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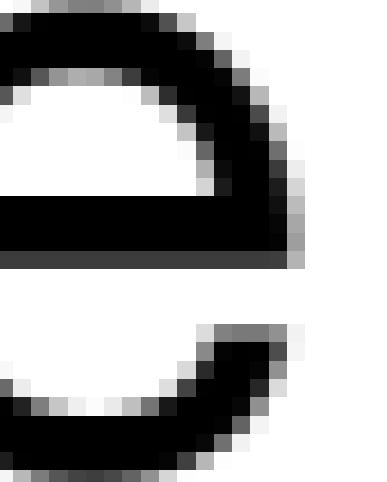
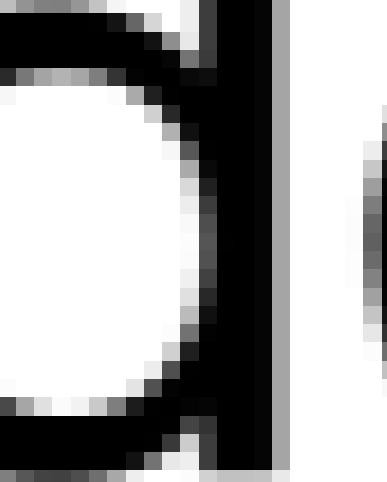
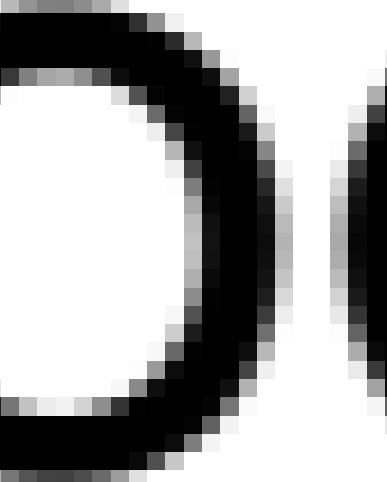
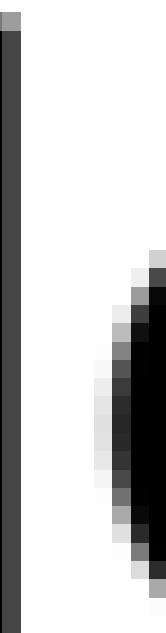
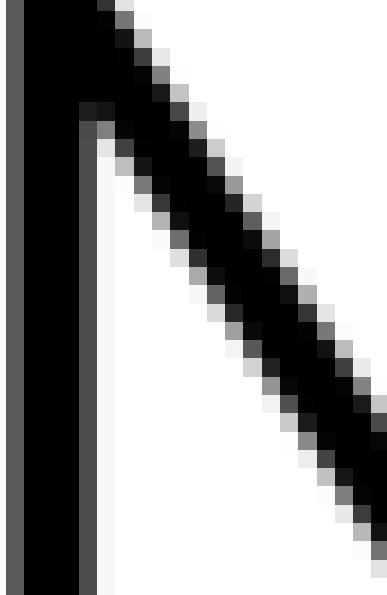
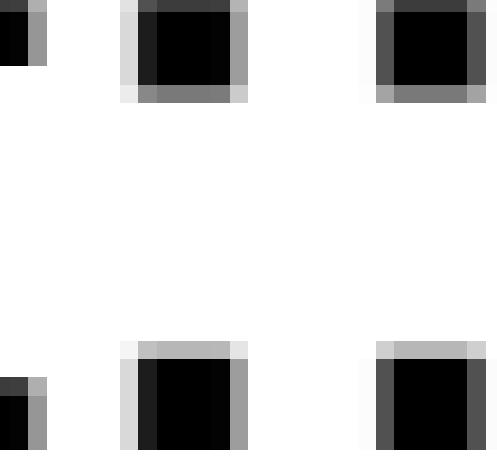
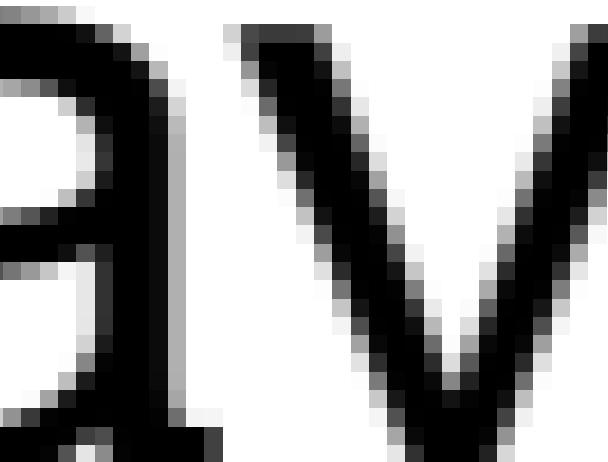
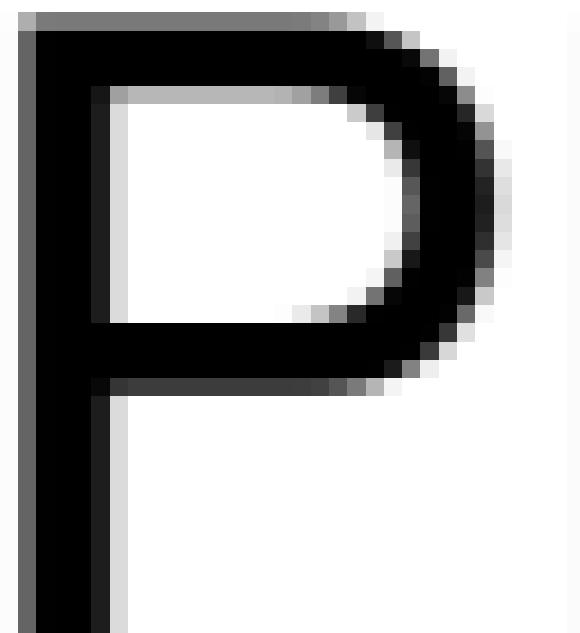
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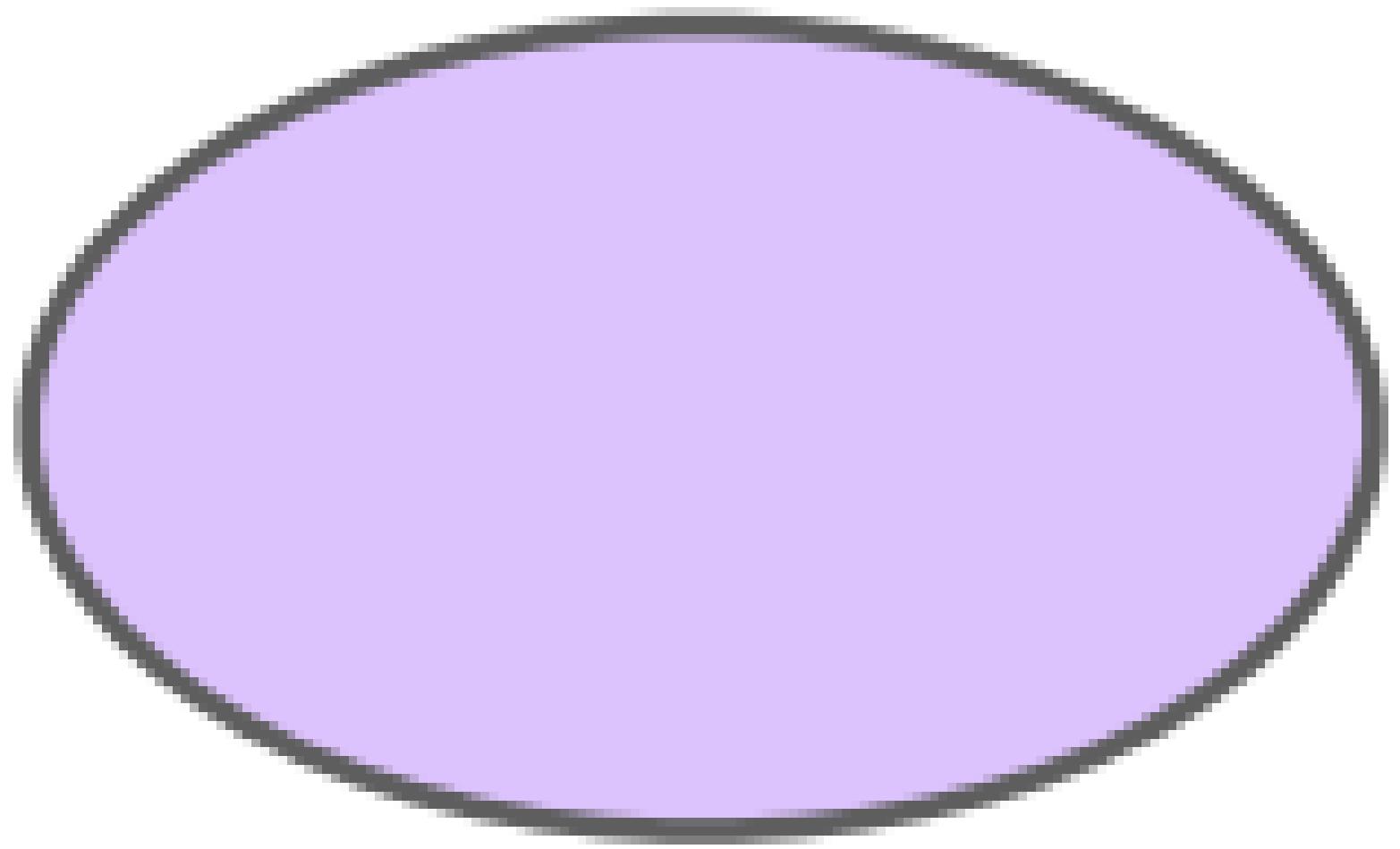
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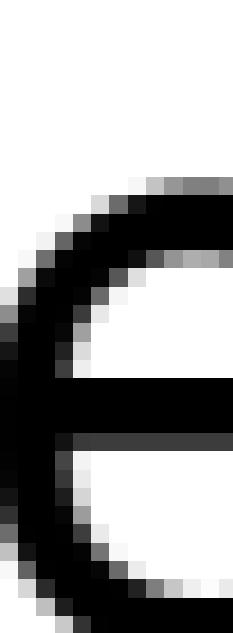
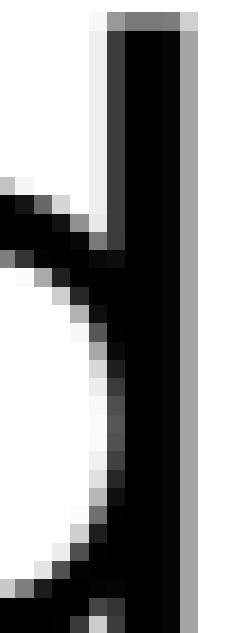
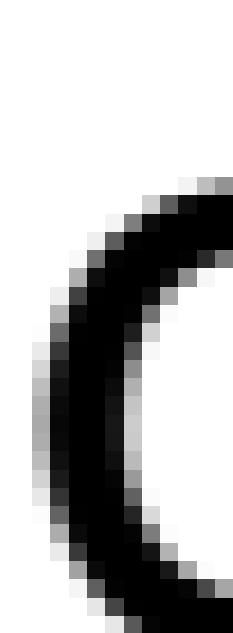
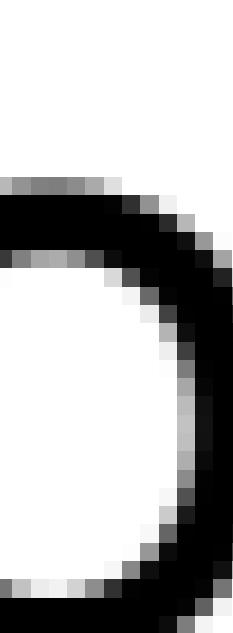
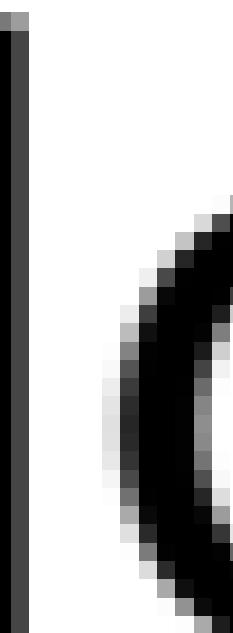
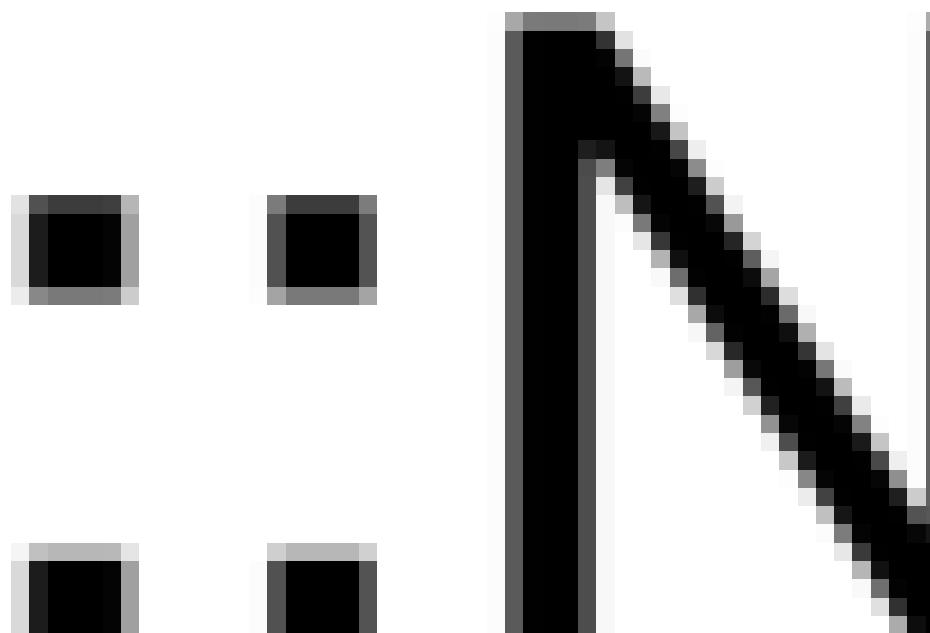
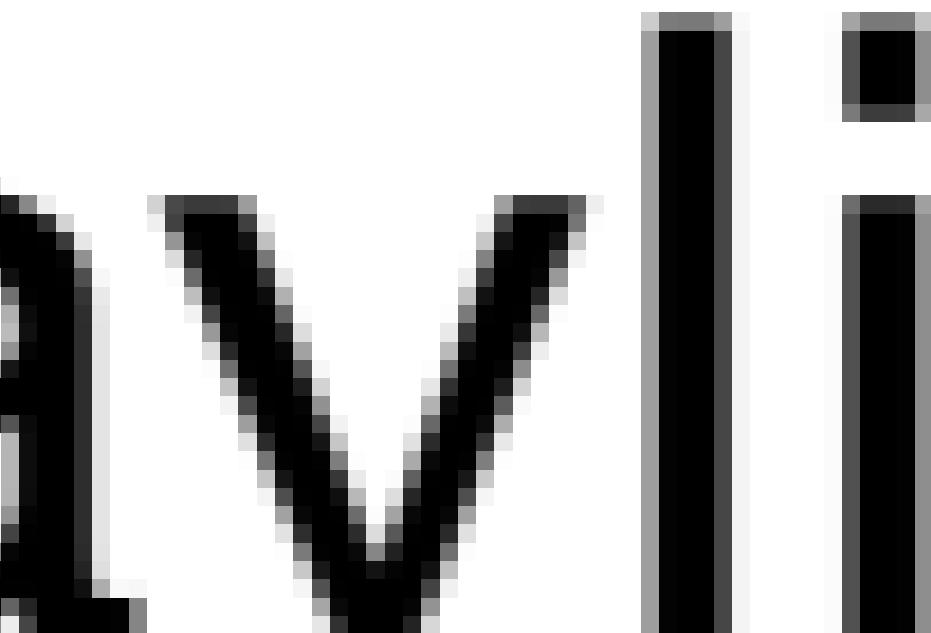
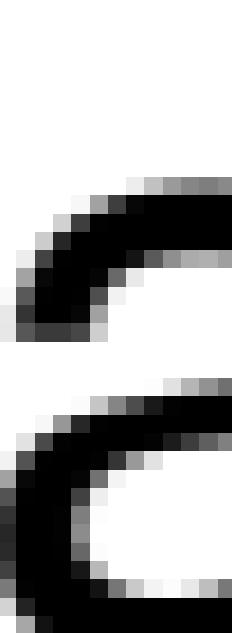
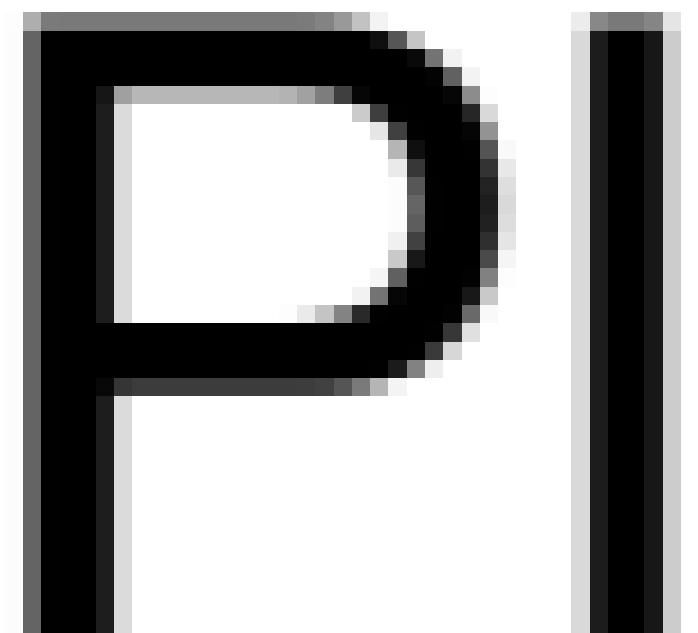
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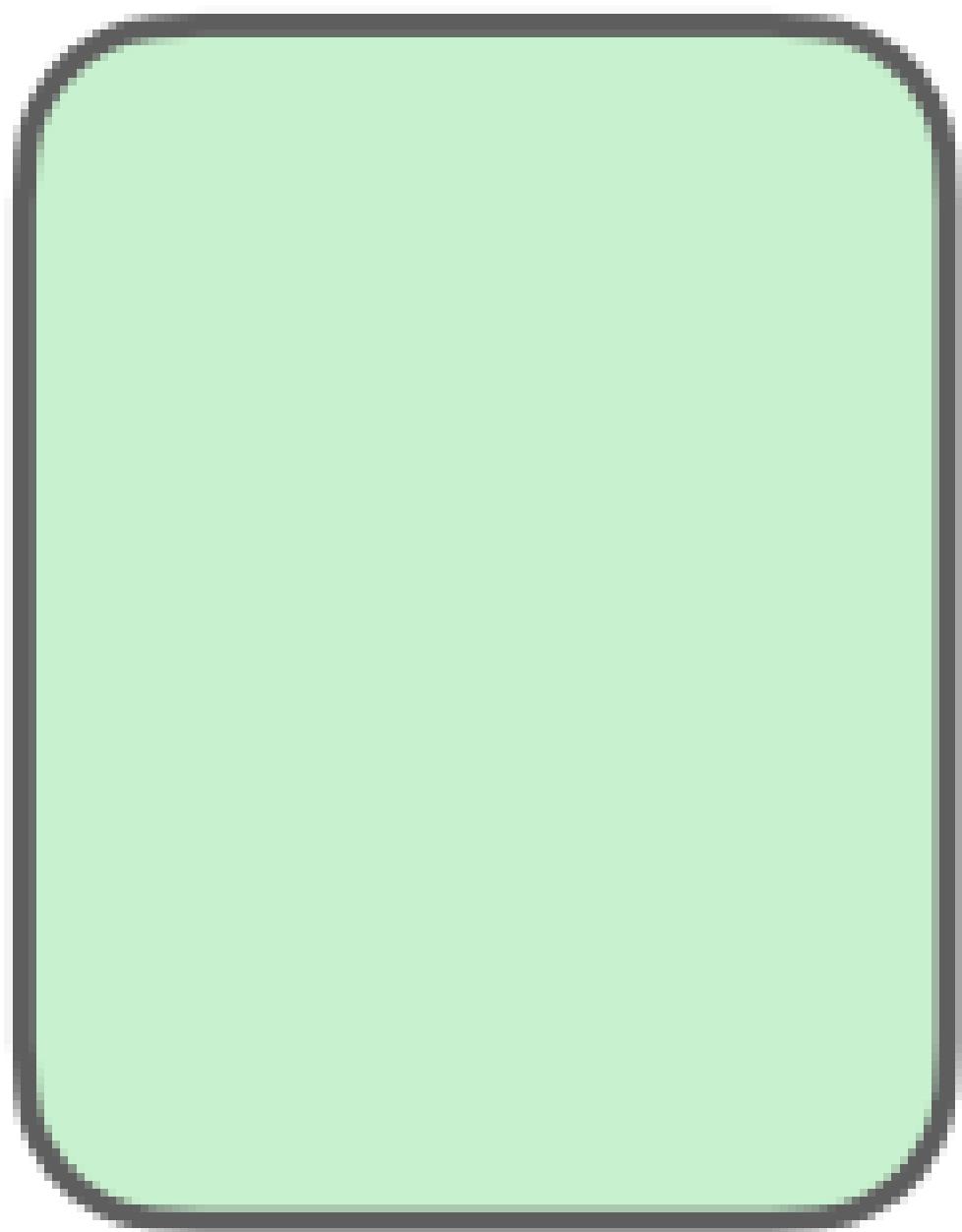
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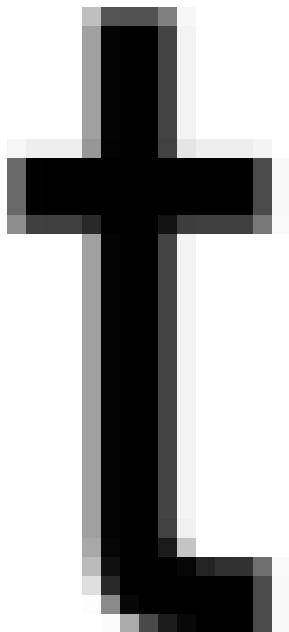
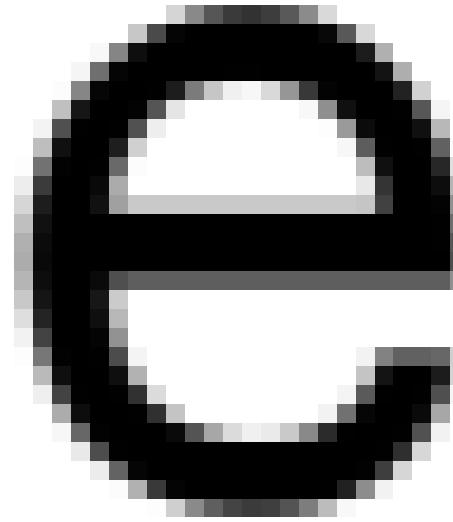
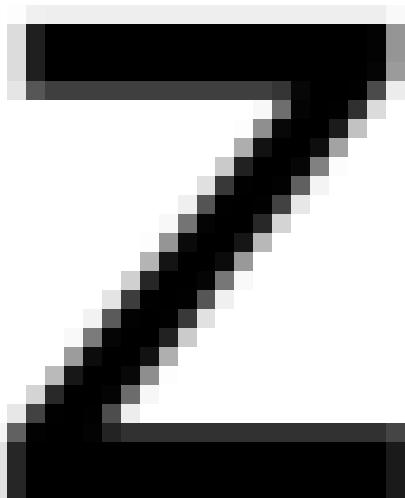
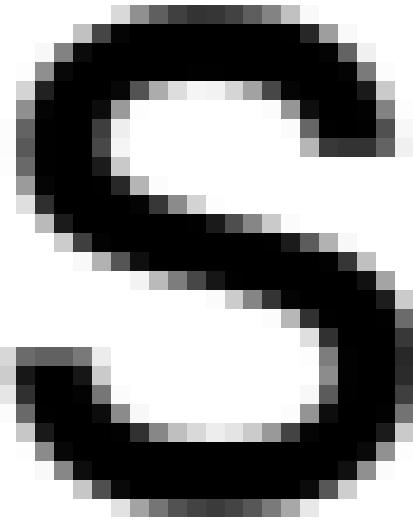




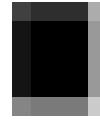
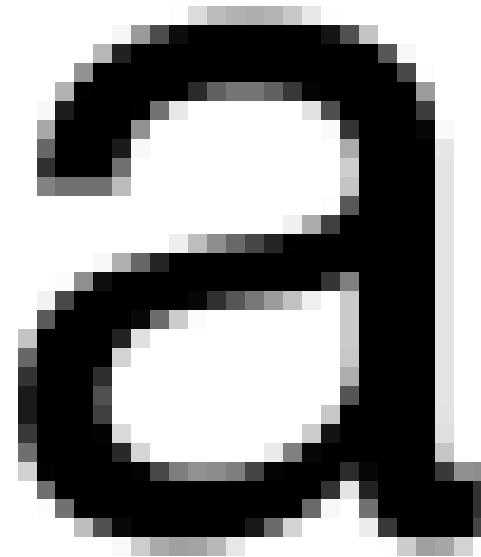
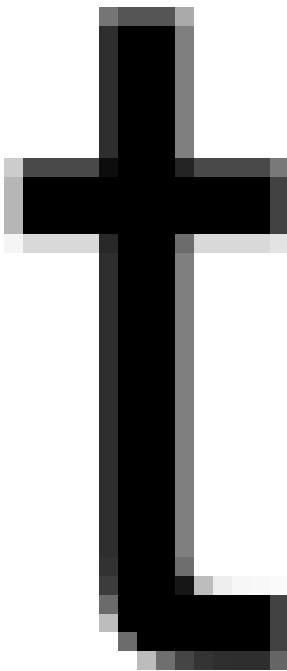


Playist - Songlist

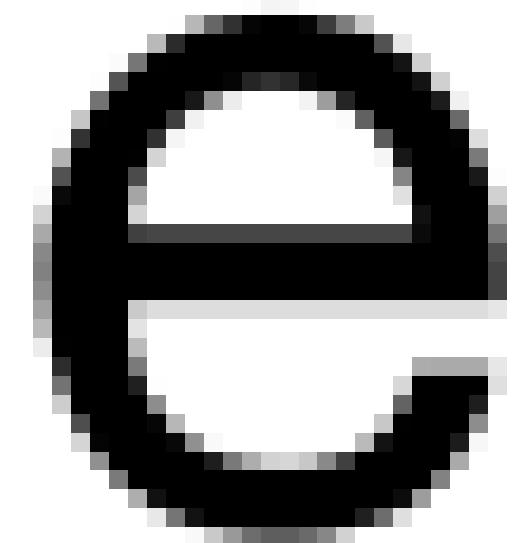
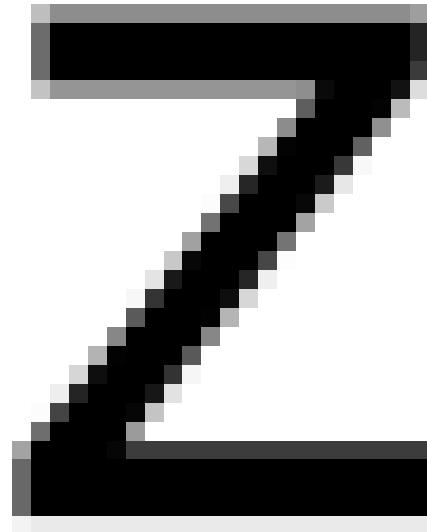
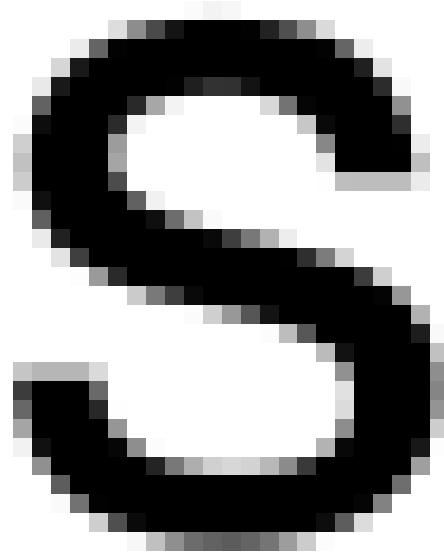












Stock me more

A sequence of 10 grayscale frames showing a scene with a white car, a person in a white shirt, and a dark object on the right. The sequence shows the car moving towards the right, the person moving, and the dark object appearing and moving.

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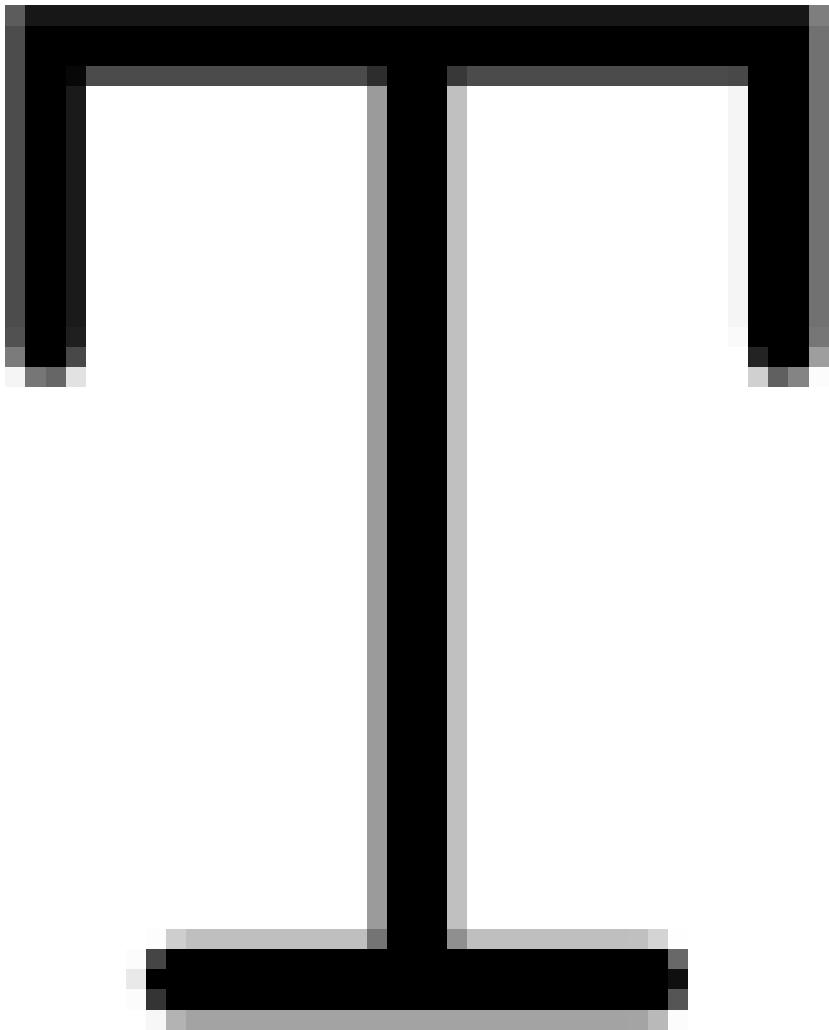
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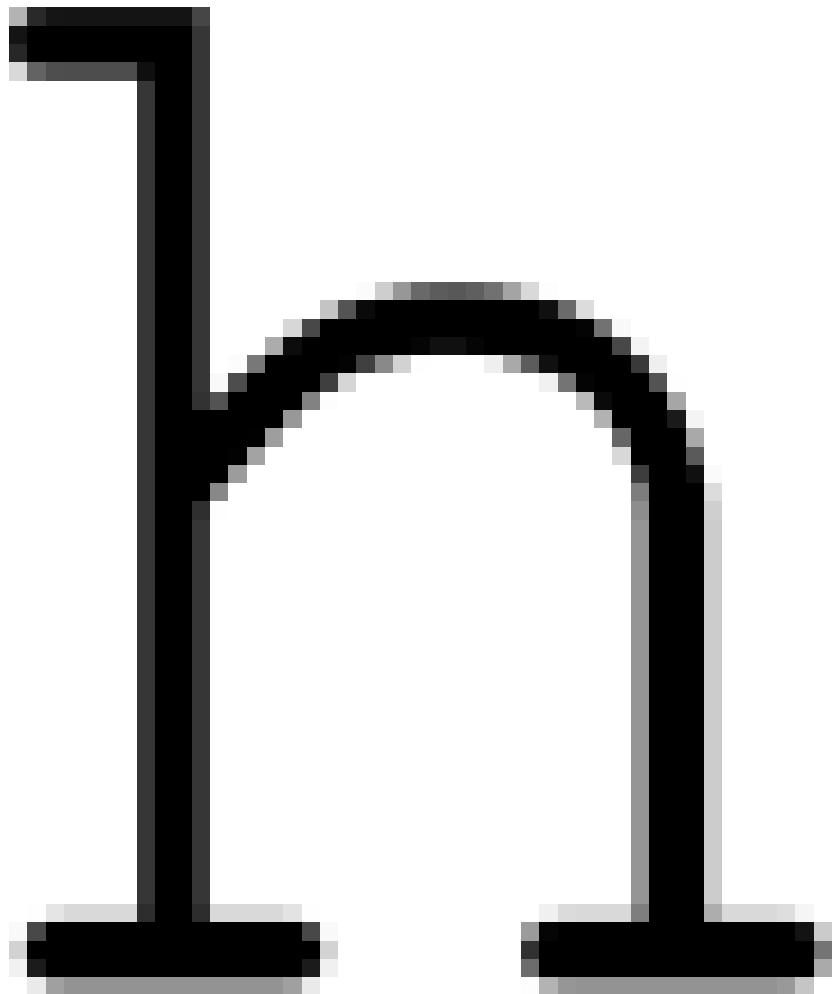


