Delete a Child Object from a ScrollObject by Name

```cpp
void Ship::DeleteChildByName(const orxSTRING childName) {

    for (ScrollObject *child = this->GetOwnedChild(); child; child =
child->GetOwnedSibling()) {
        if (orxString_Compare(child->GetModelName(), childName) == 0) {
            child->SetLifeTime(0);
            return;
        }
    }
}
```