

Qcord-SL privacy notice

A server mod that sends nothing anywhere.

Published at <https://qwu.world/minecraft/qcord-sl/privacy> · Updated 2026-09-06 · Applies to Qcord-SL 1.0.0.

The short version

Qcord-SL runs on your Minecraft server. It sends nothing to QwU World or anybody else. It has no HTTP client, opens no socket of its own and reaches nothing outside your server. Its only network activity is Minecraft's plugin-message channel to players already connected.

If you are a **player** on a server that runs it: the server you play on holds the key to its Qcord lobby, and its owner is the person responsible for it.

Who runs this

Qcord-SL is published by **QwU World** (it.qwuworld@gmail.com, or `#bugs-suggestions` in the Minecraft section of our Discord, <https://discord.gg/sSENQuz6a7>). We publish it and do not run it. Once you install it, you are the operator of what it does and the party responsible for your players' data.

What it does

- Reads players' permission levels (`hostPermissionLevel`, default 2) to decide who may open, rotate or administer the lobby.
- Generates the lobby's room secret, a token derived from it, and an Ed25519 signing key, and keeps them in one file.
- Hands players who join, over the Minecraft connection, the secret, the token, the server's public key, the rotation counter and a short signed statement about that player. A player whose client has not answered Qcord's welcome screen asks for nothing and uses nothing the server sends unprompted.
- Reaches the relay only through players' clients, which carry the token and the signed statement. The statement covers the lobby, the player's UUID, what they may do, a hash of the token, a validity window and a nonce. The room secret is never in it and cannot be recovered from the token.

It never touches video, screen shares or voice; those never pass through a Minecraft server.

Where the keys live

`config/qcord-sl/state.json`, mode `0600` where supported: the key pair, the derived server key, the room secret, the token, the rotation counter and the creation time. It is not in the world folder, is never logged, and `/qcordlobby key` prints only a fingerprint of the public key. Back it up like the rcon password and never paste it anywhere.

If the file is missing at startup a new identity is minted with a warning. If it exists but cannot be read, it is renamed to `state.json.broken-<millis>` before anything new is written, so a backup can be put back; if even that fails, nothing is written. A load also proves that the private and public halves are one pair. Copying `state.json` to a second server makes both servers one lobby; `/qcordlobby key` shows the same fingerprint on both.

A rotation or reset that cannot be written to disk does not happen: the command says so and the lobby keeps its current key.

What it logs

Into your server's normal log: that it loaded, the server key, rotation counter and key fingerprint, warnings about the state file or the configuration, one warning per boot if a client speaks a payload version it does not know, and at debug level a line naming a player when a grant is sent or a request is ignored. Never the secret, never the token.

In memory only, per player, dropped at logout: their signed statement, whether their free request at login was served, whether the version-mismatch line was logged, and when their last accepted request was.

What we receive

Nothing. Our relay receives what players' Qcord clients send, described in Qcord's notice at <https://qwU.world/minecraft/qcord/privacy>; with Qcord-SL it holds a lobby it cannot decrypt. The relay's directory gains your server's public key, its rotation counter and when it was pinned.

If you run a server with it

Back up `config/qcord-sl/state.json` and do not publish it. If it leaks, `/qcordlobby rotate` mints a new secret and re-grants everyone online; `/qcordlobby reset` makes a new identity. Both need permission level 3. Tell your players the server holds the lobby key. Qcord-SL stores keys, not people, so there is nothing of a player's to delete.

If you play on a server with it

The server holds the key and hands it to your client at join. The relay cannot read that lobby. The server owner can be in the lobby like anybody else, and acting together with the relay operator could read it; neither alone can open traffic recorded earlier. Your client refuses to join if the relay reports a different key than the server handed you, and shows both fingerprints. A server lobby never carries voice. Screen shares are the operator's choice (`camsOnly`, default true); your client shows which before you share.

The source

<https://github.com/QwU-World/qcord>, under `src/companion/`. Source-available: read, audit, build, run your own.

Changes

When this notice changes, the date at the top changes with it.

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