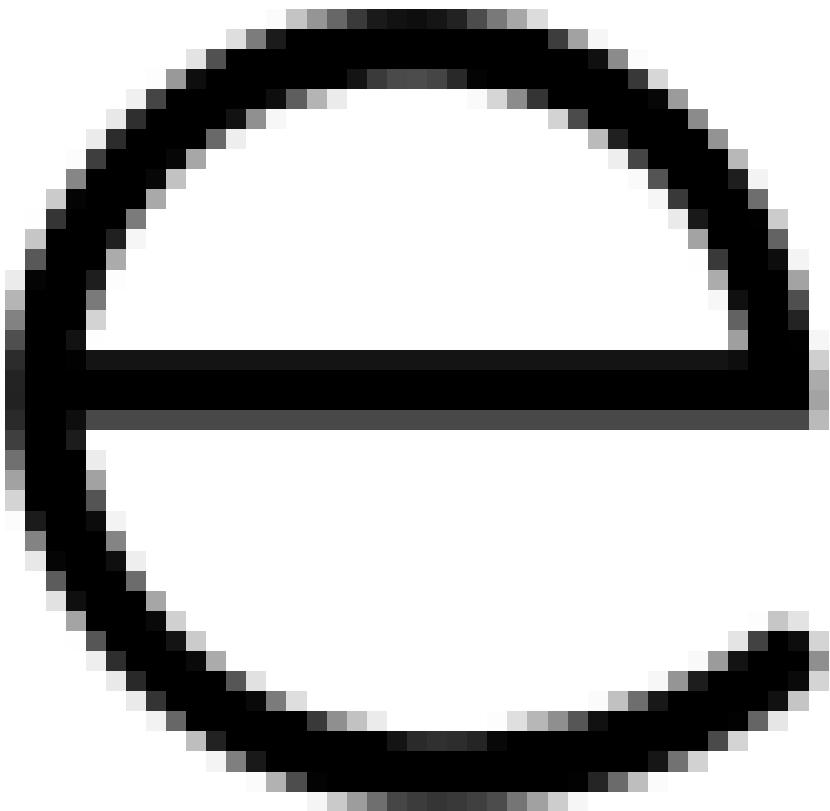


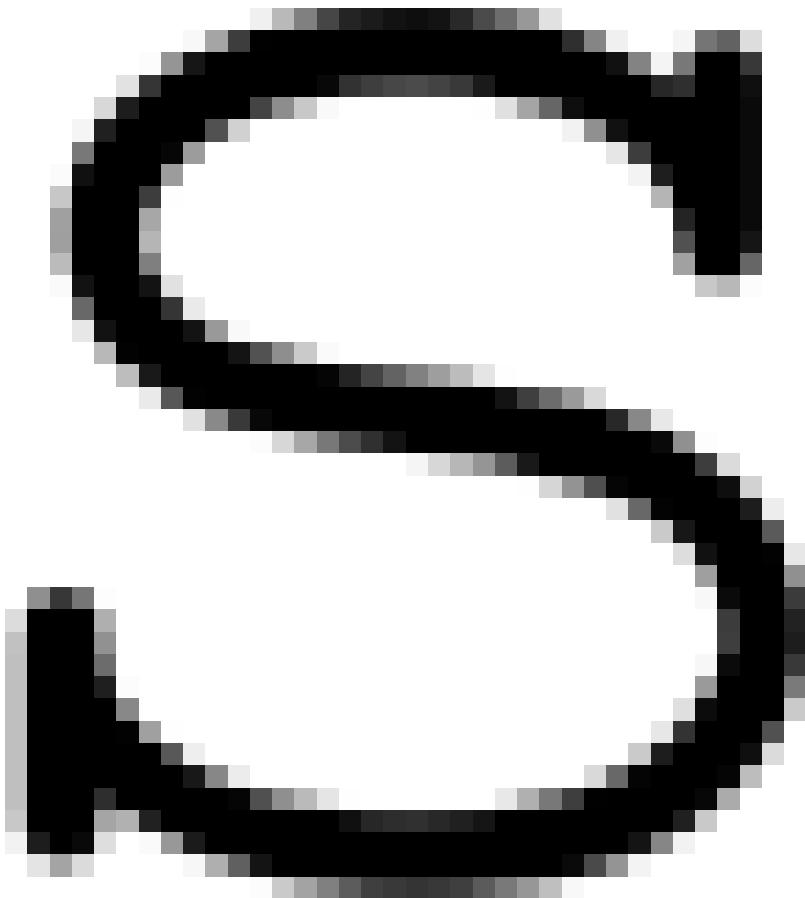


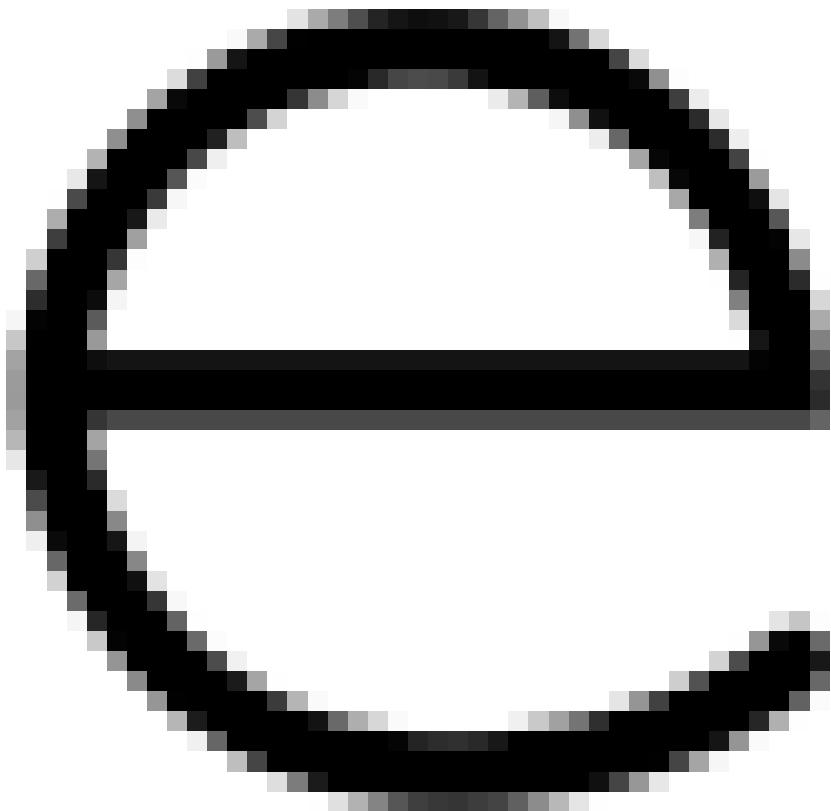




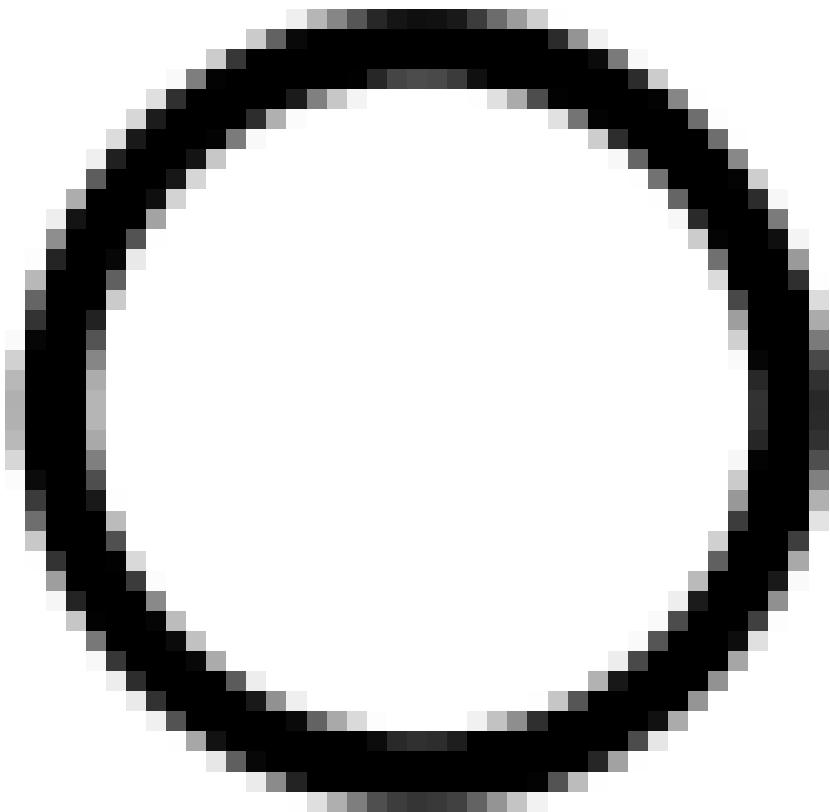




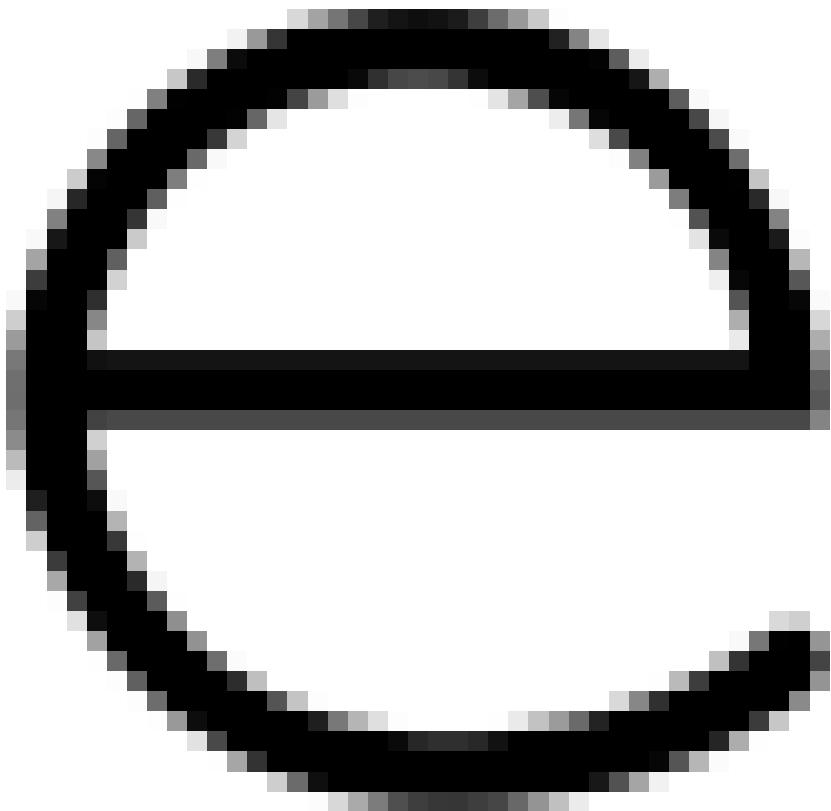


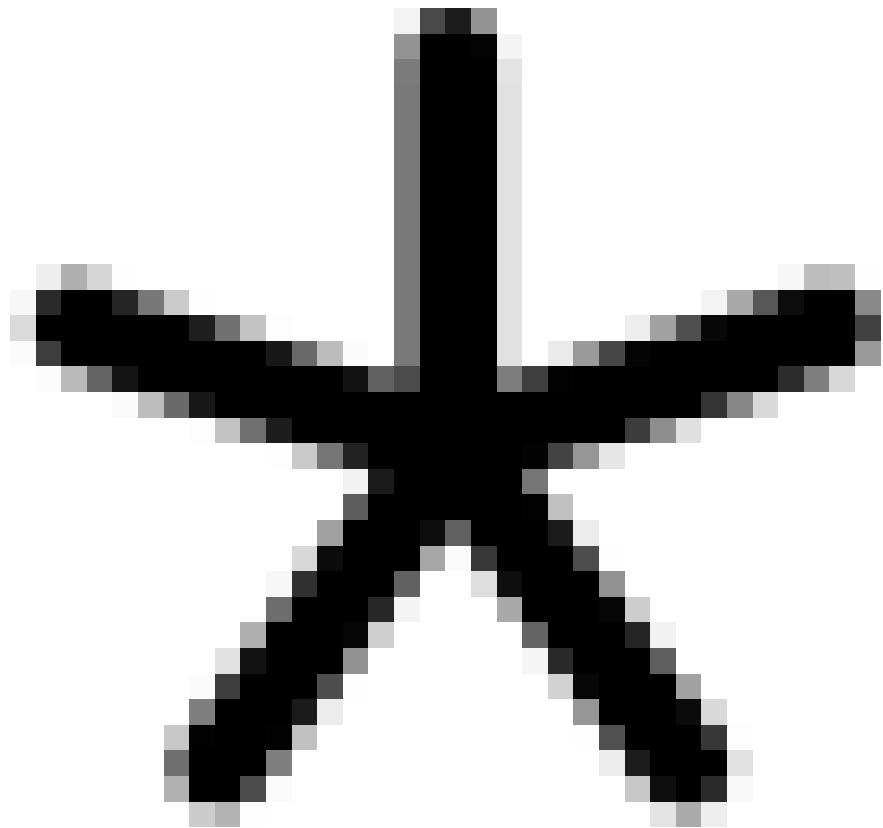


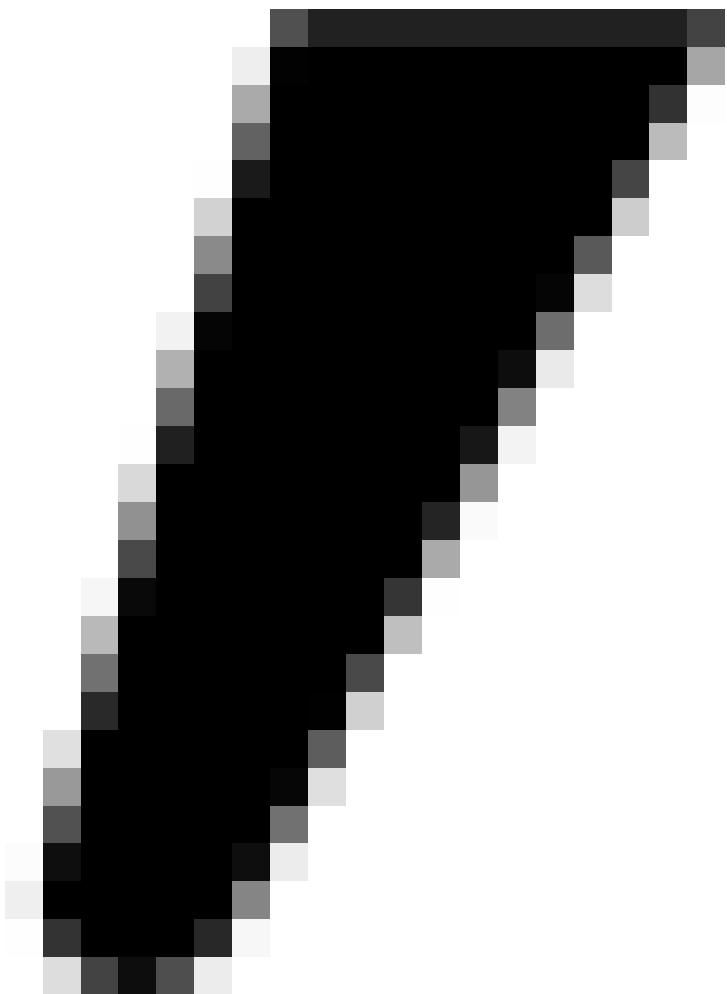


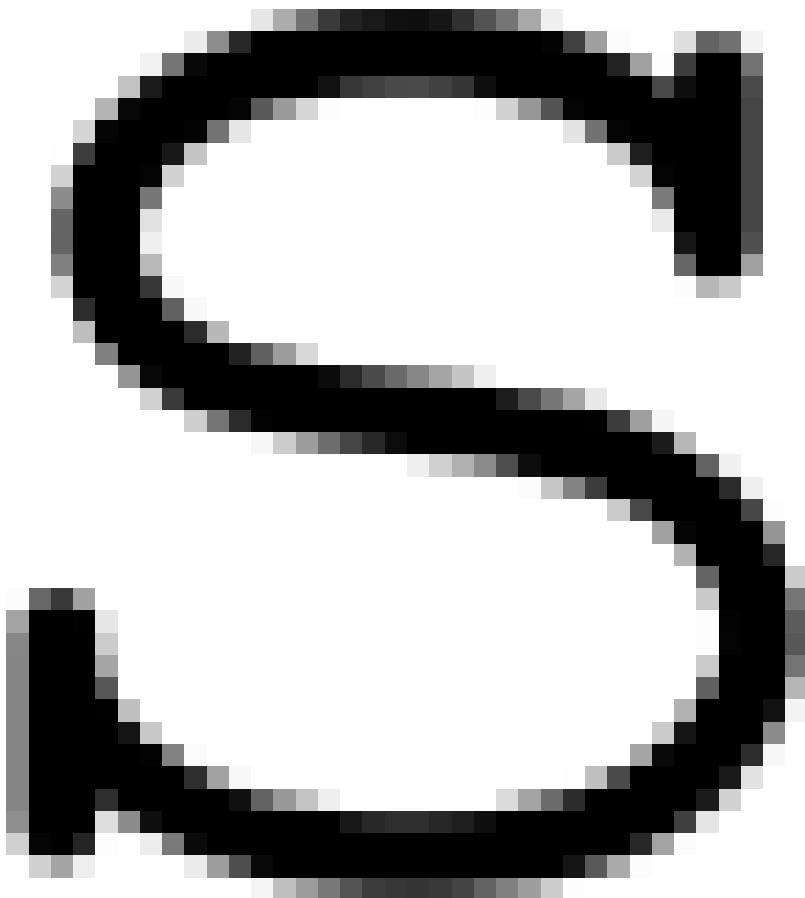


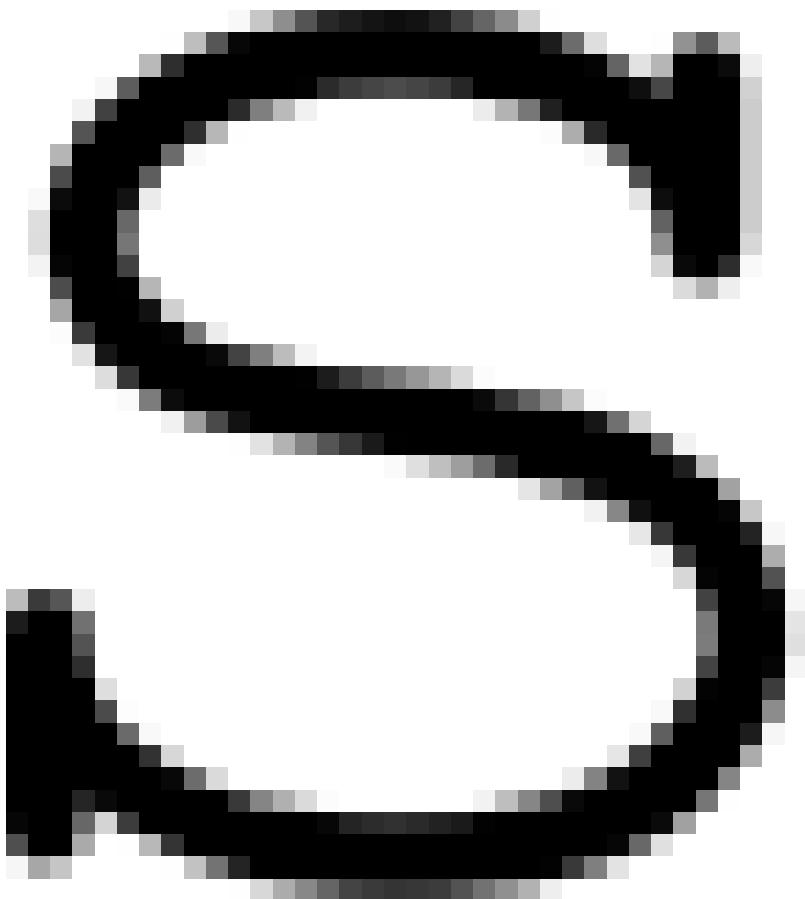


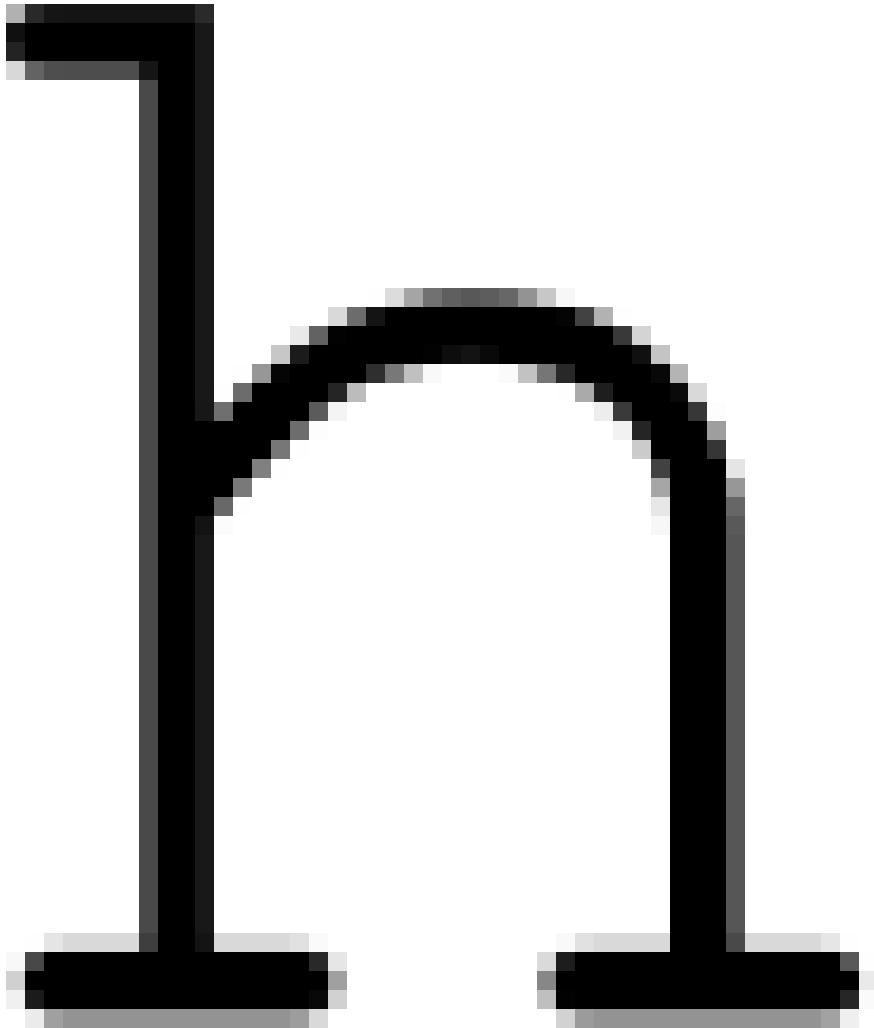


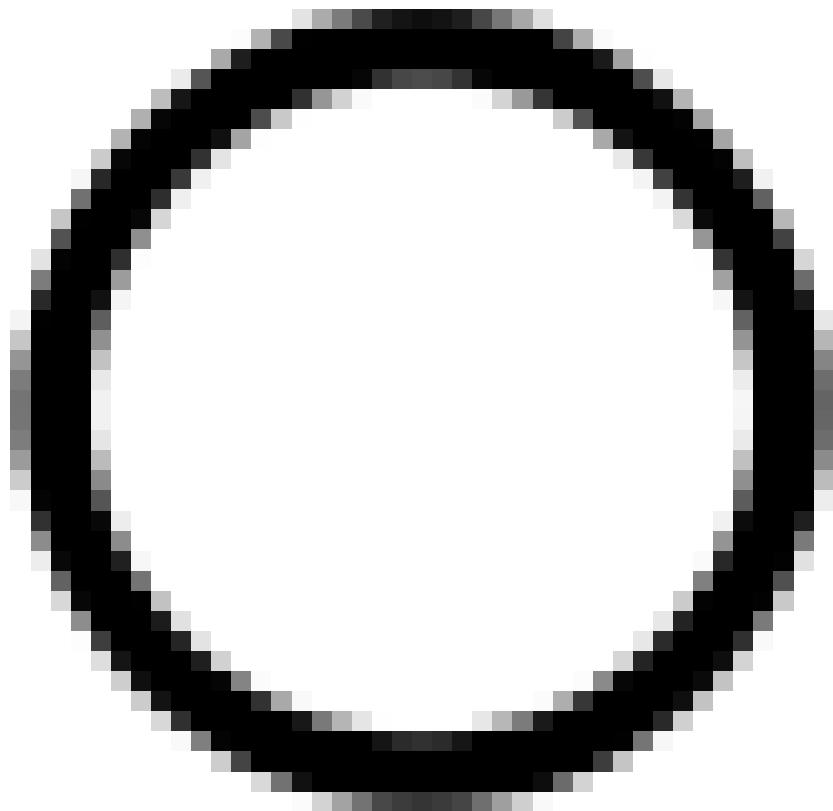


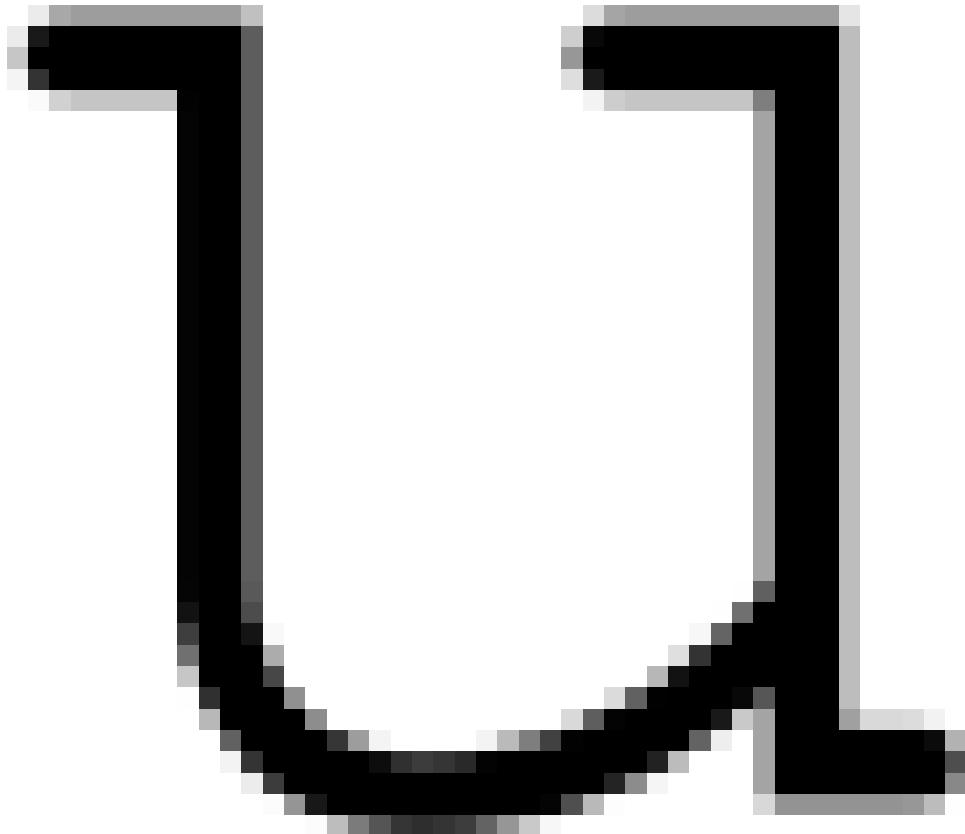


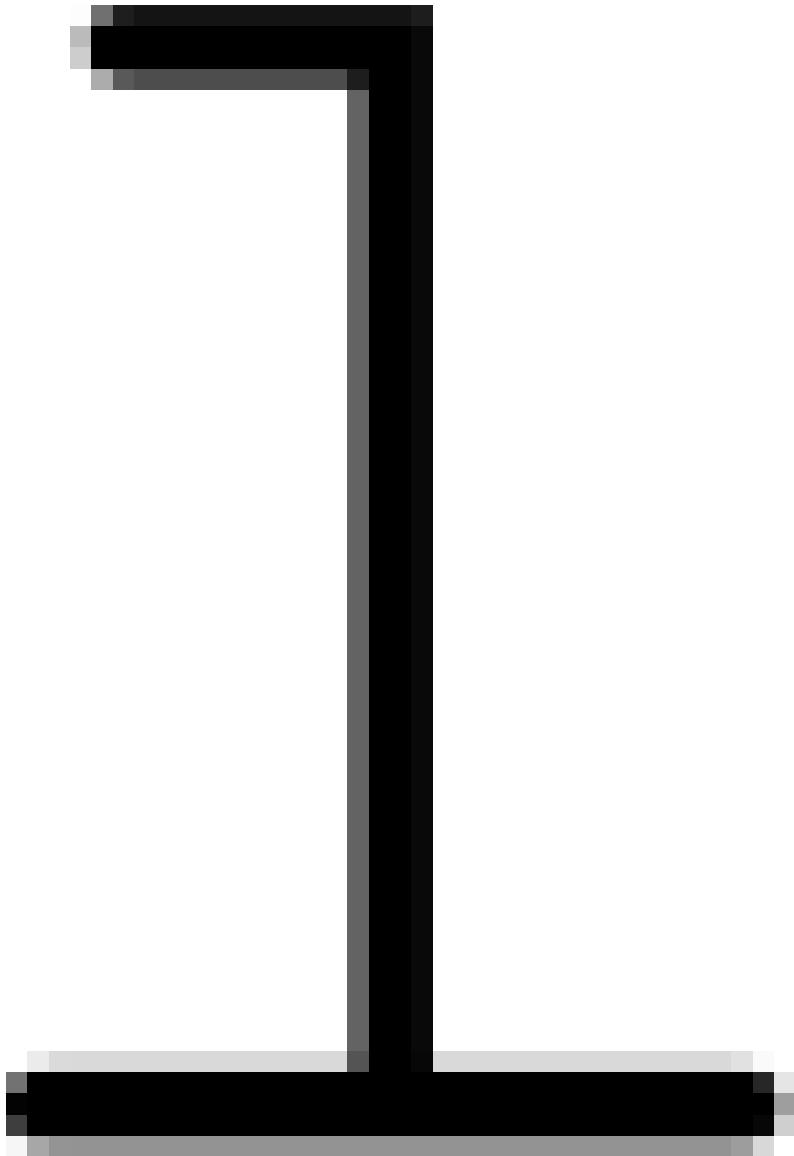






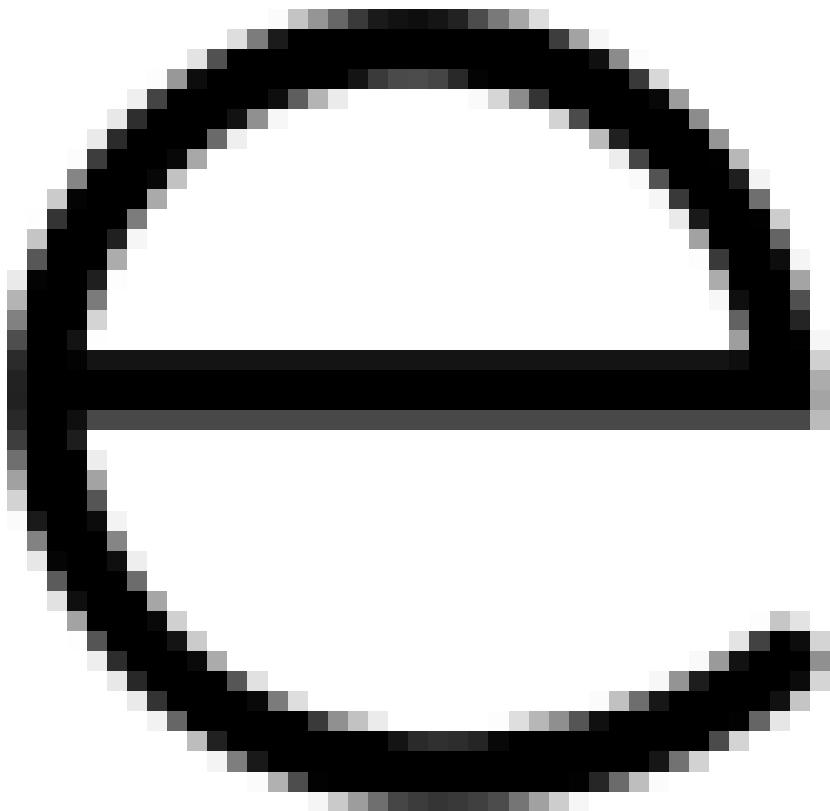




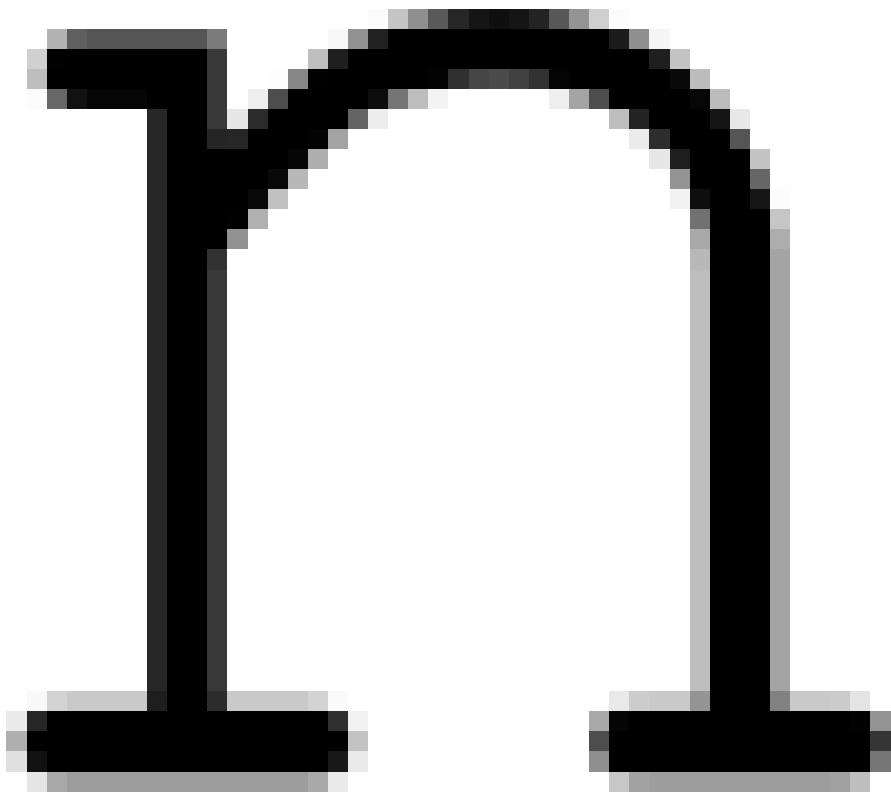


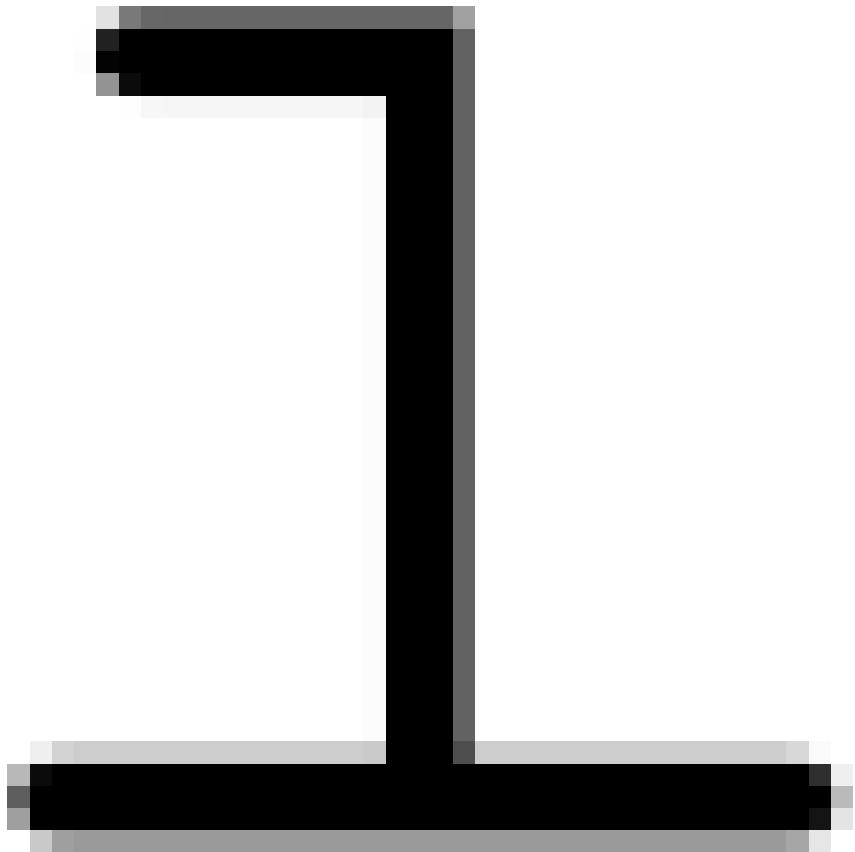
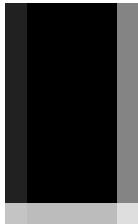


