_createTriple() logic do not follow the intended design mentioned in documentation

Description

The current logic of _createTriple() does not match with intended design mentioned in documentation, in case of adding Triples as Atom in Tripple.

Proof of Concept (PoC) File

In documention it was mentioned how a Triple should be treated: Intuition's atomic unit of knowledge. [Atoms] can be used to represent [Subjects], [Predicates], [Objects], and [Triples]. All [Triples] are a composition of [Atoms], and [Triples] can be used as [Atoms] in other [Triples].

See the last sentense: [Triples] can be used as [Atoms] in other [Triples], but if you see the code in _createTriple() :

```
// make sure that each id is not a triple vault id
if (isTripleId(tripleAtomIds[i])) {
    revert Errors.MultiVault_VaultIsTriple(tripleAtomIds[i]);
}
```

it is reverting when the one of 3 ids are of Triple. So, as result the Triple cannot be used as Atom while it should be.