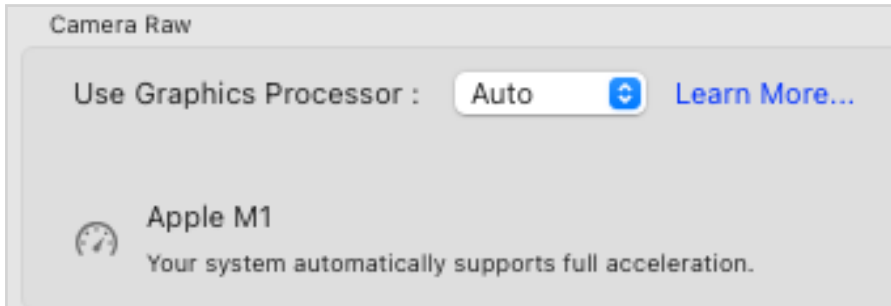


LR bug

when I use Lightroom with the healing brush feature with "Auto" or all "Custom" options selected

I noticed very high memory usage and the effect of swapping to disk working on one photo and a few/several points of the kernel_task brush can save 5-10GB of data to disk



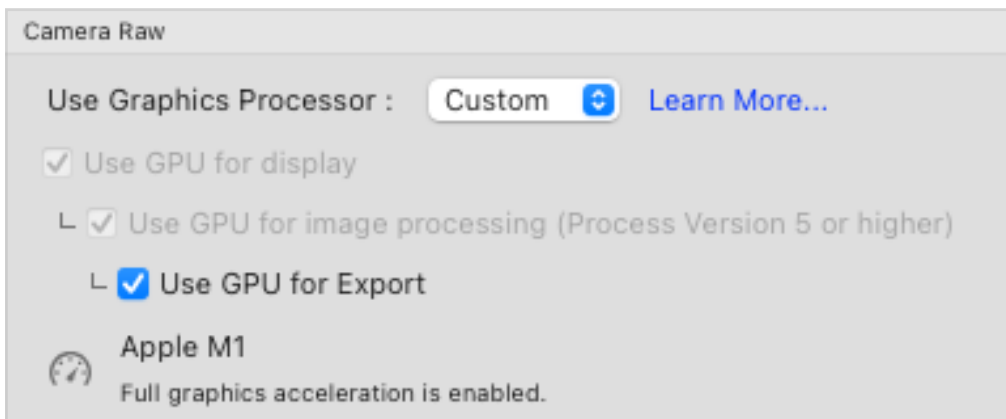
Graphics Processor Info:

Metal: Apple M1

Init State: GPU for Export supported by default

User Preference: Auto

or



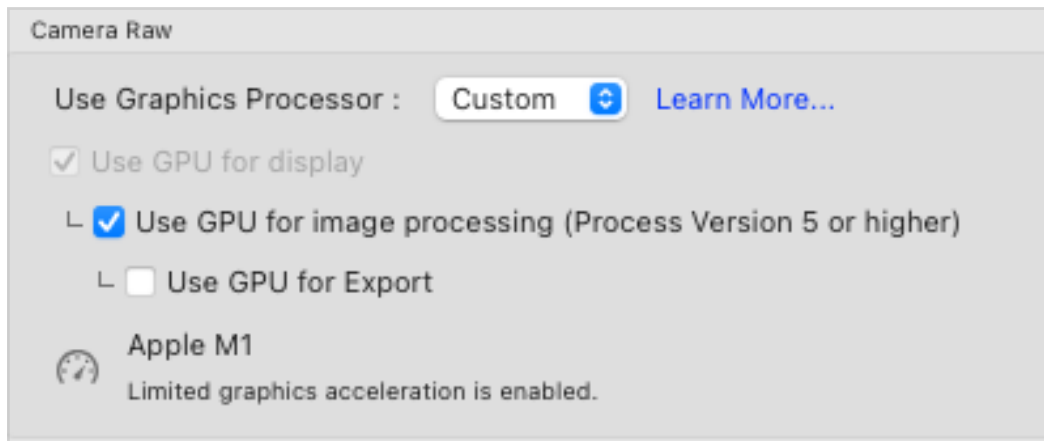
Graphics Processor Info:

Metal: Apple M1

Init State: GPU for Export supported by default

User Preference: GPU for Export enabled

or:



memory usage/utilization is skyrocketing up to 13-14GB and start swaping memory to SSD:

Nazwa procesu	% CPU	Czas CPU	% GPU	Czas GPU	Pamięć	Bajłów zapis...
Lr Lightroom Classic	2,0	5:24,23	12,1	25,12	12,00 GB	81,2 MB
Ps Adobe Photoshop 2023	1,9	20,01	0,0	0,00	916,3 MB	8,7 MB
Ai Adobe Illustrator 2023	1,0	19,37	0,0	0,00	697,7 MB	12,5 MB
WindowServer	12,5	3:08,75	4,9	15,91	455,6 MB	180 KB
Creative Cloud UI Helper (Renderer)	0,1	12,25	0,0	0,00	303,6 MB	3,2 MB
WhatsApp Helper (Renderer)	0,0	21,26	0,0	0,00	281,5 MB	0 B
Ai AIRobin	0,5	4,07	0,0	0,00	212,3 MB	3,3 MB
WhatsApp Helper (Renderer)	0,0	3,93	0,0	0,00	137,5 MB	0 B

WYKORZYSTANIE PAMIĘCI	
Pamięć fizyczna:	16,00 GB
Pamięć użyta:	14,29 GB
Pliki w pamięci podręcznej:	1,65 GB
Pamięć wymiany:	3,10 GB

Pamięć aplikacji:	5,38 GB
Pamięć układowa:	1,60 GB
Skompresowana:	6,81 GB

Nazwa procesu	Bajłów zapisanych	Bajłów odczyta...	PID	Użytkownik
kernel_task	5,11 GB	182,9 MB	0	root

5GB data swapped to ssd disk with a few healing points and one photo (!)

i've tested this on both macs:

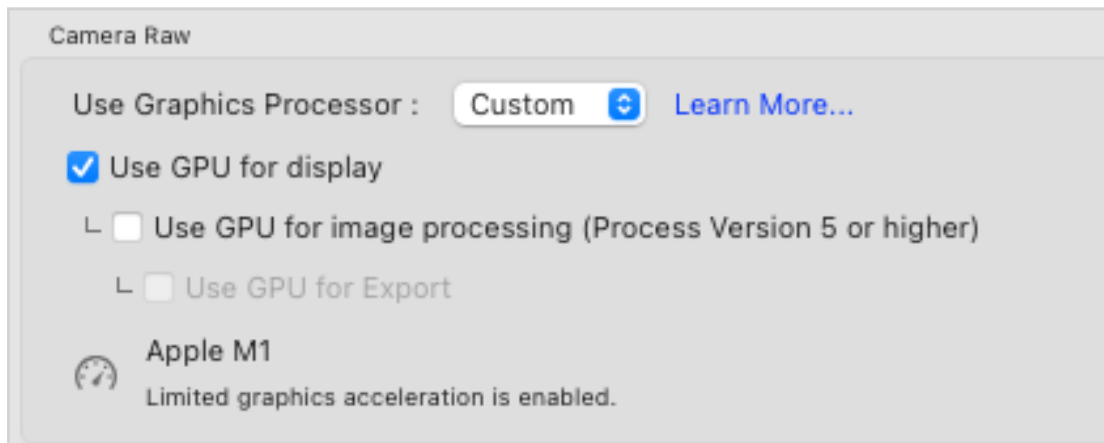
Macbook Air 16GB / 256GB

MacbookPro M1 PRO 16GB / 1TB

Macbook Mini M1 16GB / 512GB

with the same effects

it doesn't happen in the setting at:



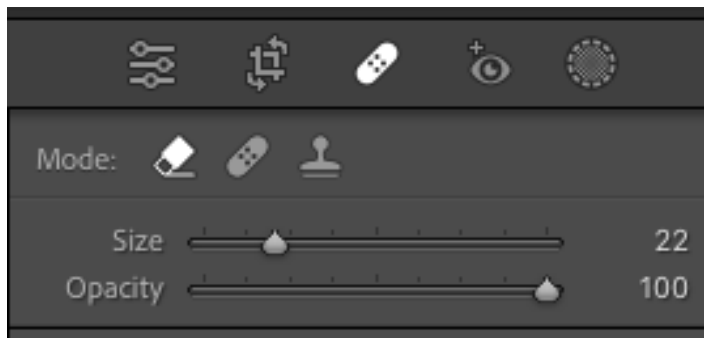
Graphics Processor Info:

Metal: Apple M1

Init State: GPU for Export supported by default

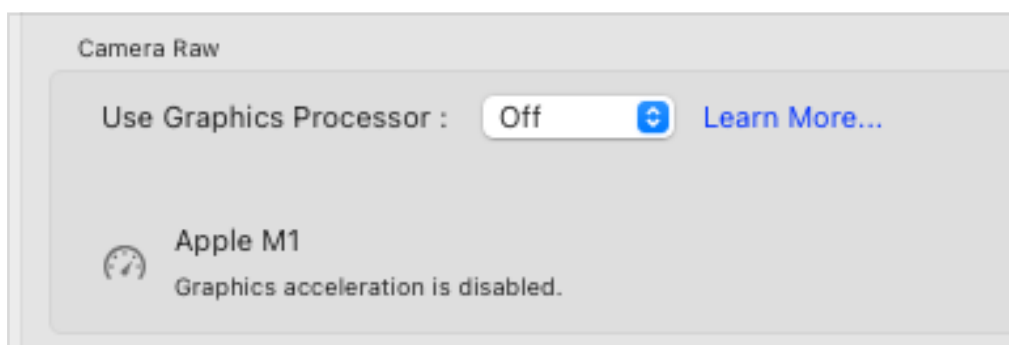
User Preference: GPU for Display Enabled

in this selection LR with healing brush:

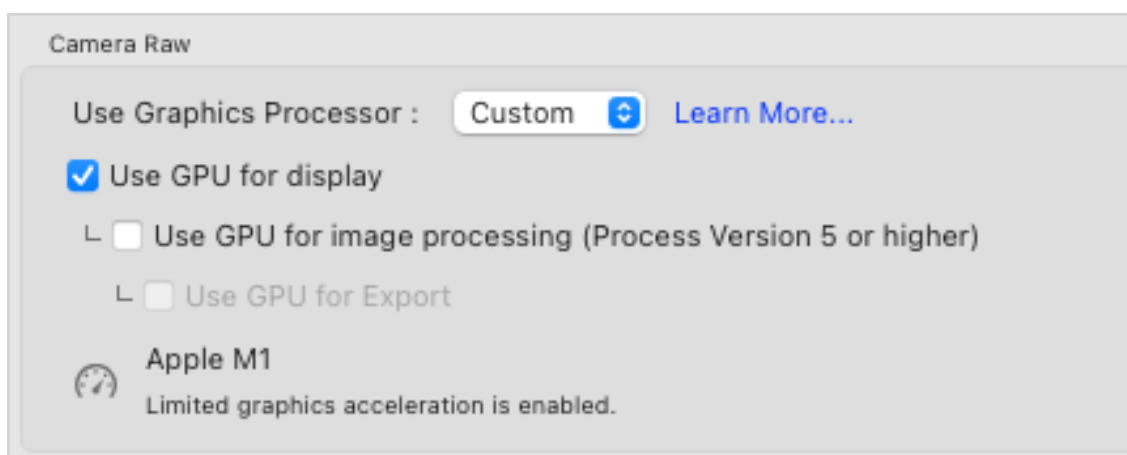


have max 2,5-3GB of RAM

after this it need switch off:



and then switch to use GPU for display only, to back working perfectly.



when only the first option enabled - nothing like that problems happens and the work culture is great, one thing is to remember to check GPU export before exporting, but it's annoying in the long run.