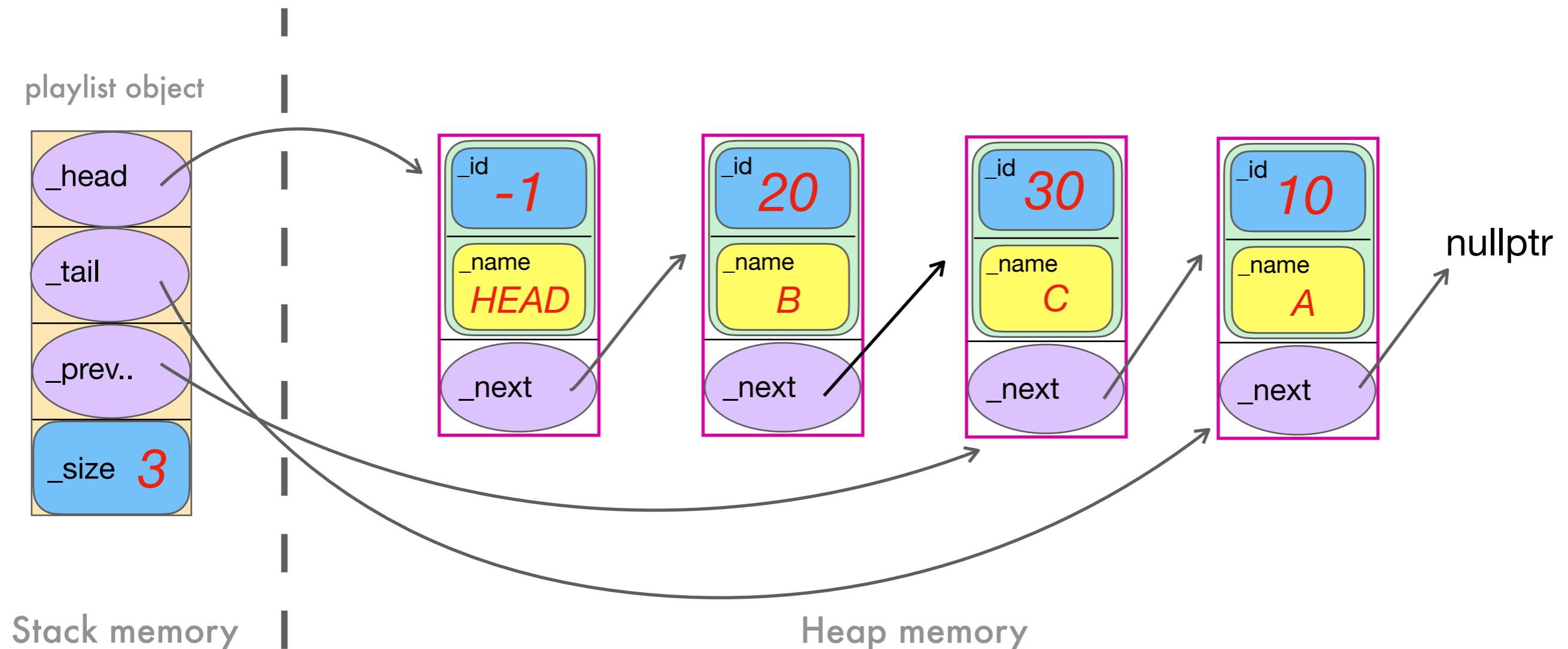
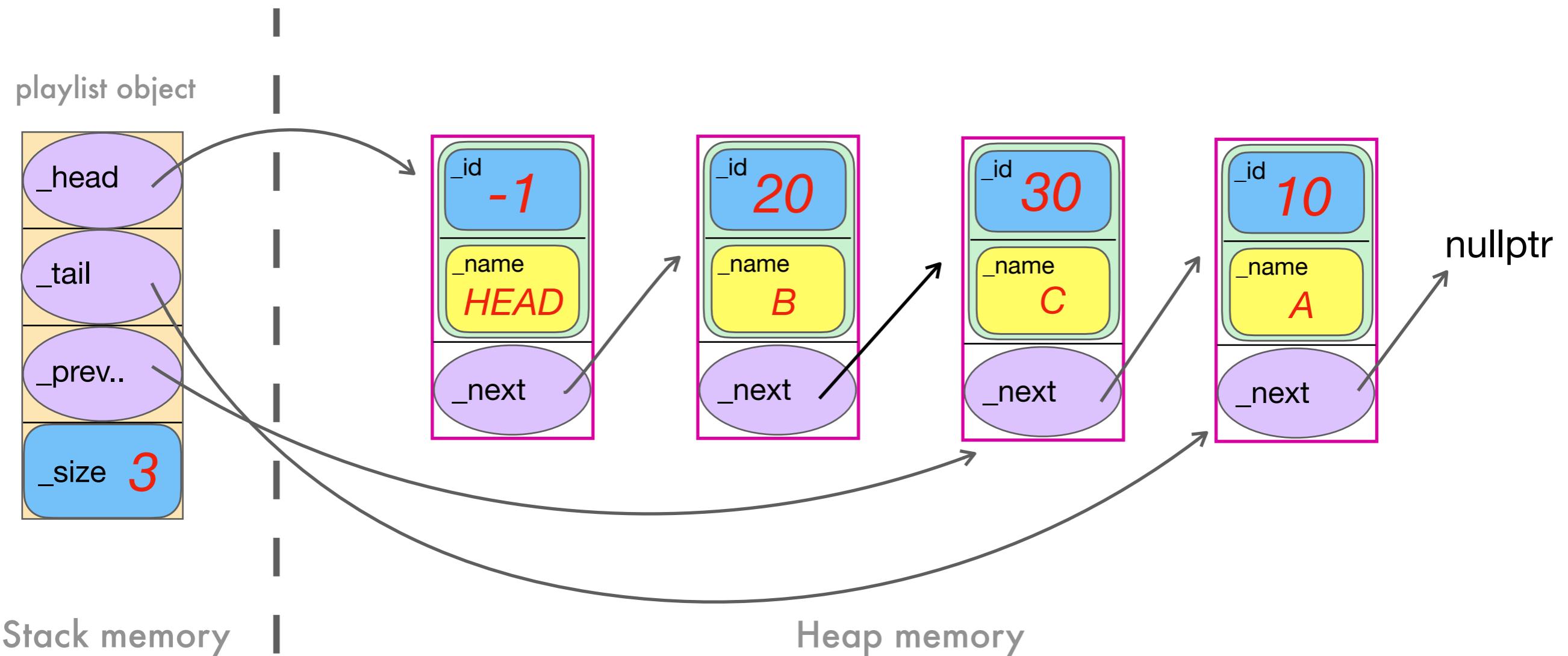


```
playlist.advance_cursor();
```





Playlist

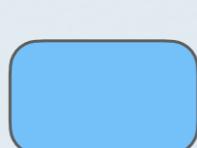
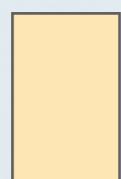
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend