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Server Side vs Client Side Marker Clustering

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Marker Cluster extension for GeoDirectory lets you choose between **Server Side** and **Client Side** marker clustering. Each has its own distinct advantages.

Server Side Marker Clustering

In simple words, **Server Side Marker Clustering** loads just the basic cluster info. All map-related calls are made via API requests instead of AJAX.

Server Side Marker Clustering causes lesser overload and is ideal for larger directories and sites with thousands of listings. Theoretically, it can handle infinite amount of listings, and has been tested with millions of listings.

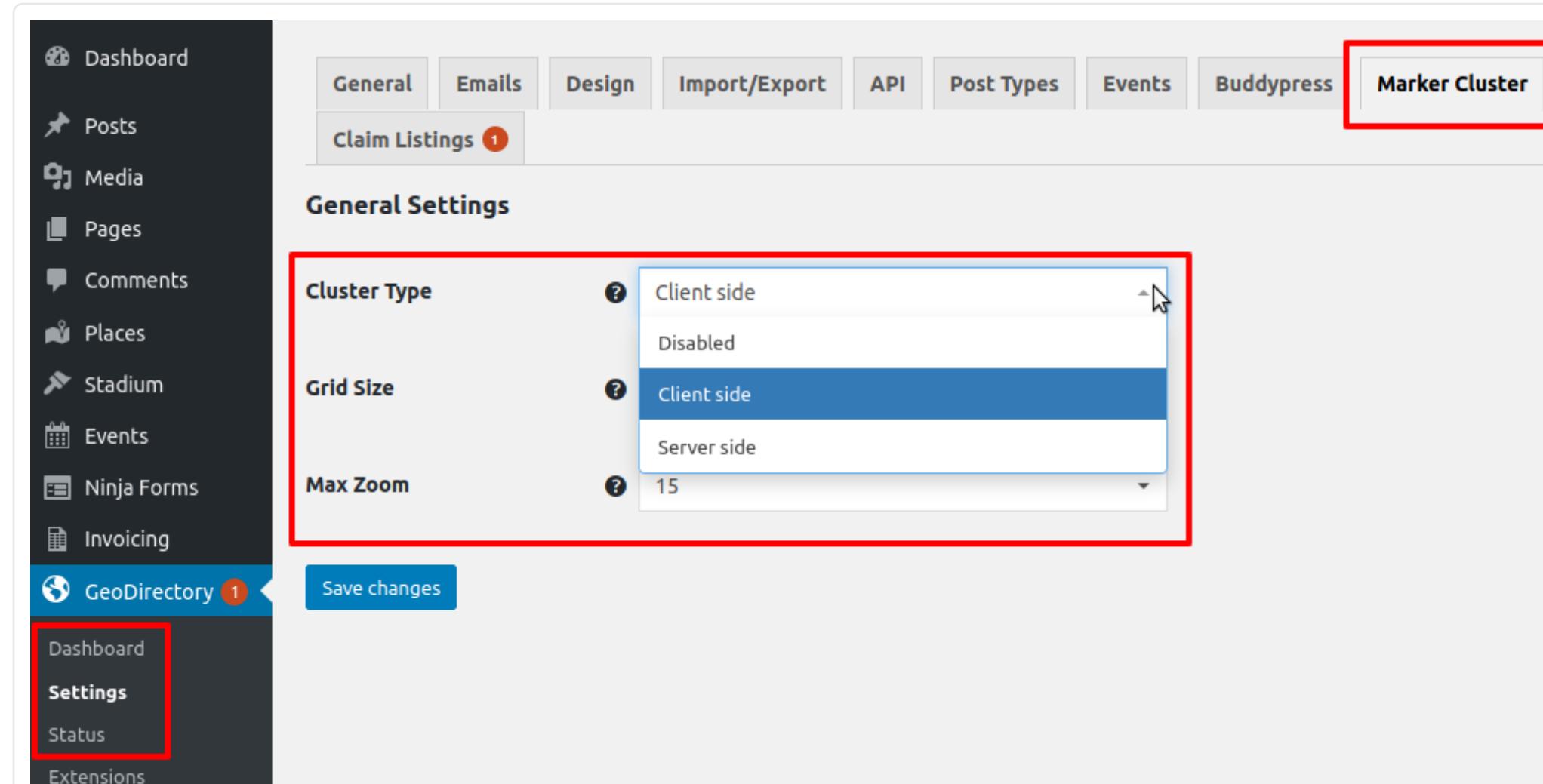
Client Side Marker Clustering

In **Client Side Marker Clustering**, the clustering itself as well as all the markers are loaded in the memory of the browser for faster page load times. While this provides a significant page speed boost, it can also slow down the website or even worse, make the page unresponsive if there are too many listings.

Since Client Side Marker Clustering relies on browser memory, it can load pages much faster.

Which One to Use and How to Change?

As a rule of thumb, it is a good idea to use Client Side Marker Clustering for smaller directories of up to, say, 500 listings. For larger directories, you should opt for Server Side Marker Clustering.



- 1 To change between Client Side and Server Side Marker Clustering, navigate to **GD > Settings > Marker Cluster**.
- 2 Therein, choose the **Cluster Type** that suits you, and save your changes.

Related Articles

- 📄 [How to Change the Marker Cluster Images?](#)

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