

Simple Voice Chat

- [Standalone \(Spigot/Paper & Forks\)](#)
- [Velocity](#)

Standalone (Spigot/Paper & Forks)

1. Download

Download [Simple Voice Chat \(Bukkit\)](#)

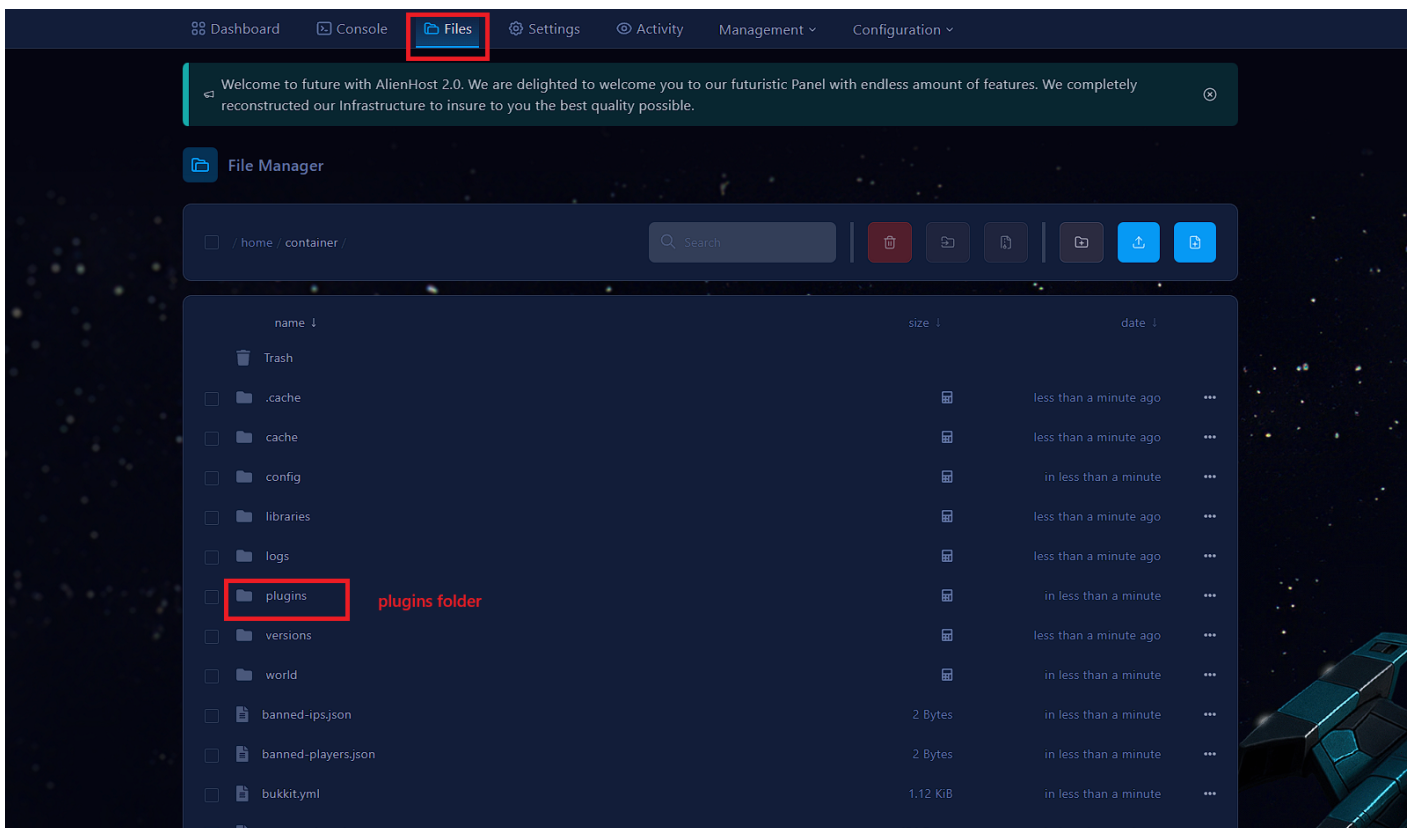
You need the Fabric/Forge version on your client

