**#ifdef** FERRUM

const uint32\_t ksqA[] = {LONG, SHRT, SHRT};

const uint32\_t ksqB[] = {SHRT, SHRT, LONG, LONG, SHRT};

const uint32\_t ksqC[] = {SHRT, SHRT, LONG, SHRT, LONG, SHRT};

**#elif** defined AURUM

const uint32\_t ksqA[] = {SHRT, LONG, SHRT};

const uint32\_t ksqB[] = {SHRT, LONG, LONG, SHRT, LONG};

const uint32\_t ksqC[] = {SHRT, LONG, LONG, LONG, SHRT, SHRT};

**#elif** defined ARGENTUM

const uint32\_t ksqA[] = {LONG, LONG, SHRT};

const uint32\_t ksqB[] = {SHRT, SHRT, LONG, SHRT, LONG};

const uint32\_t ksqC[] = {SHRT, LONG, SHRT, LONG, SHRT, LONG};

**#endif**

Железо

 

  

  

Золото

 

   

   

Серебро

  

  

   