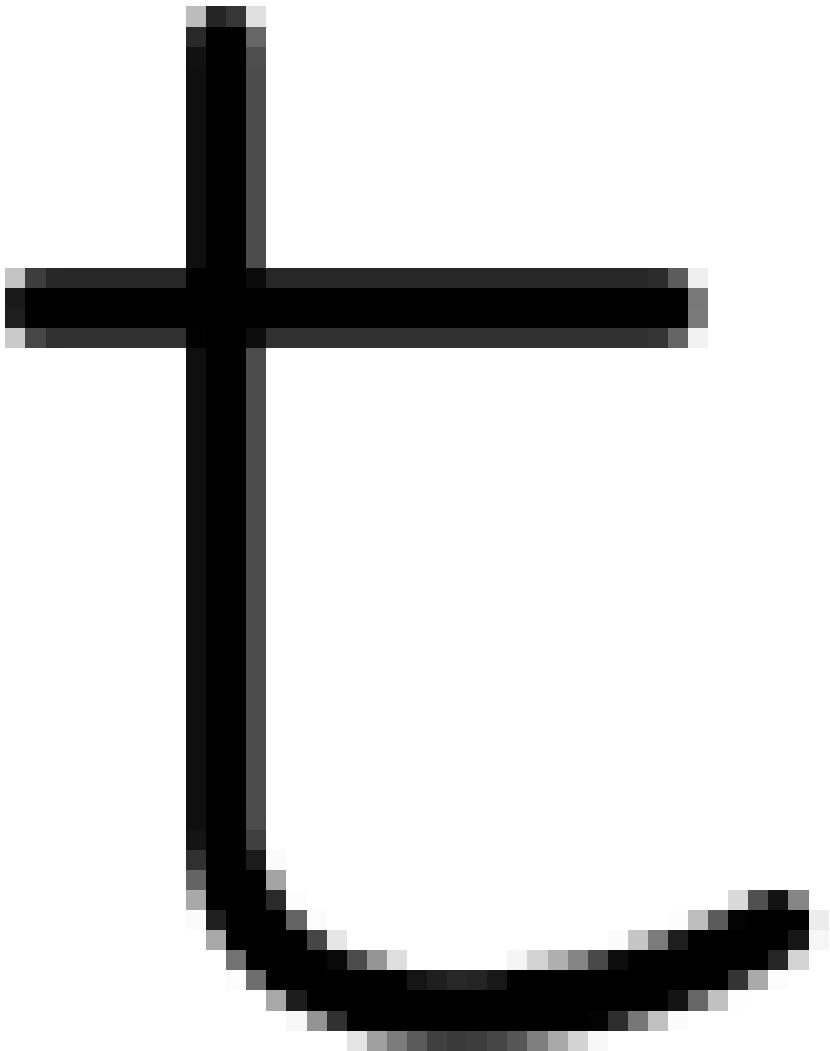




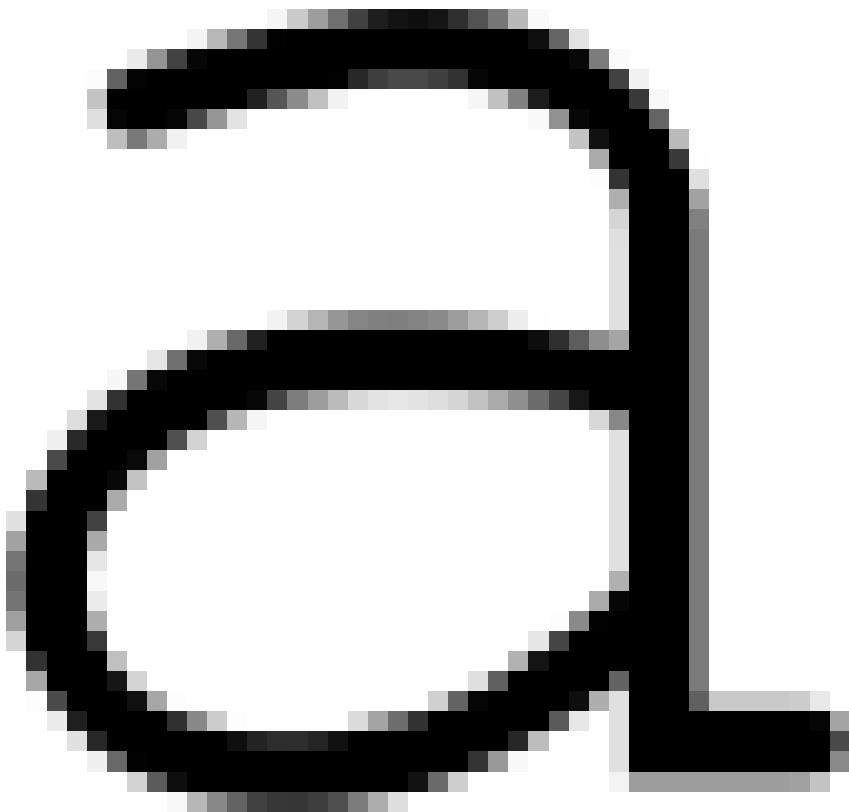


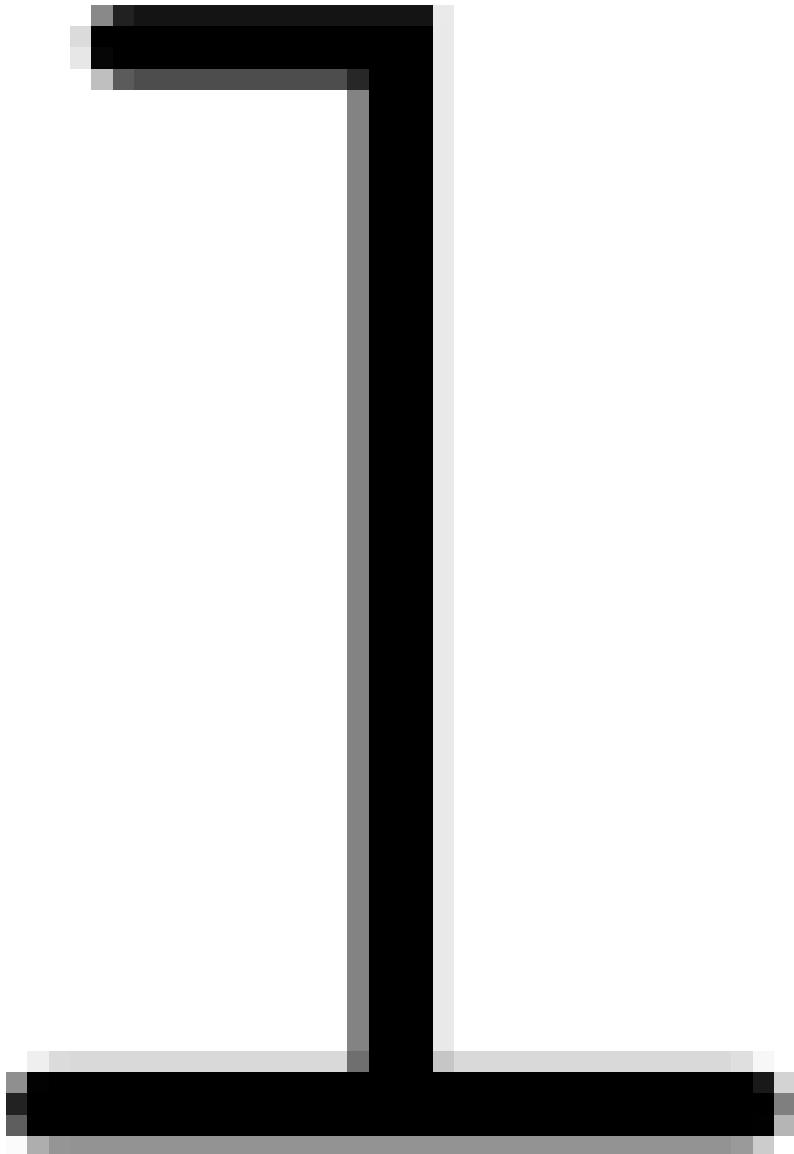


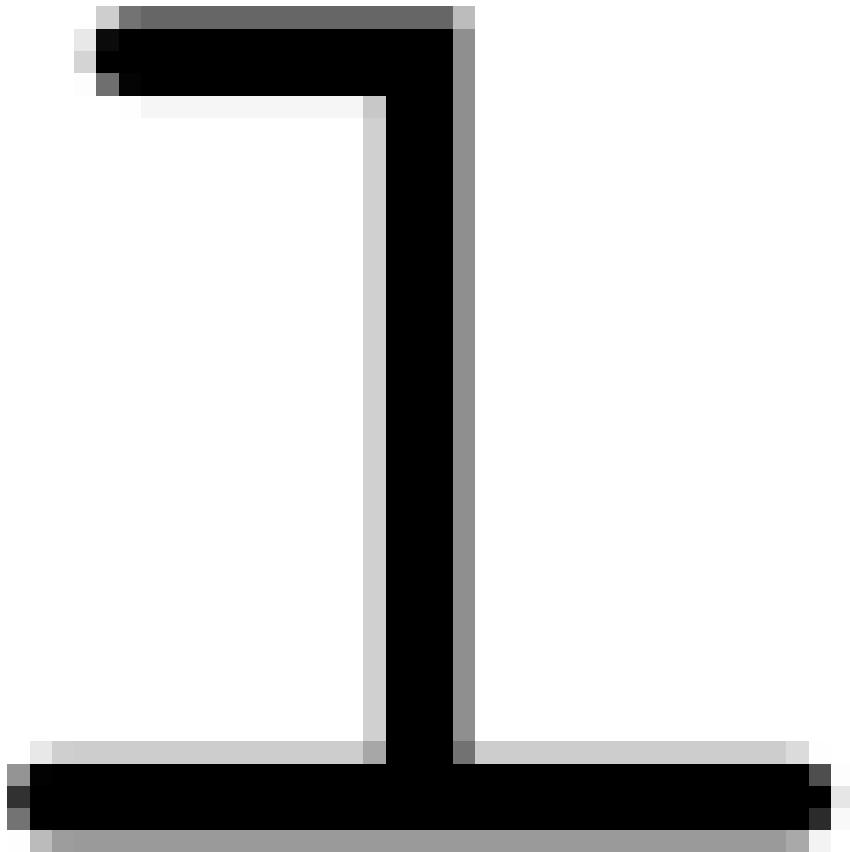


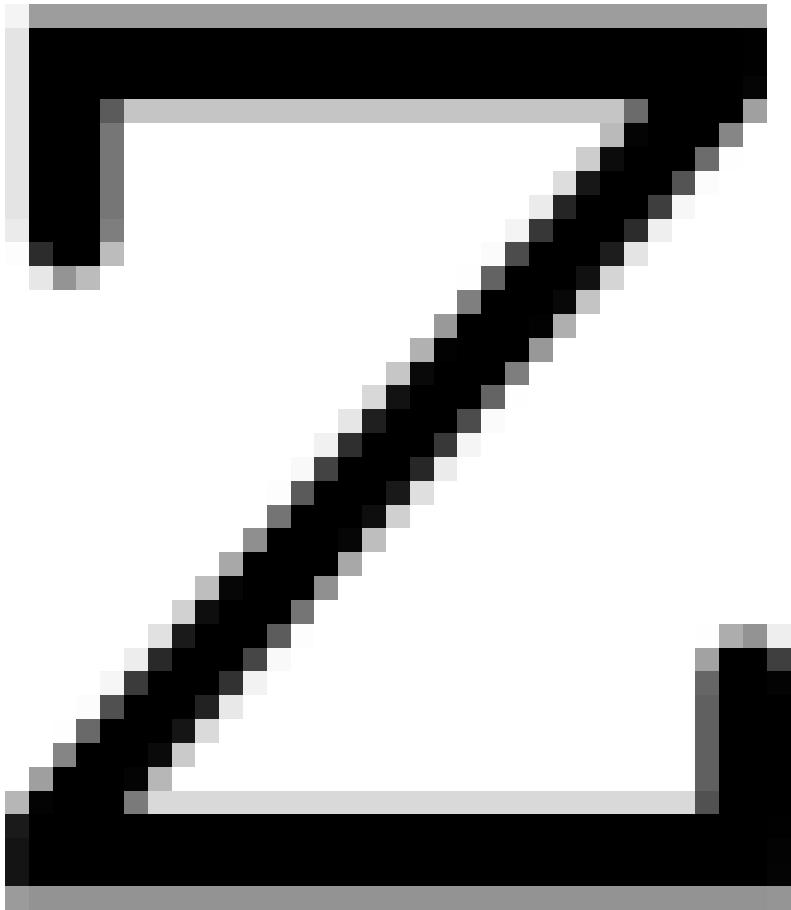


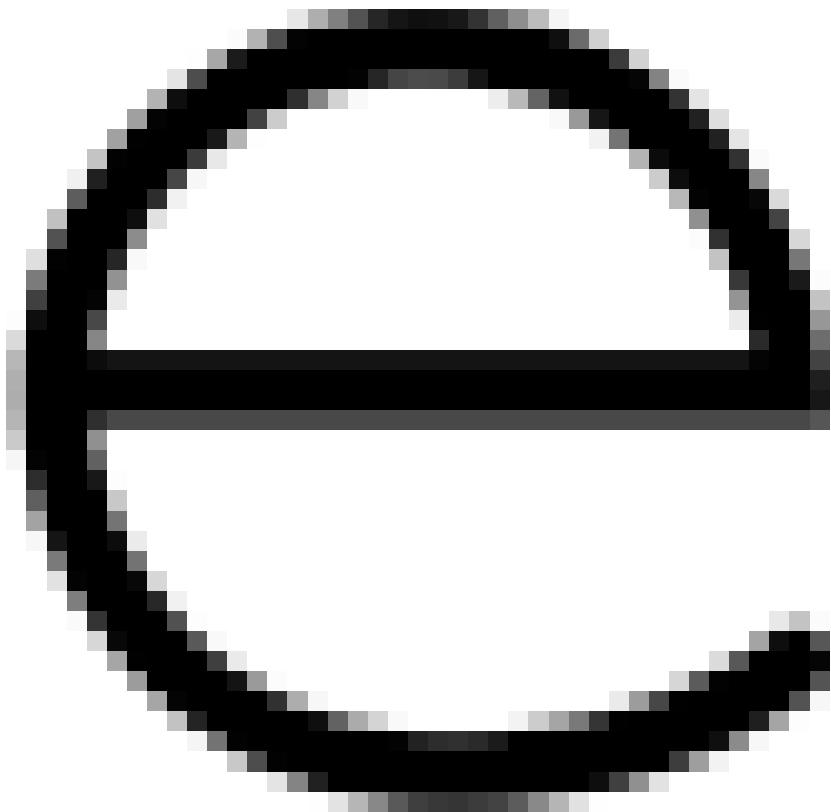




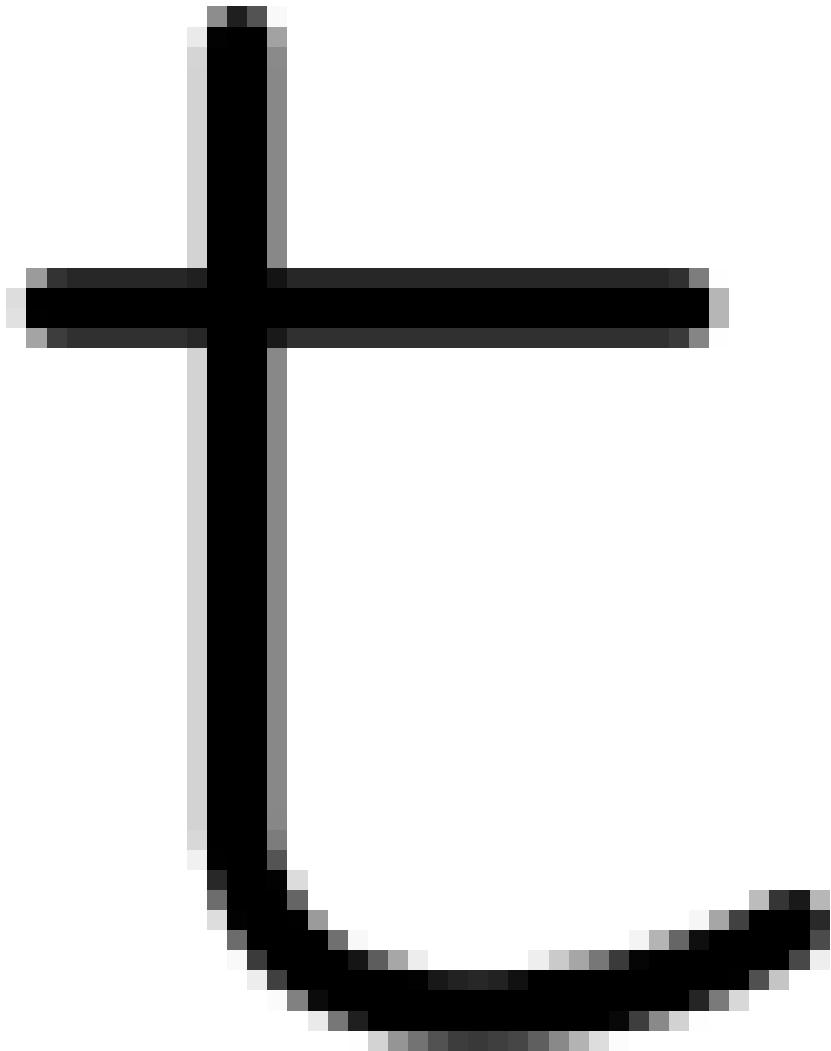


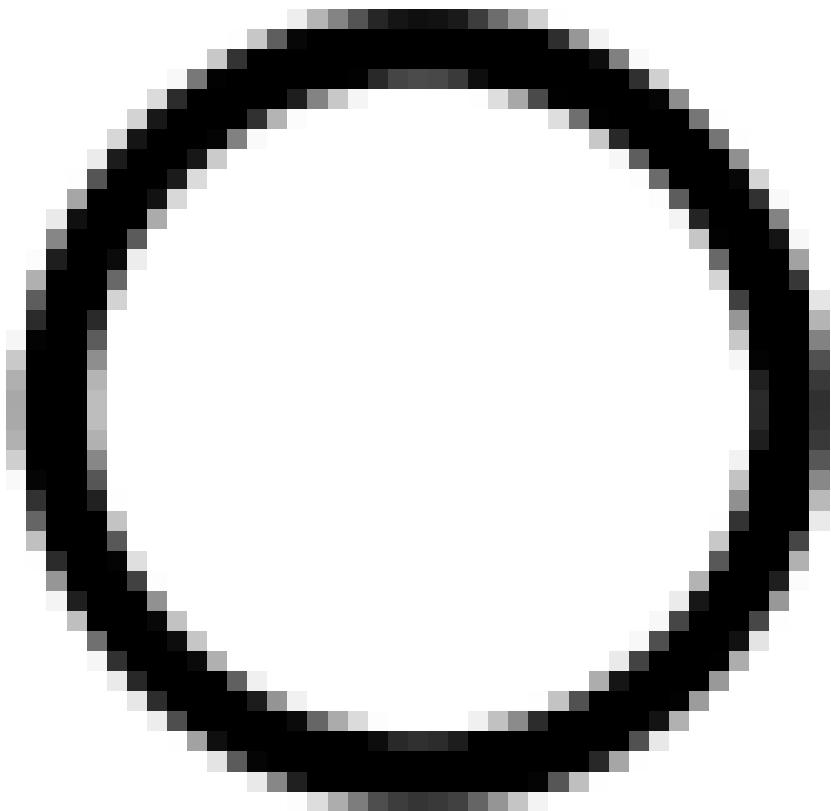




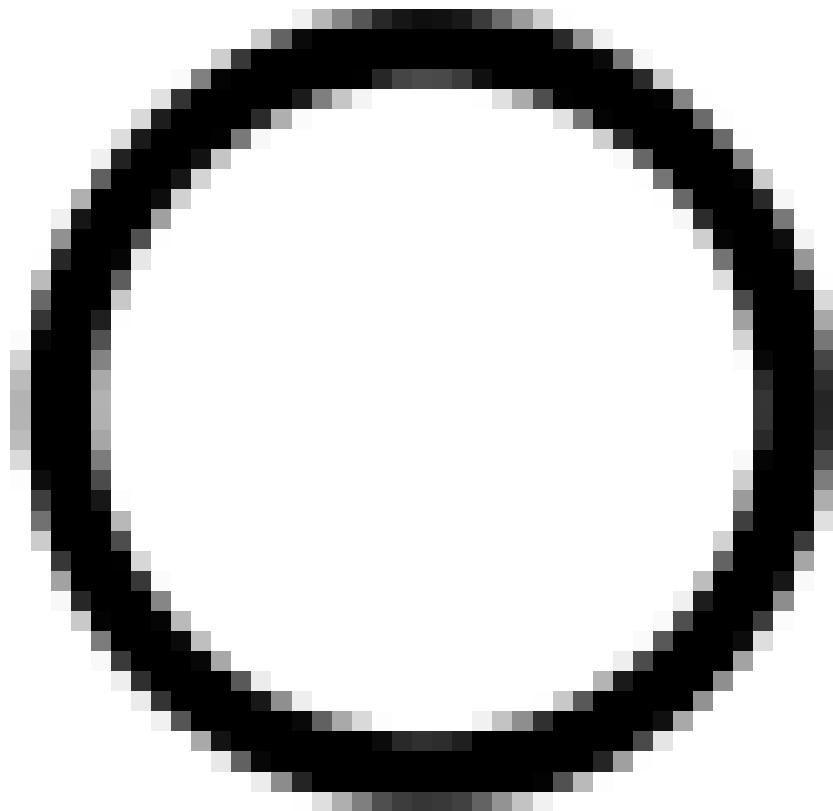


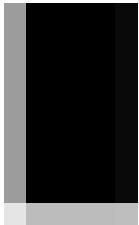


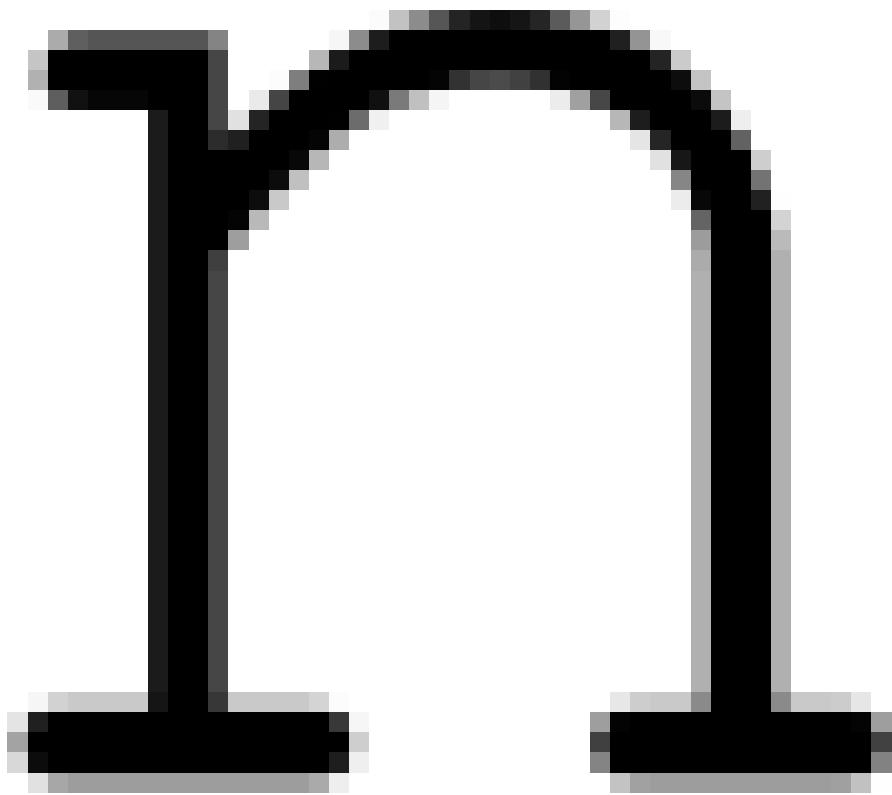


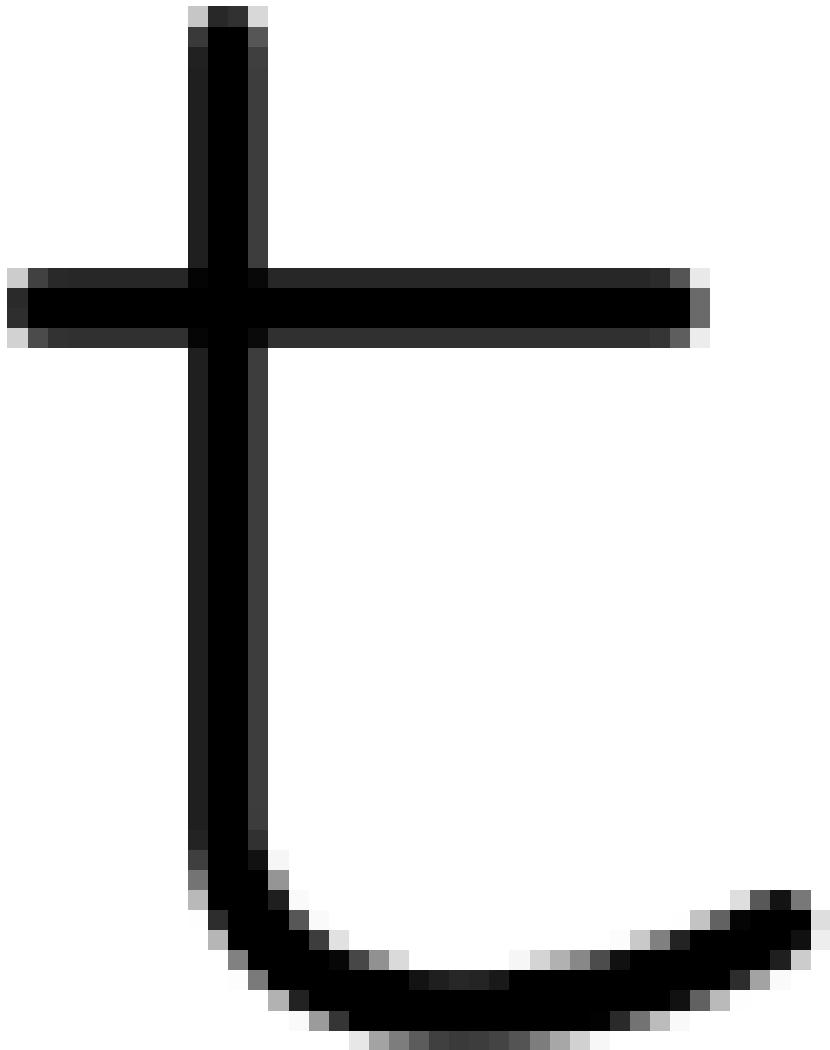


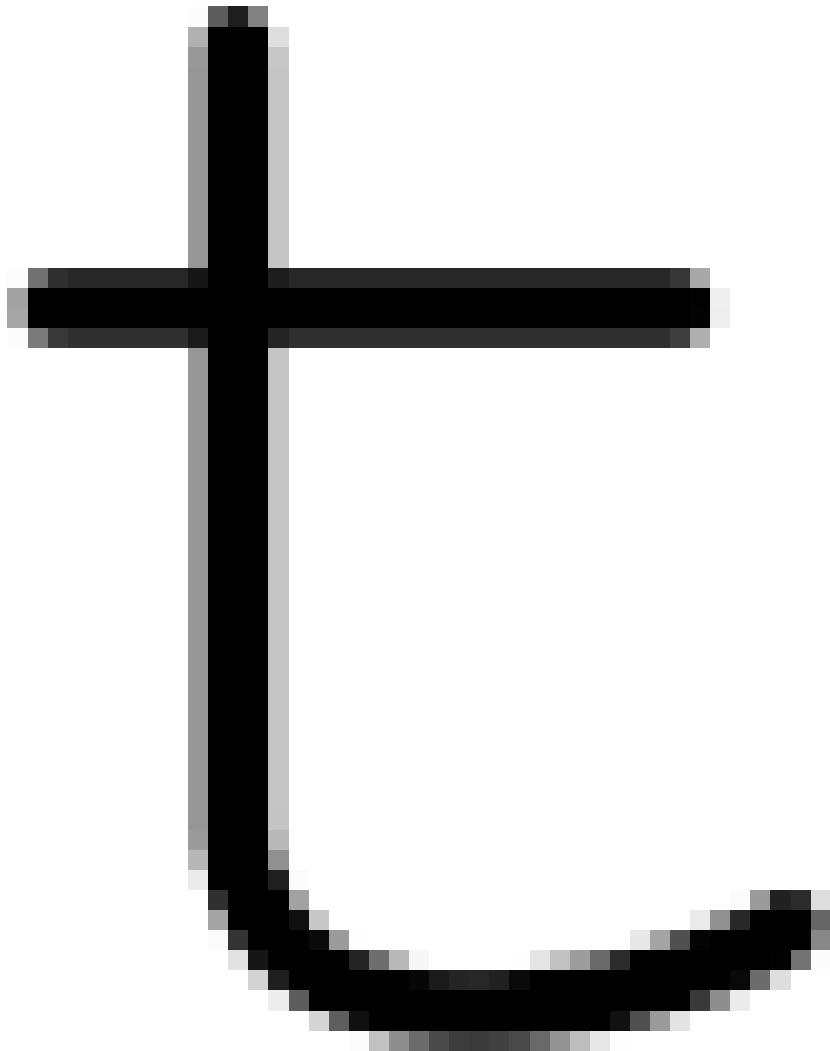


