.
4. Do not substitute a public IP as a bind address just because players use it. Containers and routed services may not own that address locally.
5. Save, start and read Console. An address-in-use error differs from an unavailable bind-address error; retain the exact message.

There is no need to disable Minecraft account authentication to establish voice. Do not change firewall defaults or allocate yourself a neighbouring port. A proxy network requires the project's proxy deployment instructions, including which machine hosts each voice endpoint.

Identify the stage that fails

Join with a compatible client and open its voice menu, normally with **V** unless rebound. Check microphone selection, operating-system access, local mute and activation settings. Test two nearby players in both directions before adding extra voice channels or add-ons.

The message that Plasmo Voice is not installed means the client and server have not detected each other; the upstream guide distinguishes that from a UDP-port failure. Check that the component enabled on the correct server and that its client release is compatible before investigating an unrelated port.

Make one controlled change at a time

If the plugin detects correctly but audio will not connect, inspect listener messages and confirm UDP reachability. If only one user fails, compare their client and device settings. Keep the working configuration so a test change can be reversed without removing player or world data.

Include the server ID, platform, Plasmo versions and exact client message in a support ticket. See Minecraft log collection. Further reading: server installation, detection errors and commands and permissions.

Looking for another plugin? Browse the Minecraft plugin guide directory.

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