

Bedrock Cross-Play FAQ

How do I join?

Use `play.plaguemc.xyz` with Bedrock port `19132`. The Java default port is not the Bedrock port.

Why does something look different?

Bedrock connects through Geyser and Floodgate to a Java server. Menus, item interactions, combat timing, off-hand behavior, text formatting, and some visual details can differ from native Java behavior.

Commands

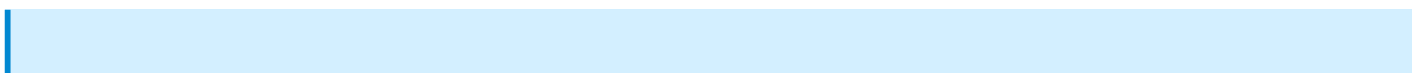
Commands use the same leading slash and names. Autocomplete may differ, so type the documented command fully if a suggestion is missing.

Inventory and shop interaction

Virtual shulker boxes, signs, shift-click interactions, and plugin GUIs may feel different on touch or controller. Close other interfaces and retry deliberately rather than rapid-tapping.

Reporting a Bedrock-only issue

Include your device, Bedrock version, input method, the exact action, and whether a Java player can reproduce it.



Cross-play translates protocols, not physics. Most gameplay is shared, but it cannot make every Java interface identical or protect you from the same creeper in two editions.

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