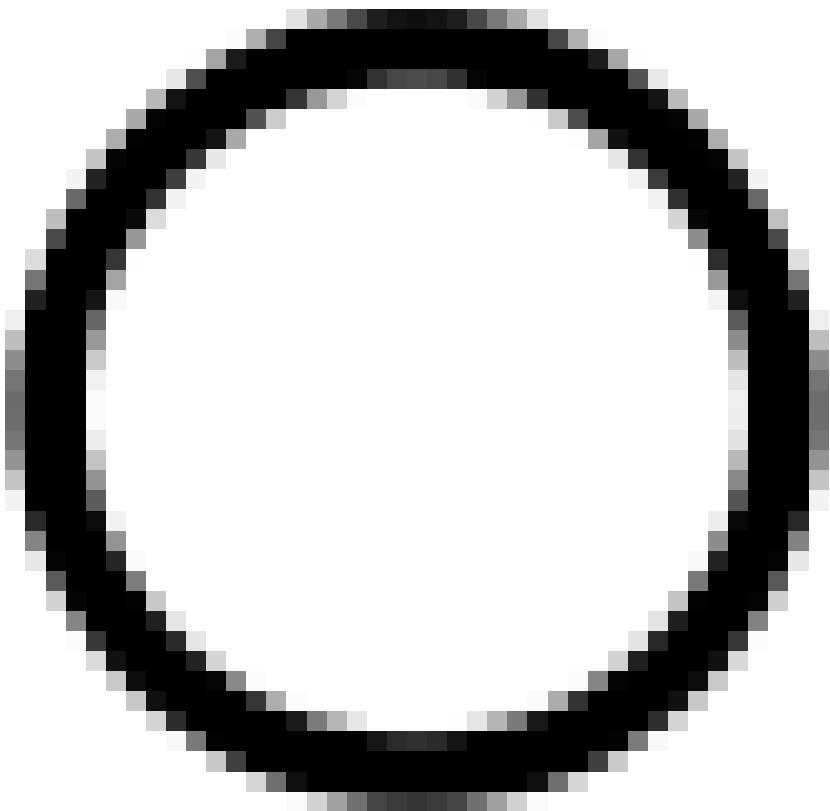


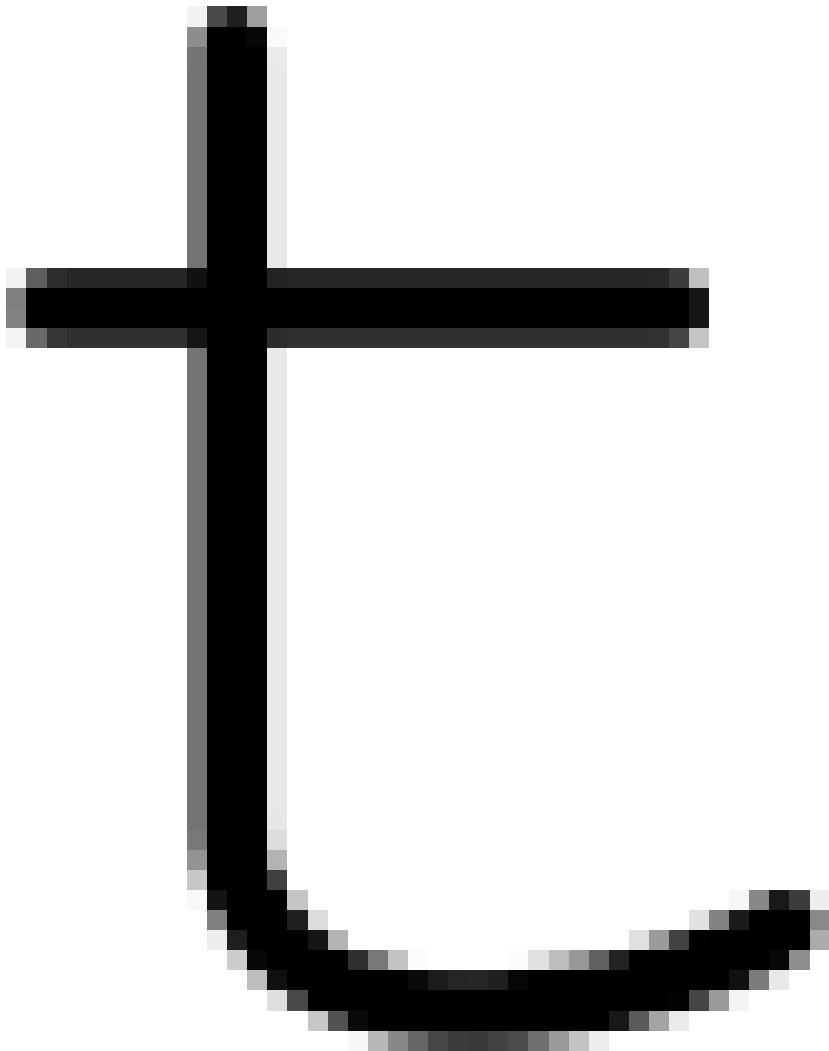


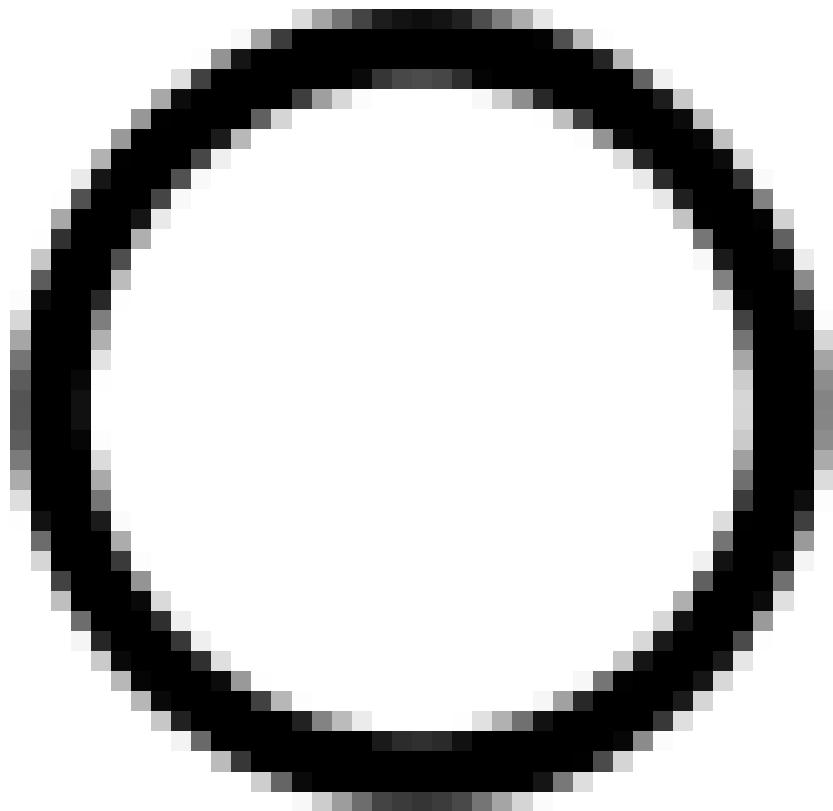


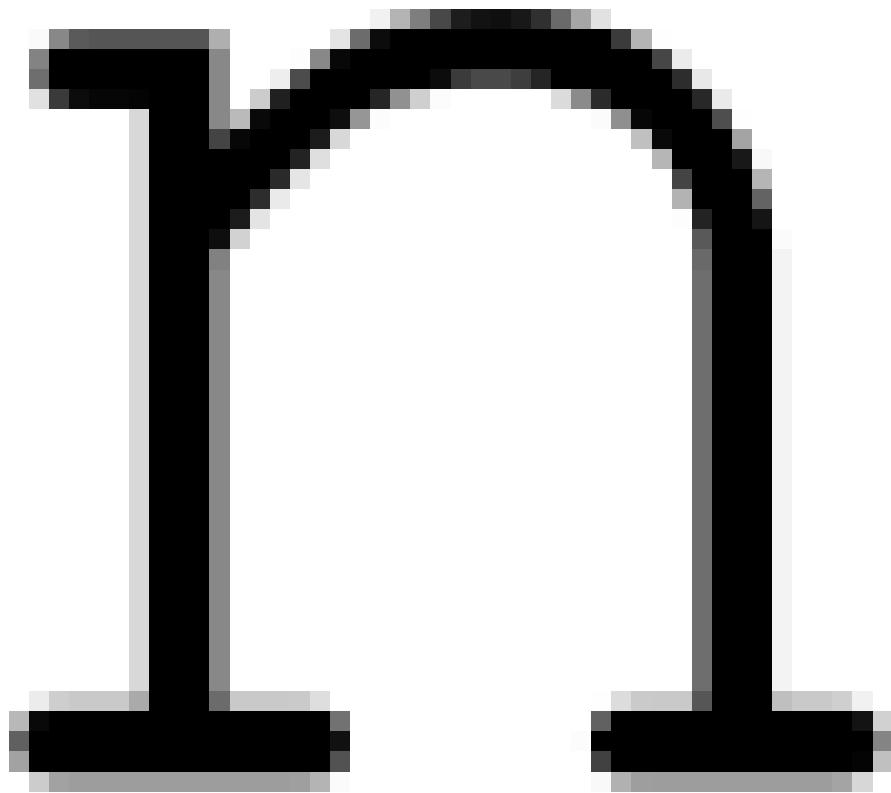


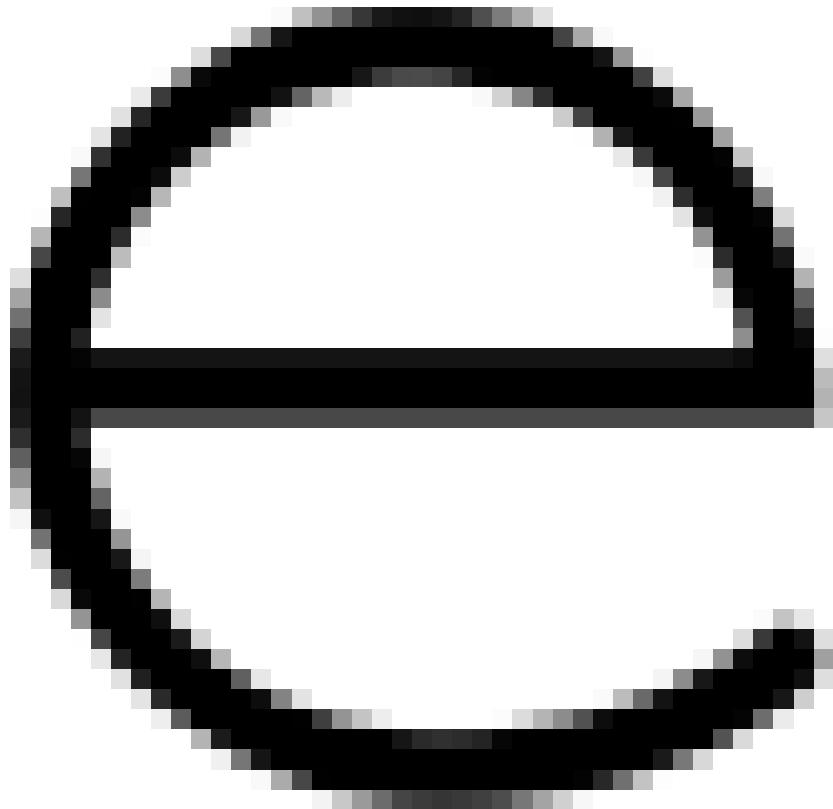


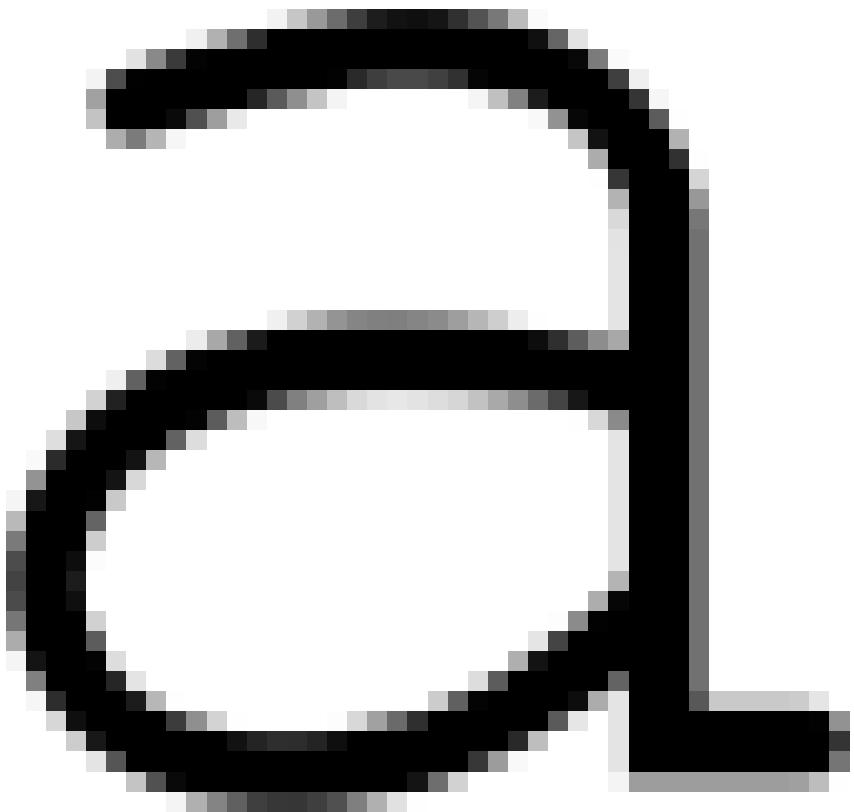


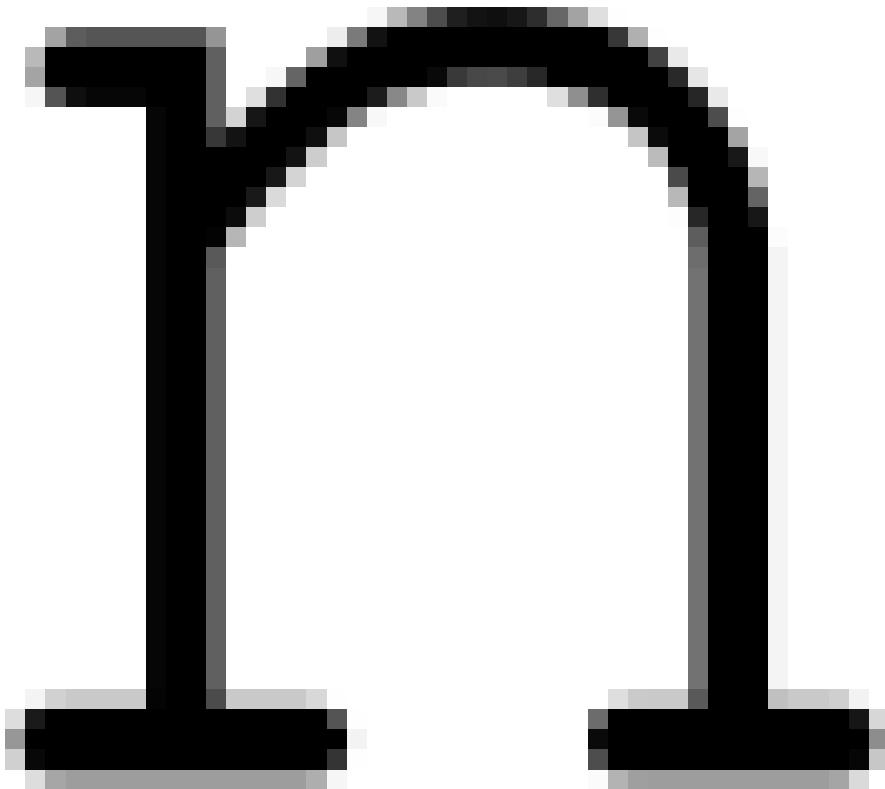








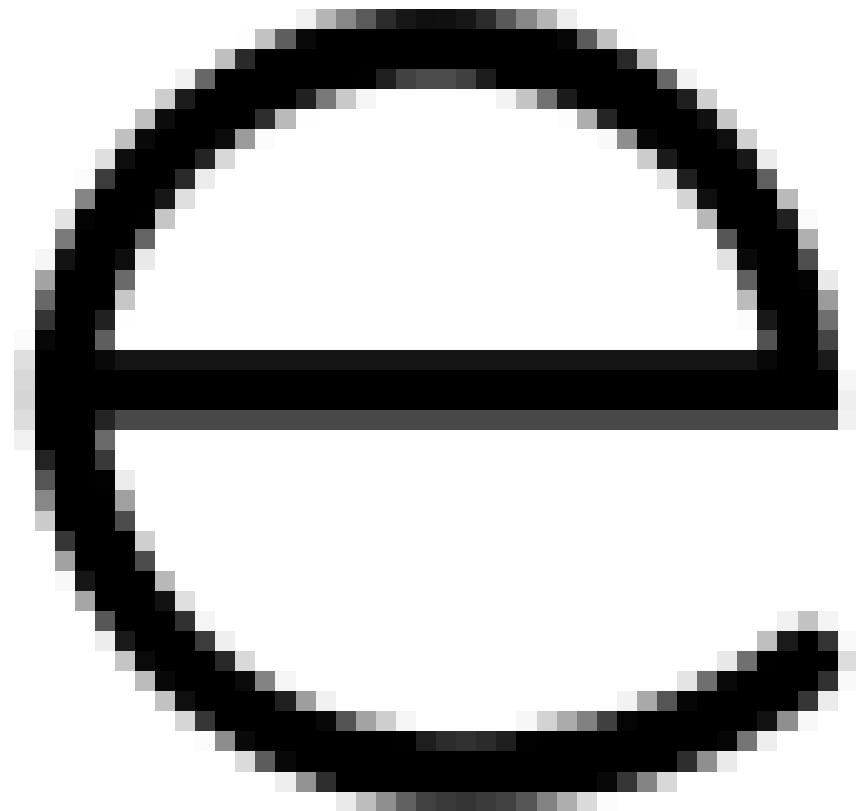


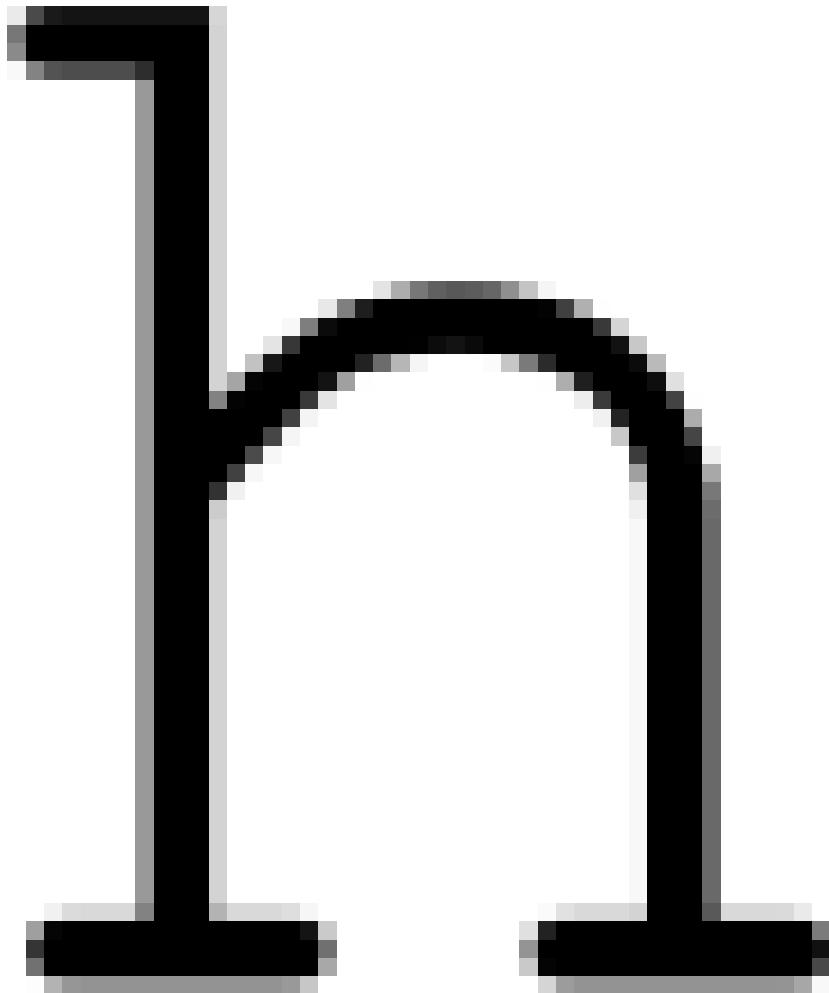


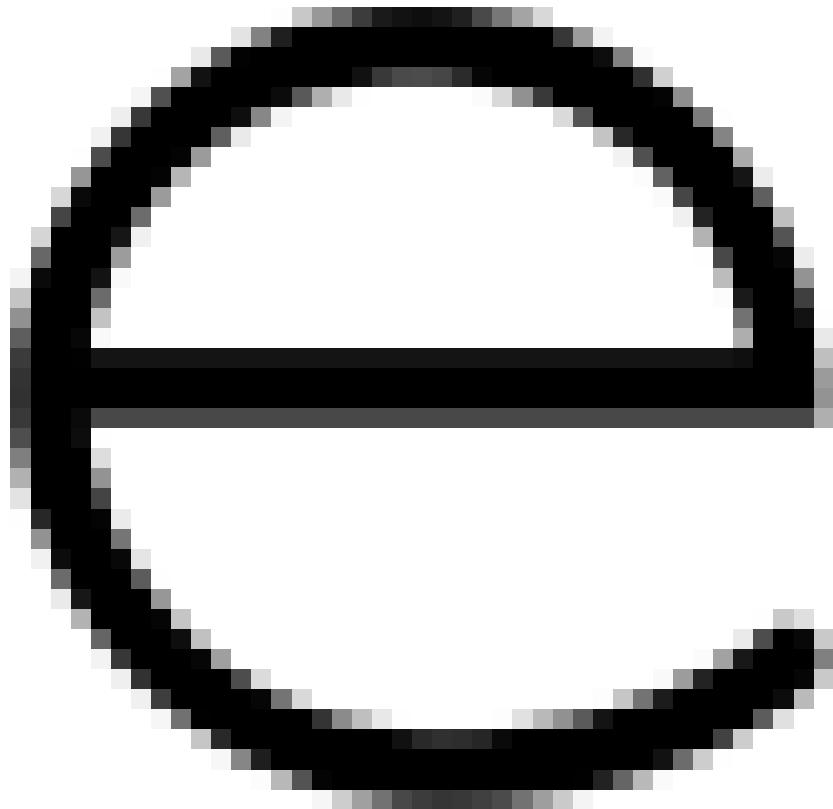






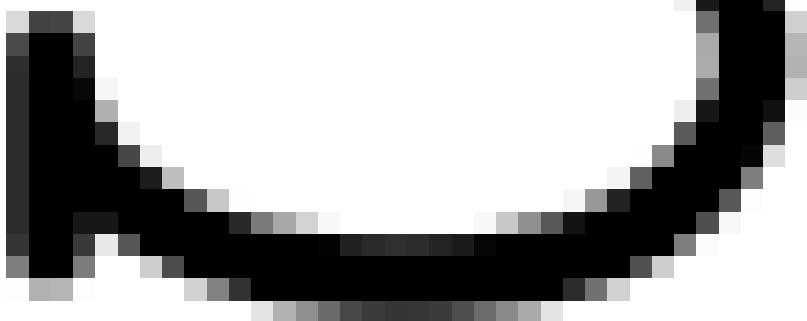
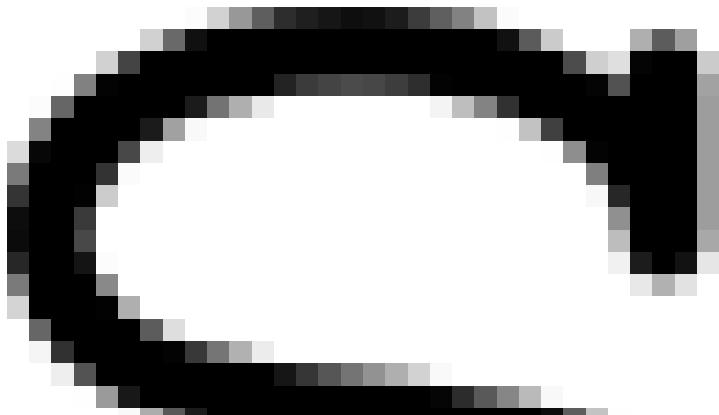


