

Mfactor nominal limits source: Mlucas/Mfactor V19 source file Mdata.h except as noted

CPU builds

| Define | ifndef USE_FLOAT | | ifdef USE_FLOAT | | Note |
|------------|------------------|------------|-----------------|---------------|---------------------------------|
| | MAX BITS P | MAX BITS Q | MAX BITS P | MAX BITS Q | |
| NWORD | 64000000 | 64000000 | not supported | not supported | requires FACTOR_STANDALONE flag |
| P4WORD | 242 | 256 | not supported | not supported | requires FACTOR_STANDALONE flag |
| P3WORD | 178 | 192 | 178 | 192 | requires FACTOR_STANDALONE flag |
| P2WORD | 114 | 128 | not supported | not supported | requires FACTOR_STANDALONE flag |
| (1 word P) | 50 | 96 | 50 | 78 | - |

GPU builds

| API | MAX BITS P | MAX BITS Q | Source |
|------------|------------|------------|---|
| CUDA | 32 | ? | https://www.mersenneforum.org/showpost.php?p=532411&postcount=10 |
| OpenCL | na | na | |
| OpenGL | na | na | |
| Vulkan etc | na | na | |