
Subject: Re: Astronomys` Sixth Neighbour Needs Help
Posted by [wmconnolley](#) on Mon, 11 Aug 2003 15:28:32 GMT
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I come across this sometimes. The basis of the solution is usually something like:

```
> lon1=data.longitude & lon1(i)=-999  
> lat1=data.latitude & lat1(i)=-999  
  
> mindist=min(sqrt((lon1-lon1(i))^2+(lat1-lat1(i))^2),j)
```

That finds you the closest city (j), without using the inner loop, and so is much faster. OK, it uses distance in lat-lon space: if you care about the exact coordinates you can use `convert_coord` to get it in whatever map projection you are using.

-W.

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