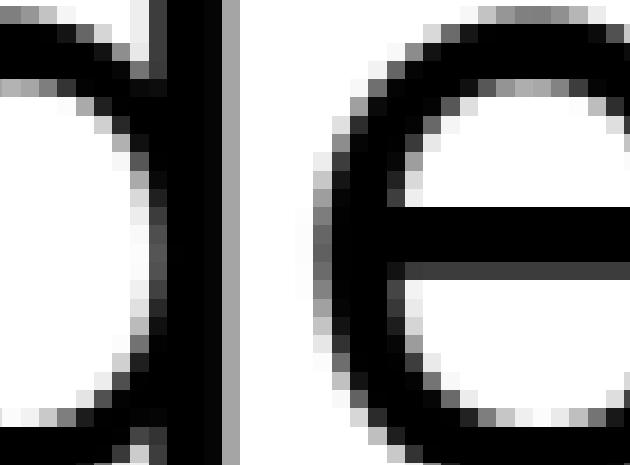
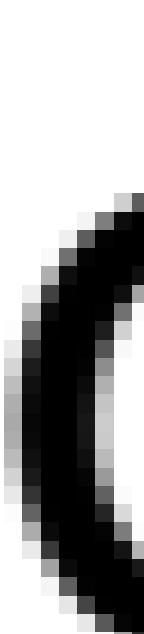
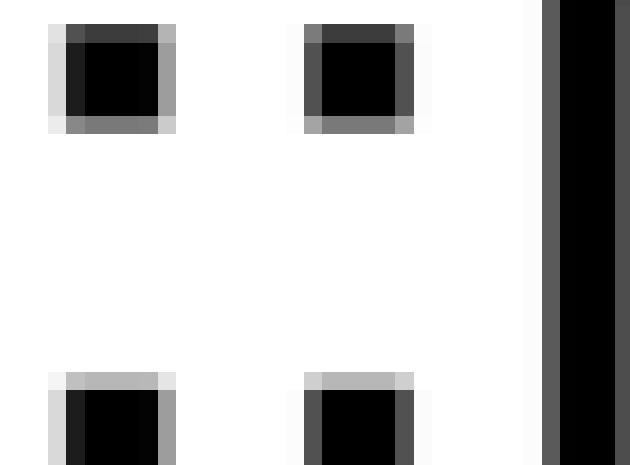
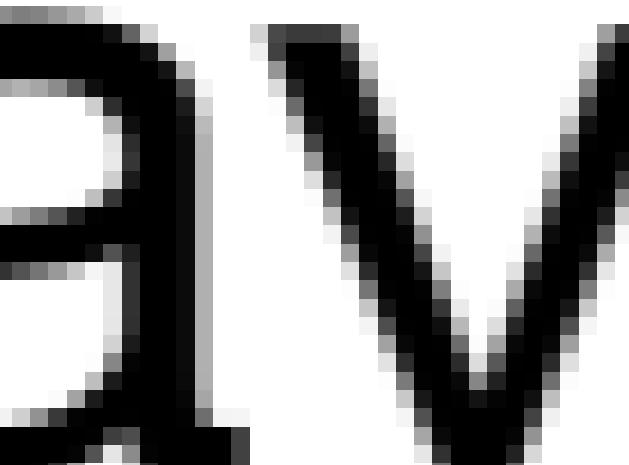
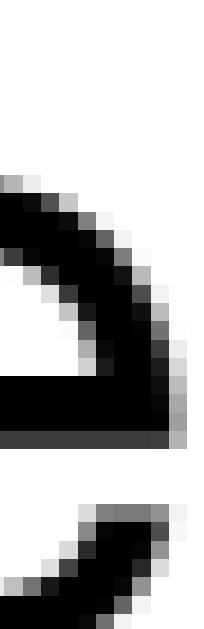
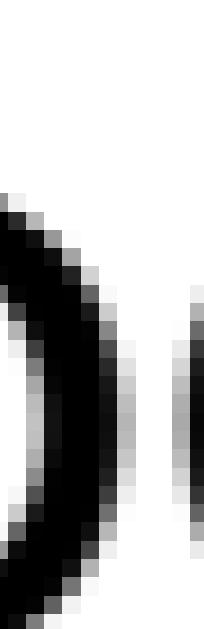
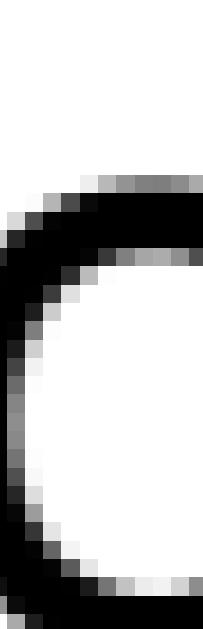
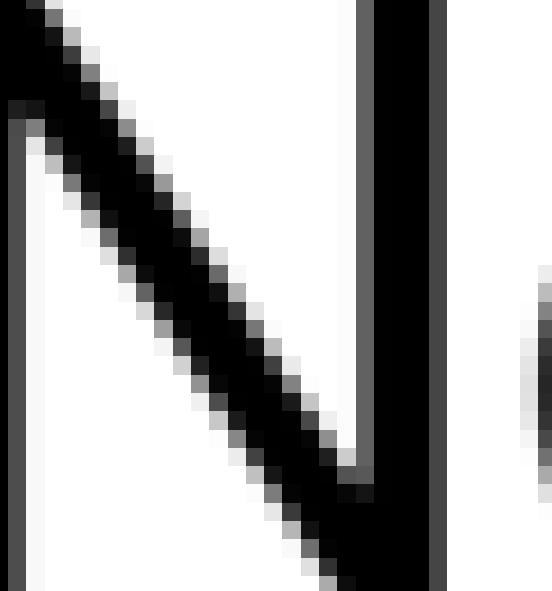
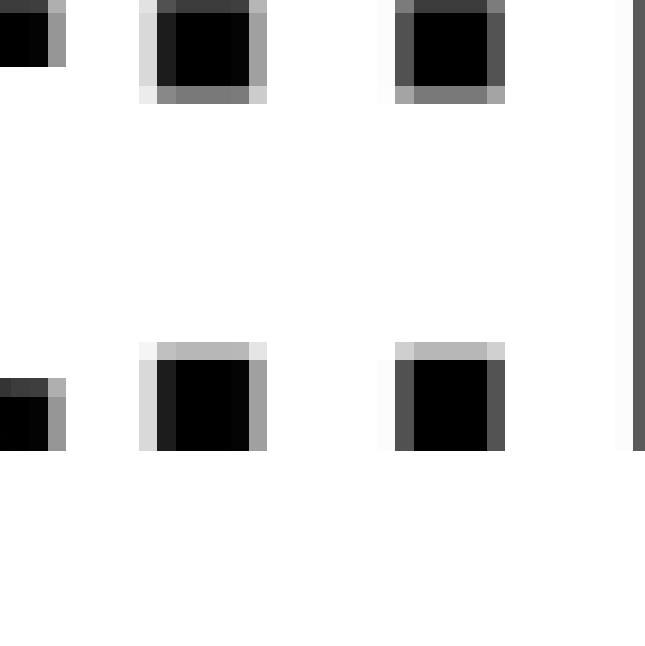
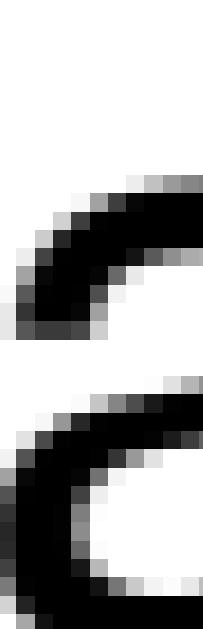


Legend





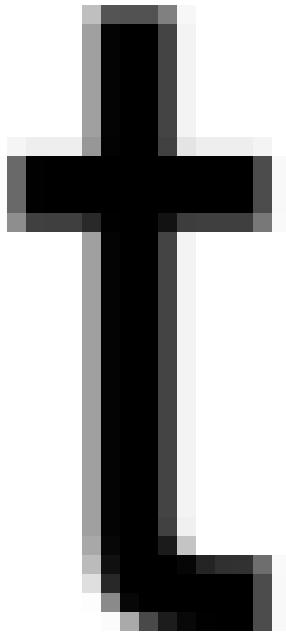
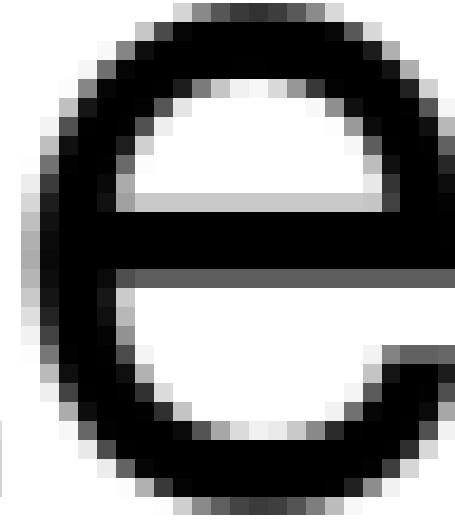
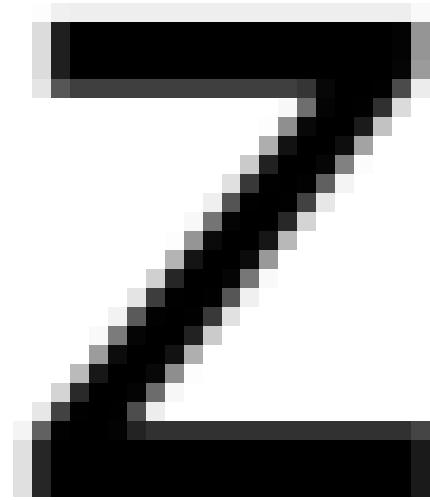
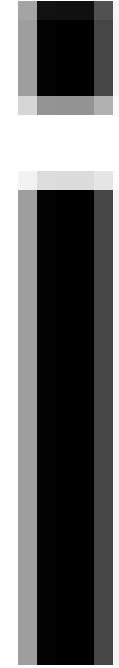
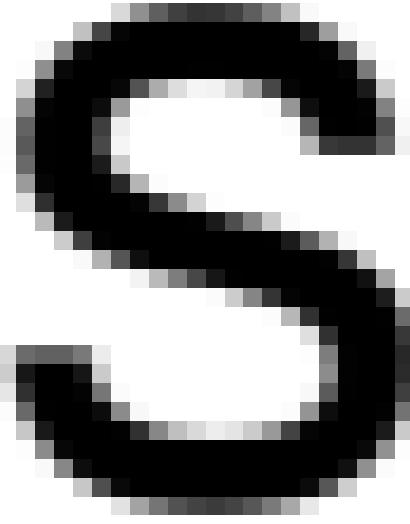






