BD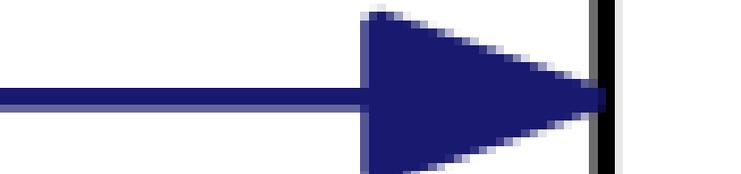SBeamPipeFactoryBase::CalculateFaces → BDS::CalculateOrientation