Send selected nodes to new object (fancy way to create object merges)

```
import hou
nodes = hou.selectedNodes()
destnode = hou.node(hou.ui.selectNode(title="select destination node"))
for x in nodes:
    name = x.name()+"_"+str(x.parent())
    path= x.path()
    objmergenode = destnode.createNode("object_merge")
    objmergenode.parm("objpath1").set(path)

    objmergenode.setName(name)
    objmergenode.setColor(hou.Color(0,1,0))
```

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