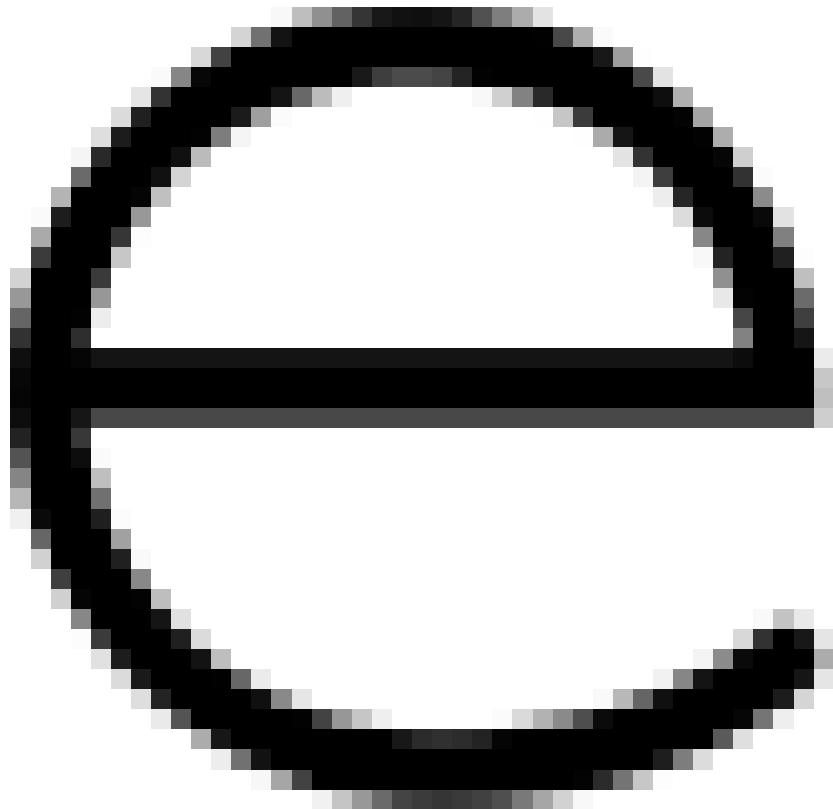


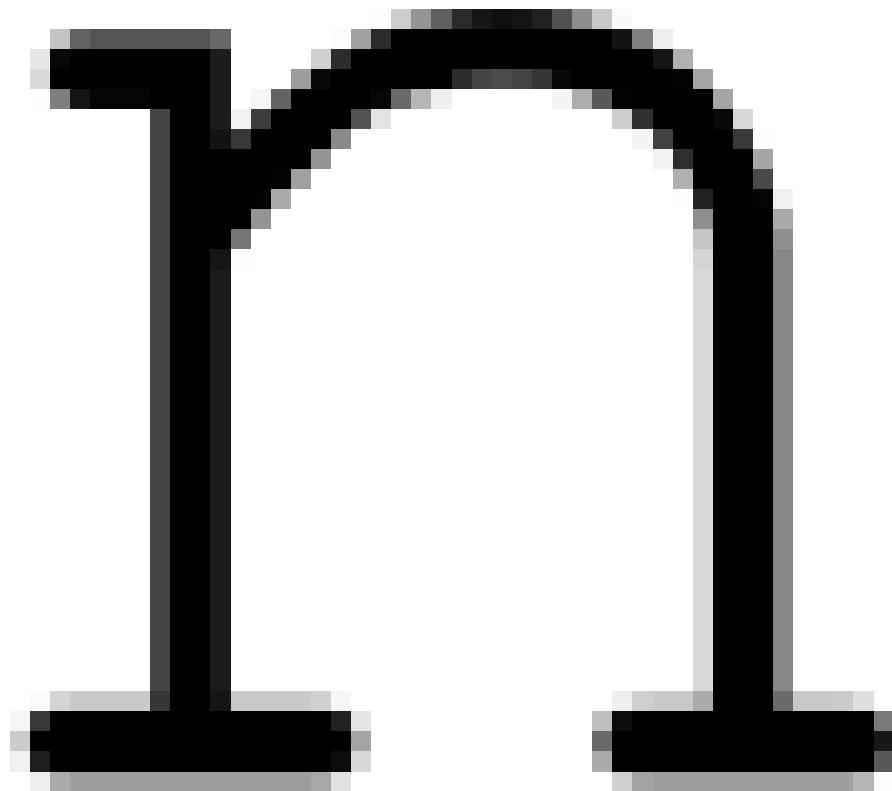


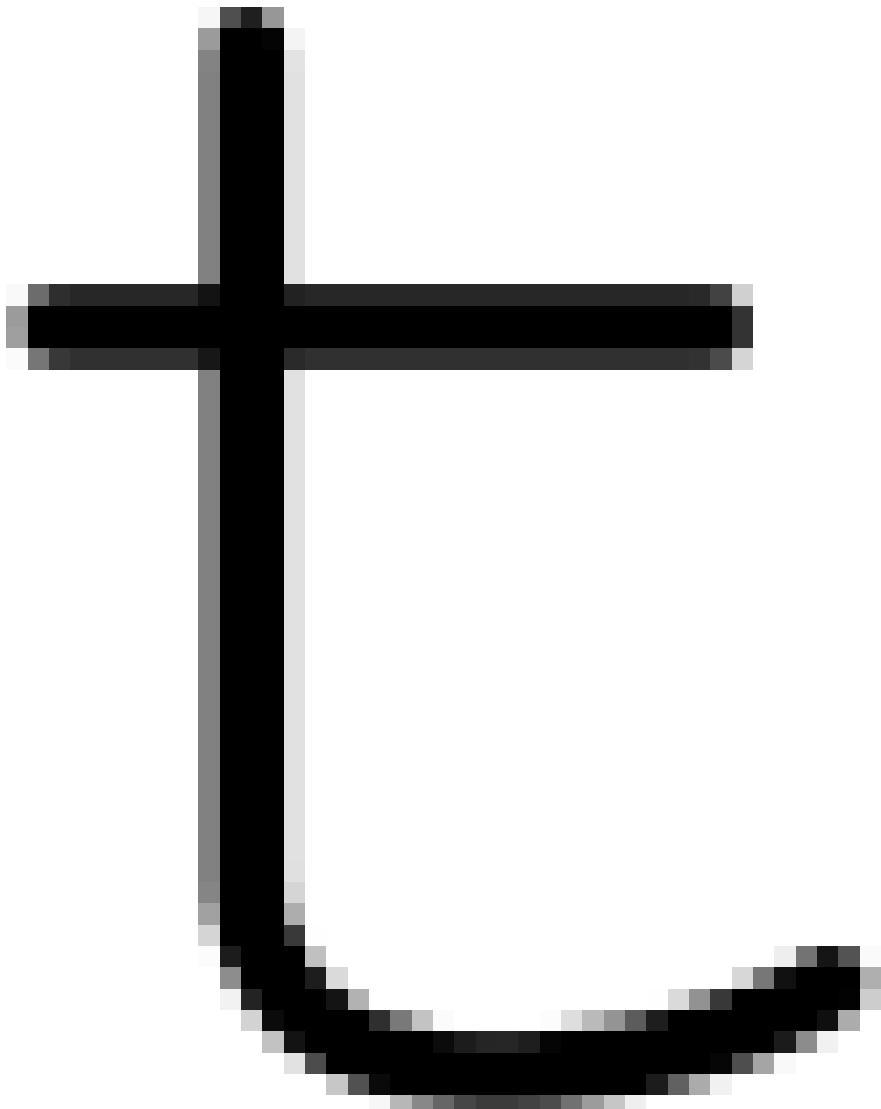


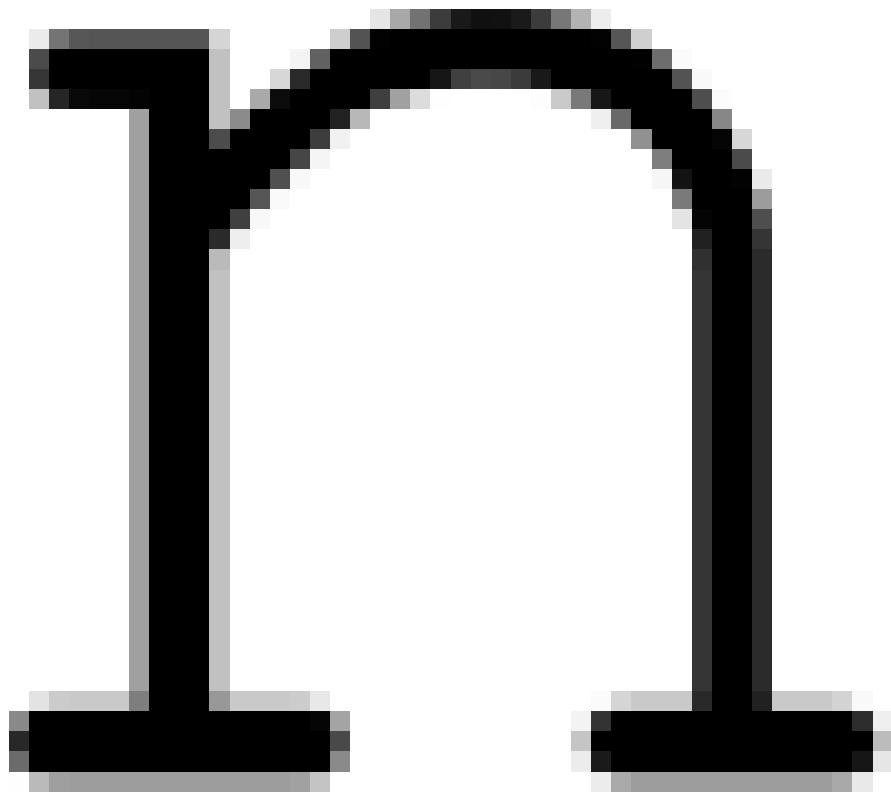


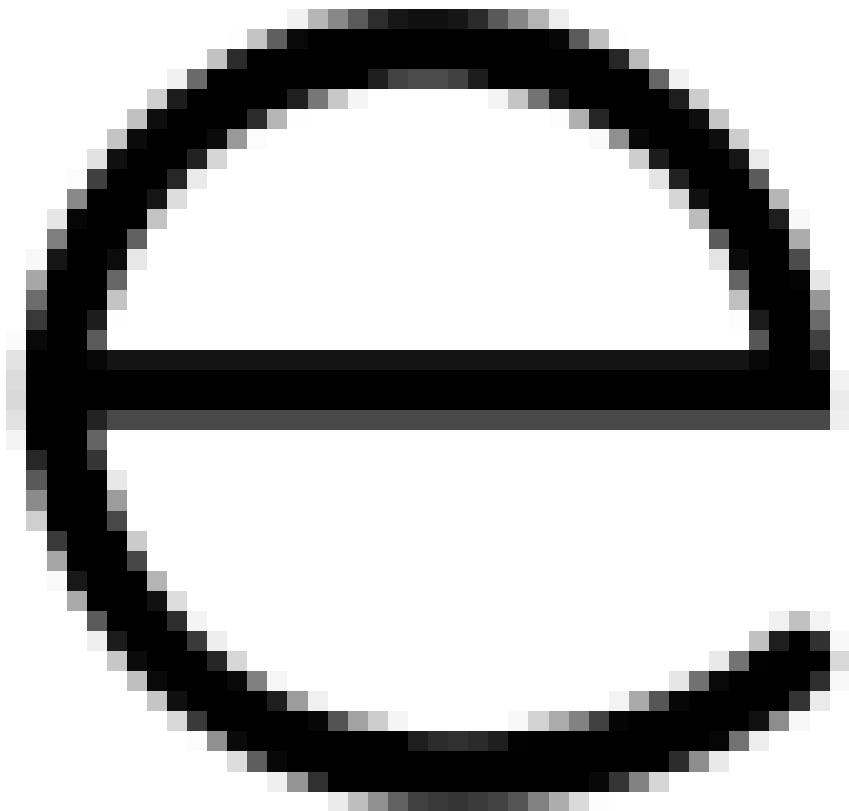


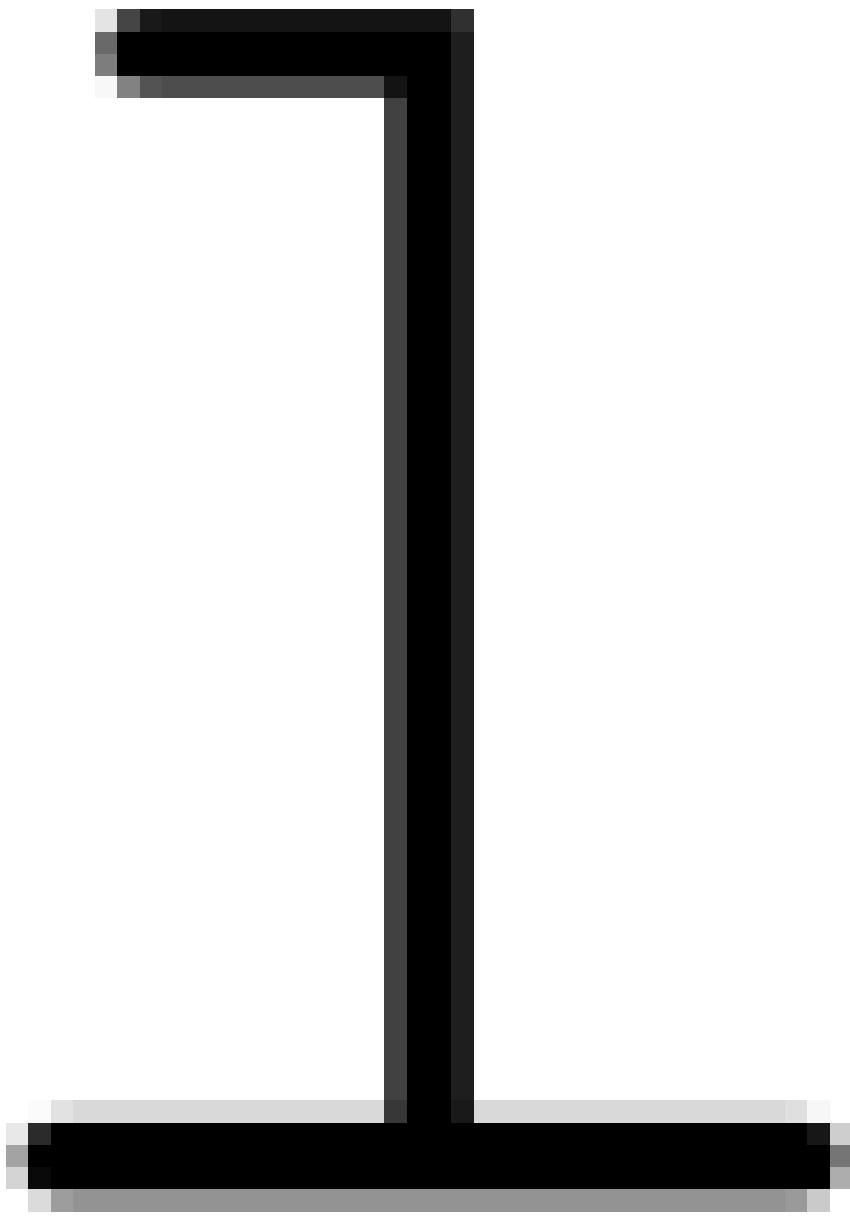


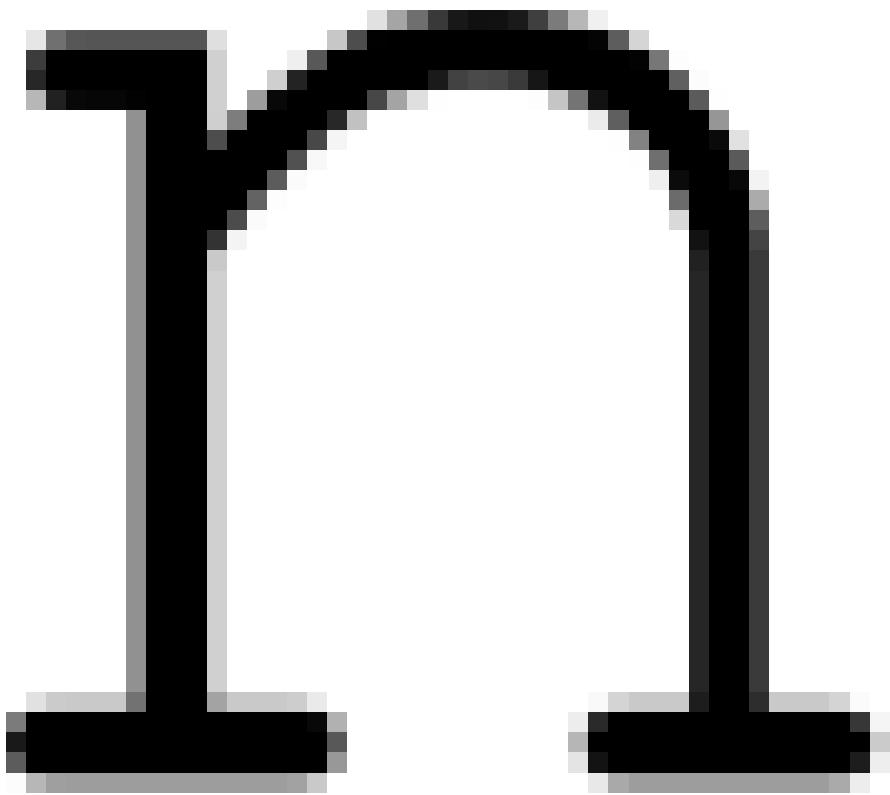


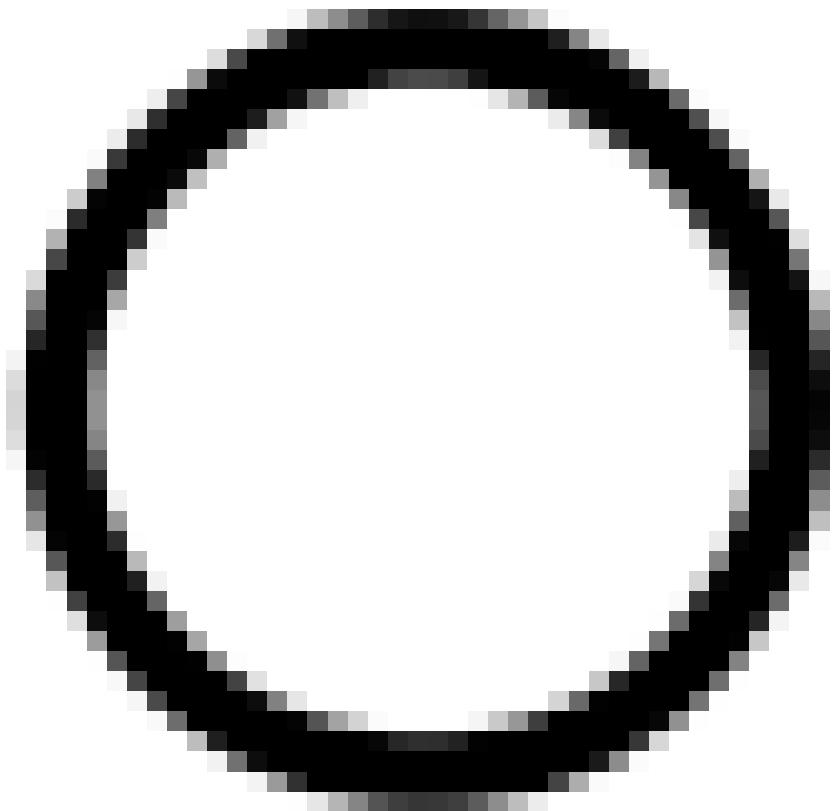




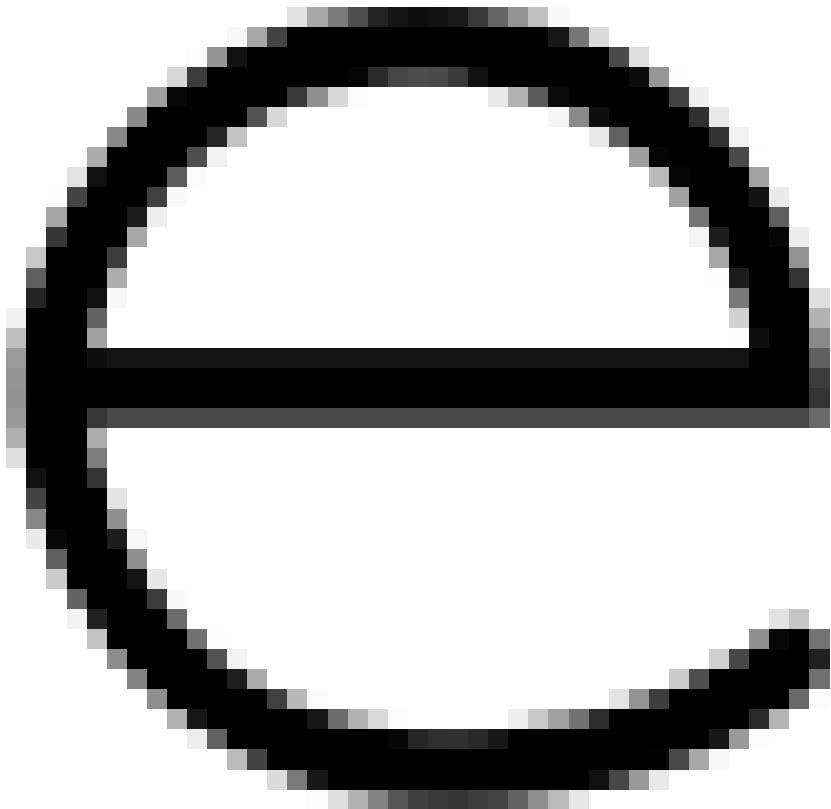


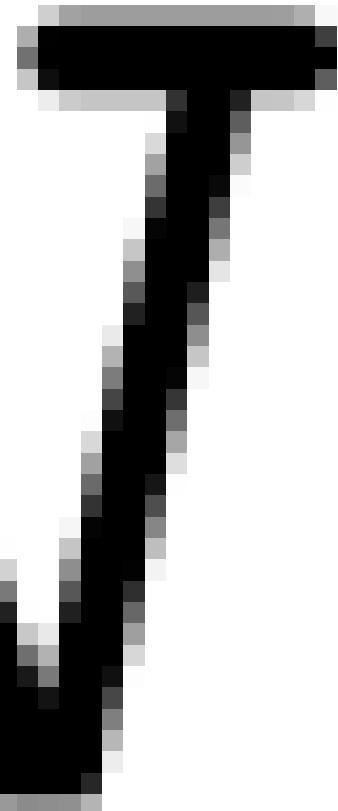
