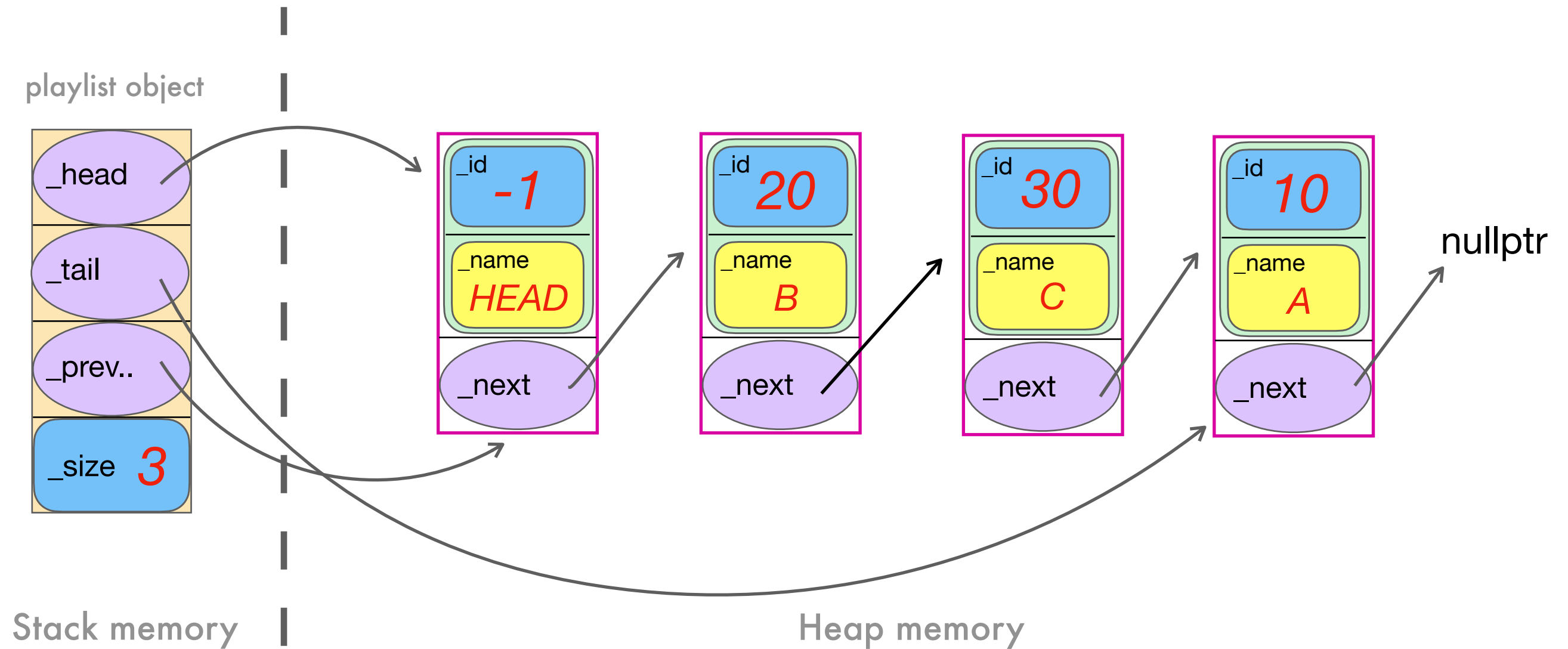


```
playlist.circular_advance_cursor();
```



Playlist

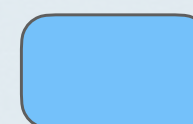
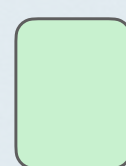
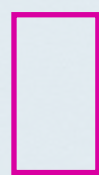
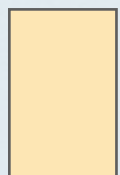
Playlist::Node