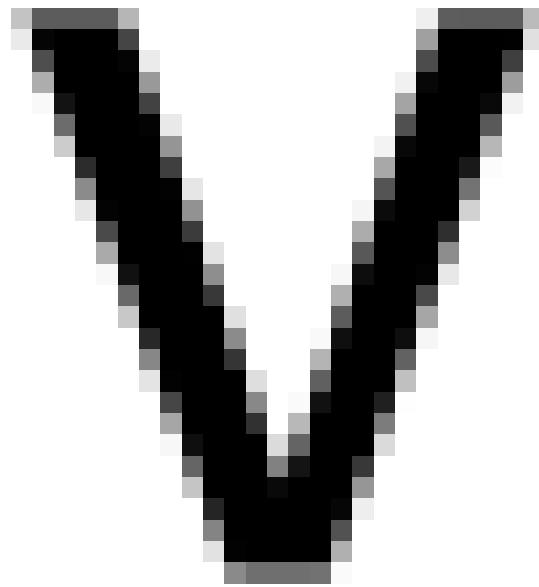
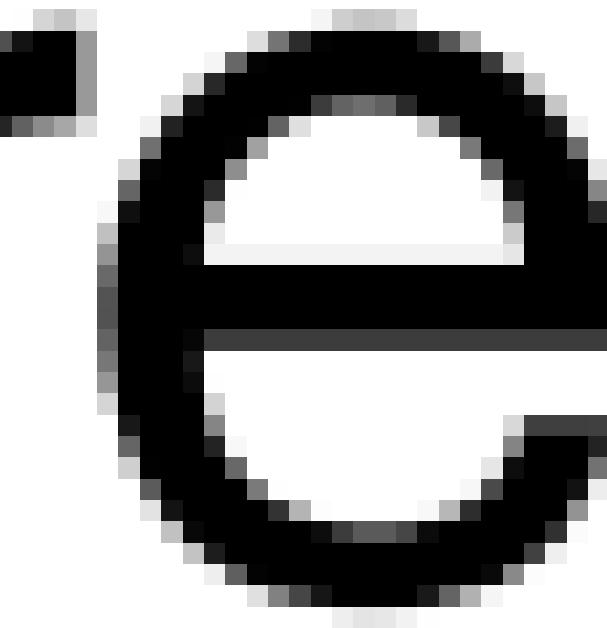
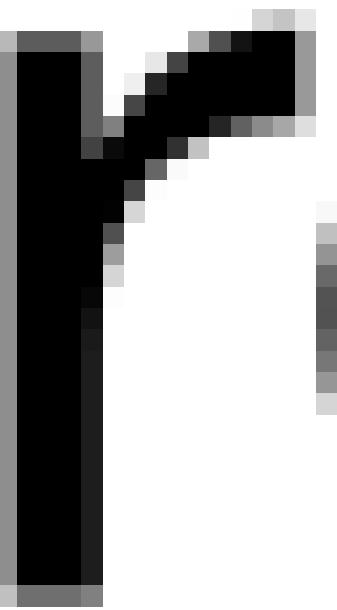
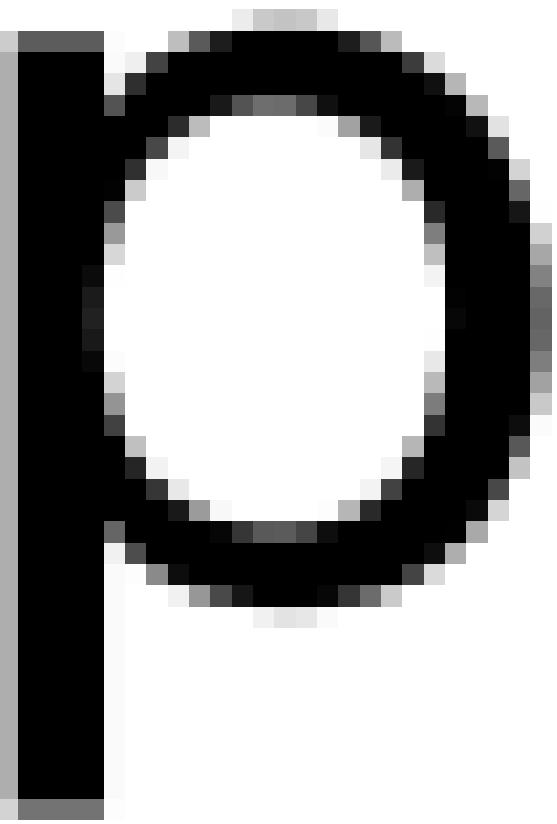
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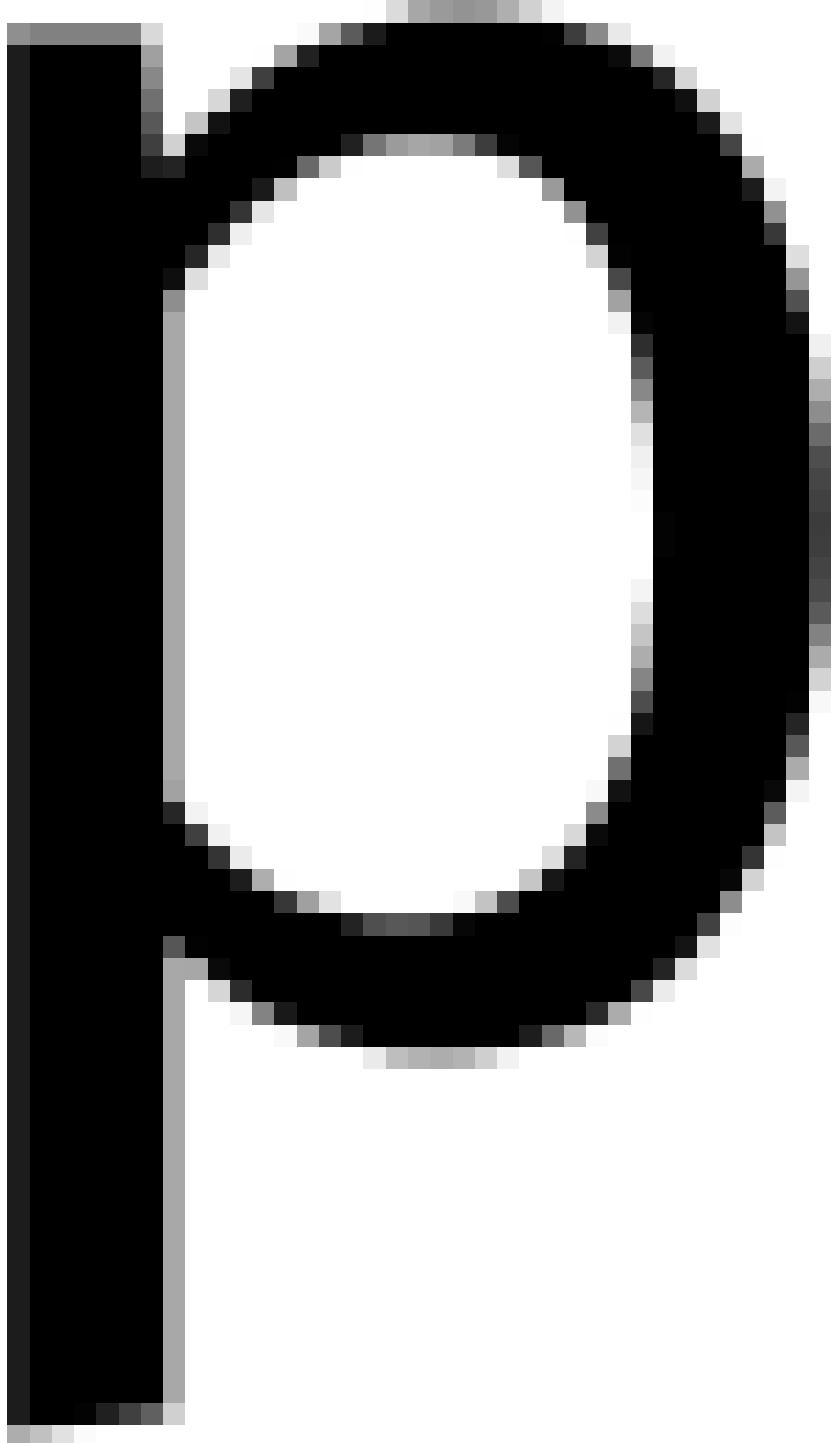
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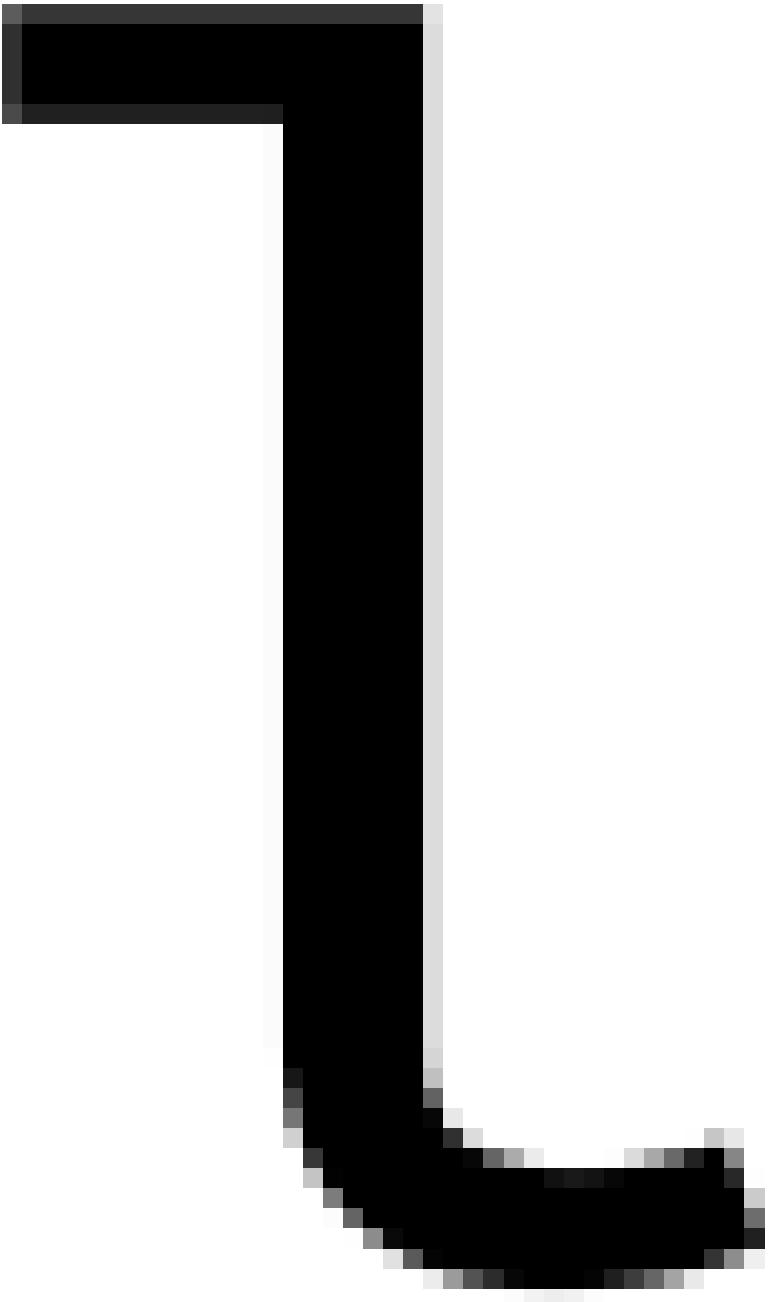
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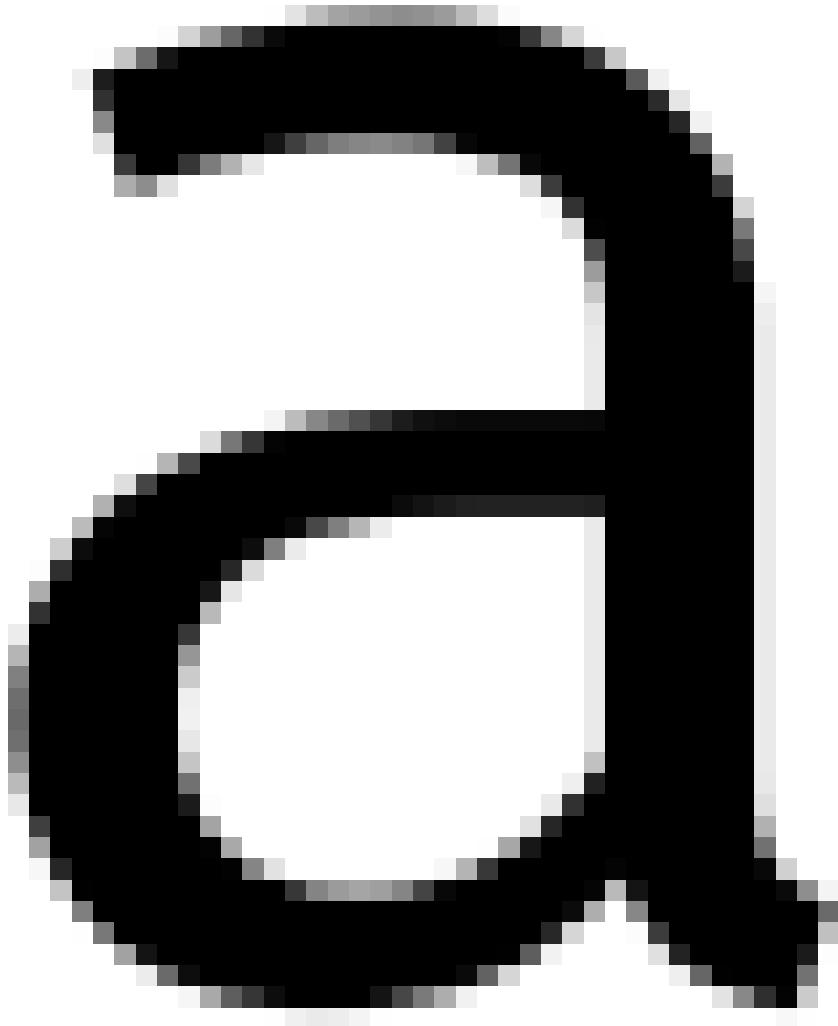
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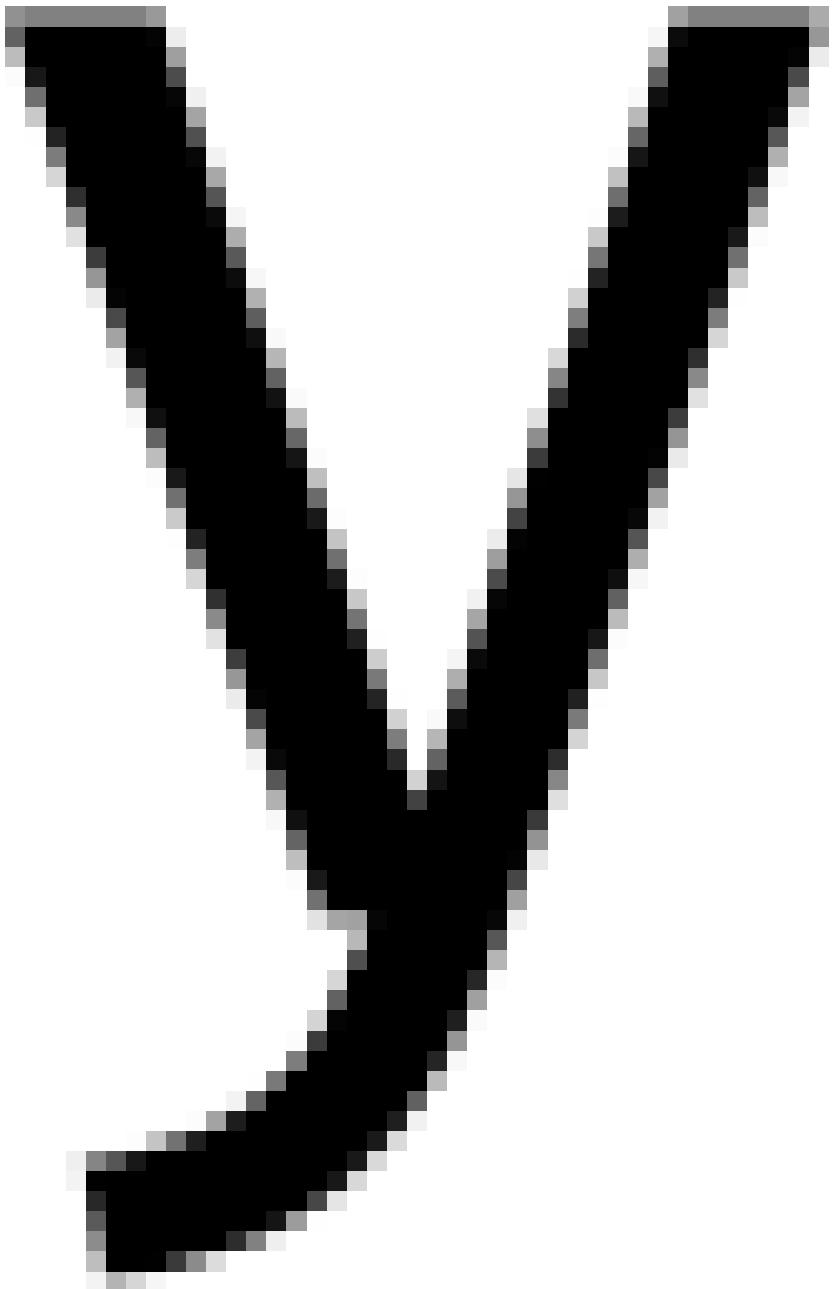


