Support for Object Reference Properties

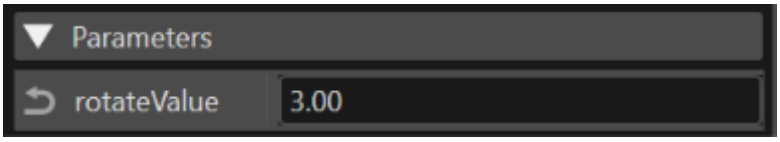
It is possible to assign object reference data types to script properties. Once a script has been assigned to a script component, the property panel of the ScriptComponent is populated with properties exposed by the Script. Dragging an object on a ScriptComponent would set a reference property, if any reference property of the dragged object type is exposed by the ScriptComponent.

> When defining reference parameters in the Script, they become available on every script component that uses that script. Each reference parameters has a tooltip indicating where to attach items from.

Scripts already support a number of property types to be configured in SceneComposer. Candera ScriptSystem has additional support for using CanderaObject references inside scripts.

```
return {
    Init = Init,
    Update = Update,
    rotateValue = 3.0,
    GetName = GetName
    }
```

As can be noticed in the example above, a float property used in a script results in a editable dynamic property:



In a similar way, a reference property should be configurable in the property panel:

```
-- The exposed animation porperty.
WheelAnimation = Candera.CreateReference(Candera.ReferenceType.Animation),
```

shall result in:



Supported References

The following references are supported:

- Animation and AnimationGroups (from solution. control node animations are not supported)
- Appearance and Appearance collections (from the solution. Appearance collection is preferred to have instance sharing enabled). Appearances/Appearance collections attached to nodes are not supported
- 3D camera
- 3D light
- 3D node (any type)
- 2D camera
- 2D node (any type)
- RenderTarget (must be a 3D render target type)

> Reference parameters are not editable when pausing the script (only the value ones). References inside controls are not supported.

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