TDA-125 final status:

✅ Map markers are now fully interactive.

- Cluster click zooms in.

- Single marker click selects the location.

- Hover/press changes cursor.

- Selection highlights the marker.

- Selected location syncs with the detail panel.

- Backend `/api/v1/locations` is returning data and CORS is clean.

Root cause of the “dead map” issue:

- `fetchLocations` was building the API URL inconsistently and sometimes hitting a bad path / CORS, so the map was rendering with an empty dataset. No markers => no click targets.

- Cursor kept trying to "fix" MarkerLayer logic, but the real blocker was the fetch URL and layout assumptions around API\_BASE.

We fixed this by:

1. Standardizing `fetchLocations()` to use `CONFIG.API\_BASE\_URL` (which already ends in `/api/v1`) and then requesting `/locations` instead of rebuilding `/api/v1/locations` manually. That removed the double-prefix bug and guarantees we actually get location data.

2. Keeping the working `MarkerLayer.tsx` version (StrictMode-safe, idempotent). We explicitly protected this file going forward.

We verified after that:

- Requests to `/api/v1/locations` return 200 with data.

- No more `UndefinedFunctionError` from Postgres (`location\_state = text`) after casting the query param to the `location\_state` enum in `admin\_locations.py`.

- Frontend console shows no runtime errors.

Mobile layout bug:

- After tapping a marker on mobile, the list collapses into a bottom sheet and the map recenters on the selected business. But the map was only taking ~50% height, leaving empty space under it.

- We fixed this without touching `MarkerLayer`.

What we did:

- Updated the main layout (`src/App.tsx`) so that on mobile the map container is `fixed inset-0 h-screen w-screen z-0`, meaning it always covers the full viewport behind everything.

- On desktop (`lg:` breakpoint), the map goes back to `static lg:flex-1` so the two-column desktop layout still works.

- We also made sure the mobile bottom sheet is rendered as an overlay (`lg:hidden` + `BottomSheet`) so it floats above the map. We allow pointer events on the sheet content while the wrapper can stay pointer-events-none.

Result:

- On desktop: split view (list left, map right) works and markers are clickable.

- On mobile: Google Maps-style UX:

- Default: list in the bottom sheet, map behind.

- Tap a marker: bottom sheet collapses, map fills the full screen, camera centers on that business, and highlight ring shows.

- “Back to list” brings the sheet back up to half height and restores browse mode.

No regressions observed:

- Markers continue to work after repeated selects / deselects.

- StrictMode remounts don’t break handlers anymore.

- No flicker and no white screen.

We consider TDA-125 complete. 🎉

Follow-ups (not blocking this ticket):

- Add address / contact info / hours into `LocationDetail` when backend exposes them.

- Optionally widen CORS if we deploy the frontend somewhere other than localhost:5173.

Closing TDA-125. 🚀