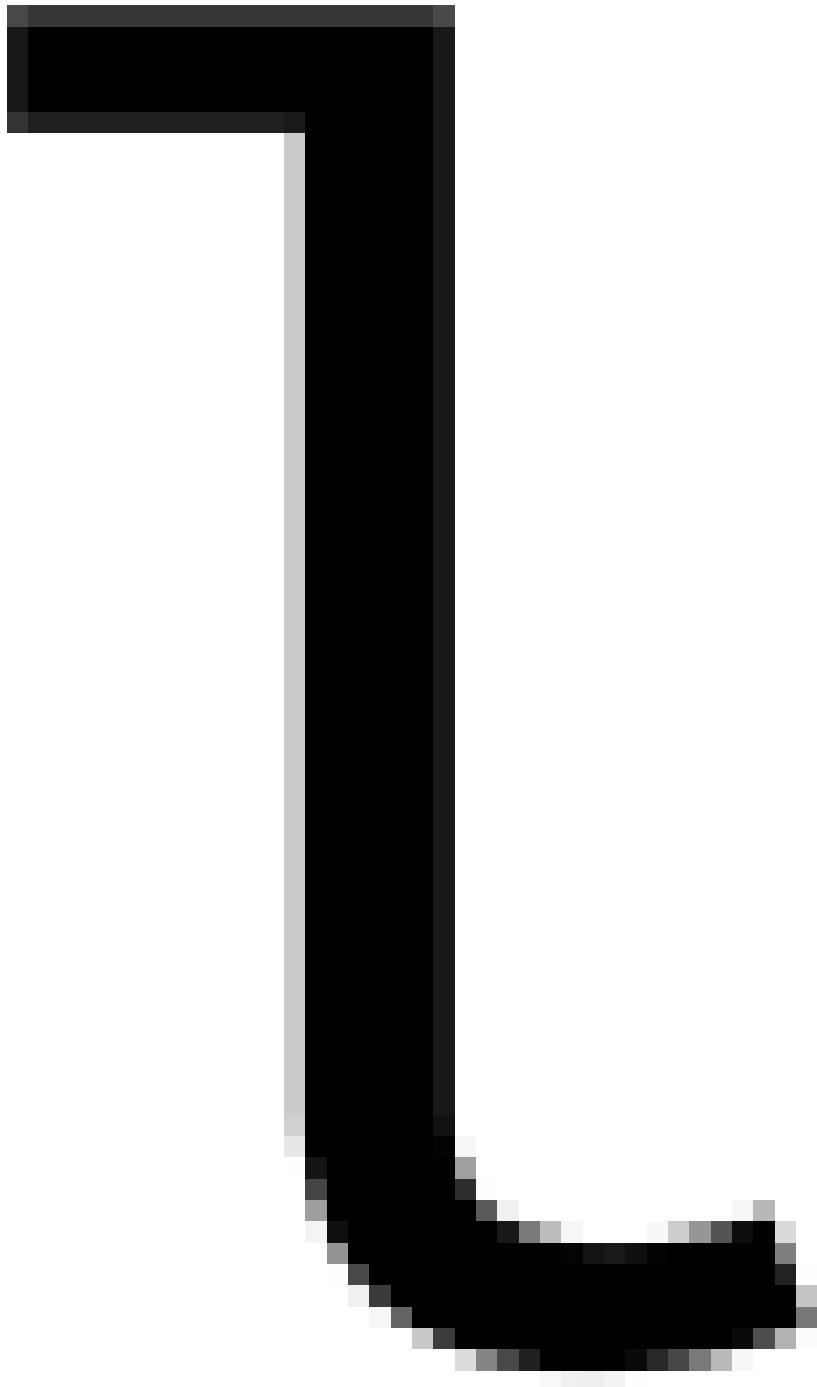


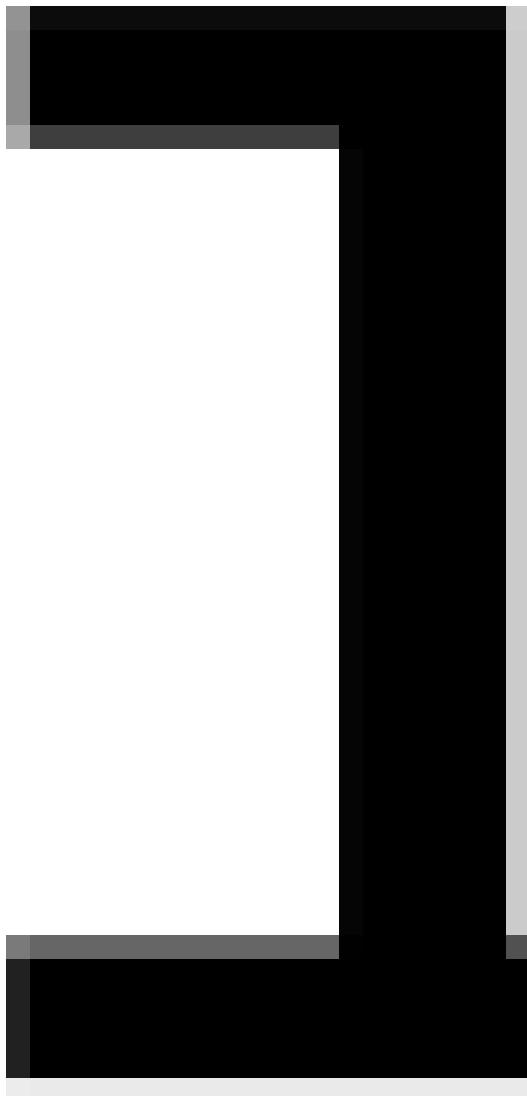
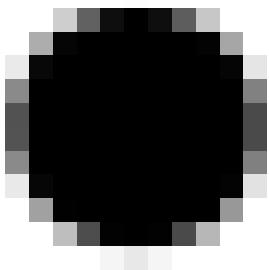




