Resolve a Plan web-port conflict without moving gameplay

Plan's web interface is a separate listener from Minecraft gameplay. A conflicting map, Geyser signalling service or another web plugin may occupy the same address and port. Diagnose the listener conflict before changing the server's main connection endpoint.

Record the starting point

Record Plan's startup error, configured listener and public web address. List other web listeners in this service and check the panel's assigned allocations. Keep the existing Plan configuration and HTTPS or proxy arrangement before editing either the internal port or public URL.

Work through the change

1. Match the bind error to the Plan configuration actually loaded. Compare address, port and protocol with each other listener, not just the number shown in a browser bookmark.
2. Choose a separately assigned supported port where a change is required. Ask support to confirm an allocation rather than using an arbitrary neighbouring port.
3. Change the listener and any documented external-address or reverse-proxy mapping together as appropriate for your setup. Preserve authentication and HTTPS requirements.
4. Restart normally and test the Plan interface from the intended access route. Check Minecraft gameplay and the previously conflicting web feature as separate tests.

Check the result

Plan should bind without an address-in-use error and serve the expected interface at its documented URL. Sign in with a limited account if authentication is enabled. Record the final allocation so a future plugin installation does not reuse it.

If the result differs

If a page loads but belongs to another service, inspect the public proxy mapping and hostname rather than changing Plan's database. If Plan binds but a browser cannot connect, report the public endpoint and timestamp to support for the relevant network path.

Restore the recorded listener and proxy values if the trial creates a new failure. Leave the conflicting optional listener stopped until its allocation is confirmed. Do not delete analytics data or disable all host firewall rules to resolve one port collision.

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

References and related help

- Plan maintainer reference 1
- Set up Plan analytics without exposing private player data
- Find Minecraft logs and send useful troubleshooting details

---

Revision #1
Created 2026-11-09 16:36:26 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:26 UTC by CloudExa Hosting Admin