Set a Simple Voice Chat recording policy without promising privacy guarantees

The recording option controls a supported voice feature; it cannot stop a player recording system audio with unrelated software. Set the server policy clearly and avoid presenting the configuration as a complete privacy guarantee.

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. Decide whether the built-in recording feature should be available, then communicate that rule to your community. Get the consent required by your community policy before making any test recording with another person’s voice.
2. Stop the server, preserve the generated voice configuration and review `allow_recording` in `voicechat-server.properties`. Change only that setting, leaving port and audio-distance values untouched so the test has one clear purpose.
3. Start the server and reconnect a compatible test client. Inspect the supported recording control and its response, using a short agreed test if recording is allowed rather than capturing ordinary players’ conversations without warning.
4. Check that proximity speech and existing mute controls still work for both test accounts. Delete the agreed sample when it is no longer needed and document whether the supported recording feature is available or deliberately blocked.

Check the result

The built-in feature should follow the server setting, while ordinary voice remains usable. Publish a plain-language rule that distinguishes a disabled feature from the broader expectation that players must respect others’ conversations.

If the test fails

Restore the previous setting if the installed client does not handle the change as expected, then compare client and server compatibility. Do not claim a server fault merely because an external recorder can still capture computer audio.

If a dispute involves recorded conversations, handle the evidence through a private moderation route. Changing this setting later does not revoke files that someone already recorded or shared.

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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