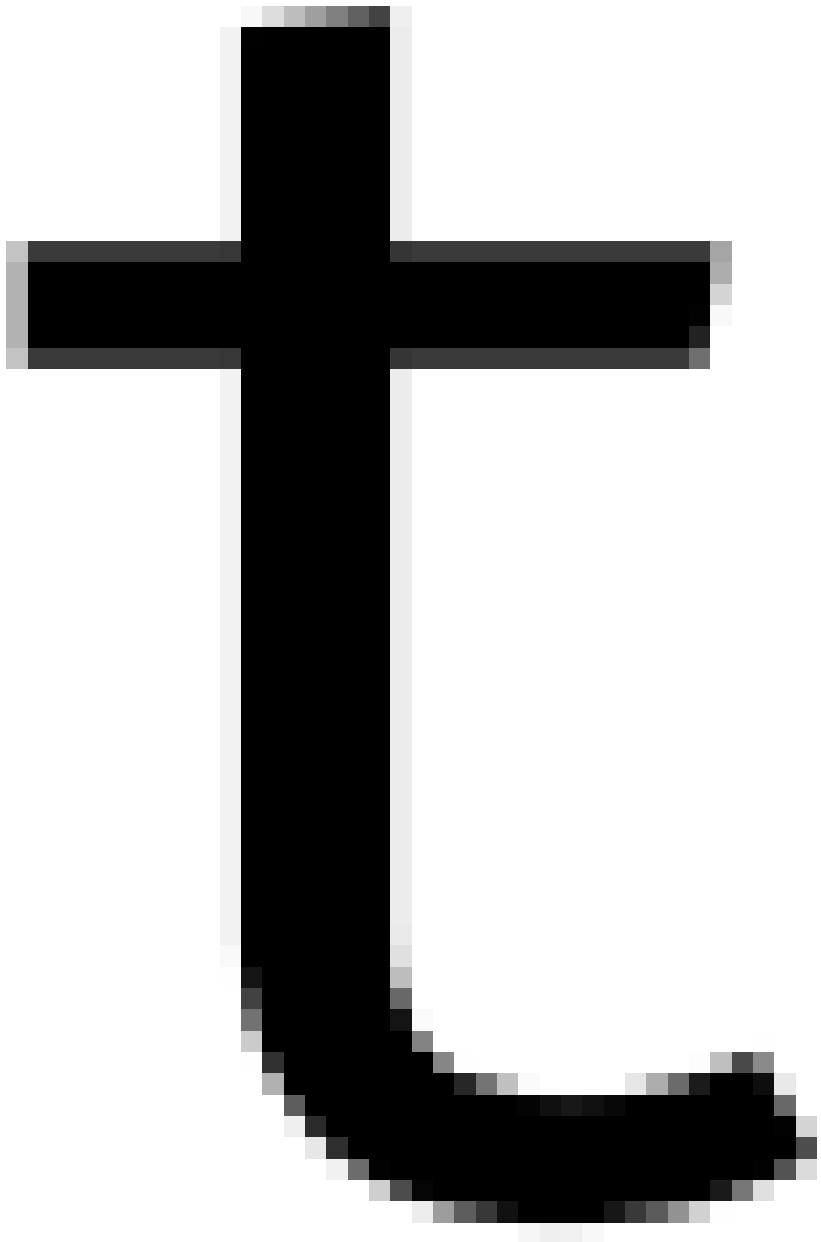


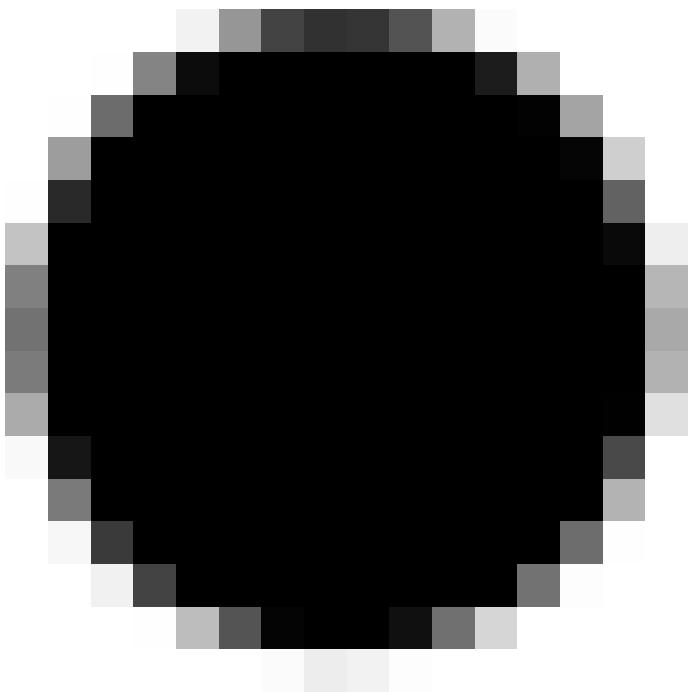


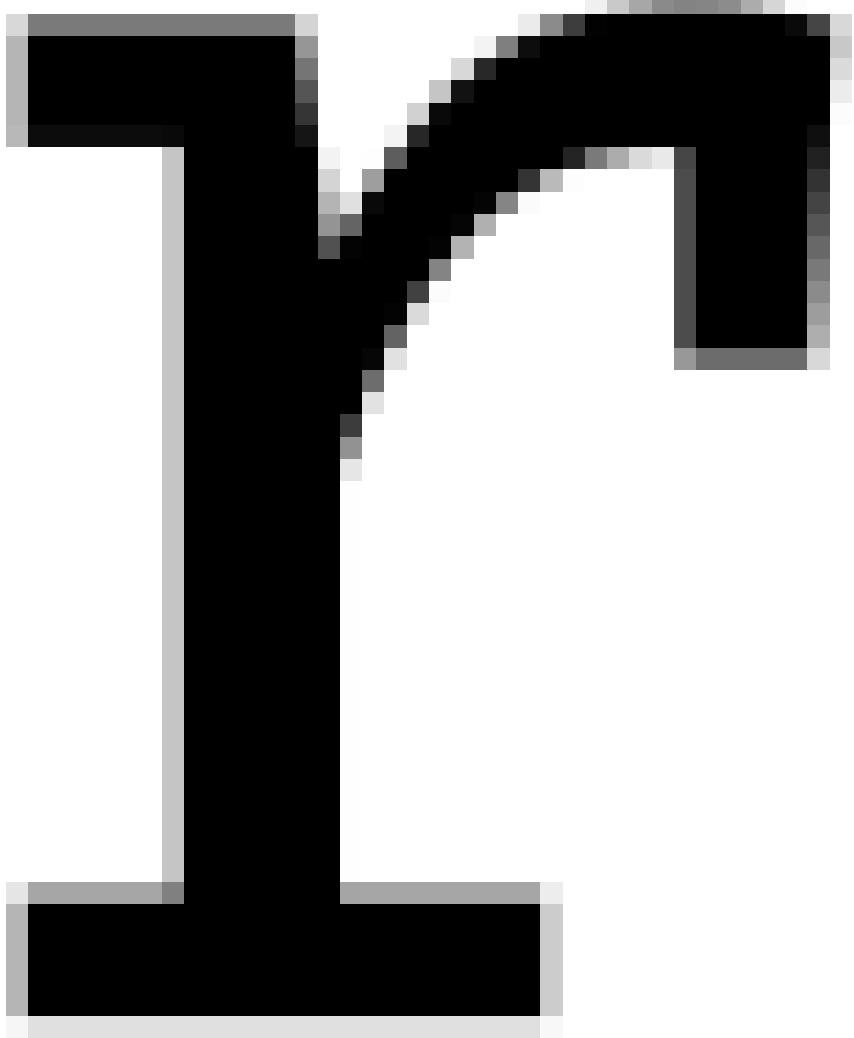


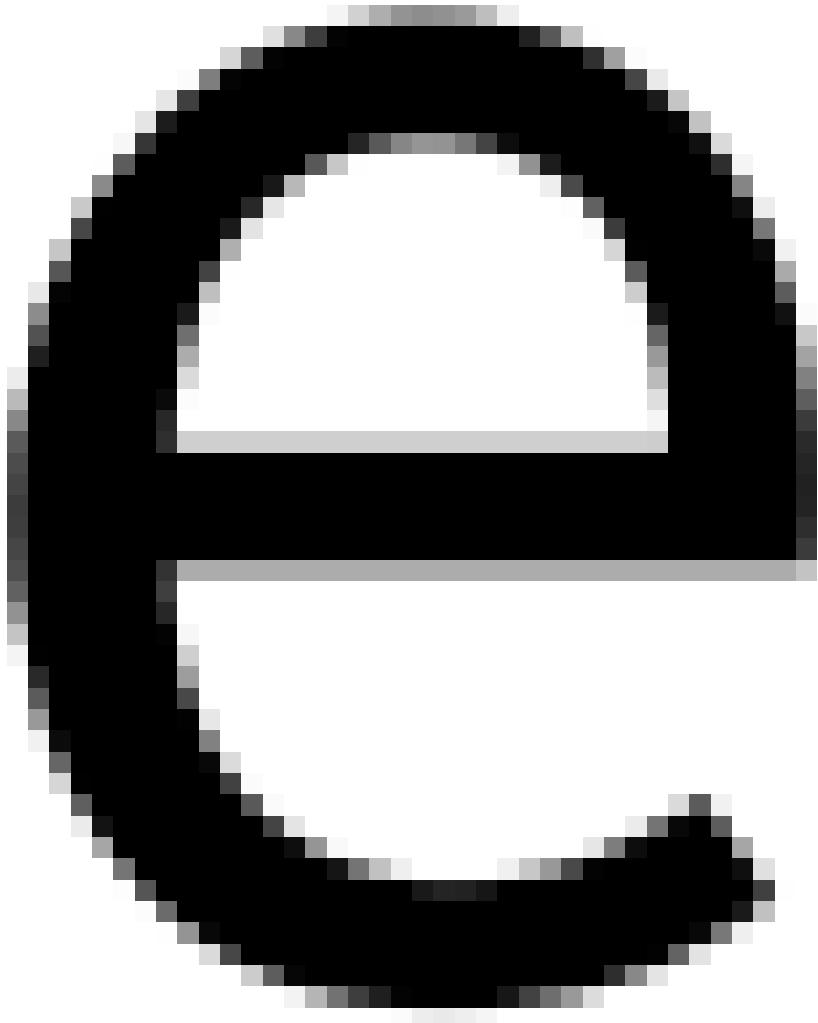


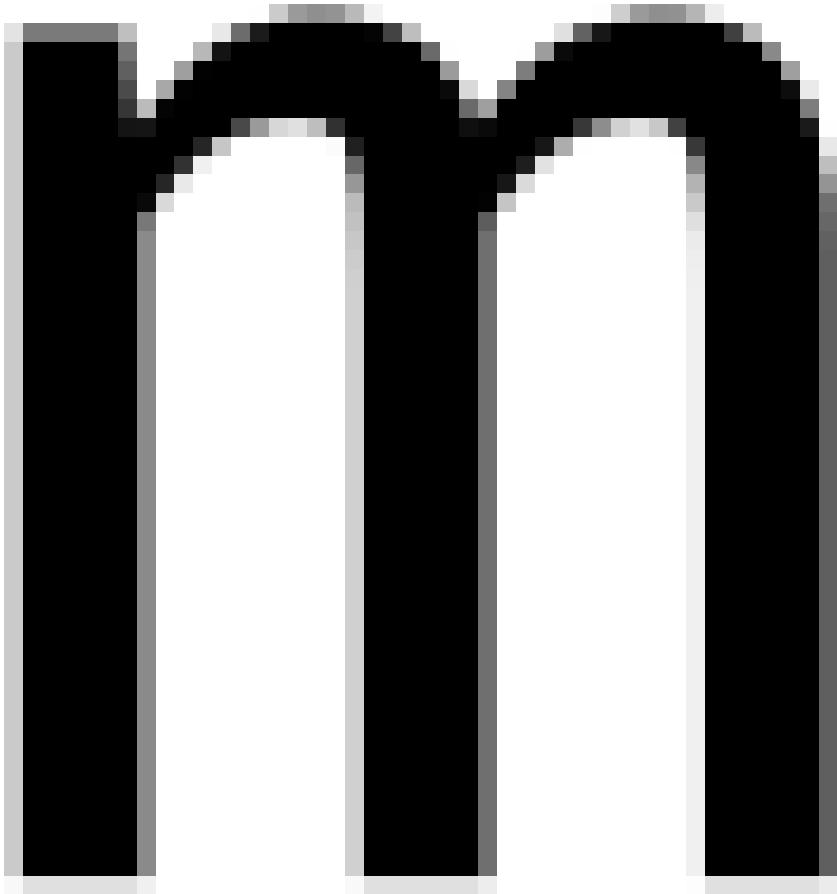


