Position literals to align with Parent Objects

Literal Positions add flexibility to the Position property for objects (and incidentally for spawners as well, but in a less extensive manner as spawners don't have a Pivot).

They should be useful for positioning an object relative to its parent, without doing some calculations manually.

When a Parent is defined for an object, you can use the same literals for Position as with Pivot to align object inside parent's borders.

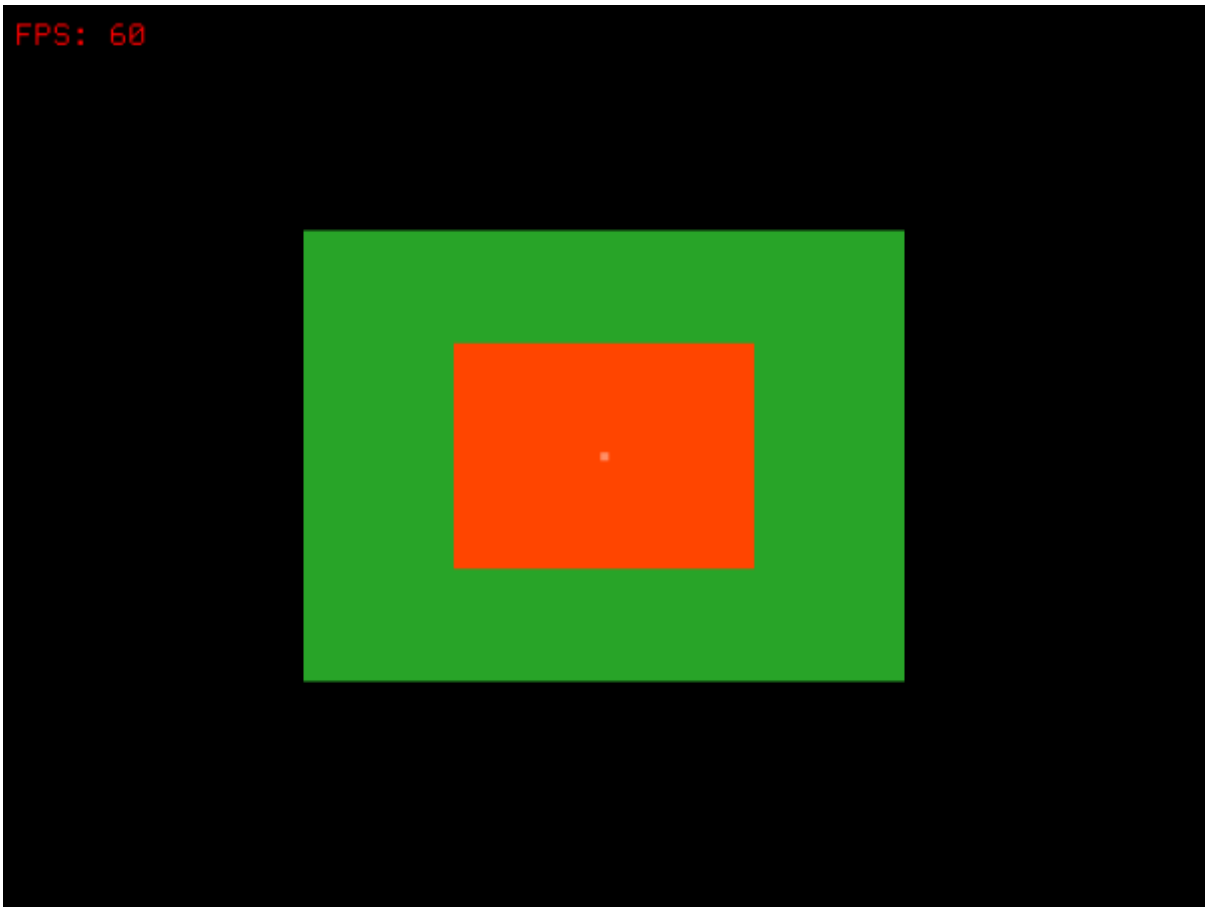
The global form is:

```
  Position = [pivot's override ->] Position's in parent space
```

