

ZoomLauncher started.

Zoom path is: /opt/zoom

cmd line:

Start subprocess: /opt/zoom/zoom sucessfully, process pid: 25441

Class	App	Lib	Possible Culprit	Flags
resip::Connection	656	656		
resip::Data	36	36		
resip::DnsResult	1080	1080		
resip::Headers	1	1		
resip::MsgHeaderScanner	40	40		
resip::SipMessage	5224	5224		
resip::TransportSelector	896	896		
resip::Tuple	128	128		
resip::UdpTransport	1144	1144		
resip::GenericIPAddress	28	28		

zoom started.

No PulseAudio daemon running, or not running as session daemon.

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CefInitialize init --1

Client: Breakpad is using Single Client Mode! client fd = -1

MESA-INTEL: warning: Warning: Ignoring XDG_SESSION_TYPE=wayland on Gnome. Use QT_QPA_PLATFORM=wayland to run on Wayland anyway.

Haswell Vulkan support is incomplete

failed to open /usr/lib64/dri/hybrid_drv_video.so

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```
[CZPClientLogMgr::LogClientEnvironment] [MacAddr: 78:24:AF:xx:xx:xx][client:
Linux][OS: openSUSE Leap 15.5 x64][Hardware: CPU Core:4 Frenquency:3.4 G Memory
size:31781MB CPU Brand:Intel(R) Core(TM) i5-4670 CPU @ 3.40GHz GPU Brand:][Req
ID: ]
```

Linux Client Version is 5.17.5 (2543)

QSG_RENDER_LOOP is

