

# CVR Distance Constraint

This component acts like a tether, keeping an object within a certain distance of a reference object.

## Target

This is the transform of the reference object. It serves as an anchor point for the tether.

## Min Distance

This is the minimum distance, in meters, to keep from the reference object. Defaults to zero (0).

## Max Distance

This is the maximum distance, in meters, to keep from the reference object. Defaults to zero (0).

## Current Distance

This is the current distance from the reference object.

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