Here's a basic setup with one rectangular parent (green) and one rectangular child (red):

```
[Parent]
Color     = lime green
Size      = (400, 300)
Pivot     = center
ChildList = Child

[Child]
Color     = orange red
Size      = (200, 150)
Pivot     = center
Position  = (0, 0, -0.1)
```

And its result (nothing unusual so far):



The Pivot of each rectangle will be highlighted with a small lighter colored square Let's try a few things and see the results

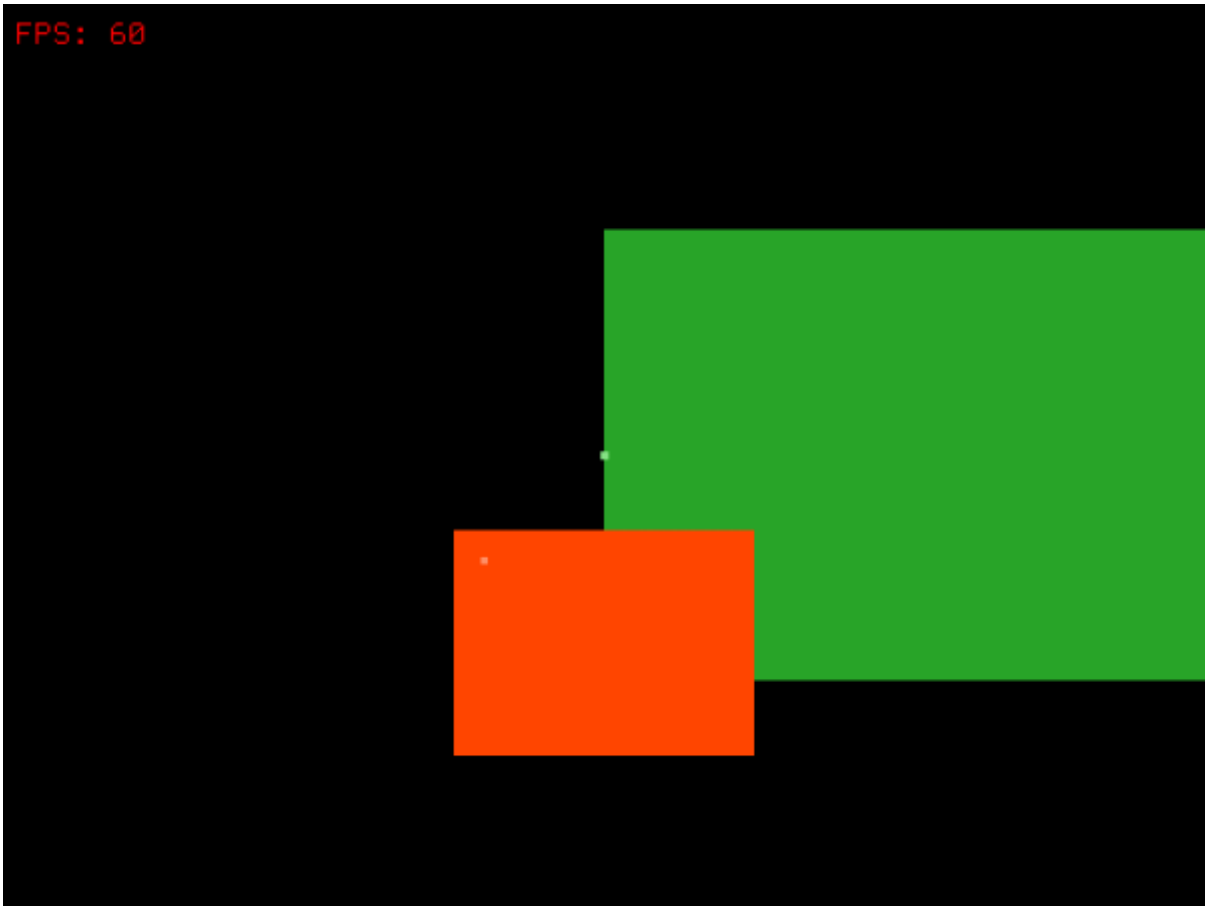
```
[Parent]
Pivot     = center

[Child]
Pivot     = center
Position  = top right
```

```
[Parent]
Pivot     = center

[Child]
Pivot     = top left
Position  = top left
```

