

Overview

This article lists the requirements for using the Zoom Desktop Client on Windows, macOS, and Linux.

This article covers:

System requirements

- An internet connection – broadband wired or wireless (3G or 4G/LTE)
- Speakers and a microphone – built-in or USB plug-in or wireless Bluetooth
- A webcam or HD webcam - built-in or USB plug-in
- Or, a HD cam or HD camcorder with video capture card

Note: See the list of [supported devices](#).

Supported operating systems

- macOS X with macOS 10.9 or later
- Windows 10*
Note: For devices running Windows 10, they must run Windows 10 Home, Pro, or Enterprise. S Mode is not supported.
- Windows 8 or 8.1
- Windows 7
- Ubuntu 12.04 or higher
- Mint 17.1 or higher
- Red Hat Enterprise Linux 6.4 or higher
- Oracle Linux 6.4 or higher
- CentOS 6.4 or higher
- Fedora 21 or higher
- OpenSUSE 13.2 or higher
- ArchLinux (64-bit only)

Supported tablet and mobile devices

- [Surface PRO 2 or higher running Win 8.1 or higher](#)
Note: For tablets running Windows 10, they must run Windows 10 Home, Pro, or Enterprise. S Mode is not supported.
- [iOS and Android devices](#)
- Blackberry devices

Supported browsers

- Windows: IE 11+, Edge 12+, Firefox 27+, Chrome 30+
- Mac: Safari 7+, Firefox 27+, Chrome 30+
- Linux: Firefox 27+, Chrome 30+

Note: Some features in the [web client](#) are not supported on IE.

Processor and RAM requirements

	Minimum	Recommended
Processor	Single Core 1Ghz or Higher	Dual Core 2Ghz or Higher (i3/i5/i7 or AMD equivalent)
RAM	N/A	4Gb

Notes:

- Dual and single core laptops have a reduced frame rate when screen sharing (around 5 frames per second). For optimum screen sharing performance on laptops we recommend a quad core processor or higher.
- Linux requires a processor or graphics card that can support [OpenGL 2.0](#) or higher.

High DPI support

- High DPI displays are supported in Zoom version 3.5 or higher

Bandwidth requirements

The bandwidth used by Zoom will be optimized for the best experience based on the participants' network. It will automatically adjust for 3G, WiFi or Wired environments.

Recommended bandwidth for meetings and webinar panelists:

- For 1:1 video calling:
 - 600kbps (up/down) for high quality video
 - 1.2 Mbps (up/down) for 720p HD video
 - Receiving 1080p HD video requires 1.8 Mbps (up/down)
 - Sending 1080p HD video requires 1.8 Mbps (up/down)
- For group video calling:
 - 800kbps/1.0Mbps (up/down) for high quality video
 - For gallery view and/or 720p HD video: 1.5Mbps/1.5Mbps (up/down)
 - Receiving 1080p HD video requires 2.5mbps (up/down)
 - Sending 1080p HD video requires 3.0 Mbps (up/down)
- For screen sharing only (no video thumbnail): 50-75kbps
- For screen sharing with video thumbnail: 50-150kbps
- For audio VoiP: 60-80kbps
- For Zoom Phone: 60-100kbps

Recommended bandwidth for webinar attendees:

- For 1:1 video calling: 600kbps (down) for high quality video and 1.2 Mbps (down) for HD video
- For screen sharing only (no video thumbnail): 50-75kbps (down)
- For screen sharing with video thumbnail: 50-150kbps (down)
- For audio VoiP: 60-80kbps (down)

Source: [Zoom: System requirements for Windows, macOS, and Linux](#)

Getting Started on Chrome OS

About

The Zoom application on Chrome OS allows users to start or join meetings from their Chromebook. Once in the meeting you can do the following:

- Join audio and video
- Invite others to the Zoom meeting
- Manage participants
- Share and view content
- Chat with others in the Zoom Meeting
- [Cloud Record](#)

Installation

The zoom application on Chrome OS can be downloaded from the [Chrome Web Store](#).

Joining A Meeting

1. Either [join](#) or start the meeting from the Chrome web browser or select *Launcher*
2. Open the Zoom Application. The application will either appear directly, or can be found under *All Apps*
3. Once selected, you can either join the meeting or start a meeting
4. After joining or starting, you will be in the Zoom meeting where you can join audio and video, invite others, share content, manage/view participants, and use in-meeting chat

Source: [Getting Started On Chrome OS](#)