Tune Simple Voice Chat normal and whisper distances separately

Whispering and normal proximity speech have separate range settings. Measure both before changing them so a request for quieter local conversation does not accidentally make all voice inaudible beyond a few blocks.

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. Choose a flat quiet area and place two test players at known distances. Record the existing normal and whisper behaviour with the same volume settings, avoiding background music or a group call during the comparison.
2. Stop the server and preserve `voicechat-server.properties`. Read `max_voice_distance` and `whisper_distance` in the installed file and current official reference; record any explicitly configured `broadcast_range` because it also affects which audio is distributed.
3. Change one distance at a time to match the intended play area. Keep endpoint, packet-size and codec settings unchanged so a later failure can be attributed to the distance change rather than several simultaneous adjustments.
4. Start the server and test inside, near and outside the intended normal range. Repeat the same positions with whisper activated, then swap the speakers so one client’s microphone level is not mistaken for a range boundary.

Check the result

The two modes should follow the intended separation and remain usable close by. Write down the accepted values and listening positions; a repeatable spatial test is more useful than describing the voice as merely louder or quieter.

If the test fails

Restore the previous distances if the result cuts off expected conversation. If no speech works even at close range, inspect the voice connection and audio device before increasing the range further or changing the server firewall.

Use modest changes and test the actual spawn or roleplay area afterwards. A large theoretical range can include conversations across areas that players reasonably expected to remain separate.

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

---

Revision #1
Created 2026-11-09 16:36:25 UTC by CloudExa Hosting Admin
Updated 2026-11-09 16:36:25 UTC by CloudExa Hosting Admin