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.

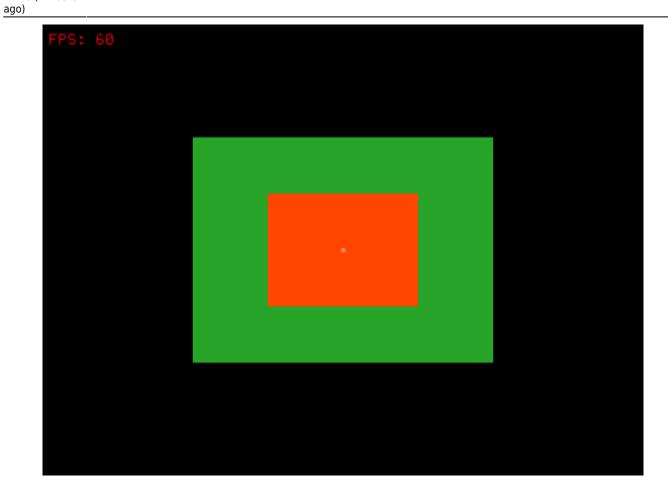
The global form is:

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

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

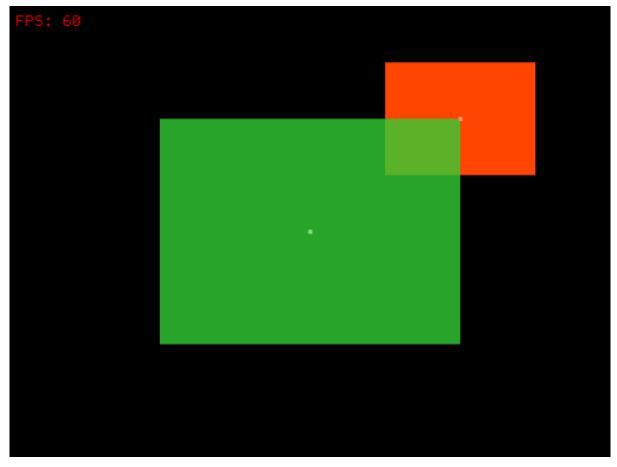
```
[Parent]
Color
         = lime green
         = (400, 300)
Size
Pivot
         = center
ChildList = Child
[Child]
Color
         = orange red
Size
         = (200, 150)
Pivot
         = center
Position = (0, 0, -0.1)
```

And its result (nothing unusual so far):



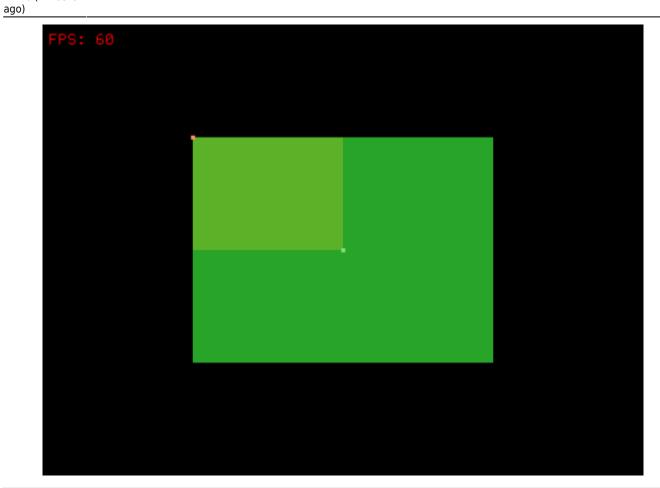
The Pivot of each rectangle will be highlighted with a small lighter colored square Let's try a few things and see the results

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



```
[Parent]
Pivot = center

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

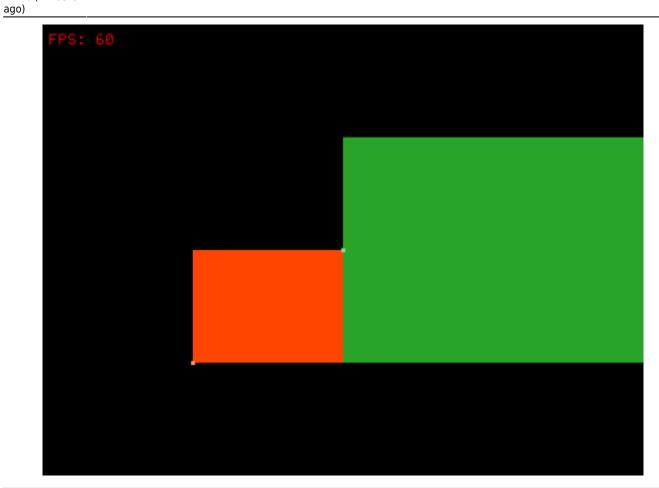


