**A native component is throwing an exception about /home and calling terminate()**

In flatpak_session_log_bazzite.log right after startup:

- SysDir = /home/jim/.var/app/com.nvidia.geforcenow/.local/state
- then immediately:

```
terminate called after throwing an instance of
'nv::file_exception'
  what():  The file or directory already exists. Reason: File
exists. Path: /home
```

That's a **hard failure path** in C++ (an uncaught exception → terminate). Even though the "outer" GeForceNOW process later reports exit status 0, this kind of abort often happens in a **helper/agent/plugin process** that the main UI depends on. If that helper dies, the UI may pop "Problem Detected" and force quit.

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Confirmed — Nobara's sandbox layout is **meaningfully different** from what you saw on Bazzite/Aurora, in exactly the way that matches the crash.

**Bazzite/Aurora (immutable) — what you showed earlier**

- /home is a **symlink**:
  - ls -ld /home → lrwxrwxrwx … /home -> var/home
  - readlink -f /home → /var/home
- /var/home **exists and is visible** inside the sandbox
- $HOME prints as /home/jim but resolves to /var/home/jim

**Nobara (mutable) — what you just posted**

- /home is a **real directory**:
  - ls -ld /home → drwx------ … /home
  - stat … → directory '/home'
  - readlink -f /home → /home
- /var/home is **not visible** inside the sandbox (/var/home not visible)
- $HOME is /home/nobara-user and resolves to the same

**Why that matters for your crash**

Your crash is literally:

`nv::file_exception ... File exists ... Path: /home`

That strongly suggests the app is doing some “ensure /home exists/is a directory” logic. On Nobara, /home *is* a directory, so that logic won’t misfire. On Bazzite/Aurora, /home is a symlink, and buggy code often:

- treats “symlink” as “not a directory”
- then tries to create /home
- hits EEXIST
- throws/terminates (which is exactly what you’re seeing)

So yes: **Nobara’s /home being a directory (not a symlink) is a real, concrete environmental difference** that lines up with why the issue happens only on the immutable variants.

If you want one more “slam dunk” data point for the bug report, run this on both systems inside the sandbox and paste results:

test -L /home && echo "/home is symlink" || echo "/home is not symlink"

test -d /home && echo "/home is directory" || echo "/home is not directory"

But you already have enough to justify: “GeForce NOW Flatpak crashes when /home is a symlink (Atomic Fedora layout).”