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Subject: Re: match\_2d

Posted by [JDS](#) on Mon, 27 Apr 2009 19:06:37 GMT

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- > I'm pretty sure there's a HIST\_ND-based algorithm of doing this
- > similar to MATCH\_2D but taking spherical trig into account, but I
- > don't have the patience to figure it out.

That would be challenging for the whole sphere, since histogram can only evaluate monotonic coordinate fields. You can always first remap your coordinates using some projection which puts the ill-behaved parts (nominally, the poles) far away, and preserves distance locally. For example, if you have a small field (a degree or so) near the pole, this would be a nice way of solving the converging longitude lines issues. But generally? Sounds tough.

JD

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