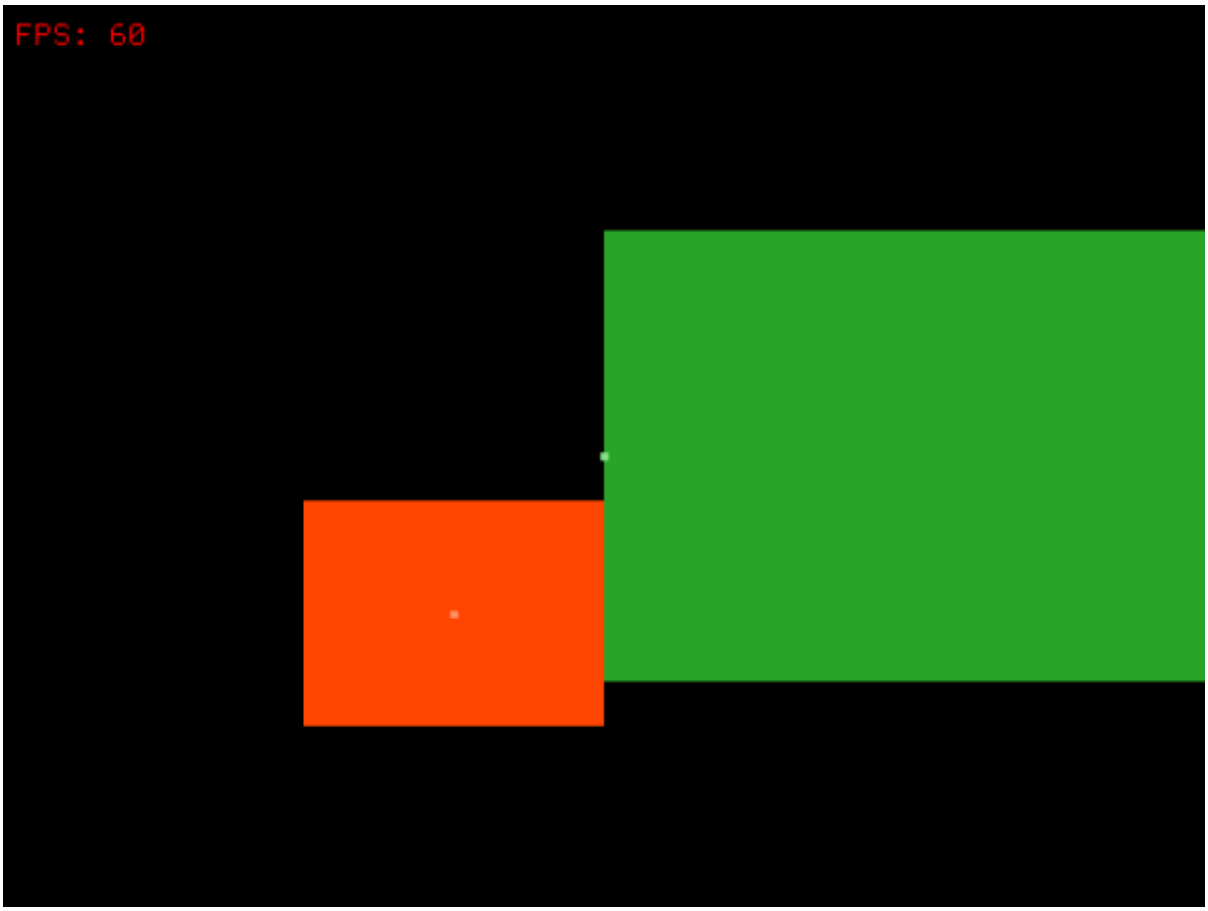
```
[Parent]
Pivot     = left

[Child]
Pivot     = bottom right
Position  = top left (10, 10, -0.1)
```

```
[Parent]
Pivot     = left

[Child]
Pivot     = bottom left
Position  = bottom right -> bottom left
```

