

Everything looks really good. I've had to be really pedantic in order to come up with any points, and these are likely to do with the initial state of the project (and aren't code related). Let's be honest, most of your work is way beyond my ability to critique. :)

I've also created a local branch of this repo so that I have a reference for when the project grows in complexity. I've had a good nose around, but as I time boxed myself 2hrs I'll have a deeper dive later to improve my understanding.

## Code Related (kind of)

The only code related comments I have are related to typing and are likely due to the settings of my es-lint and restricted to my local version of the repo.

I get the below import error in Map.tsx and the same missing maplibre-gl declaration error in mapSetup.ts. Other than that, the only other type error I had was in searchBar.tsx, and this was solved by separating the React and useState imports and importing React as a type.

```
src > features > map > Map.tsx > ...
rogup, 3 days ago | 1 author (rogup)
1 import { useRef, useEffect } from "react";
2 import { createMap } from "./mapSetup";
3 import { useAppSelector } from "../../app/hooks";
4 import { selectSearch, selectVisibleIds } from "../filter/filterSlice";
5 import allFeatures, { getFilteredFeatures } from "../../data/geojson";
6 import { Map as MapLibreMap, GeoJSONSource } from "maplibre-gl";
7
8 Could not find a declaration file for module 'maplibre-gl'. 'c:/Dev/mykomap-react/node_modules/maplibre-
9 gl/dist/maplibre-gl.js' implicitly has an 'any' type.
10 Try `npm i --save-dev @types/maplibre-gl` if it exists or add a new declaration (.d.ts) file containing
11 `declare module 'maplibre-gl';` ts(7016)
12 All imports in the declaration are only used as types. Use `import type`. eslint(@typescript-
13 eslint/consistent-type-imports)
14 Could not find a declaration file for module 'maplibre-gl'. 'c:/Dev/mykomap-react/node_modules/maplibre-
15 gl/dist/maplibre-gl.js' implicitly has an 'any' type.
16 Try `npm i --save-dev @types/maplibre-gl` if it exists or add a new declaration (.d.ts) file containing
17 `declare module 'maplibre-gl';` ts(7016)
18 View Problem (Alt+F8) Quick Fix... (Ctrl+.)
19
```

## Map Functionality

As I mentioned earlier I really had to be picky to find any problems, and the below are an illustration of that. I realise that these issues will probably be addressed during the future development of the application,

- The tooltip and pop-up can be opened concurrently, the tooltip shouldn't display when the pop-up is open.
- Clicking on marker should toggle the pop-up, rather than just open it.
- On successful completion of a search the map should fly to the marker location.
- Add clear (x) icon to search
- There's a relatively long delay between the clearing of the search and the re-rendering of clusters.

## **Misc**

This is more something for me to look into or ask you about later, but I'll stick it in here if only as a reminder to myself.

Are Redux slices a kind of combination of the actions and reducers used in LX? LX was my first exposure to Redux in practice, so it's the only implementation I've seen. At first glance the use of slices appears to reduce the complexity or at least provide a container for all the logic related to that piece of state, making it easier to find. Is this implementation a better practice, a newer one or just an alternative?

As I said I'll probably do a little investigation into this, anyway.