```
XDG_CURRENT_DESKTOP = GNOME; GDMSESSION = gnome; XDG_SESSION_TYPE = wayland
Graphics Card Info::
```

Zoom package arch is 64bit, runing OS arch is x86_64, snap package 0

qt.scenegraph.general: threaded render loop

qt.scenegraph.general: Using sg animation driver

qt.scenegraph.general: Animation Driver: using vsync: 16.70 ms

qt.scenegraph.general: Using sg animation driver

qt.scenegraph.general: Animation Driver: using vsync: 16.70 ms

qt.scenegraph.general: opengl texture atlas dimensions: 1024x512

qt.scenegraph.general: R/G/B/A Buffers: 8 8 8 8

qt.scenegraph.general: Depth Buffer: 24

qt.scenegraph.general: Stencil Buffer: 8

qt.scenegraph.general: Samples: -1

qt.scenegraph.general: GL_VENDOR: Intel

qt.scenegraph.general: GL_RENDERER: Mesa Intel(R) HD Graphics 4600 (HSW GT2)

qt.scenegraph.general: GL_VERSION: 4.6 (Compatibility Profile) Mesa

22.3.5

qt.scenegraph.general: GL_EXTENSIONS: GL_3DFX_texture_compression_FXT1

GL_AMD_conservative_depth GL_AMD_draw_buffers_blend GL_AMD_multi_draw_indirect

GL_AMD_performance_monitor GL_AMD_pinned_memory GL_AMD_query_buffer_object

GL_AMD_seamless_cubemap_per_texture GL_AMD_shader_trinary_minmax

GL_AMD_texture_texture4 GL_AMD_vertex_shader_layer

GL_AMD_vertex_shader_viewport_index GL_ANGLE_texture_compression_dxt3

GL_ANGLE_texture_compression_dxt5 GL_APPLE_packed_pixels

GL_ARB_ES2_compatibility GL_ARB_ES3_1_compatibility GL_ARB_ES3_2_compatibility

GL_ARB_ES3_compatibility GL_ARB_arrays_of_arrays GL_ARB_base_instance

GL_ARB_blend_func_extended GL_ARB_buffer_storage GL_ARB_clear_buffer_object

GL_ARB_clear_texture GL_ARB_clip_control GL_ARB_color_buffer_float

GL_ARB_compatibility GL_ARB_compressed_texture_pixel_storage

GL_ARB_compute_shader GL_ARB_compute_variable_group_size

GL_ARB_conditional_render_inverted GL_ARB_conservative_depth GL_ARB_copy_buffer

GL_ARB_copy_image GL_ARB_cull_distance GL_ARB_debug_output

GL_ARB_depth_buffer_float GL_ARB_depth_clamp GL_ARB_depth_texture

GL_ARB_derivative_control GL_ARB_direct_state_access GL_ARB_draw_buffers

GL_ARB_draw_buffers_blend GL_ARB_draw_elements_base_vertex GL_ARB_draw_indirect

GL_ARB_draw_instanced GL_ARB_enhanced_layouts GL_ARB_explicit_attrib_location

GL_ARB_explicit_uniform_location GL_ARB_fragment_coord_conventions

GL_ARB_fragment_layer_viewport GL_ARB_fragment_program

GL_ARB_fragment_program_shadow GL_ARB_fragment_shader

GL_ARB_framebuffer_no_attachments GL_ARB_framebuffer_object

GL_ARB_framebuffer_sRGB GL_ARB_get_program_binary GL_ARB_get_texture_sub_image

GL_ARB_gl_spirv GL_ARB_gpu_shader5 GL_ARB_gpu_shader_fp64

GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_indirect_parameters

GL_ARB_instanced_arrays GL_ARB_internalformat_query GL_ARB_internalformat_query2

GL_ARB_invalidate_subdata GL_ARB_map_buffer_alignment GL_ARB_map_buffer_range

GL_ARB_multi_bind GL_ARB_multi_draw_indirect GL_ARB_multisample

GL_ARB_multitexture GL_ARB_occlusion_query GL_ARB_occlusion_query2

GL_ARB_parallel_shader_compile GL_ARB_pipeline_statistics_query

GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite

GL_ARB_polygon_offset_clamp GL_ARB_program_interface_query

GL_ARB_provoking_vertex GL_ARB_query_buffer_object

GL_ARB_robust_buffer_access_behavior GL_ARB_robustness GL_ARB_sample_shading

GL_ARB_sampler_objects GL_ARB_seamless_cube_map

