

ZoomLauncher started.

Zoom path is: /opt/zoom

cmd line:

Start subprocess: /opt/zoom/zoom sucessfully, process pid: 22851

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.

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

zoom started.

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MESA-INTEL: warning: Haswell Vulkan support is incomplete

CefInitialize init --1

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

Warning: Ignoring XDG\_SESSION\_TYPE=wayland on Gnome. Use QT\_QPA\_PLATFORM=wayland to run on Wayland anyway.

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 5.17.11 (3835)

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  
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\_30(0x55c266ab4830)  
Qt Quick Layouts: Detected recursive rearrange. Aborting after two iterations.  
Qt Quick Layouts: Detected recursive rearrange. Aborting after two iterations.  
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\_208(0x55c26b94a200)  
file:///opt/zoom/QtQuick/Controls/Styles/Base/ButtonStyle.qml: No such file or  
directory  
qml: Failed to load Style for Button\_QMLTYPE\_208(0x55c26b8a65f0)  
file:///opt/zoom/QtQuick/Controls/Styles/Base/ComboBoxStyle.qml: No such file or  
directory  
qml: Failed to load Style for ComboBox\_QMLTYPE\_257(0x55c26b973490)  
file:///opt/zoom/QtQuick/Controls/Styles/Base/TextFieldStyle.qml: No such file  
or directory  
qml: Failed to load Style for TextField\_QMLTYPE\_262\_QML\_274(0x55c26a1a8e10)  
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\_237\_QML\_273(0x55c26a5306b0)  
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\_110(0x55c26a4fcb90)  
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\_110(0x55c26a4e7120)  
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
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
```