Resolve a Geyser port collision with Query or a web map

A bind failure can appear after enabling a web map, Minecraft Query or another listener on the same service. With current NetherNet, Geyser's normal built-in signalling arrangement needs TCP as well as UDP; a number that looked unused under one protocol may already have an owner.

Record the starting point

Record the exact bind error and the port named beside it. List Geyser, Java gameplay, Query, voice chat and map listeners from their active configuration files. An allocation belongs to this service only when the panel or support confirms it.

Work through the change

1. Stop the affected server during a planned window. Save copies of the listener configurations so a port change does not become an untracked change across several plugins.
2. Compare each service by address, number and protocol. Do not assume Java gameplay can share a TCP listener with Geyser signalling just because older Bedrock guidance mentioned UDP only.
3. Select a separately assigned endpoint for the conflicting component. Change that component alone, including its public URL or player instructions if users connect to it directly.
4. Start the server and read startup output for both components. Test the web map, Query or voice service as well as a real Bedrock join from another network.

Check the result

Both listeners should start without address-in-use errors, and both services should remain reachable. Keep the final allocation list with the server notes. This prevents a later plugin installation from choosing the same number again.

If the result differs

A second bind error may come from another server process or from editing an inactive configuration. Check the filename Geyser loaded and whether the server actually stopped before restarting. Support can inspect host listeners; a game-panel account should not kill unknown host processes.

Return the changed component to its recorded endpoint if the new allocation does not work, then leave it stopped until support confirms the allocation. Keep the other working service running instead of deleting plugin data or opening every port.

> CloudExa game panel network allocations
> The CloudExa Network page lists assigned allocations; configure the relevant listener separately in the plugin.

References and related help

- Geyser maintainer reference 1
- Set up Geyser and Floodgate for Java and Bedrock crossplay
- Connect a domain to your Minecraft server

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