GL_ARB_seamless_cubemap_per_texture GL_ARB_separate_shader_objects

GL_ARB_shader_atomic_counter_ops GL_ARB_shader_atomic_counters

GL_ARB_shader_bit_encoding GL_ARB_shader_clock GL_ARB_shader_draw_parameters

GL_ARB_shader_group_vote GL_ARB_shader_image_load_store GL_ARB_shader_image_size
GL_ARB_shader_objects GL_ARB_shader_precision
GL_ARB_shader_storage_buffer_object GL_ARB_shader_subroutine
GL_ARB_shader_texture_image_samples GL_ARB_shader_texture_lod
GL_ARB_shader_viewport_layer_array GL_ARB_shading_language_100
GL_ARB_shading_language_420pack GL_ARB_shading_language_include
GL_ARB_shading_language_packing GL_ARB_shadow GL_ARB_spirv_extensions
GL_ARB_stencil_texturing GL_ARB_sync GL_ARB_tessellation_shader
GL_ARB_texture_barrier GL_ARB_texture_border_clamp GL_ARB_texture_buffer_object
GL_ARB_texture_buffer_object_rgb32 GL_ARB_texture_buffer_range
GL_ARB_texture_compression GL_ARB_texture_compression_bptc
GL_ARB_texture_compression_rgtc GL_ARB_texture_cube_map
GL_ARB_texture_cube_map_array GL_ARB_texture_env_add GL_ARB_texture_env_combine
GL_ARB_texture_env_crossbar GL_ARB_texture_env_dot3
GL_ARB_texture_filter_anisotropic GL_ARB_texture_float GL_ARB_texture_gather
GL_ARB_texture_mirror_clamp_to_edge GL_ARB_texture_mirrored_repeat
GL_ARB_texture_multisample GL_ARB_texture_non_power_of_two
GL_ARB_texture_query_levels GL_ARB_texture_query_lod GL_ARB_texture_rectangle
GL_ARB_texture_rg GL_ARB_texture_rgb10_a2ui GL_ARB_texture_stencil8
GL_ARB_texture_storage GL_ARB_texture_storage_multisample GL_ARB_texture_swizzle
GL_ARB_texture_view GL_ARB_timer_query GL_ARB_transform_feedback2
GL_ARB_transform_feedback3 GL_ARB_transform_feedback_instanced
GL_ARB_transform_feedback_overflow_query GL_ARB_transpose_matrix
GL_ARB_uniform_buffer_object GL_ARB_vertex_array_bgra GL_ARB_vertex_array_object
GL_ARB_vertex_attrib_64bit GL_ARB_vertex_attrib_binding
GL_ARB_vertex_buffer_object GL_ARB_vertex_program GL_ARB_vertex_shader
GL_ARB_vertex_type_10f_11f_11f_rev GL_ARB_vertex_type_2_10_10_10_rev
GL_ARB_viewport_array GL_ARB_window_pos GL_ATI_blend_equation_separate
GL_ATI_draw_buffers GL_ATI_fragment_shader GL_ATI_separate_stencil
GL_ATI_texture_compression_3dc GL_ATI_texture_env_combine3 GL_ATI_texture_float
GL_EXT_EGL_image_storage GL_EXT_EGL_sync GL_EXT_abgr GL_EXT_bgra
GL_EXT_blend_color GL_EXT_blend_equation_separate GL_EXT_blend_func_separate
GL_EXT_blend_minmax GL_EXT_blend_subtract GL_EXT_compiled_vertex_array
GL_EXT_copy_texture GL_EXT_debug_label GL_EXT_demote_to_helper_invocation
GL_EXT_direct_state_access GL_EXT_draw_buffers2 GL_EXT_draw_instanced
GL_EXT_draw_range_elements GL_EXT_fog_coord GL_EXT_framebuffer_blit
GL_EXT_framebuffer_multisample GL_EXT_framebuffer_multisample_blit_scaled
GL_EXT_framebuffer_object GL_EXT_framebuffer_sRGB GL_EXT_gpu_program_parameters
GL_EXT_gpu_shader4 GL_EXT_memory_object GL_EXT_memory_object_fd
GL_EXT_multi_draw_arrays GL_EXT_packed_depth_stencil GL_EXT_packed_float
GL_EXT_packed_pixels GL_EXT_pixel_buffer_object GL_EXT_point_parameters
GL_EXT_polygon_offset_clamp GL_EXT_provoking_vertex GL_EXT_rescale_normal
GL_EXT_secondary_color GL_EXT_semaphore GL_EXT_semaphore_fd
GL_EXT_separate_specular_color GL_EXT_shader_framebuffer_fetch_non_coherent
GL_EXT_shader_integer_mix GL_EXT_shader_samples_identical GL_EXT_shadow_funcs
GL_EXT_stencil_two_side GL_EXT_stencil_wrap GL_EXT_subtexture GL_EXT_texture