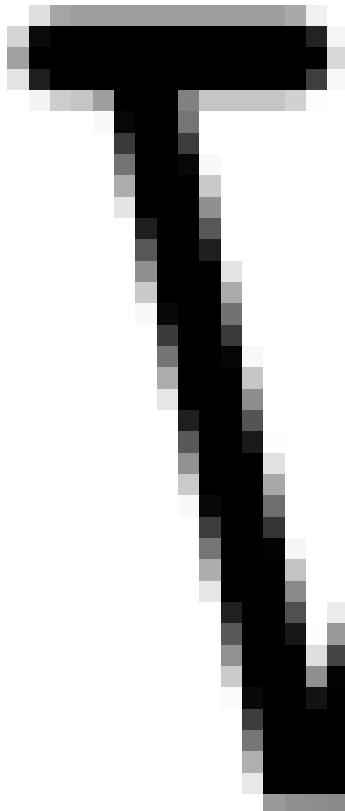


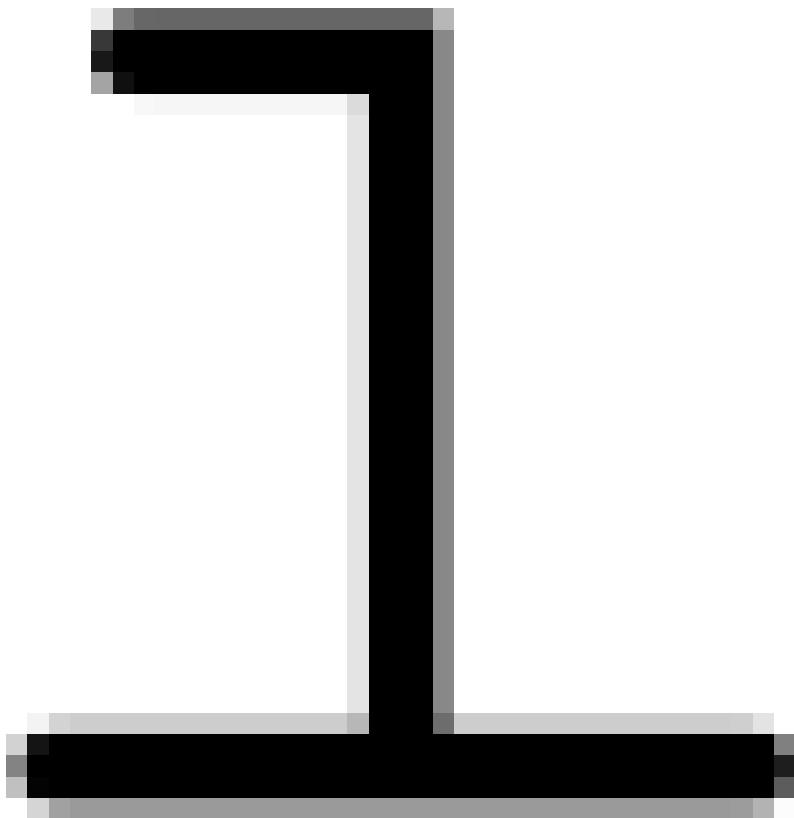
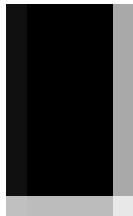


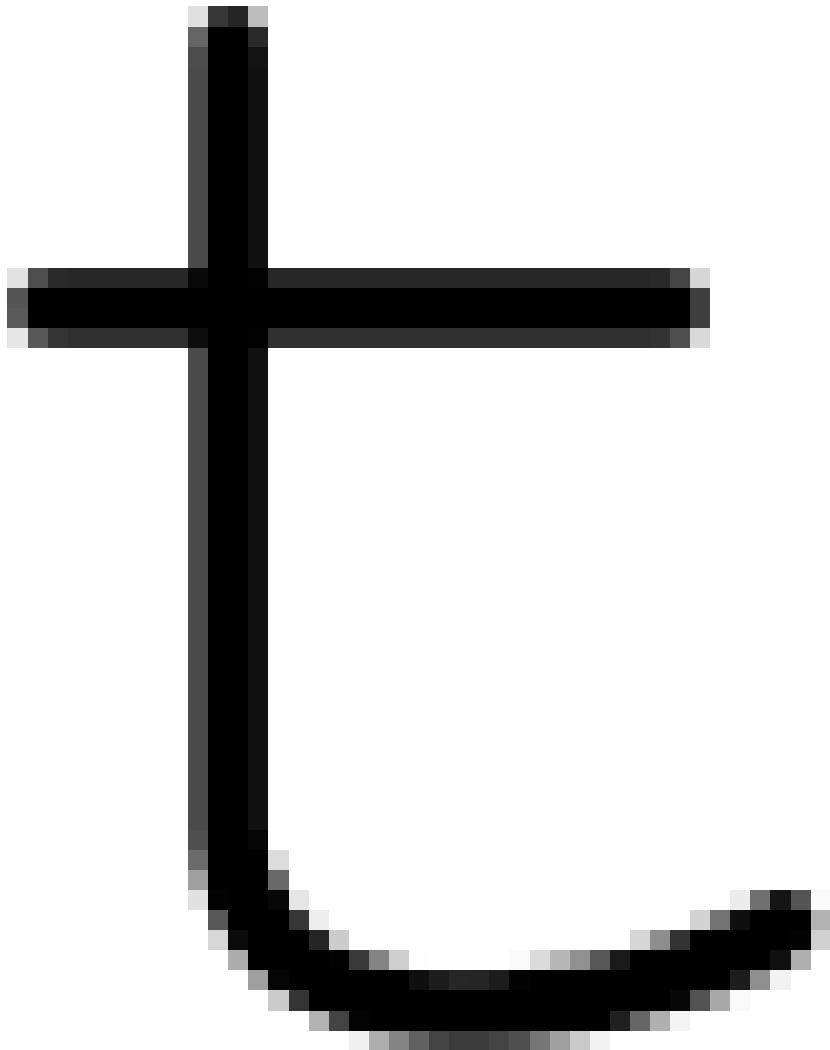


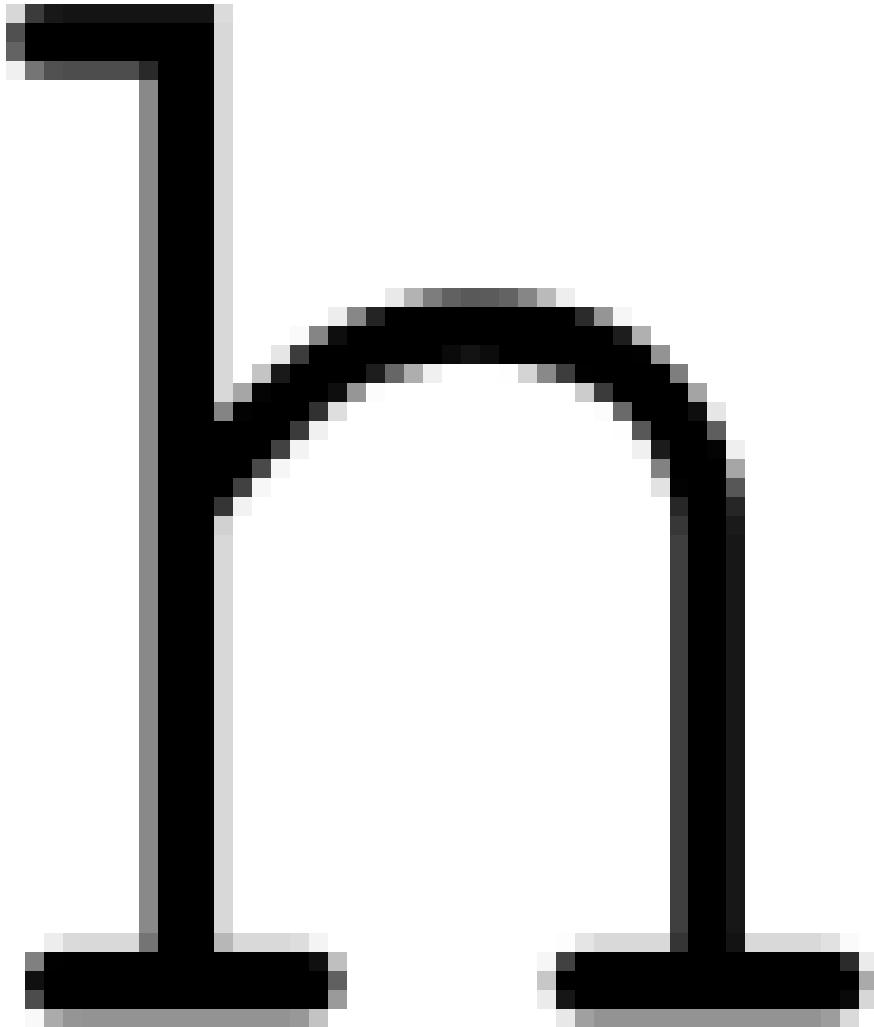


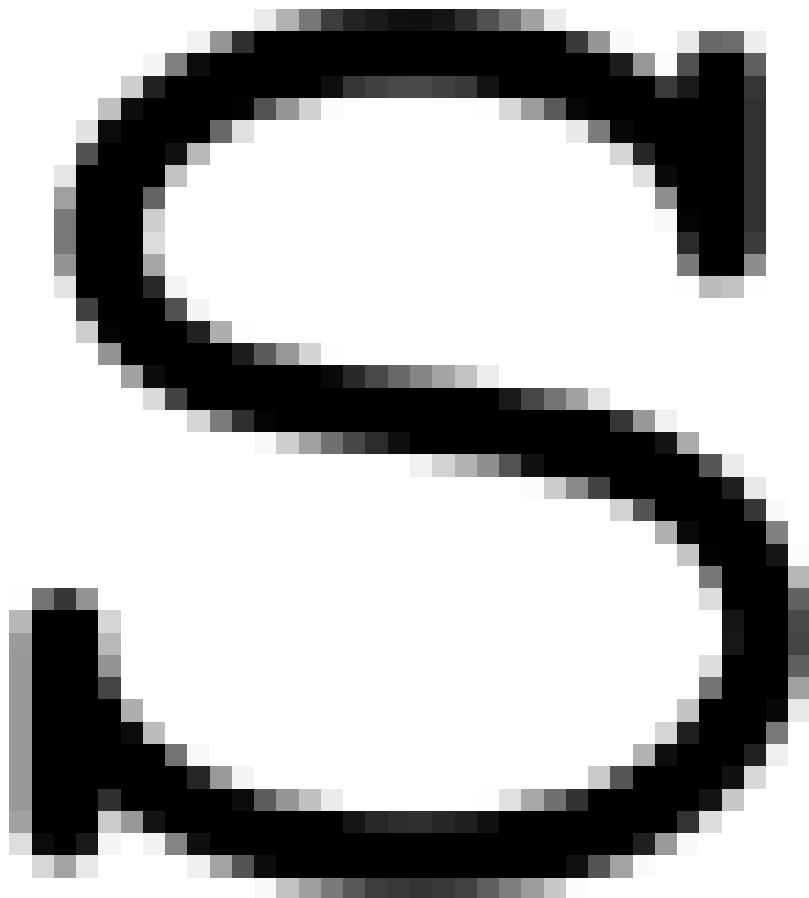


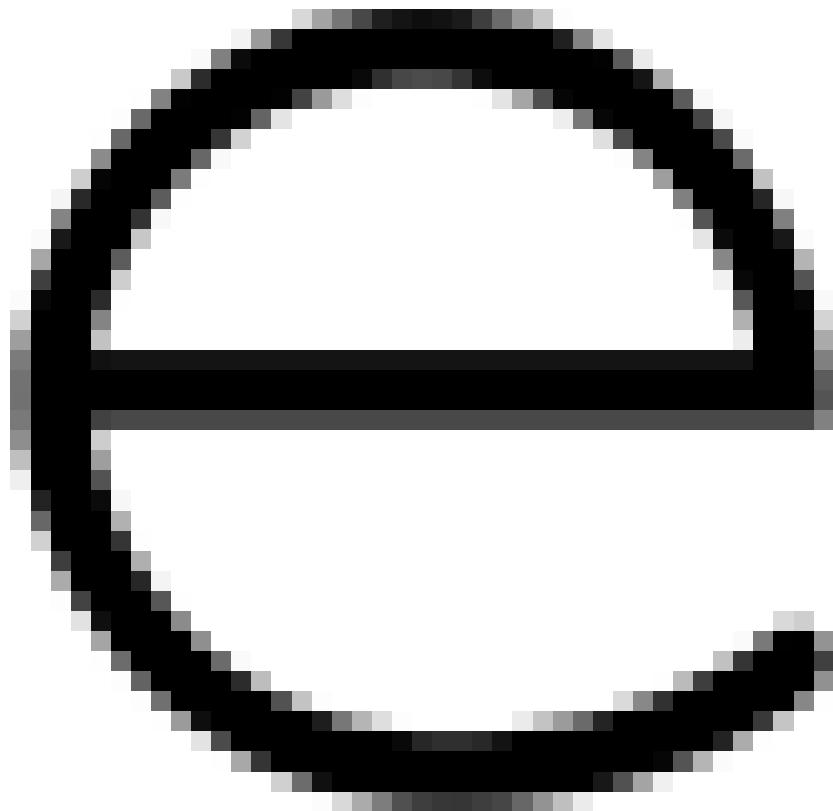


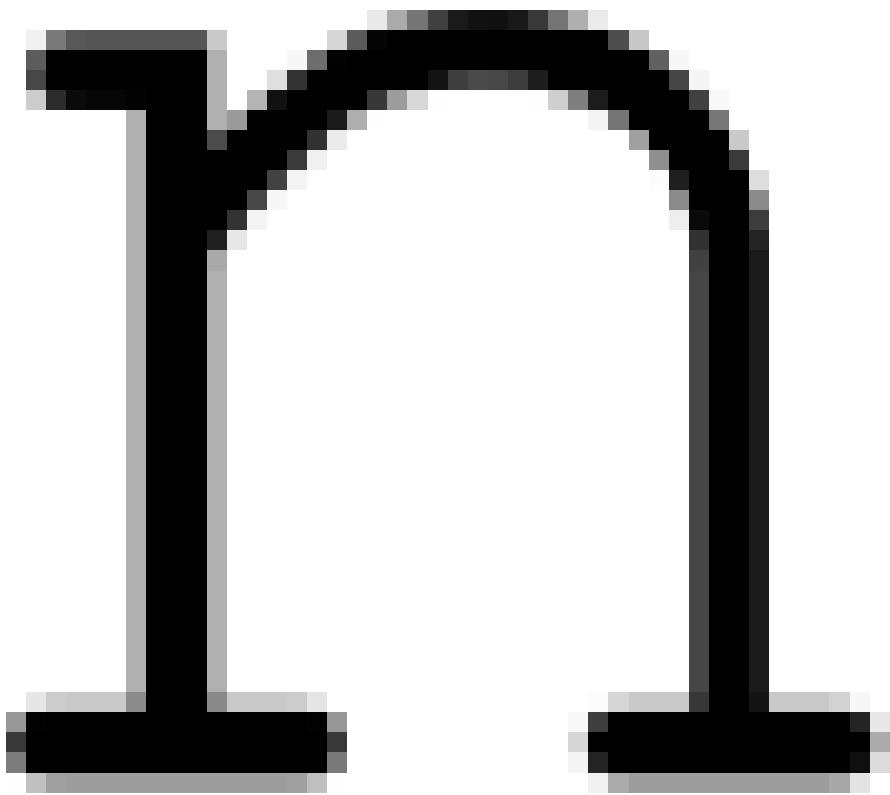


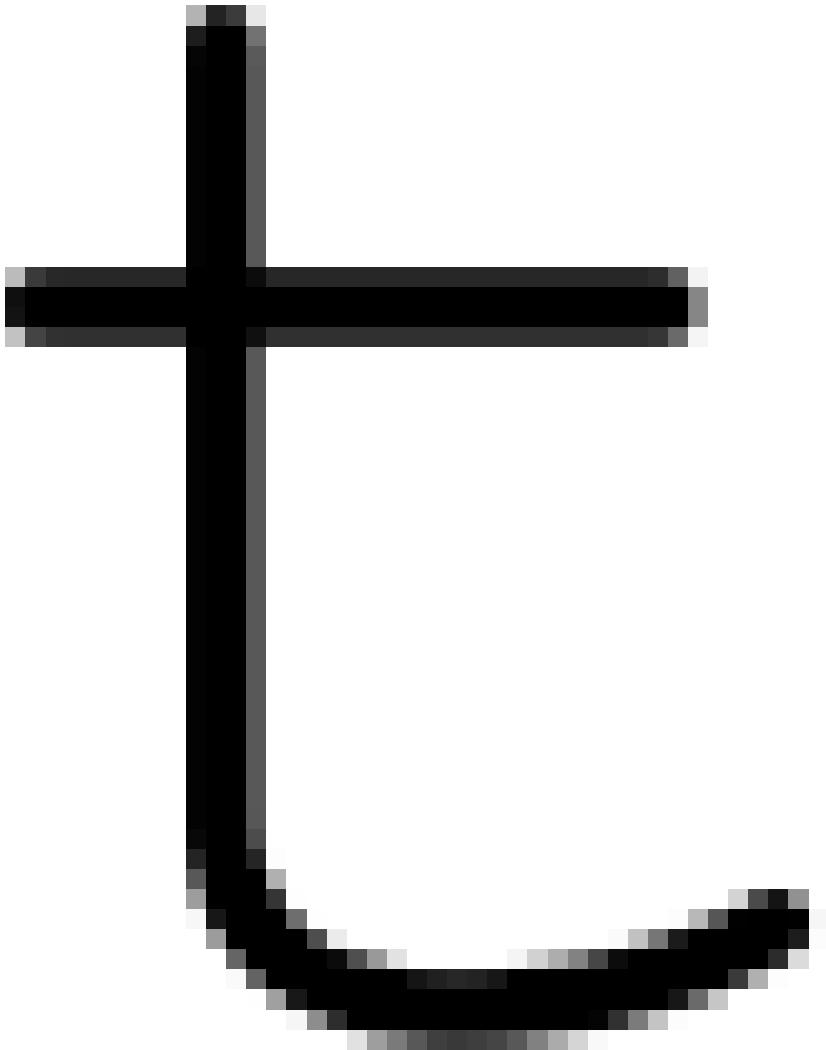


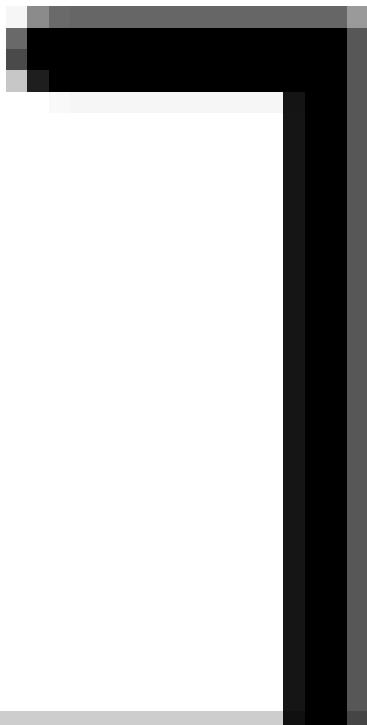
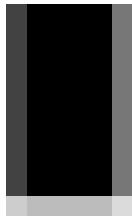


