

## What's the best set-up to make sure Lightworks doesn't crash my computer?

Posted by Eboreg2 - 10 May 2019 11:38

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Hey guys, new to Lightworks here and I have a major problem. My computer has about 16 GB of RAM yet Lightworks has a nasty tendency to eat it all up. I have actually had to restart my computer on several occasions. How do I minimize the amount of RAM Lightworks is using?

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## Re: What's the best set-up to make sure Lightworks doesn't crash my computer?

Posted by schrauber - 11 May 2019 16:10

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### **Eboreg2 wrote:**

.. but rather in terms of the window-space on the actual video. In other words, I'm talking about "size" and "position" spatially, not temporally.

OK.

Before further testing, I would recommend a [project backup](#) .

If some of the short videos are inserted with identical timing (without frame offset), then you only need one of these video segments. You can simply use multiple outputs from this segment in the effect routing, and connect them to multiple effects. Then Lightworks needs to decode less media files. However, this should normally be more about CPU usage.

To examine the high memory usage, I would first create a copy of the sequence (right-click, Make> Copy).

After creating the copy, select it from the "Project Content Filter" "Sequences", and double-click to enable this copy for editing.

In this copy, I would first remove the entire segment in V7 and test RAM usage.

If necessary, restart Lightworks before new tests to bring the memory usage to normal.

If the RAM usage without V7 is still very high, I would step by step remove effects and segments in the other tracks. If memory usage is still high at this position when the timeline is empty, then the sequence file itself is probably corrupted.

More ideas for testing:

- Create a new test project and import and test the short videos there while observing the memory usage.

Convert the short files with another program as suggested by "huply". Use this file and see if the memory usage changes.

If you are allowed to publish these short files here in the forum, then we can examine this file and convert it for you and post here.

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### Re: What's the best set-up to make sure Lightworks doesn't crash my computer?

Posted by Eboreg2 - 11 May 2019 17:28

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Memory seems to be able to handle both V7 and the short clips independently, just not when they're used together.

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### Re: What's the best set-up to make sure Lightworks doesn't crash my computer?

Posted by hugly - 11 May 2019 18:36

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To simplify the analysis, based on the sheer amount of interacting effects you show, your setup has brought the system into a critical state. Beside of that, with the Image/Image key, as soon keyframes are used for scaling, memory consumption can increase under certain condition. This is true even with one single image key.

I don't understand the purpose of your effects setup, but maybe you can find a way to simplify it?

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### Re: What's the best set-up to make sure Lightworks doesn't crash my computer?

Posted by Eboreg2 - 11 May 2019 18:51

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I'm basically just getting a bunch of still images and having them fly around the screen in various ways. And I mean a LOT of still images. I'm rather new to this and I really can't think of a way to simplify the process.

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**Re: What's the best set-up to make sure Lightworks doesn't crash my computer?**

Posted by schrauber - 11 May 2019 19:03

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If the images are to be visible one at a time, and not all at once, then you should cut the V7 segment into shorter segments, removing all image effects that are not needed at the time. You'll probably have to make a few more adjustments in detail (adjust connections in the routing tab?).

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**Re: What's the best set-up to make sure Lightworks doesn't crash my computer?**

Posted by hugly - 11 May 2019 19:26

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I don't know the dimensions of your images. Beside of breaking down into segments as suggested, try down-scaling your images to final display size with third party software instead of scaling with the Image effect. The larger your images are, compared to final display size, the larger the impact to memory consumption will be.