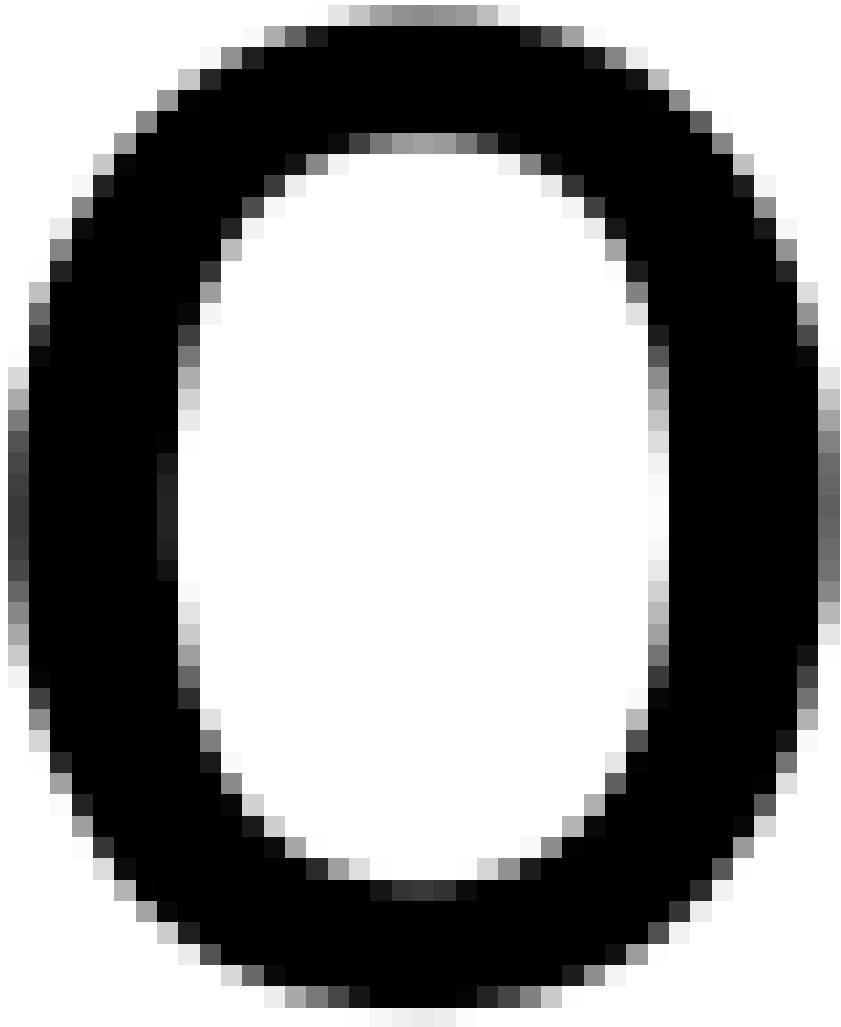




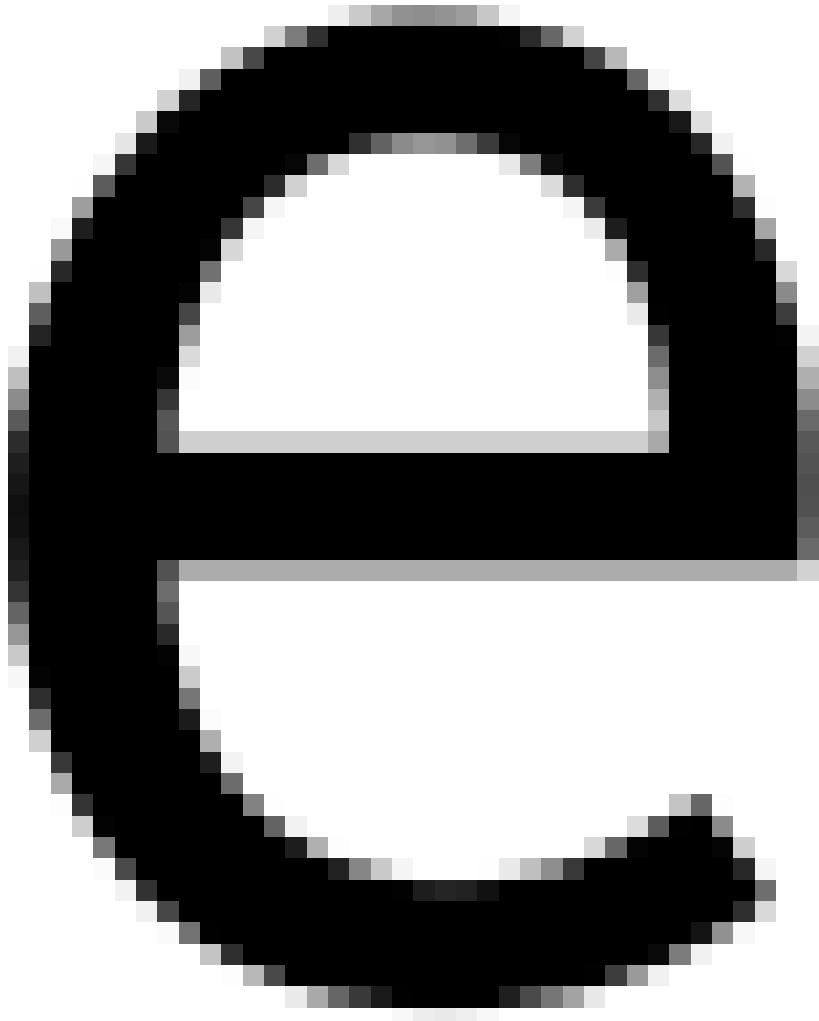


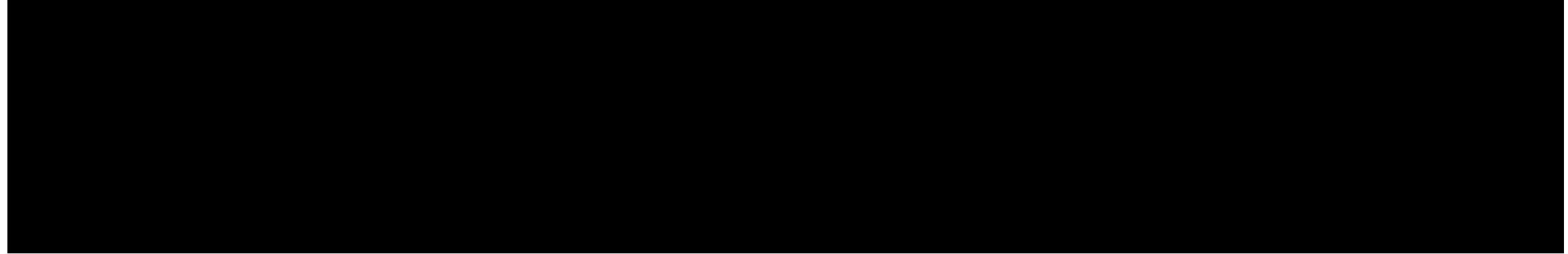


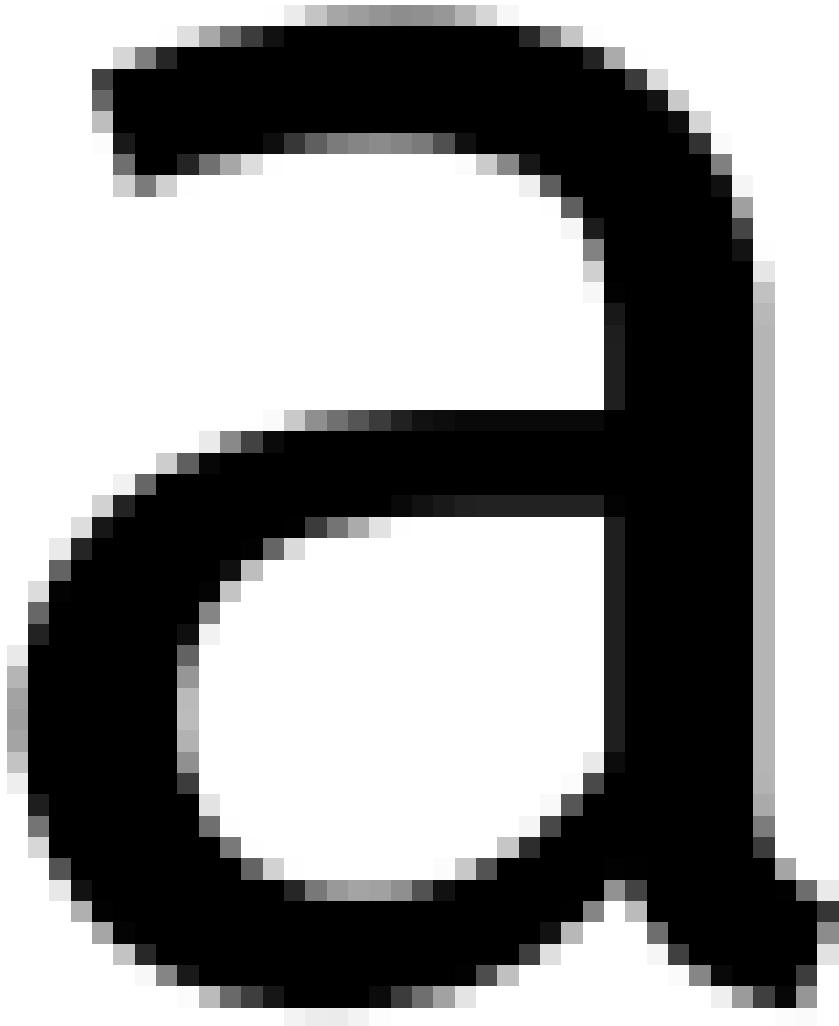


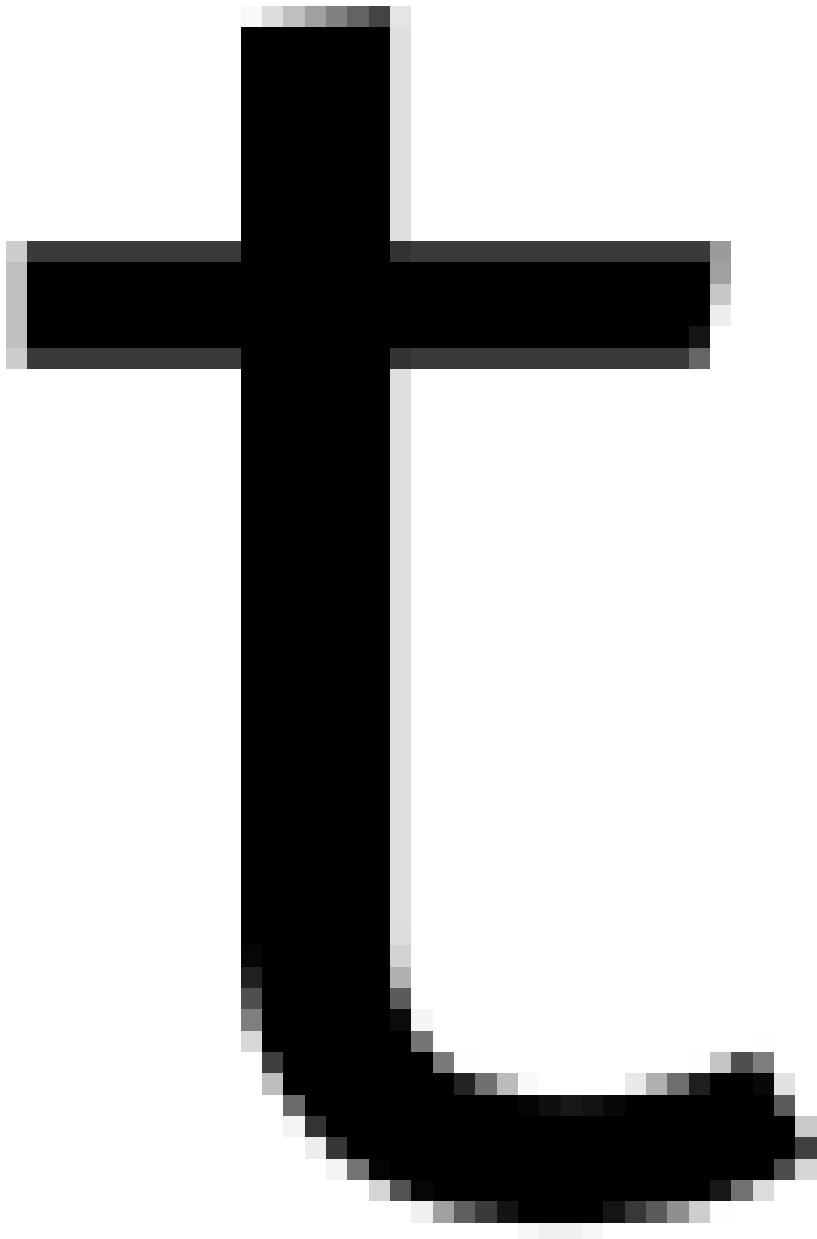


