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Definition of a Hierarchy of families

The proposal is a modification of the `Family_t` node. We propose to allow a list of FamilyName_t nodes as children of the *Family_t*. A hierarchy of families is then possible, a *Family* can be defined as a *Parent* (or a *Child*) of another Family. For example, one would define *Wings* as parent of *Left Wing* and *Right Wing*. Such a simple extension could be used to mimic some CAD related hierarchy.
The name *FamilyParent* is reserved and refers to the *Parent Family* of the current `Family_t` node.

```
Family_t :=
   {
   List( Descriptor_t Descriptor1 ... DescriptorN ) ;                 (o)
   FamilyBC_t FamilyBC ;                                              (o)
   List( GeometryReference_t
         GeometryReference1 ... GeometryReferenceN ) ;                (o)
   RotatingCoordinates_t RotatingCoordinates ;                        (o)

   List(  FamilyName_t FamilyName1 … FamilyNameN ) ;                  (o)

   List( UserDefinedData_t UserDefinedData1 ... UserDefinedDataN ) ;  (o)
   int Ordinal ;                                                      (o)
   } ;
```

Remarks:

1- It is strongly recommended that the Family hierarchy should be an acyclic graph. However, it is the responsibility of the application to manage the hierarchy parse and to check possible loops.