What's the difference between LVM_HITTEST and LVM_INSERTMARKHITTEST?

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One customer was confused by the two list view hit-test messages `LVM_HITTEST` and `LVM_INSERTMARKHITTEST` . What is the difference between the two? The `LVM_HITTEST` message tries to find the item the point is *over*. The `LVM_INSERTMARKHITTEST` message tries to find the item the point is *next to*. For example, suppose you have two 32×32 items, item zero at (0, 0) and item one at (0, 32).

Coordinates	LVM_HITTEST	LVM_INSERTMARKHITTEST
(0, 34)	On item 1	Next to item 1 on the top side
(0, 99)	Nowhere	Next to item 1 on the bottom side

You use `LVM_HITTEST` when you the user is dragging something and you want to see what the item is going to be dropped *on*. For example, your program might ask the user to drag an icon representing a trouble report and drop it onto the icon representing the department the report should be assigned to. You use `LVM_INSERTMARKHITTEST` when the user is dragging something and you want to see what the item is going to be dropped *between*. For example, your program might show a list of customers, and the user can drag a new customer into the list or rearrange the customers by dragging an existing one. The `LVM_INSERTMARKHITTEST` message tells you where the dropped item should go.

The shell uses both of these hit-test messages when you drop a file into an Explorer window. It uses the Explorer uses `LVM_HITTEST` to determine whether you're dropping the file onto an item in the folder (hit-test reports an item) or whether you're dropping the file into the folder itself (hit-test reports nowhere). Furthermore, if you're dropping into the folder and Auto-Arrange is enabled, then Explorer uses the `LVM_INSERTMARKHITTEST` to determine where to place the item after it is dropped.

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