Playlist::Node*

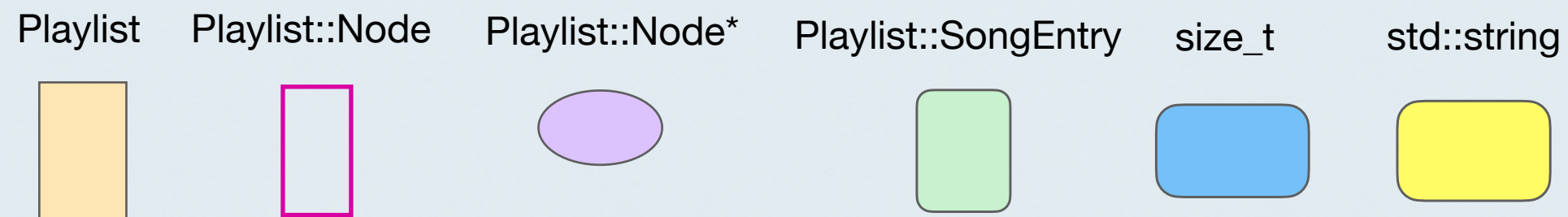
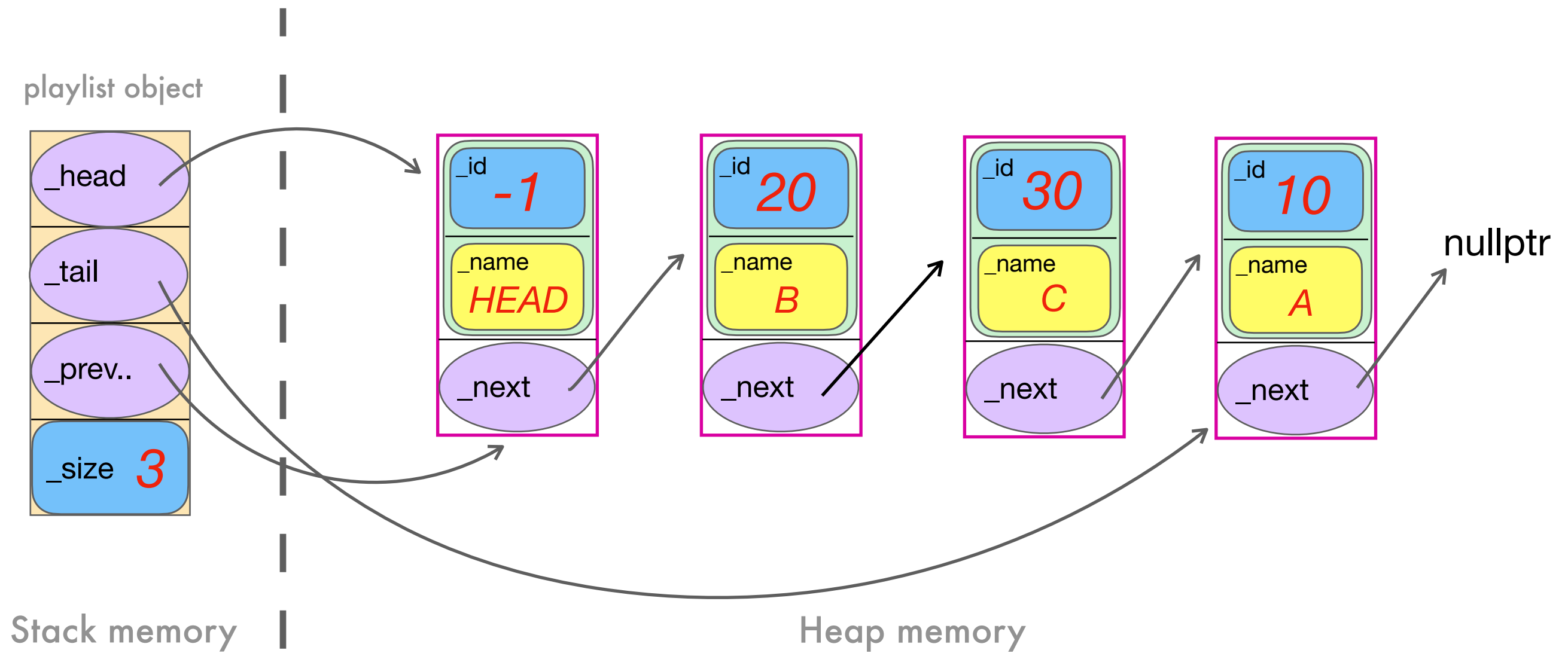
Playlist::SongEntry

size_t

std::string



Legend



Legend