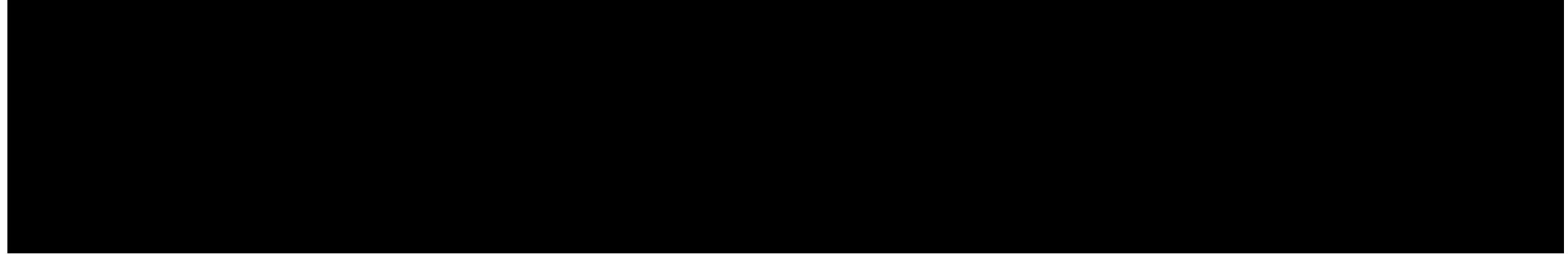




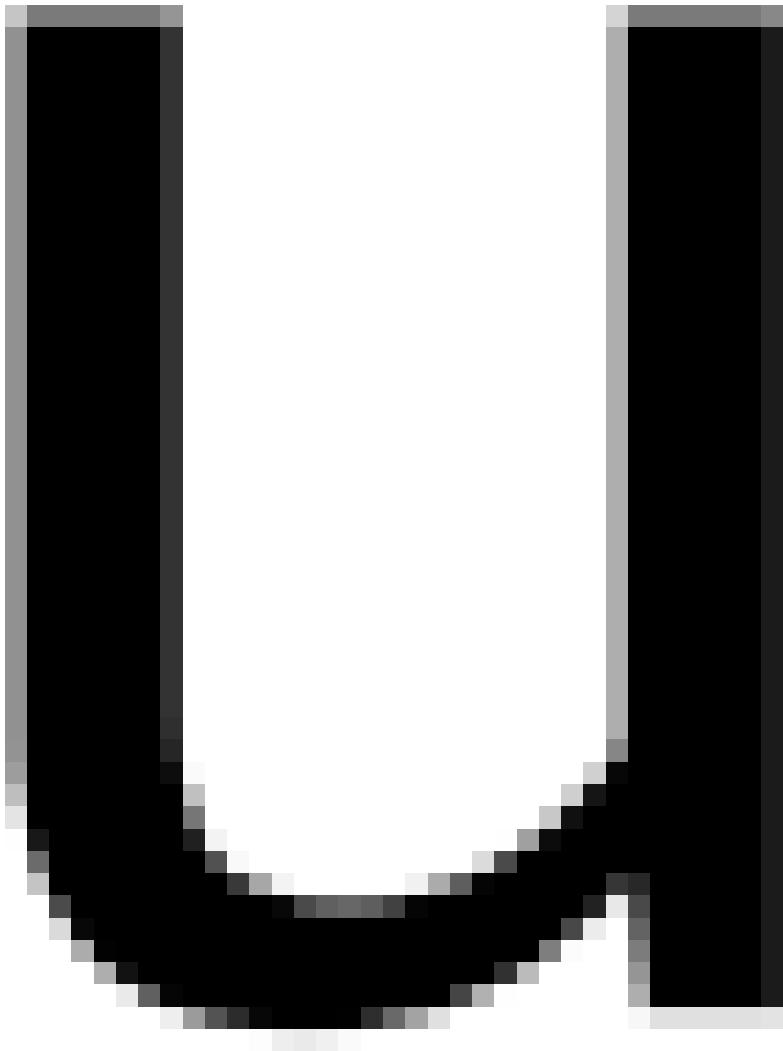


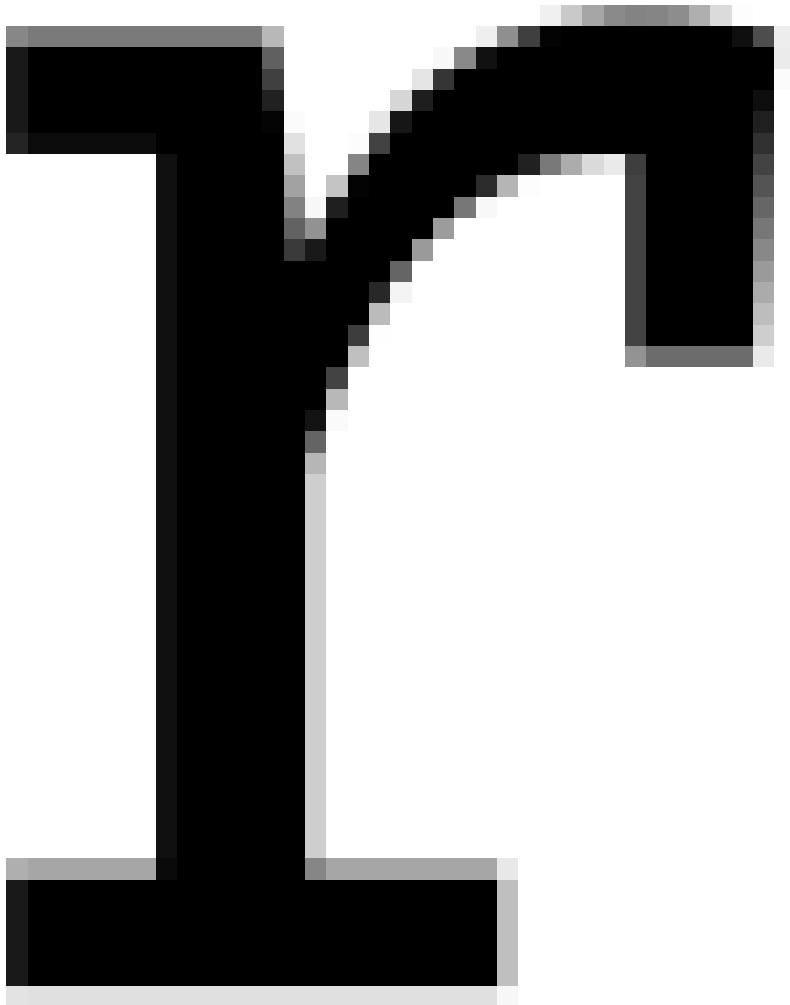




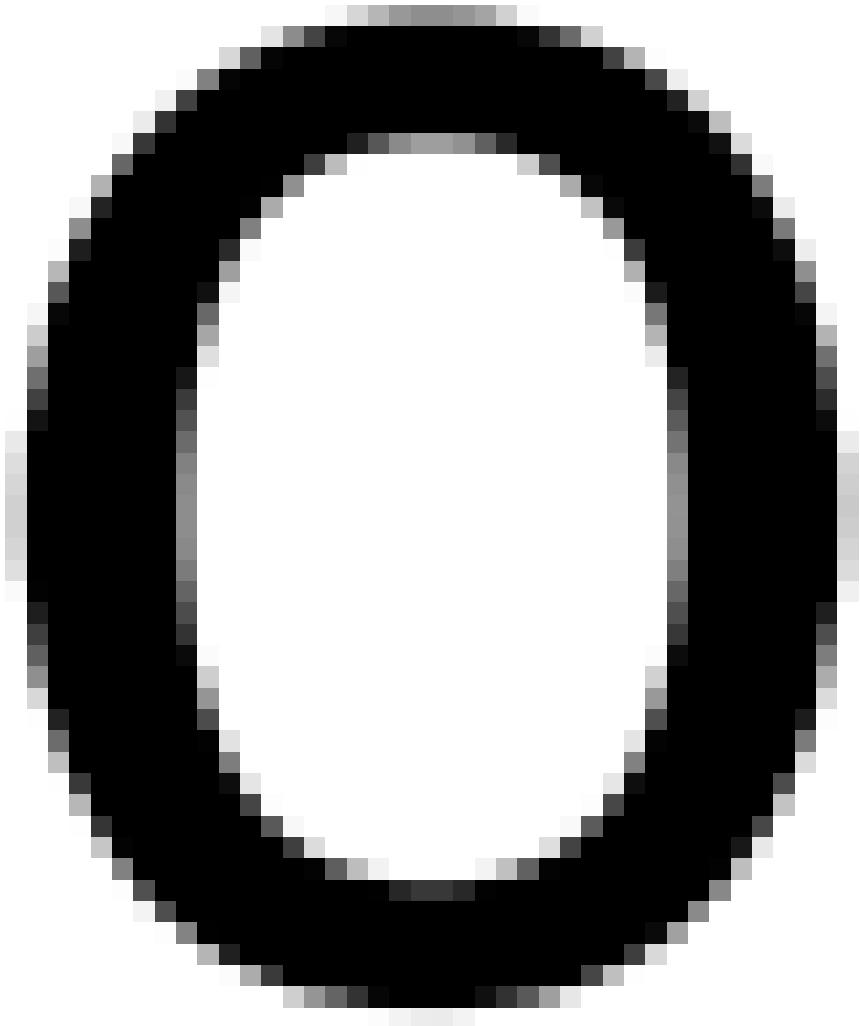


