Item Names Validation

The validation rules for item names are now applied also during imports and solution loading. These rules are:

- The item name mustn't be null or empty;
- Only the following characters are allowed in item names:

In the User Interface (UI)

	Symbol	ASCII	Description
1	No symbol	ASCII(32)	Space
2	!	ASCII(33)	Exclamation mark
3	$	ASCII(36)	Dollar
4	%	ASCII(37)	Procenttecken
5	'	ASCII(39)	Single quote
6	(	ASCII(40)	Open parenthesis (or open bracket)
7	)	ASCII(41)	Close parenthesis (or close bracket)
8	+	ASCII(43)	Plus
9	,	ASCII(44)	Comma
10	-	ASCII(45)	Hyphen
11	.	ASCII(46)	Period, dot or full stop
12	;	ASCII(59)	Semicolon
13	=	ASCII(61)	Equals
14	@	ASCII(64)	At symbol
15	^	ASCII(94)	Caret - circumflex
16	_	ASCII(95)	Underscore
17	`	ASCII(96)	Grave accent
18	{	ASCII(123)	Opening brace
19	}	ASCII(125)	Closing brace
20	~	ASCII(126)	Equivalency sign - tilde

In the SceneComposer Markup Language (SCML)

	Symbol	ASCII	Description
1	#	ASCII(35)	Number
2	[	ASCII(91)	Opening bracket
3	\	ASCII(92)	Backslash
4	]	ASCII(93)	Closing bracket

- The item name cannot be "." or "..";
- The item name can not end with ".";
- Additionally Backslash (ASCII 92) and Number (ASCII 35) can be part of an item name if that name is generated by SceneComposer.

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