## 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
```

```
[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://orx-project.org/wiki/ - Orx Learning

Permanent link

https://orx-project.org/wiki/en/examples/objects/kill\_parent\_object\_when\_children\_die

Last update: 2025/09/30 17:26 (6 weeks ago)