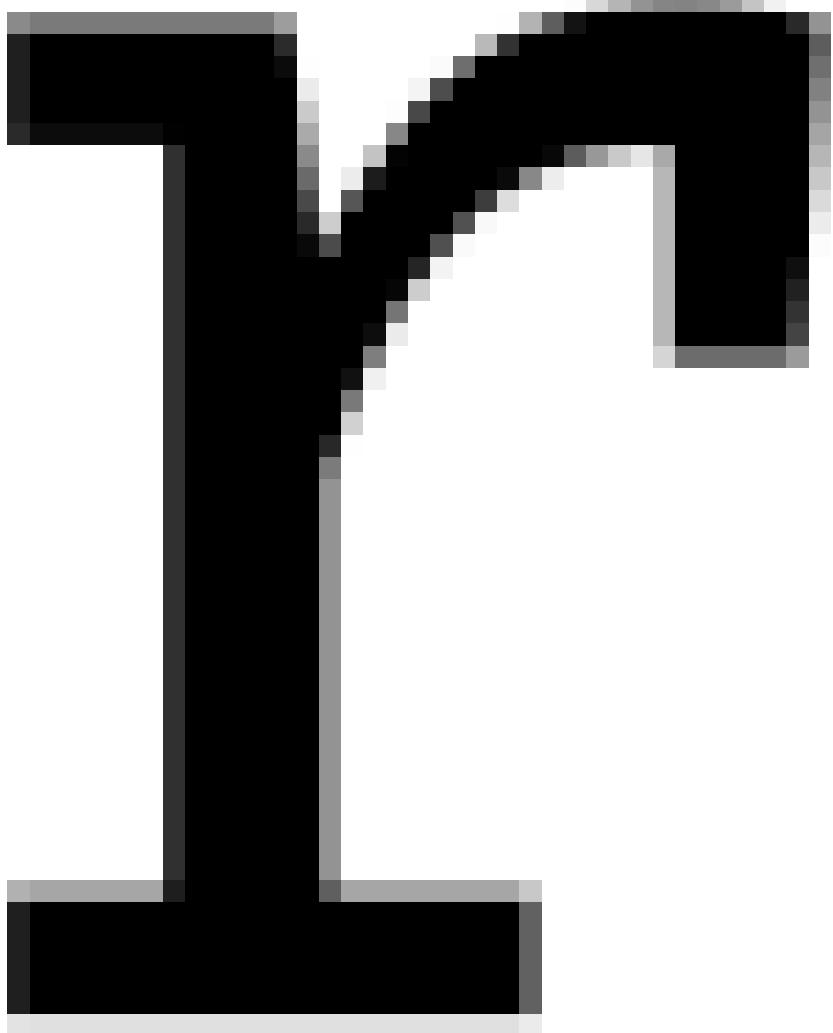


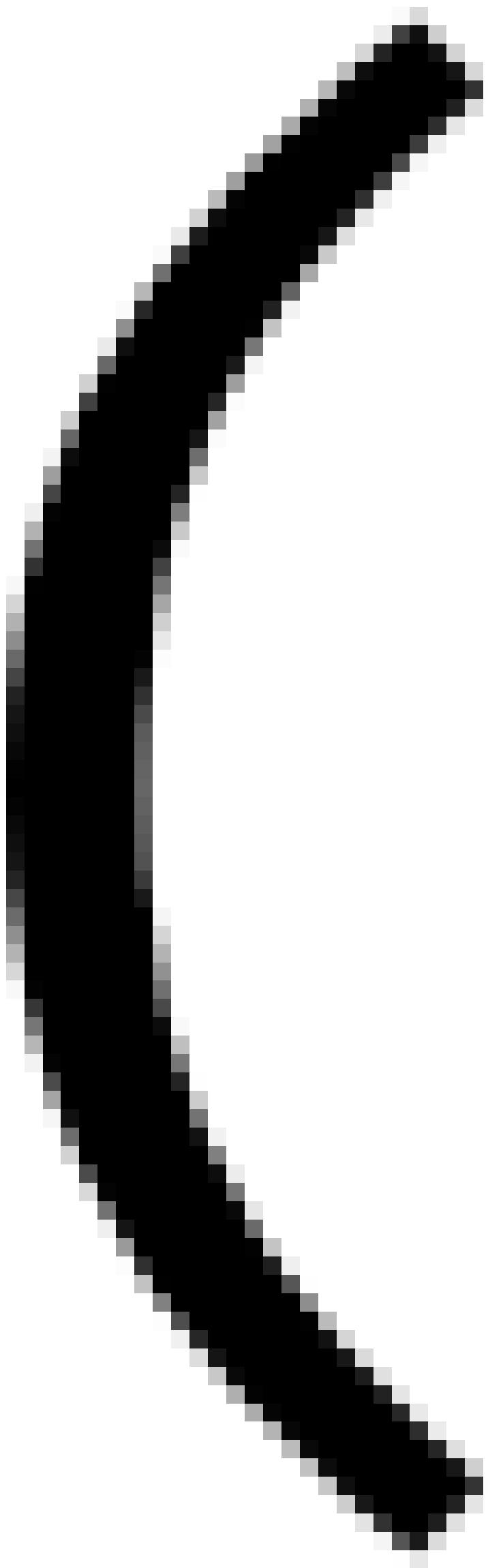


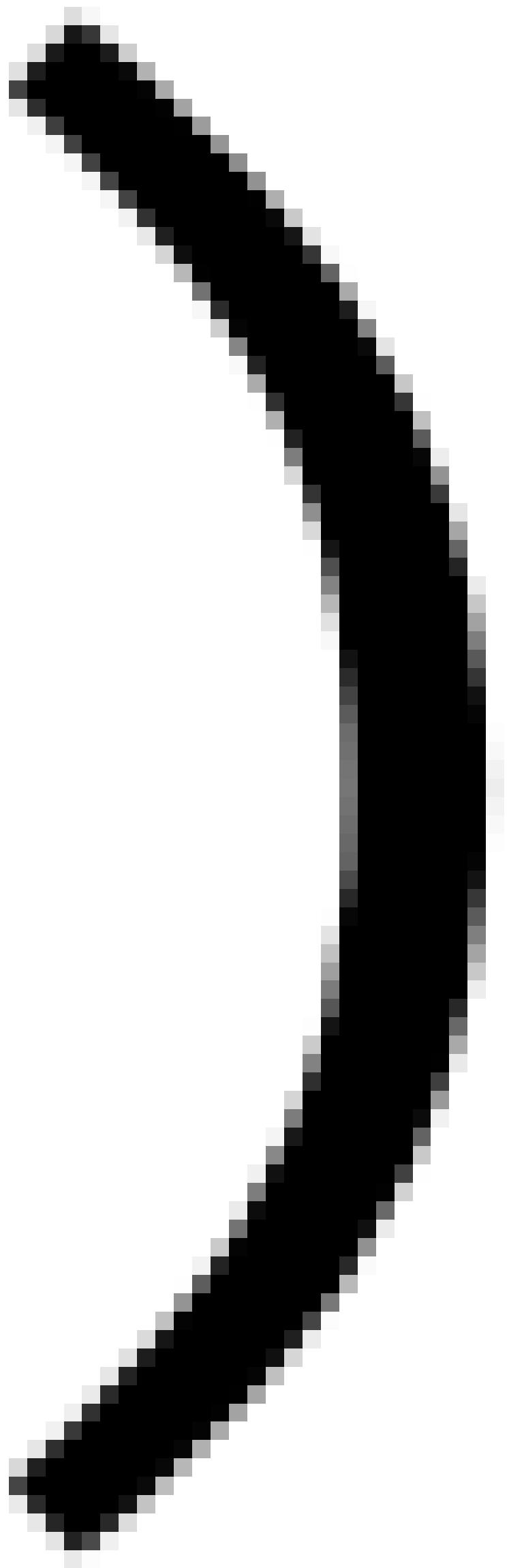


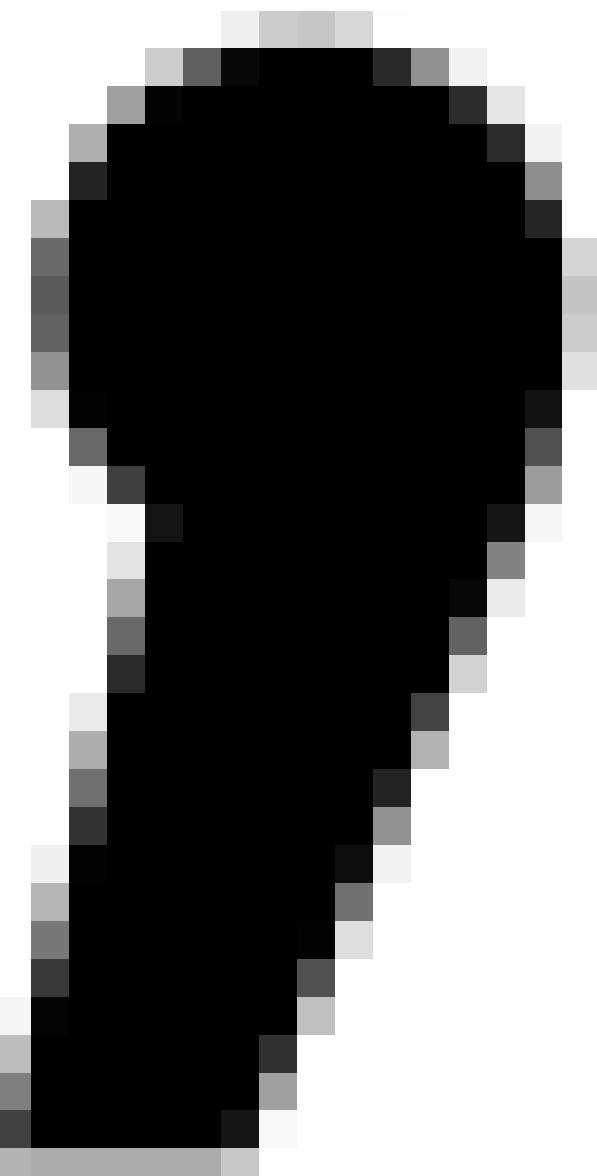
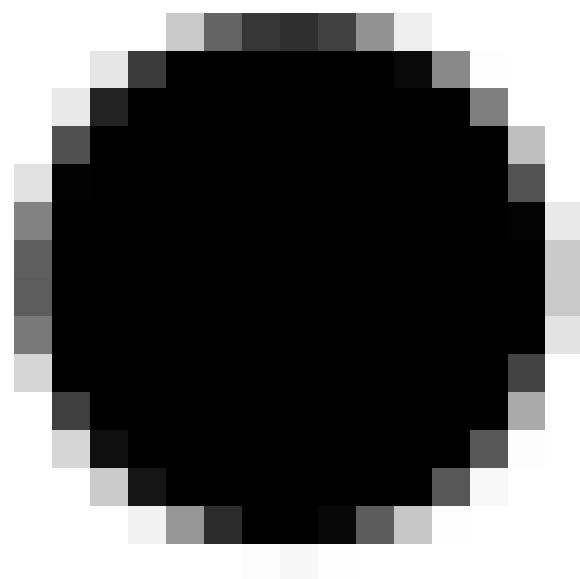




