

Delete a Child Object from a ScrollObject by Name

```
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;  
        }  
    }  
}
```

From:

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