In the openSUSE Build Service, _smp_mflags often gets set to a high number, like -j16 yet the amount of memory available to the build worker is typically no higher than 8GB. This reliably causes the build to fail due to OOM.

There is a twist here, because if we put a hard upper limit of -j8 for all SUSE builds, this has a potential adverse affect on SUSE builds happening outside the OBS.

Instead of making the limit conditional upon SUSE, we can use the already existing lowmem_builder bcond to control this.