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

From:
https://www.orx-project.org/wiki/ - **Orx Learning**

Permanent link:
https://www.orx-project.org/wiki/en/examples/objects/kill_parent_object_when_children_die

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