```
terrainInfo(script::Arguments const& args)
{
        Double3 up = {};
        Double3 position = TransformSystemG::WGS84CoordinateTransform_To3D(longitude, latitude, 0, up);
        Double3 dir = -up;
        NEUMatrix = CreateMatrixFromUpPosition(up, position);
        .....
        auto tPos = Double3::Transform(localTrans, aircraftTransMatrix);
        tPos = Double3::Transform(tPos, airportInvNEUMatrix);
        hit = phySys->RayCast(Float3(tPos), Float3(dir), 1e6, CollisionChannelBit::Terrain, HitFlag::Default, 1, &hitResult);

        if (hit)
        {
            Double3 hitPos = Double3::Transform(Double3(hitResult.position), airportNEUMatrix);
            hog = NEUPos.y;
            hat = NEUPlane.y - hog;
            ......
        }
}
```