```
[Parent]
Pivot = left
[Child]
          = bottom right
Pivot
Position = top left (10, 10, -0.1)
```

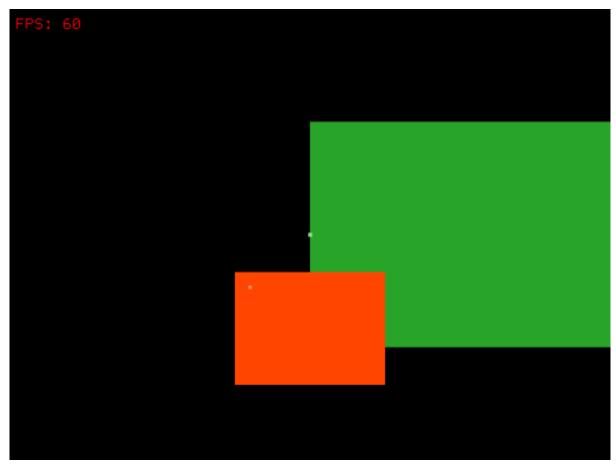


```
[Parent]
Pivot = left

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

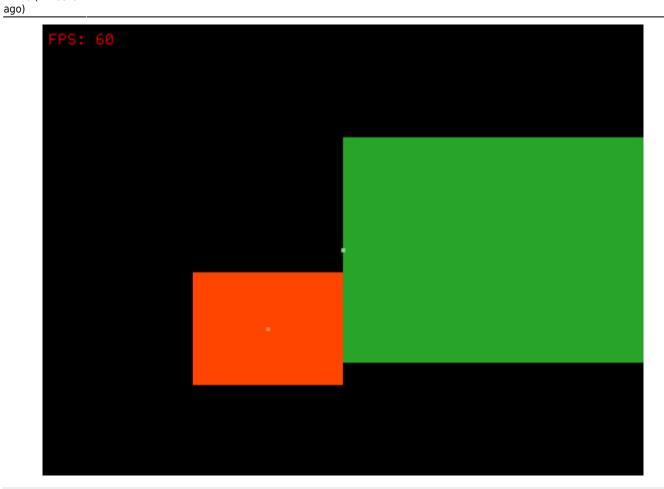


```
[Parent]
     = left
Pivot
[Child]
     = (20, 20)
Pivot
Position = (100, 100) -> bottom left -0.1
```

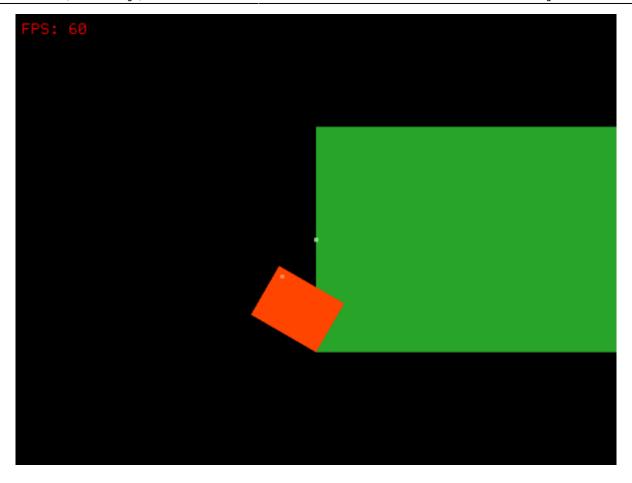


```
[Parent]
Pivot = left

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

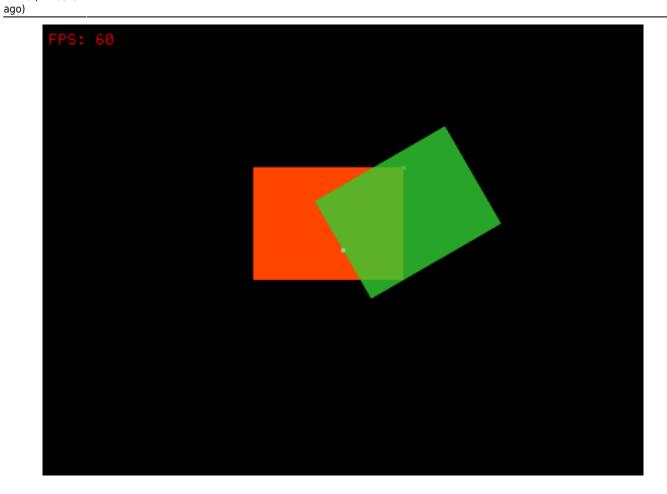


```
[Parent]
Pivot
          = left
[Child]
Pivot = (20, 20)
Scale = 0.5
Rotation = 30
Position = bottom right -> bottom left -0.1
```



One last for the road....

```
[Parent]
Pivot
               = left
              = -30
Rotation
Scale
               = 0.5
[Child]
UseParentSpace = position
               = top right
Pivot
Scale
              = 2
Rotation
               = 30
               = bottom right -> bottom
Position
```



From:

https://orx-project.org/wiki/ - Orx Learning

Permanent link:

https://orx-project.org/wiki/en/tutorials/objects/literals_for_objects?rev=1628511912