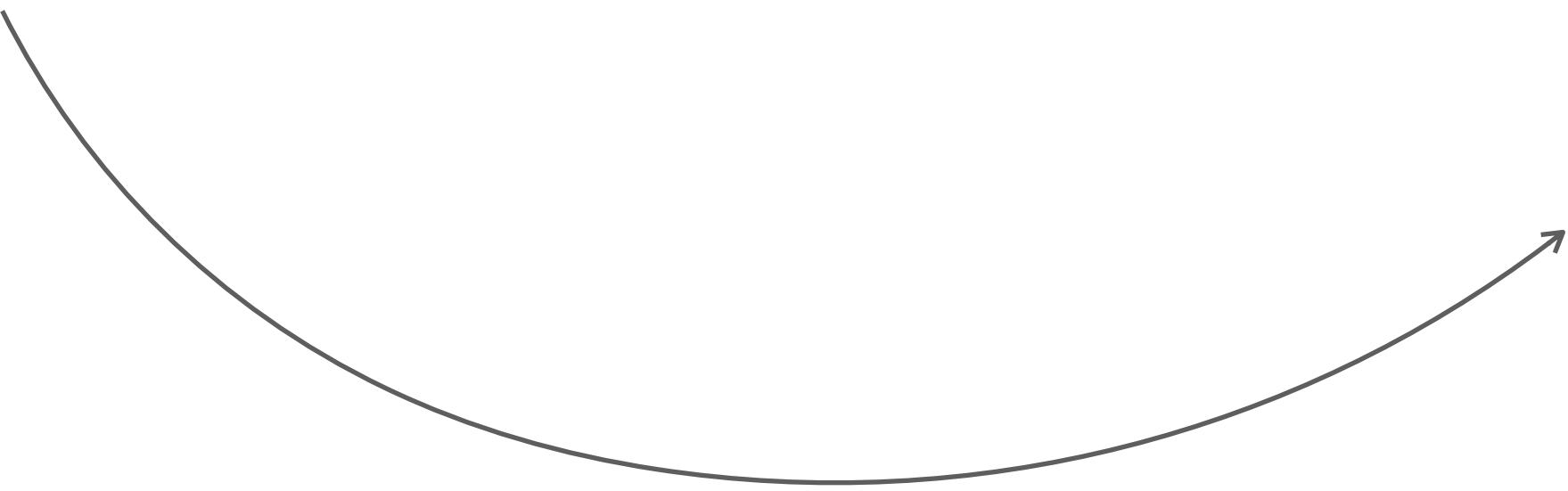














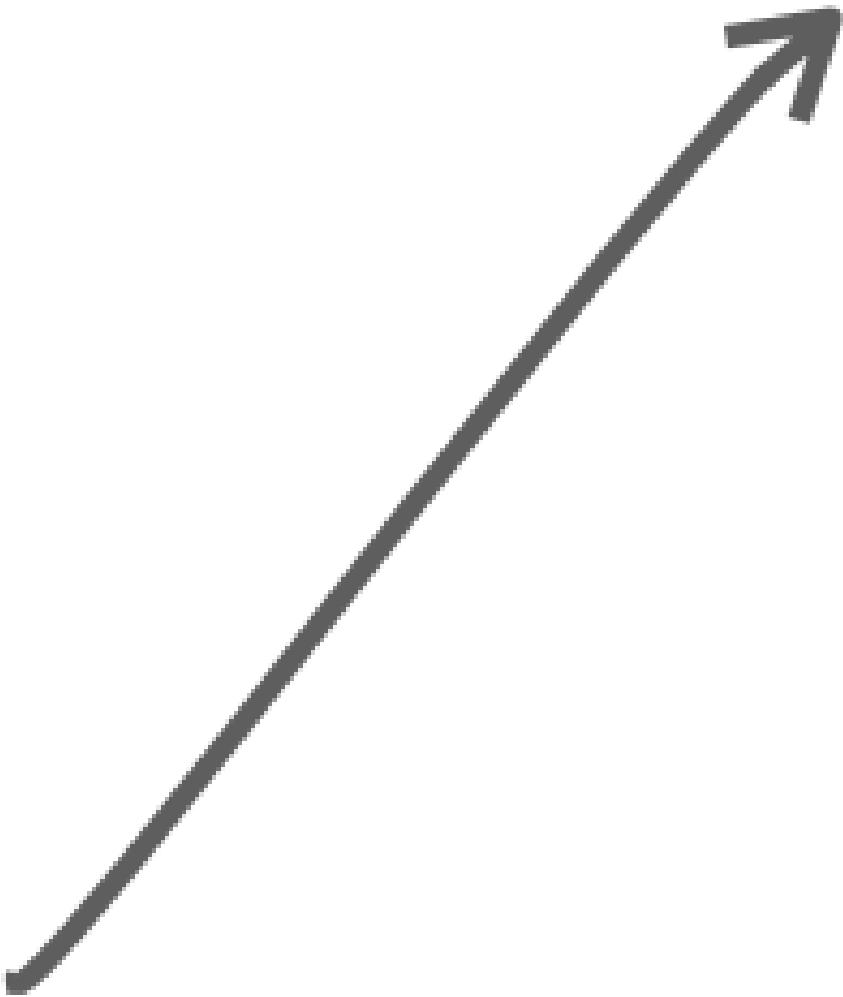
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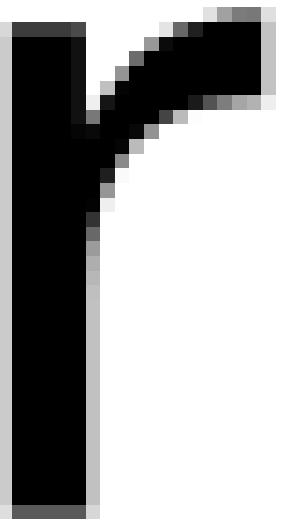
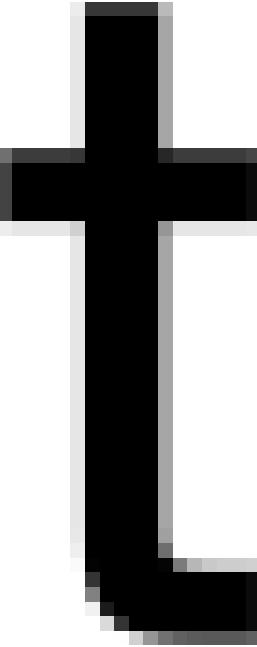
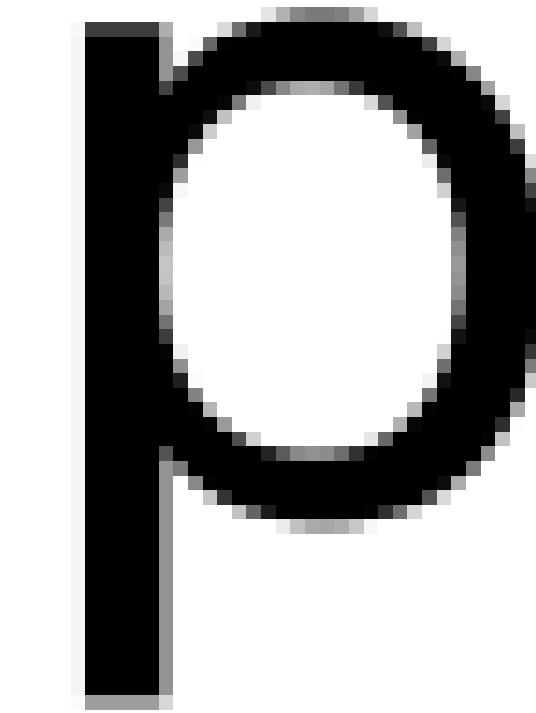
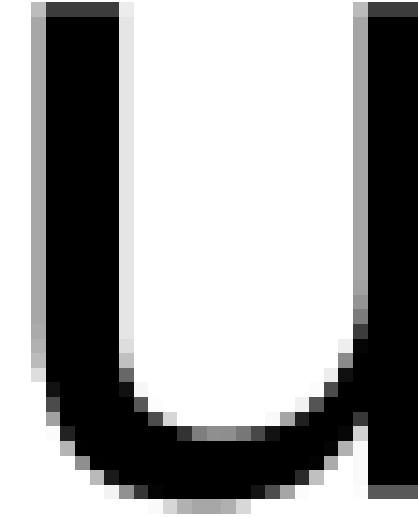
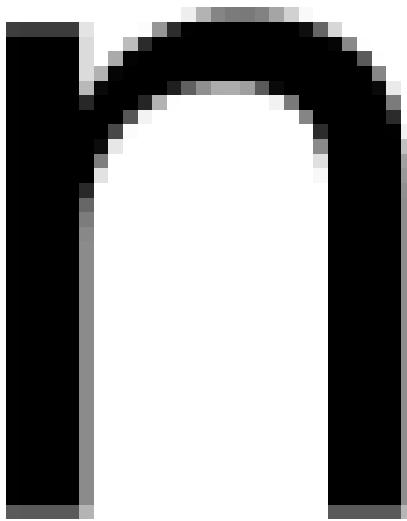
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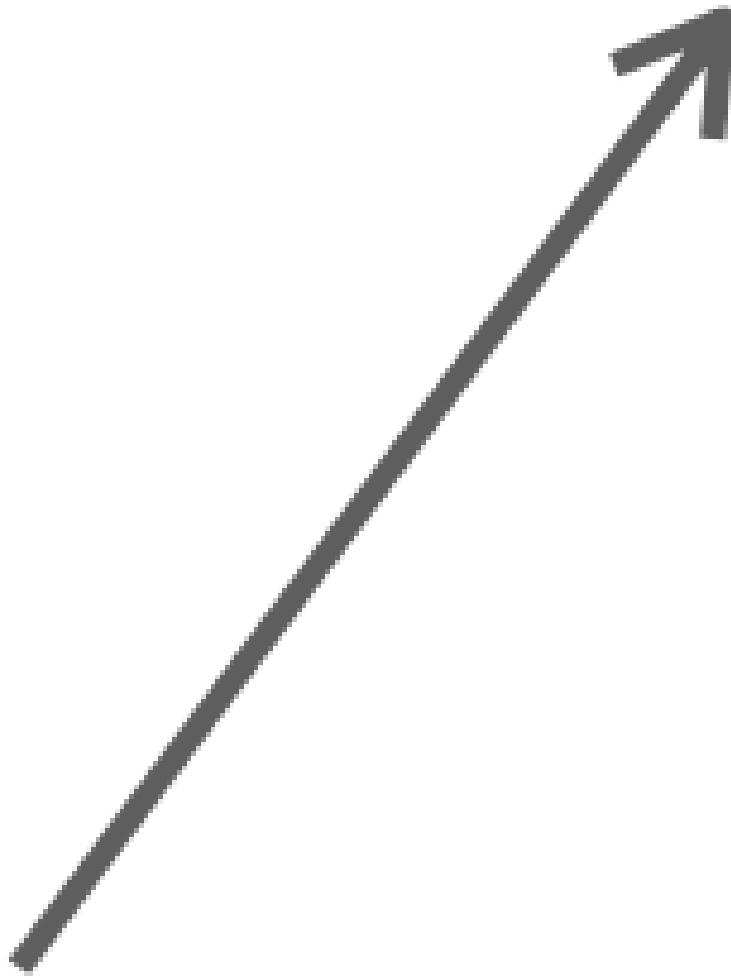
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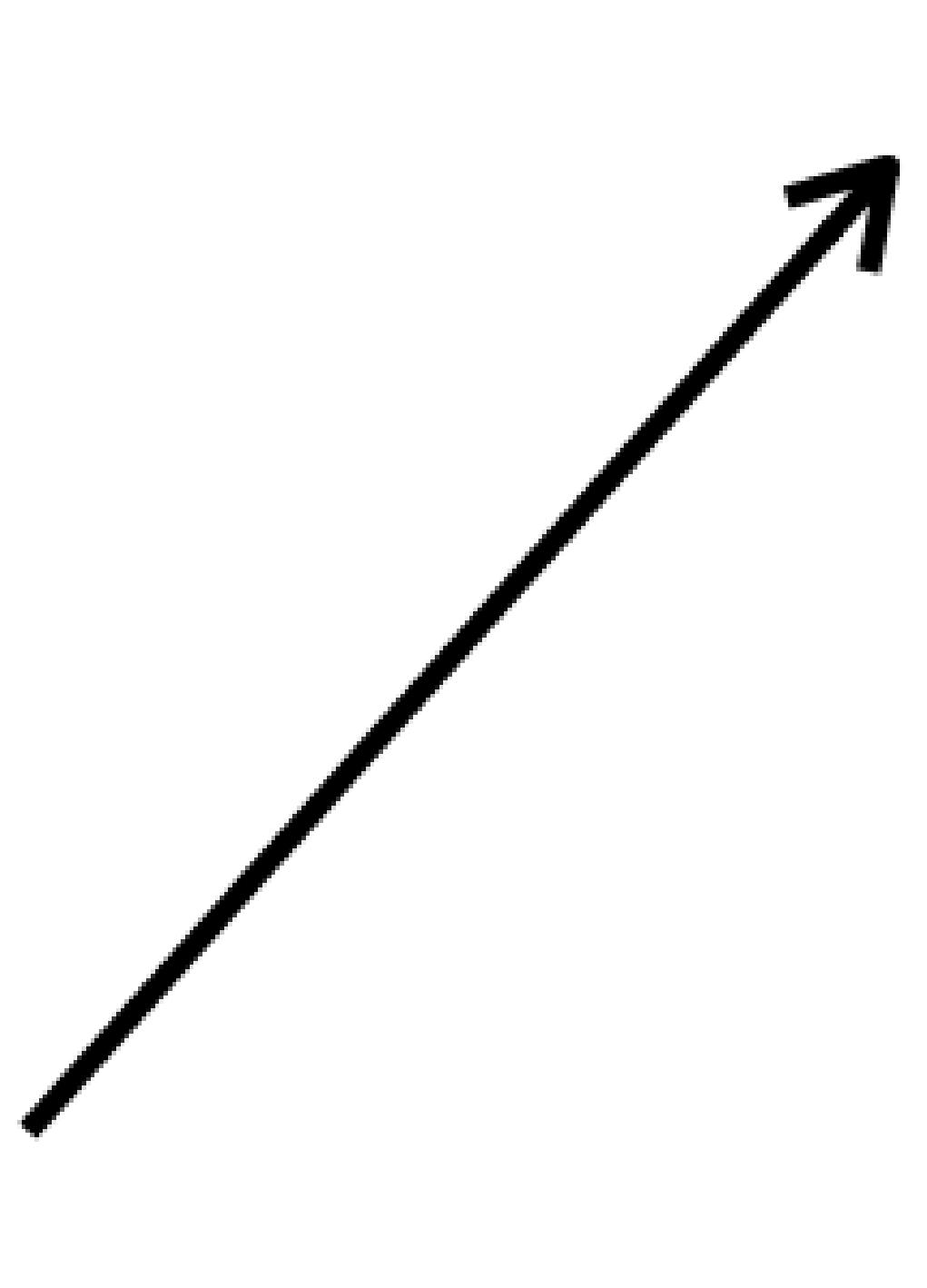
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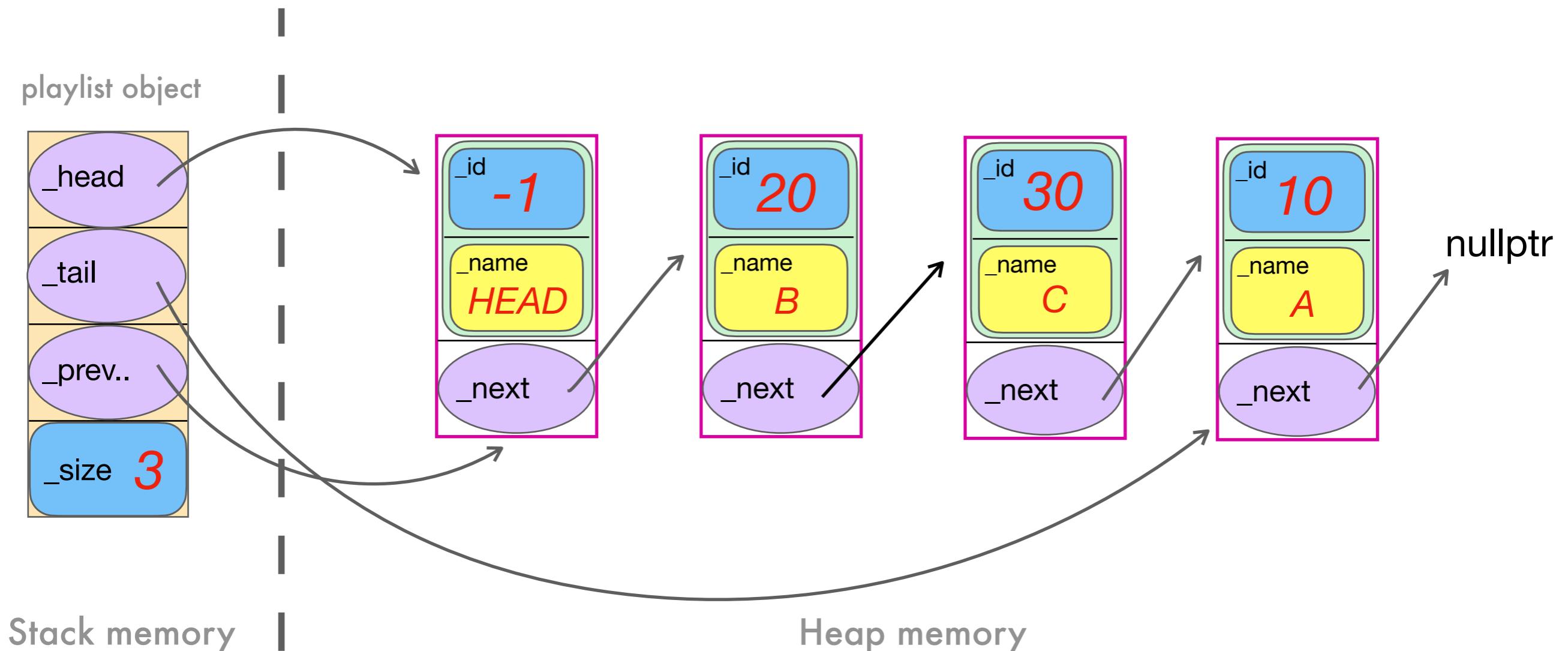
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```
playlist.remove_at_cursor();
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Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

Legend