GL_EXT_texture3D GL_EXT_texture_array GL_EXT_texture_buffer_object
GL_EXT_texture_compression_dxt1 GL_EXT_texture_compression_rgtc
GL_EXT_texture_compression_s3tc GL_EXT_texture_cube_map
GL_EXT_texture_edge_clamp GL_EXT_texture_env_add GL_EXT_texture_env_combine
GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotropic GL_EXT_texture_integer
GL_EXT_texture_lod_bias GL_EXT_texture_object GL_EXT_texture_rectangle
GL_EXT_texture_sRGB GL_EXT_texture_sRGB_R8 GL_EXT_texture_sRGB_decode
GL_EXT_texture_shadow_lod GL_EXT_texture_shared_exponent GL_EXT_texture_snorm
GL_EXT_texture_swizzle GL_EXT_timer_query GL_EXT_transform_feedback
GL_EXT_vertex_array GL_EXT_vertex_array_bgra GL_EXT_vertex_attrib_64bit
GL_IBM_multimode_draw_arrays GL_IBM_rasterpos_clip
GL_IBM_texture_mirrored_repeat GL_INGR_blend_func_separate
GL_INTEL_blackhole_render GL_INTEL_performance_query
GL_KHR_blend_equation_advanced GL_KHR_context_flush_control GL_KHR_debug
GL_KHR_no_error GL_KHR_parallel_shader_compile
GL_KHR_robust_buffer_access_behavior GL_KHR_robustness
GL_KHR_texture_compression_astc_ldr GL_KHR_texture_compression_astc_sliced_3d
GL_MESA_framebuffer_flip_y GL_MESA_pack_invert GL_MESA_shader_integer_functions

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GL_MESA_texture_signed_rgba GL_MESA_window_pos GL_NV_ES1_1_compatibility
GL_NV_blend_square GL_NV_compute_shader_derivatives GL_NV_conditional_render
GL_NV_copy_depth_to_color GL_NV_copy_image GL_NV_depth_clamp GL_NV_fog_distance
GL_NV_half_float GL_NV_light_max_exponent GL_NV_packed_depth_stencil
GL_NV_primitive_restart GL_NV_texgen_reflection GL_NV_texture_barrier
GL_NV_texture_env_combine4 GL_NV_texture_rectangle GL_OES_EGL_image
GL_OES_read_format GL_S3_s3tc GL_SGIS_generate_mipmap
GL_SGIS_texture_border_clamp GL_SGIS_texture_edge_clamp GL_SGIS_texture_lod
GL_SUN_multi_draw_arrays
qt.scenegraph.general: Max Texture Size: 16384
qt.scenegraph.general: Debug context: false
file:///opt/zoom/QtQuick/Controls/Styles/Base/BusyIndicatorStyle.qml: No such
file or directory
qml: Failed to load Style for BusyIndicator_QMLTYPE_20(0x55ee027818b0)
Qt Quick Layouts: Detected recursive rearrange. Aborting after two iterations.
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file:///opt/zoom/QtQuick/Controls/Styles/Base/FocusFrameStyle.qml: No such file
or directory
file:///opt/zoom/QtQuick/Controls/Styles/Base/FocusFrameStyle.qml: No such file
or directory
file:///opt/zoom/QtQuick/Controls/Styles/Base/ButtonStyle.qml: No such file or
directory
qml: Failed to load Style for Button_QMLTYPE_181(0x55ee08127aa0)
file:///opt/zoom/QtQuick/Controls/Styles/Base/ButtonStyle.qml: No such file or
directory
qml: Failed to load Style for Button_QMLTYPE_181(0x55ee08070730)
file:///opt/zoom/QtQuick/Controls/Styles/Base/ComboBoxStyle.qml: No such file or
directory
qml: Failed to load Style for ComboBox_QMLTYPE_197(0x55ee07d50bd0)
file:///opt/zoom/QtQuick/Controls/Styles/Base/TextFieldStyle.qml: No such file
or directory
qml: Failed to load Style for TextField_QMLTYPE_203_QML_242(0x55ee07c43660)
file:///opt/zoom/QtQuick/Controls/Styles/Base/ToolBarStyle.qml: No such file or
directory
file:///opt/zoom/QtQuick/Controls/Styles/Base/FocusFrameStyle.qml: No such file
or directory
file:///opt/zoom/QtQuick/Controls/Styles/Base/TableViewStyle.qml: No such file
or directory
