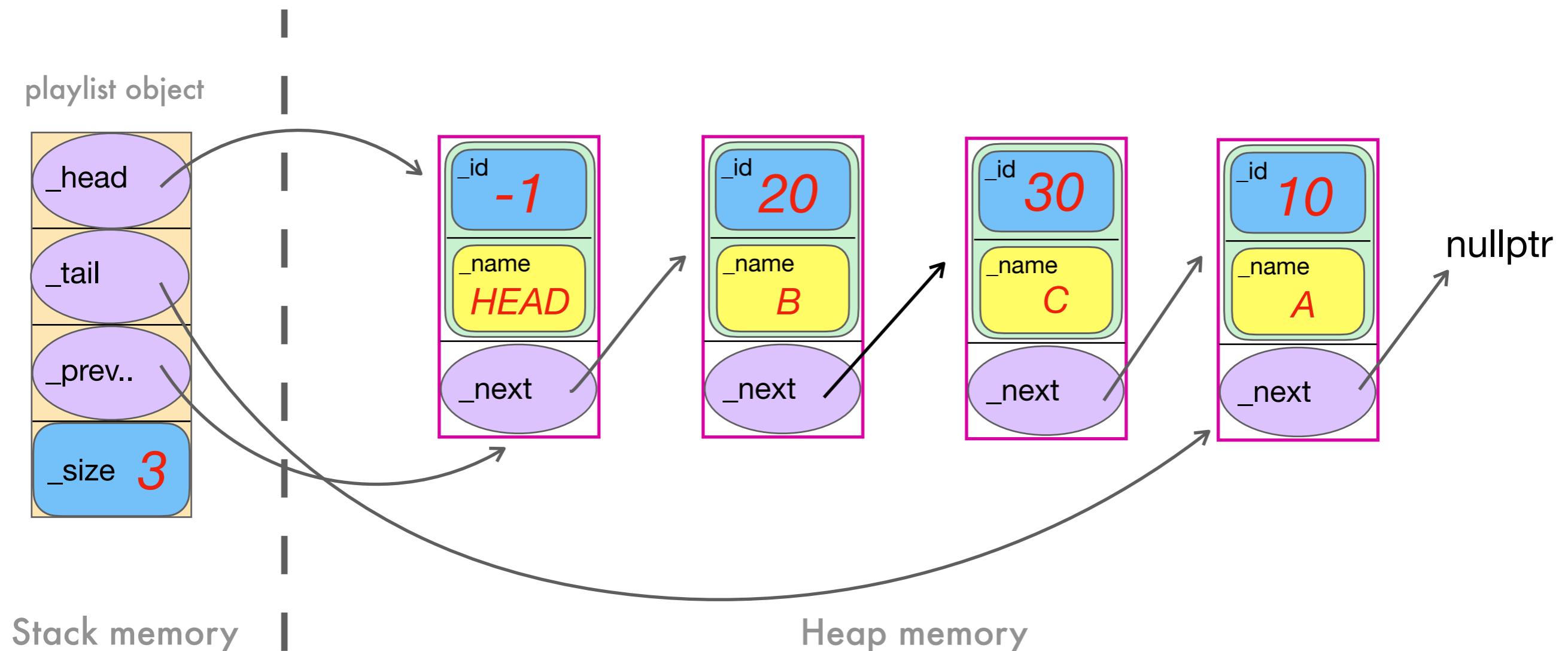
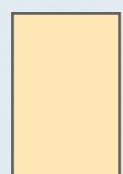


```
playlist.circular_advance_cursor();
```



Playlist



Playlist::Node



Playlist::Node*



Playlist::SongEntry



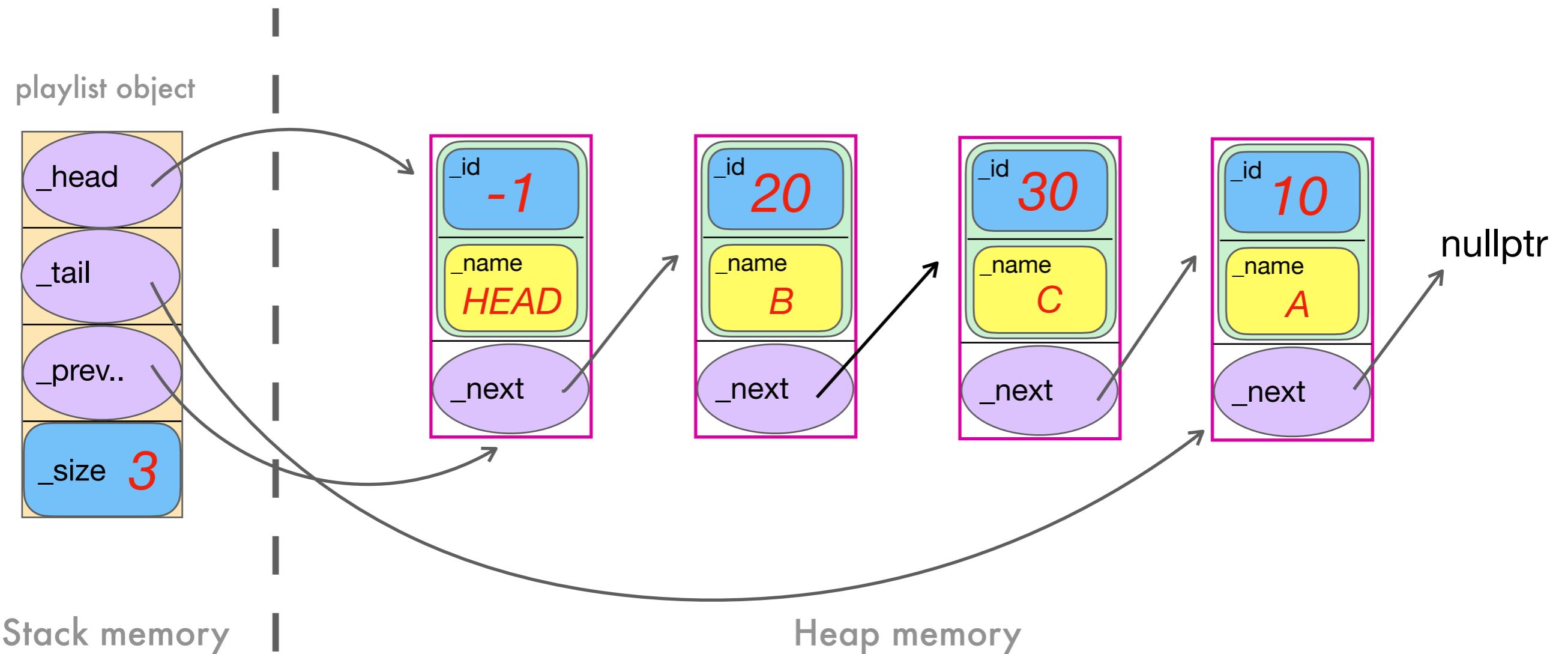
size_t



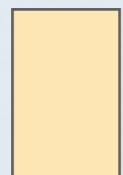
std::string



Legend



Playlist



Playlist::Node



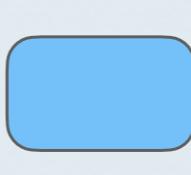
Playlist::Node*



Playlist::SongEntry



size_t



std::string



Legend