

I added the following code just before the return in BRepMesh_NURBSRangeSplitter::initParameters()

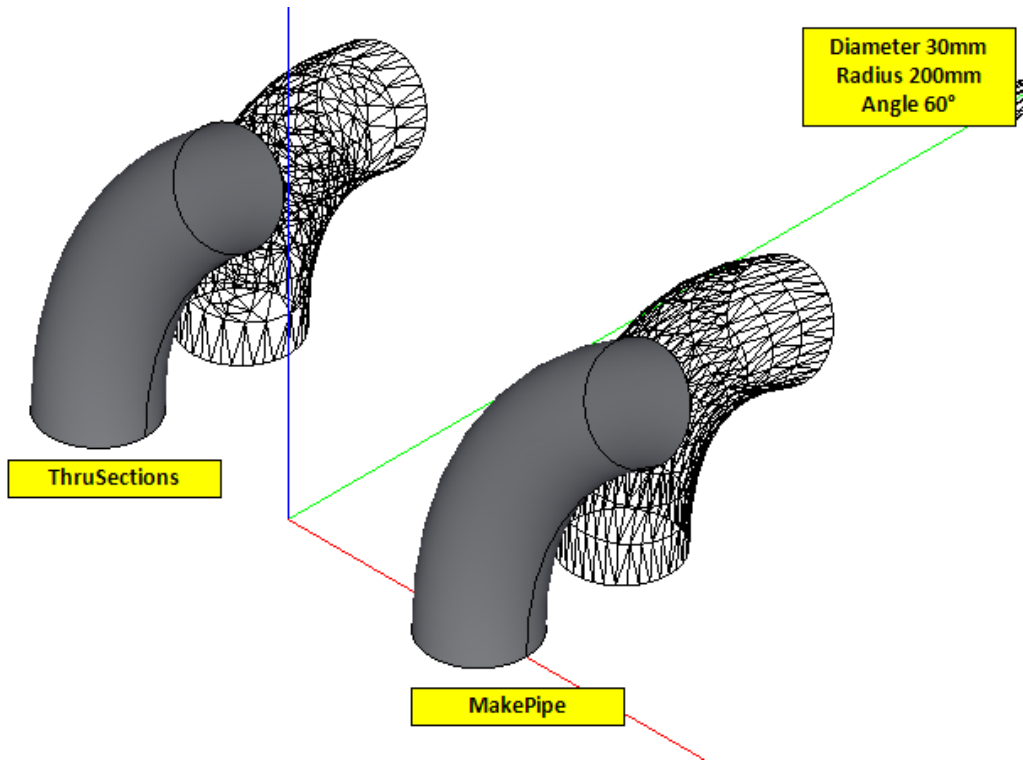
```

if ( GetParametersU().Size() <= 2 )
{
  if ( ! grabParamsOfEdges( Edge_Frontier, Param_U ) )
  {
    return( Standard_False );
  }
}

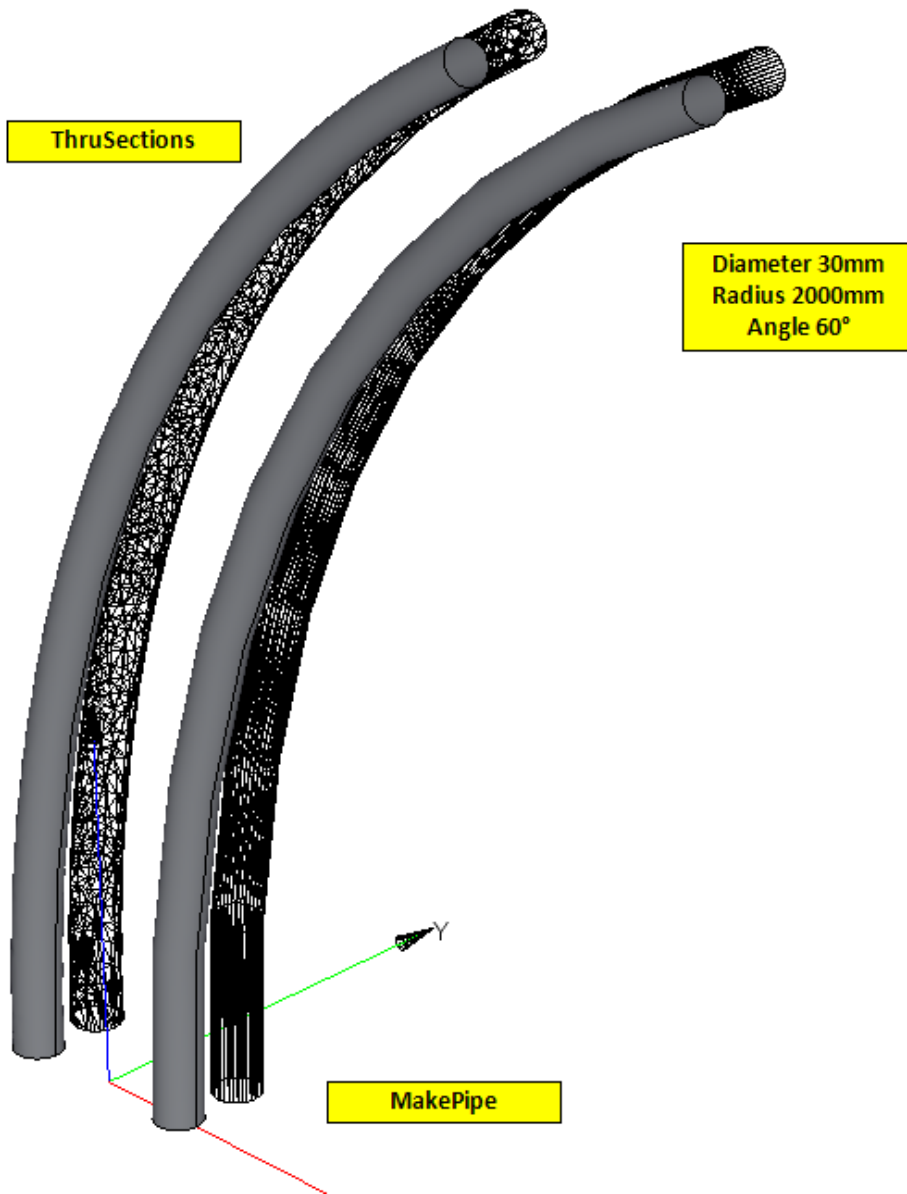
if ( GetParametersV().Size() <= 2 )
{
  if ( ! grabParamsOfEdges( Edge_Frontier, Param_V ) )
  {
    return( Standard_False );
  }
}

```

I obtained the following:



ThruSections					MakePipe	
	Default value	With GrabParamsOfEdges	NbTriangles	Max deflection	NbTriangles	Max deflection
nbU	2	78	694	0.737	576	0.862
nbV	2	8				



ThruSections					MakePipe	
	Default value	With GrabParamsOfEdges	NbTriangles	Max deflection	NbTriangles	Max deflection
nbU	2	74	2816	1.66	648	7.61
nbV	2	10				