Getting a Child Object by Name from a Parent Object

Orx provides a pair of functions for finding objects in an object hierarchy by name. The two functions are `orxObject_FindChild` and `orxObject_FindOwnedChild`. These functions will filter out any camera or spawner and retrieve the child matching the provided path.

Paths

Paths are composed by object names separated by `.`. A wildcard can be used * instead of a name to find children at any depth inside the hierarchy, using depth-first search. Lastly, C subscript syntax, `[N]`, can be used to access the N+1th (indices are 0-based) object matching the path until there.

For example:

- `orxObject_FindChild(pstObject, "Higher.Lower");` will find the first child named Lower of the first child named Higher of pstObject
- `orxObject_FindChild(pstObject, "Higher.*.Deep");` will find the first object named Deep at any depth (depth-first search) under the first child named Higher of pstObject
- `orxObject_FindChild(pstObject, "*.Other[2]");` will find the third object named Other at any depth under pstObject (depth-first search)
- `orxObject_FindChild(pstObject, "Higher.[1]");` will find the second child (no matter its name) of the first child named Higher of pstObject

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