qml: Failed to load Style for TableView_QMLTYPE_229_QML_241(0x55ee06b32280)
file:///opt/zoom/QtQuick/Controls/Styles/Base/FocusFrameStyle.qml: No such file
or directory
file:///opt/zoom/QtQuick/Controls/Styles/Base/ScrollViewStyle.qml: No such file
or directory
qml: Failed to load Style for ScrollView_QMLTYPE_115(0x55ee06c1efa0)
file:///opt/zoom/QtQuick/Controls/Styles/Base/FocusFrameStyle.qml: No such file
or directory
file:///opt/zoom/QtQuick/Controls/Styles/Base/ScrollViewStyle.qml: No such file
or directory
qml: Failed to load Style for ScrollView_QMLTYPE_115(0x55ee06c097c0)
file:///opt/zoom/Qt/qml/QtQuick/Dialogs/DefaultFileDialog.qml:102:33: QML
Settings: Failed to initialize QSettings instance. Status code is: 1
file:///opt/zoom/Qt/qml/QtQuick/Dialogs/DefaultFileDialog.qml:102:33: QML
Settings: The following application identifiers have not been set:
QVector("organizationName", "organizationDomain")
file:///opt/zoom/QtQuick/Controls/Styles/Base/FocusFrameStyle.qml: No such file
or directory
file:///opt/zoom/Qt/qml/QtQuick/Controls/ScrollView.qml:368: TypeError: Cannot
read property 'padding' of null
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file:///opt/zoom/Qt/qml/QtQuick/Controls/ScrollView.qml:367: TypeError: Cannot
read property 'padding' of null
file:///opt/zoom/Qt/qml/QtQuick/Controls/ScrollView.qml:366: TypeError: Cannot
read property 'padding' of null
file:///opt/zoom/Qt/qml/QtQuick/Controls/ScrollView.qml:365: TypeError: Cannot
read property 'padding' of null
file:///opt/zoom/Qt/qml/QtQuick/Controls/ComboBox.qml:591: TypeError: Cannot
read property 'height' of null
file:///opt/zoom/Qt/qml/QtQuick/Controls/Button.qml:100: TypeError: Cannot read
property 'width' of null
file:///opt/zoom/Qt/qml/QtQuick/Controls/Button.qml:100: TypeError: Cannot read
property 'width' of null
QCefView::init-devicePixelRatio=1.00
QCefView::init-QT_SCALE_FACTOR=1.00
qt.scenegraph.general: Using sg animation driver
qt.scenegraph.general: Animation Driver: using vsync: 16.70 ms
qt.scenegraph.general: opengl texture atlas dimensions: 1024x1024
QQmlEngine::setContextForObject(): Object already has a QQmlContext
file:///opt/zoom/QtQuick/Controls/Styles/Base/FocusFrameStyle.qml: No such file
or directory
file:///opt/zoom/QtQuick/Controls/Styles/Base/FocusFrameStyle.qml: No such file
or directory
qt.scenegraph.general: Using sg animation driver
qt.scenegraph.general: Animation Driver: using vsync: 16.70 ms
qt.scenegraph.general: opengl texture atlas dimensions: 512x512
qt.scenegraph.general: Using sg animation driver
qt.scenegraph.general: Animation Driver: using vsync: 16.70 ms
qt.scenegraph.general: opengl texture atlas dimensions: 512x512
AppIconMgr::systemDesktopName log Desktop Name: gnome
WorkerBase::loop() normal exit, fds[0].revents & POLLIN = trueWorkerBase::loop()
normal exit, fds[0].revents & POLLIN = true
WorkerBase::loop() normal exit, fds[0].revents & POLLIN = true
WorkerBase::loop() normal exit, fds[0].revents & POLLIN = true
WorkerBase::loop() normal exit, fds[0].revents & POLLIN = true
WorkerBase::loop() normal exit, fds[0].revents & POLLIN = true
WorkerBase::loop() normal exit, fds[0].revents & POLLIN = true
WorkerBase::loop() normal exit, fds[0].revents & POLLIN = true
zoom exited normally, exit code is 0 .
ZoomLauncher exit.
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