You need an extra port allocation

2. Login & Place The Plugin

Log in the [panel](#)

1. Go in the file manager
2. click on the folder named "plugins"



2a. Inside the plugins folder upload the file:

The screenshot shows the AlienHost 2.0 File Manager interface. At the top, there's a header for 'Tutorials Server' with an 'Online' status and buttons for 'Start', 'Restart', and 'Stop'. Below this, a navigation bar includes 'Dashboard', 'Console', 'Files' (selected), 'Settings', 'Activity', 'Management', and 'Configuration'. A welcome message is displayed. The 'File Manager' section shows the current path as '/ home / container / plugins'. A search bar and icons for file operations are present. A table lists the files in the folder:

name ↓	size ↓	date ↓
folder bStats		6 minutes ago
file voicechat-bukkit-2.5.30.jar	870.07 KiB	in less than a minute

At the bottom, there's a footer with 'Pterodactyl © 2015 - 2025' and 'AlienHost © 2022 - 2025'.

2b. Restart the server in the console tab

The screenshot shows the AlienHost 2.0 Console interface. At the top, there's a header for 'Ship Kasilur' with an 'Online' status and buttons for 'Start', 'Restart', and 'Stop'. Below this, a navigation bar includes 'Dashboard', 'Console' (selected), 'Files', 'Settings', 'Activity', 'Management', and 'Configuration'. A welcome message is displayed. The 'Console' section shows a list of server startup logs:

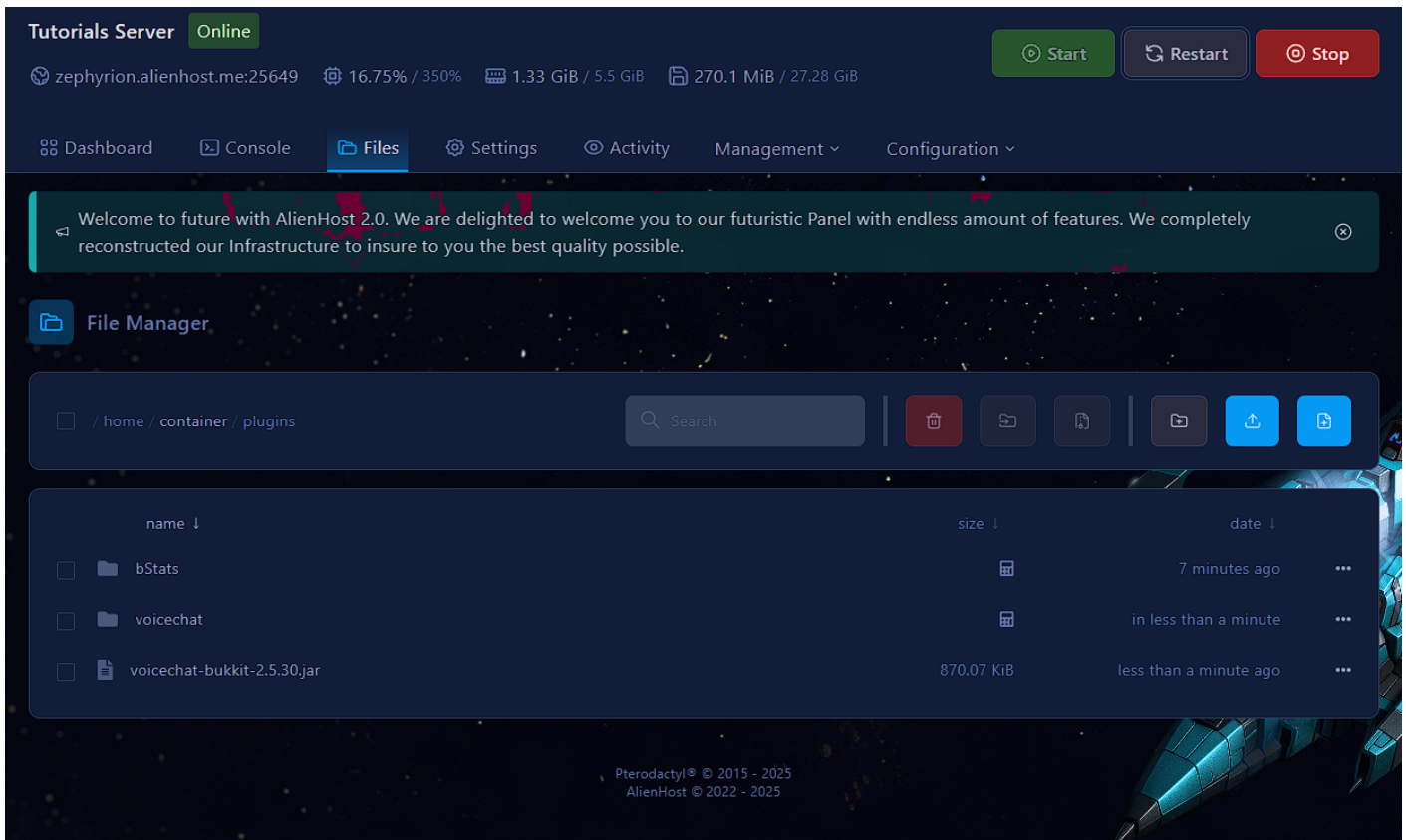
```
[10:45:20 INFO]: Preparing start region for dimension minecraft:overworld
[10:45:20 INFO]: Preparing spawn area: 2%
[10:45:20 INFO]: Preparing spawn area: 2%
[10:45:21 INFO]: Preparing spawn area: 2%
[10:45:21 INFO]: Preparing spawn area: 18%
[10:45:22 INFO]: Preparing spawn area: 28%
[10:45:22 INFO]: Preparing spawn area: 51%
[10:45:23 INFO]: Preparing spawn area: 69%
[10:45:23 INFO]: Preparing spawn area: 69%
[10:45:23 INFO]: Time elapsed: 3697 ms
[10:45:23 INFO]: Preparing start region for dimension minecraft:the_nether
[10:45:23 INFO]: Preparing spawn area: 2%
[10:45:24 INFO]: Preparing spawn area: 24%
[10:45:24 INFO]: Time elapsed: 959 ms
[10:45:24 INFO]: Preparing start region for dimension minecraft:the_end
[10:45:24 INFO]: Preparing spawn area: 2%
[10:45:25 INFO]: Time elapsed: 235 ms
[10:45:25 INFO]: [spark] Starting background profiler...
[10:45:25 INFO]: Done preparing level "world" (10.957s)
[10:45:25 INFO]: Starting G54 status listener
[10:45:25 INFO]: Thread Query Listener started
[10:45:25 INFO]: Query running on 0.0.0.0:25622
[10:45:25 INFO]: Running delayed init tasks
[10:45:25 INFO]: Done (17.368s)! For help, type "help"
[10:45:25 INFO]: *****
[10:45:25 INFO]: This is the first time you're starting this server.
[10:45:25 INFO]: It's recommended you read our 'Getting Started' documentation.
[10:45:25 INFO]: View this and more helpful information here: https://docs.papermc.io/paper/next-steps
[10:45:25 INFO]: *****
```

At the bottom, there's a prompt 'Type a command...' and a 'Copy' icon.

2c. Return to the plugins folder as you did in step 2.

3. Configuring

In the plugins folder, you should now see a "voicechat" folder. Click on it



Inside you'll find the file "voicechat-server.properties", click on it

On line 5 you'll find the port variable and a predefined value (24454) change it to the [extra port allocation](#) you made, change the port variable's value to your extra port.

Velocity

You'll need extra ports for this tutorial. 1 for each server with voicechat plugin.

1. Every server on the same node

On The Backends:

Download [SimpleVoiceChat Bukkit](#)

Go to the "plugins" folder and upload it.

Restart the server.

Inside the "plugins" folder, you will find a "voicechat" folder. Click on it.

Open the "voicechat.properties" file.

On line 5 you'll find the port variable. Set it to the additional port's value

On The Proxy:

Install [SimpleVoiceChat for Velocity](#)

The plugin will automatically detect the port of each voice chat server and will forward everything to the correct destination.

2. Servers on different nodes

Follow the steps for "Every server on the same node" and:

set **voice_host** on the backend servers to their (the backend's) actual IPv4