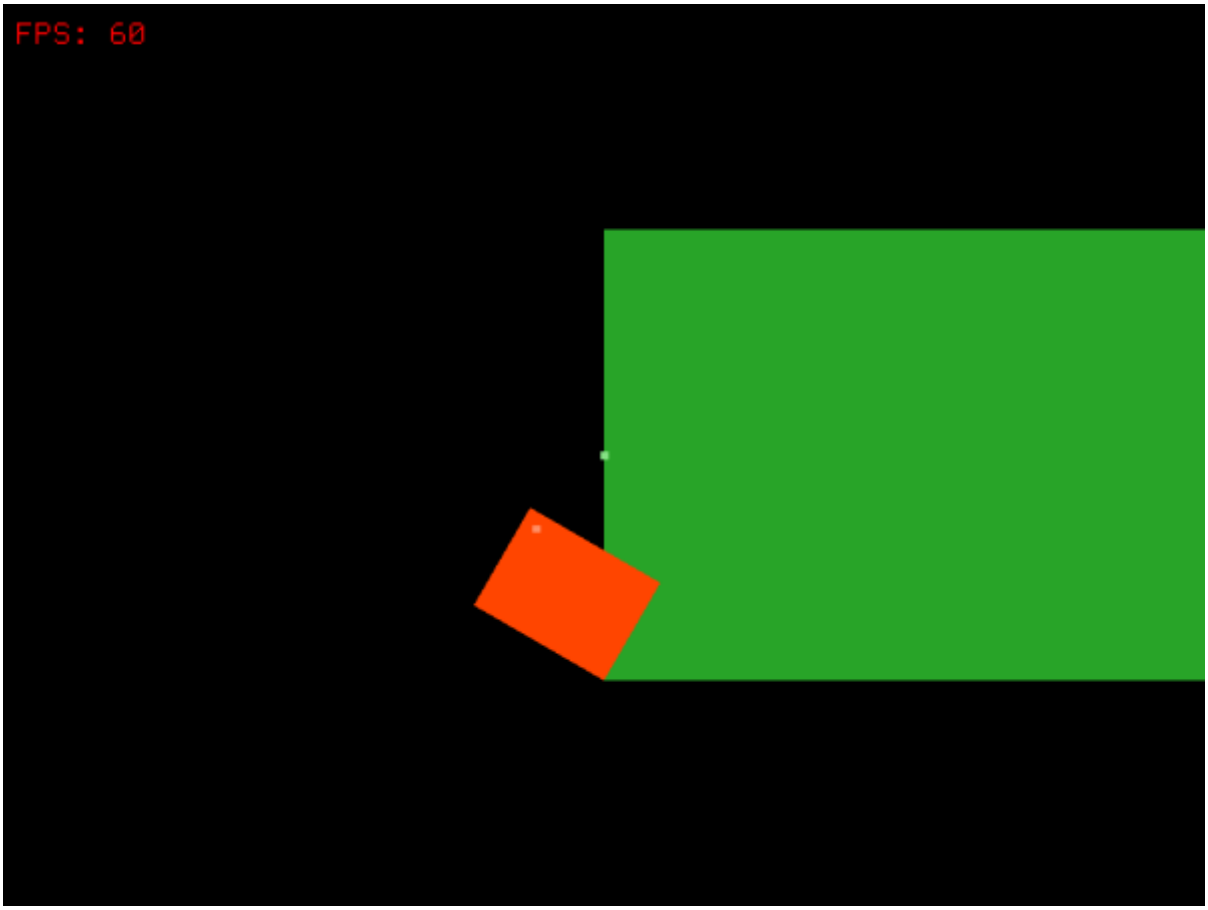
```
[Parent]
Pivot     = left

[Child]
Pivot     = (20, 20)
Position  = (100, 100) -> bottom left -0.1
```




```
[Parent]
Pivot           = left

[Child]
UseParentSpace  = position
Pivot           = center
Position        = top right -> (0, 0.1)
```

