# Having a Parent Object die after all children have died

This example shows children with a random lifetime, and the parent dying only after all children have expired.

## Config

```
[WarningObject]
Position = (0, 0, -0.2)
ChildList = FlashingTopObject # IconObject # WarningTextObject
LifeTime = child


[FlashingTopObject]
Graphic = FlashingTopGraphic
Position = (0, 0, 0)
LifeTime = 1~10

[IconObject]
Graphic = IconObjectGraphic
Position = (0, 50, 0)
LifeTime = 1~10

[WarningTextObject]
Graphic = WarningTextObjectGraphic
Position = (0, 100, 0)
LifeTime = 1~10
```

## See also

[Object Lifetime Tutorial](#)