

```
{
    internal static int GetFirstIndex(Block block)
    {
        var firstIndex = StartIndex;
        var subElement = Element.GetSubElement(block.GetElement(0), 0);
        if ((subElement & 1) == 0)
            firstIndex++;
        else
            firstIndex += ((subElement + 3) >> 1);
        return firstIndex;
    }
}
```