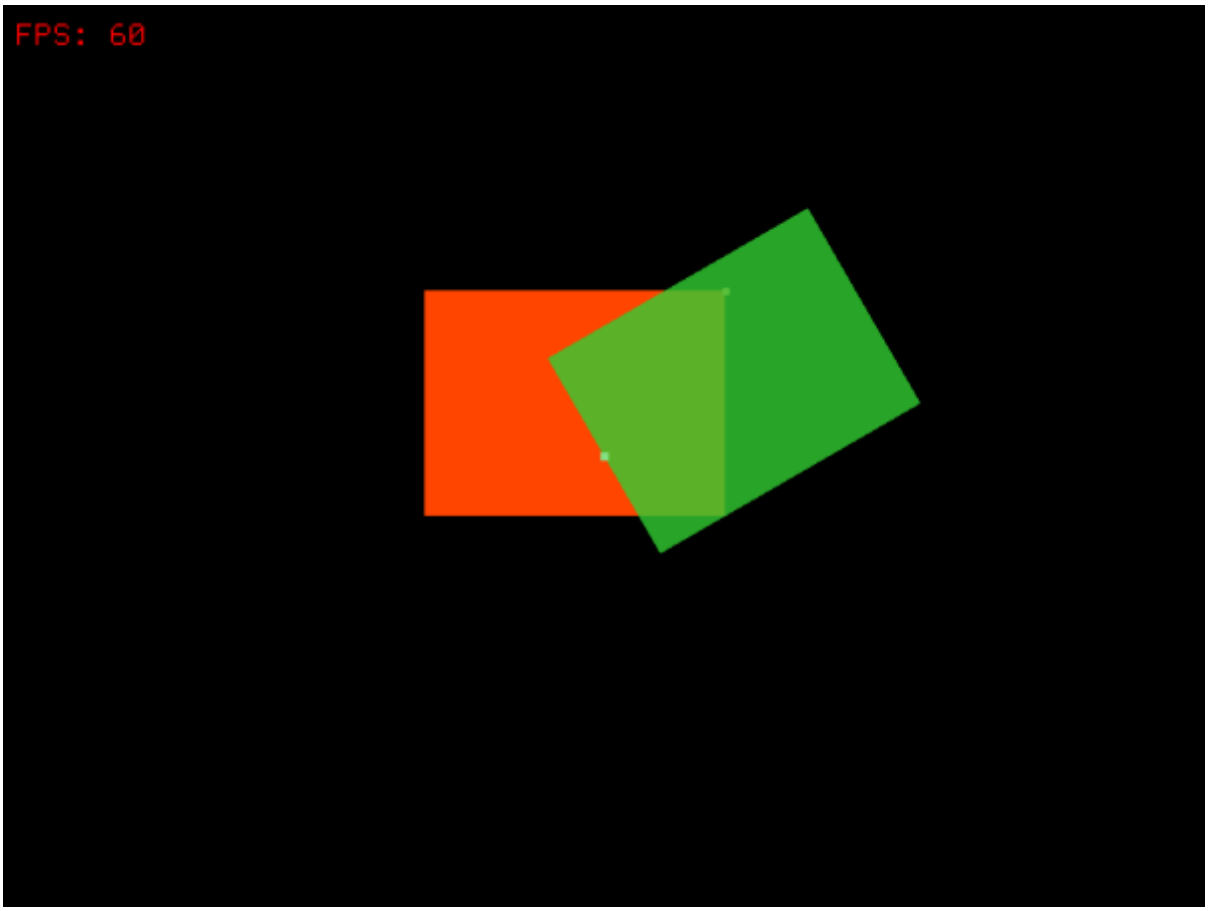



```
[Parent]
Pivot     = left

[Child]
Pivot     = (20, 20)
Scale     = 0.5
Rotation  = 30
Position  = bottom right -> bottom left -0.1
```



One last for the road....

```
[Parent]
Pivot           = left
Rotation        = -30
Scale           = 0.5

[Child]
UseParentSpace  = position
Pivot           = top right
Scale           = 2
Rotation        = 30
Position        = bottom right -> bottom
```



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