Web Color Literals

Color literals have been added for all HTML web colors. The list can be modified/expanded directly inside the Color config section. These colors can be used for Object, Graphic and FX `Color` values (StartValue/EndValue when the Curve = color) as well as Viewport `BackgroundColor`.

The list of web colors can be found at: https://en.wikipedia.org/wiki/Web_colors#Extended_colors

All the colors are stored inside a config section named `[Color]`, they can also be retrieved by the user or even modified/extended like this:

```
[Color]
MyShadeOfGrey = (100, 100, 100)
```

This would allow usage on an object, for example:

```
[MyObject]
Color = MyShadeOfGrey
```

All the official web colors have been added. Therefore you could use a color on an object like this:

```
[Object]
Color = PowderBlue
```

This is opposed to using an RGB color vector:

```
[Object]
Color = (176, 224, 230)
```

All the colors under section `[Color]`, which can be extended/modified at will. And there also are vectors in the code source as well that match all the web colors. For example: `orxVECTOR_POWDER_BLUE`. You can find all these in:

```
orx\code\include\display\orxColorList.inc
```

Lower case and Pascal Case variants both work, with or without spaces. Therefore you can use combinations like:

- LimeGreen
- lime green
- Lime Green

This won't work:

- limeGreen
- lime Green

Worth noting that this feature does not extend to shaders.

The issue being that in the case of Object, Graphic and FX, using a color literal is unambiguous.

But in the case of a shader, someone could be using a texture named "Black" or "White", and instead of a texture with this name would become a vector instead. The safest approach in the case of shaders is to leave it explicit:

```
[ObjectMoon]
MoonColor   = @Color.blue

[Shader]
ParamList   = LightColor
LightColor  = @ObjectMoon.MoonColor
```

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