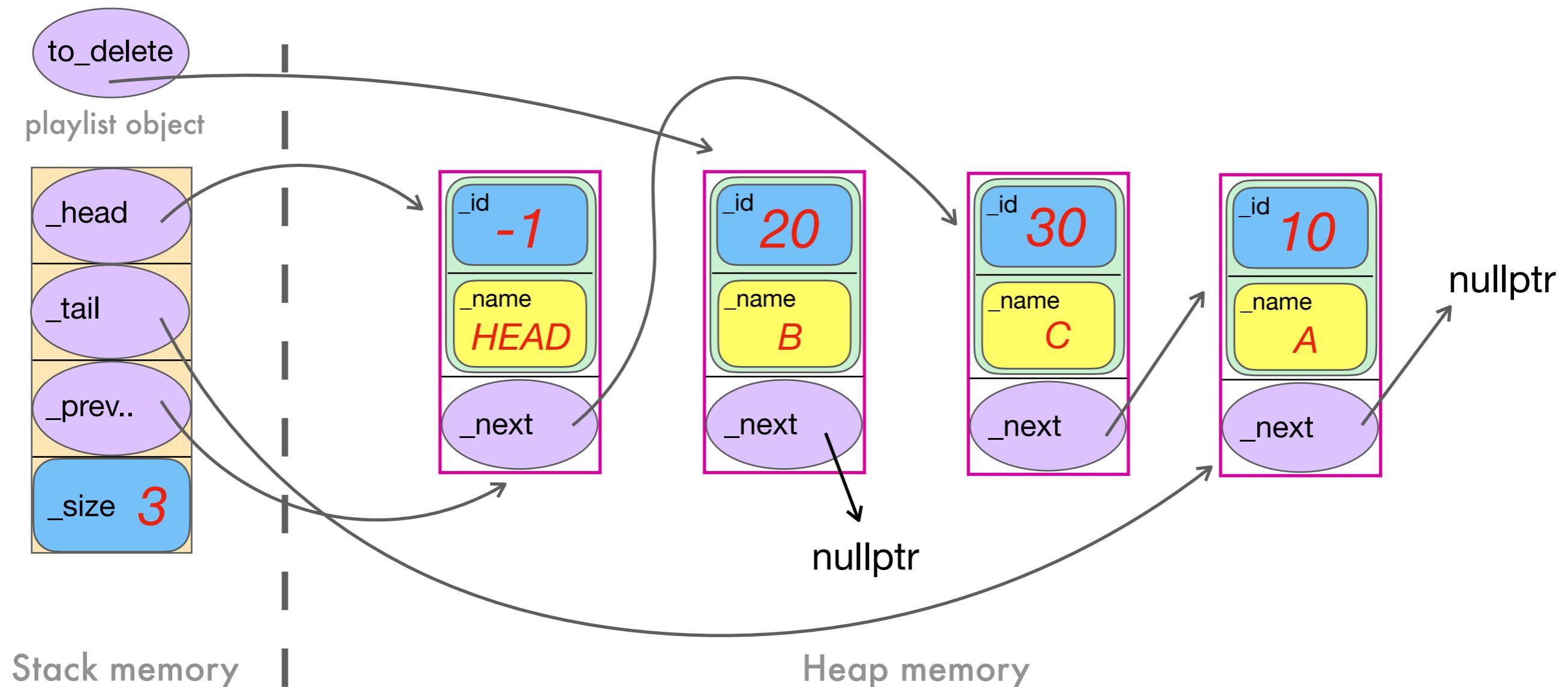


```
playlist.remove_at_cursor();
```



Playlist

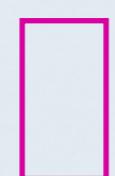
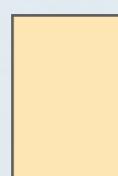
Playlist::Node

Playlist::Node\*

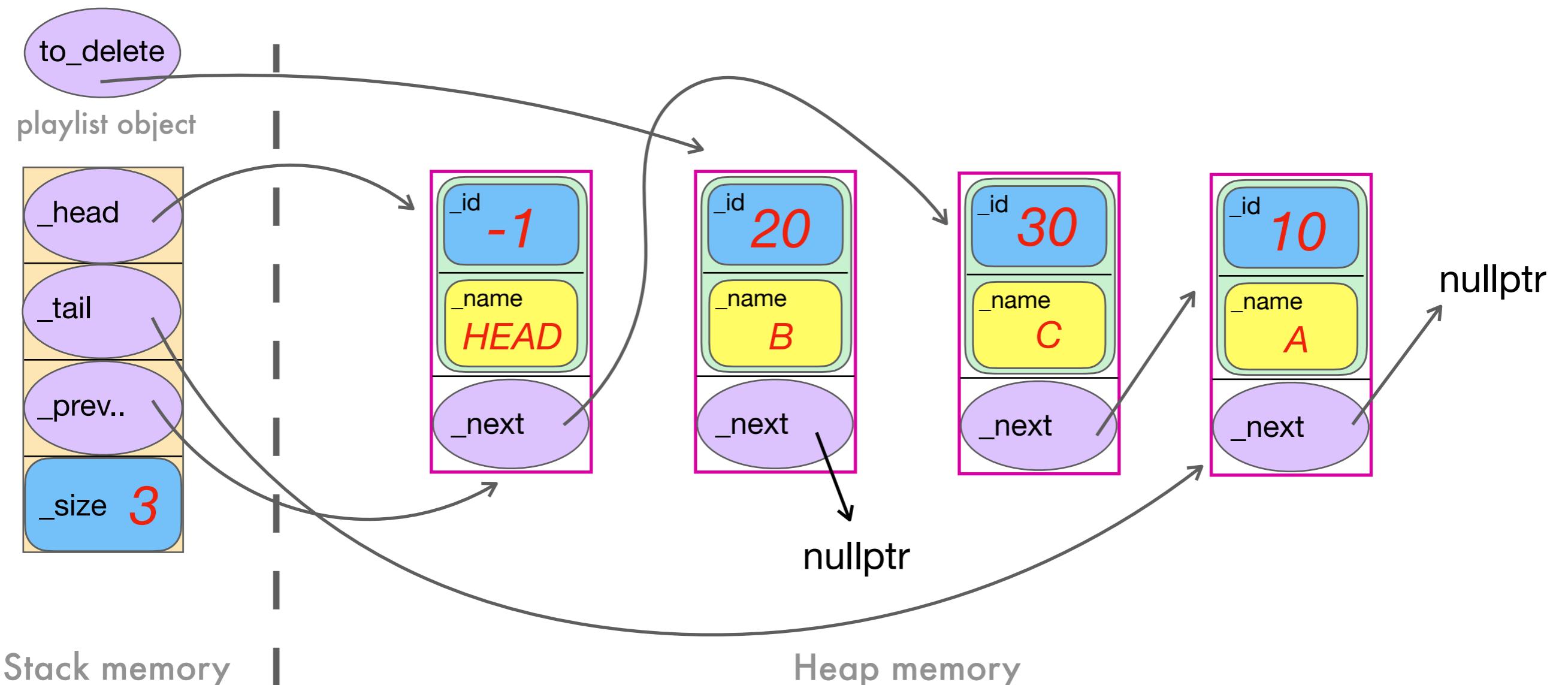
Playlist::SongEntry

size\_t

std::string



Legend



Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

Legend