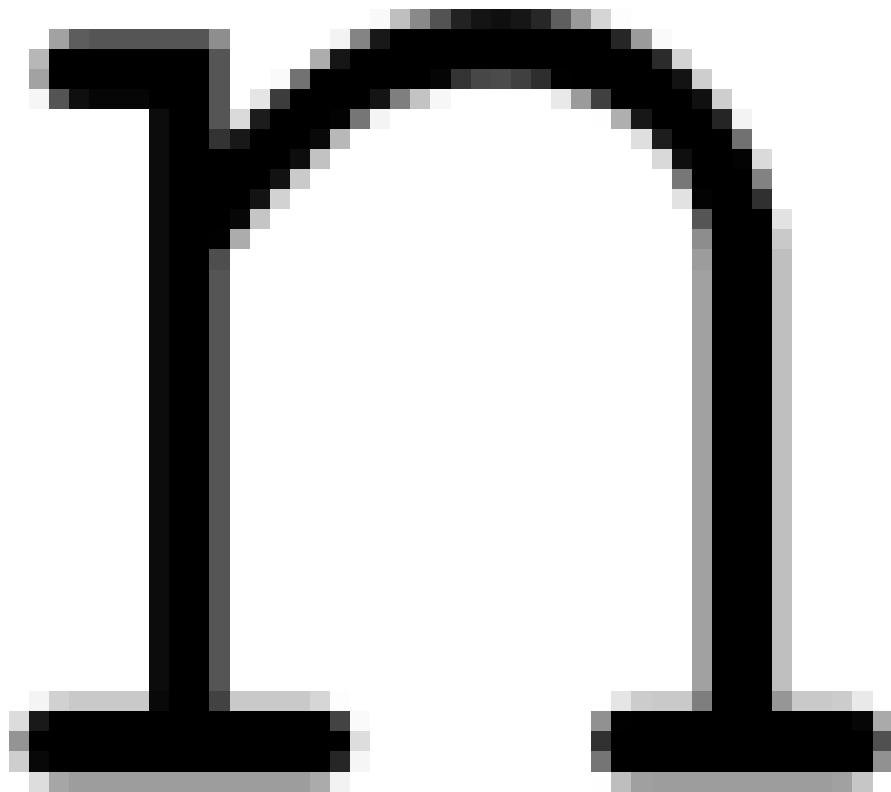


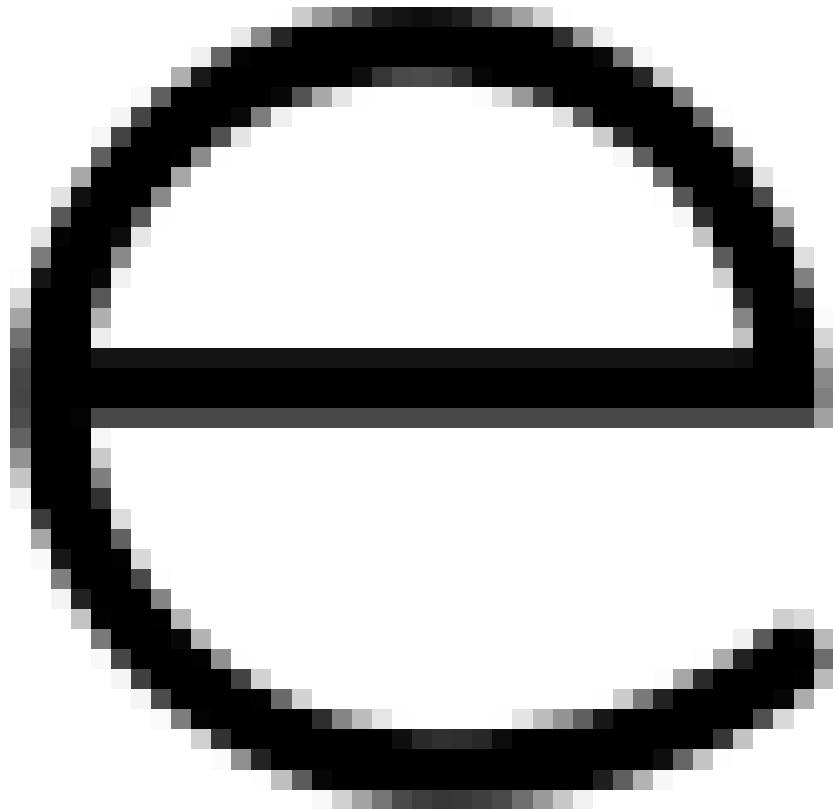


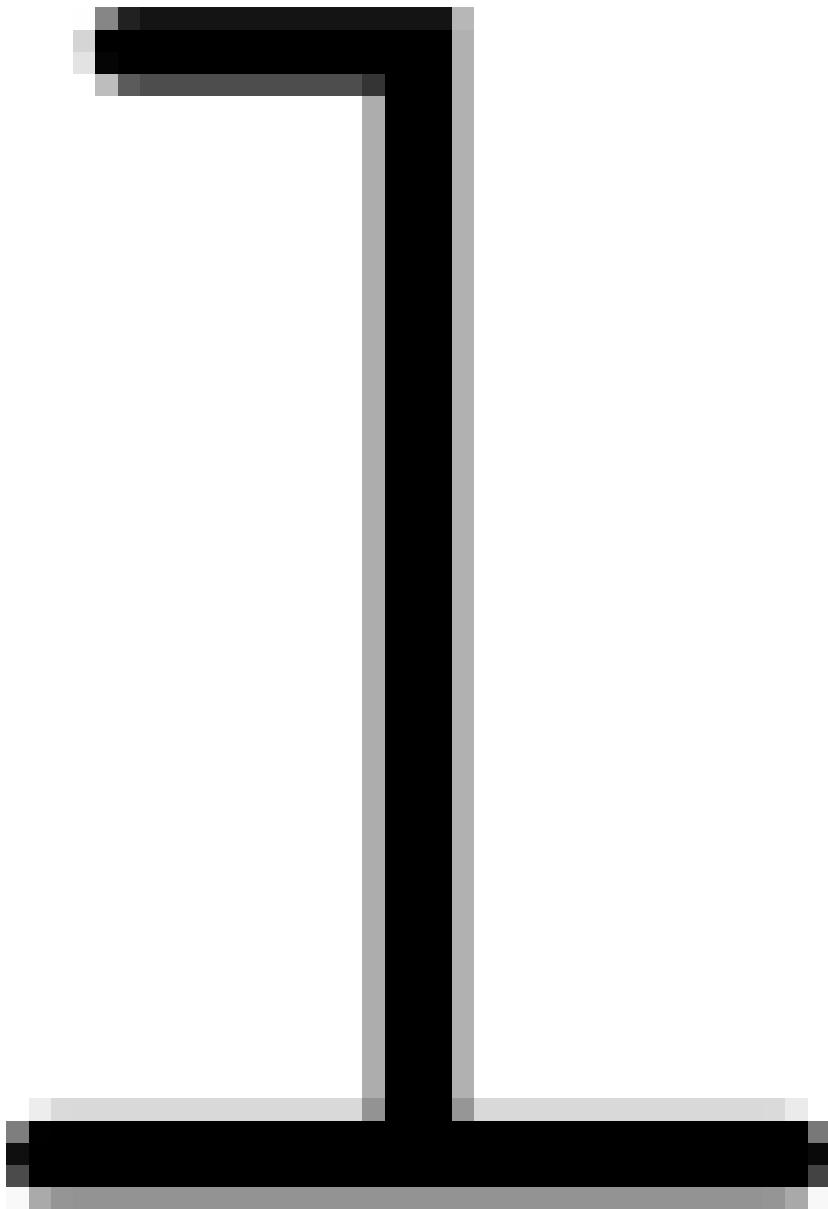


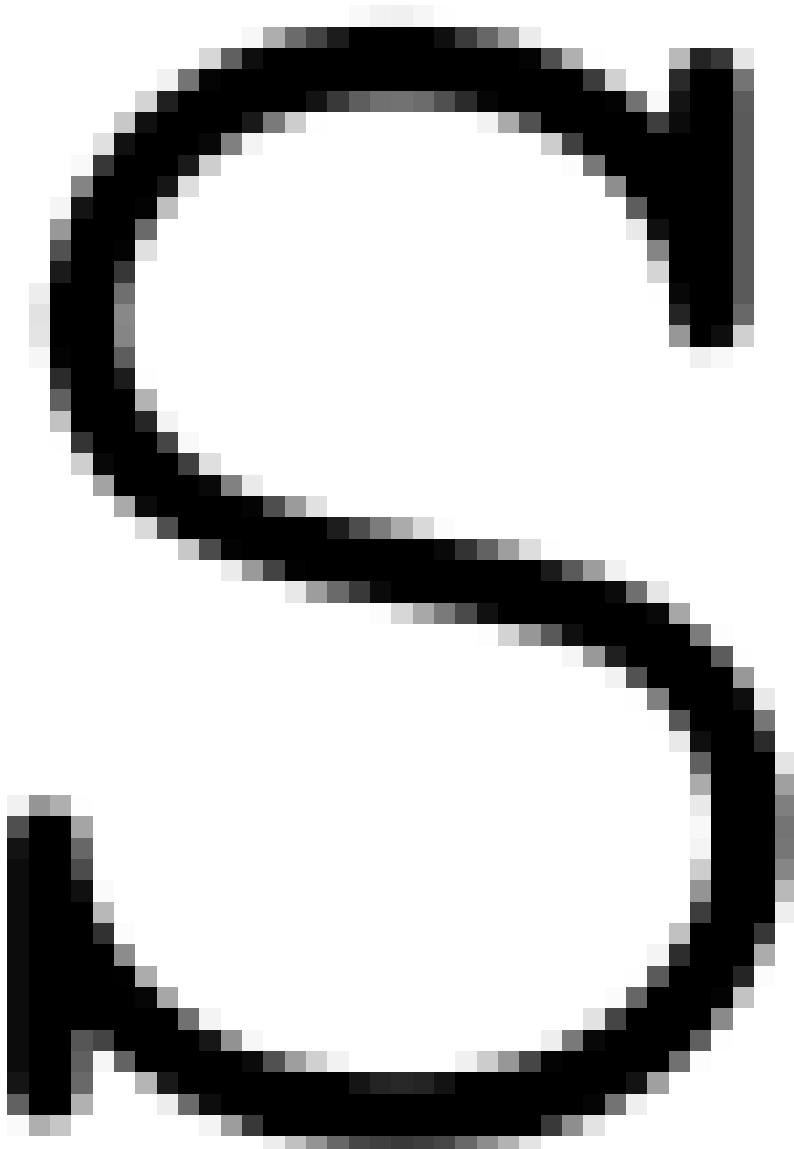


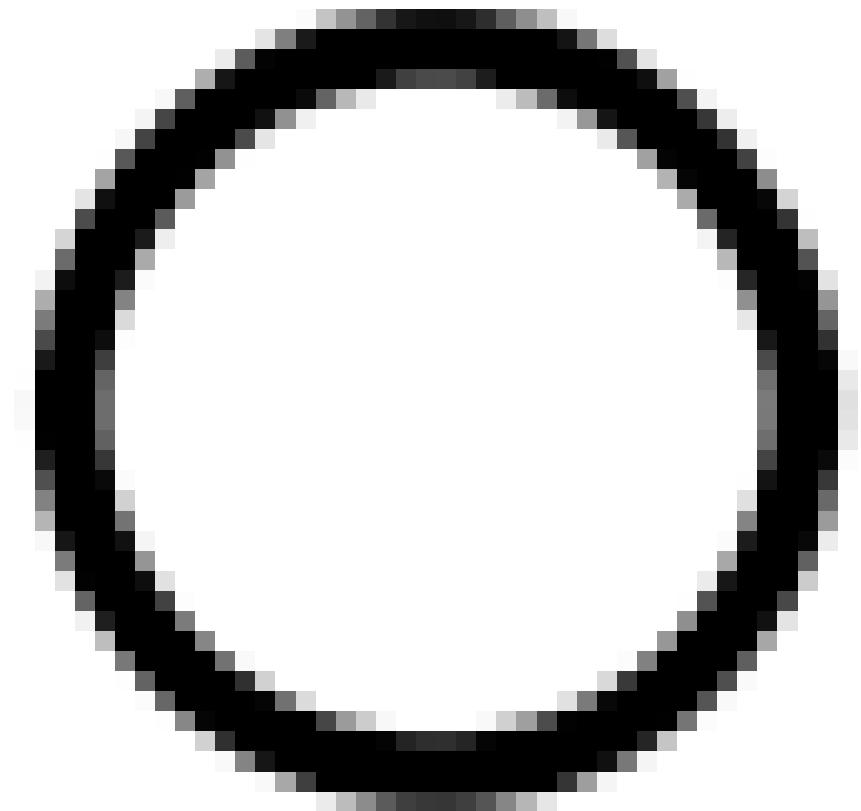


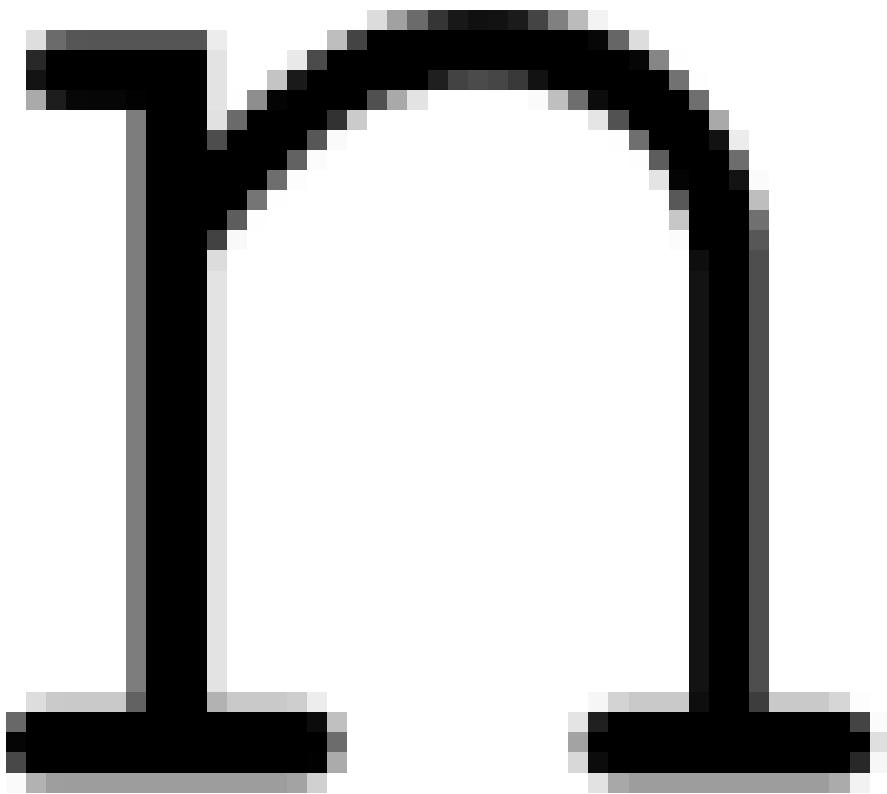




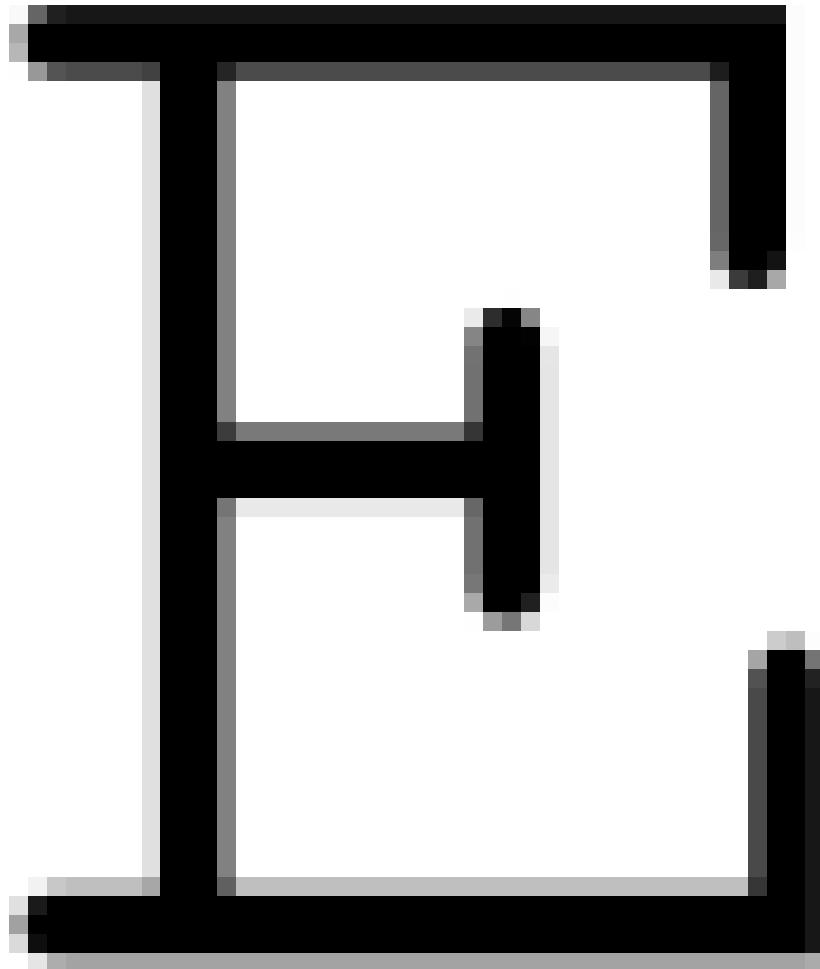


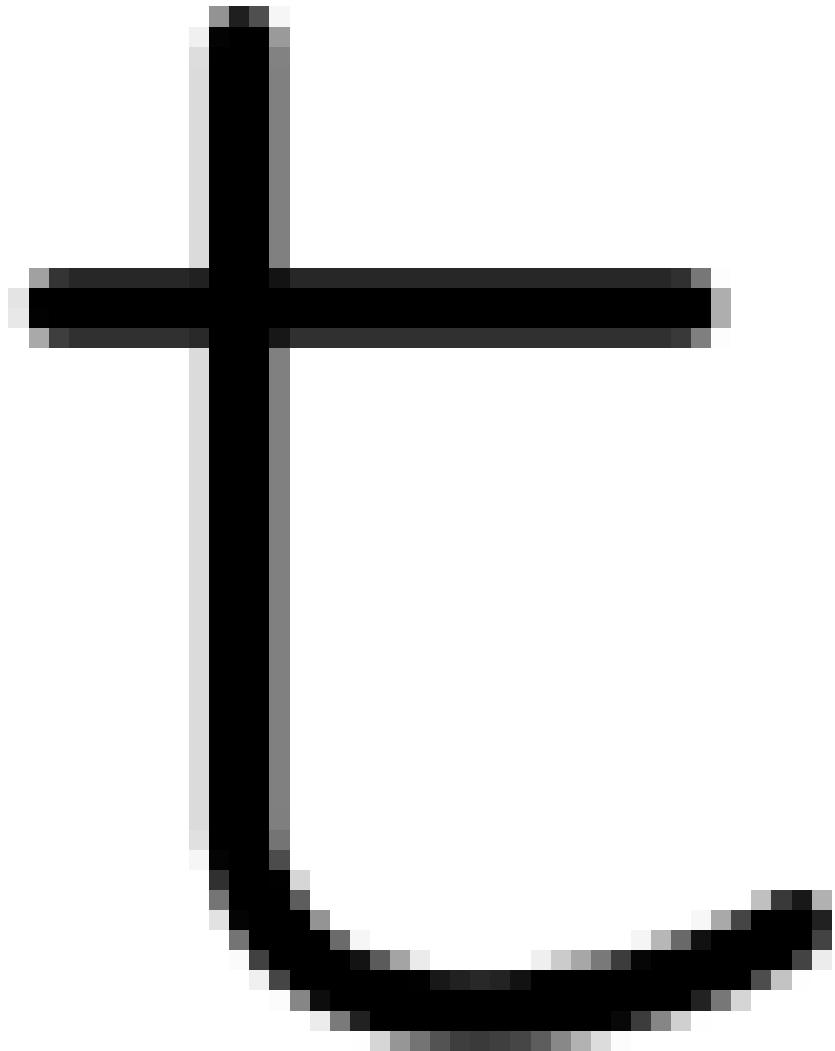


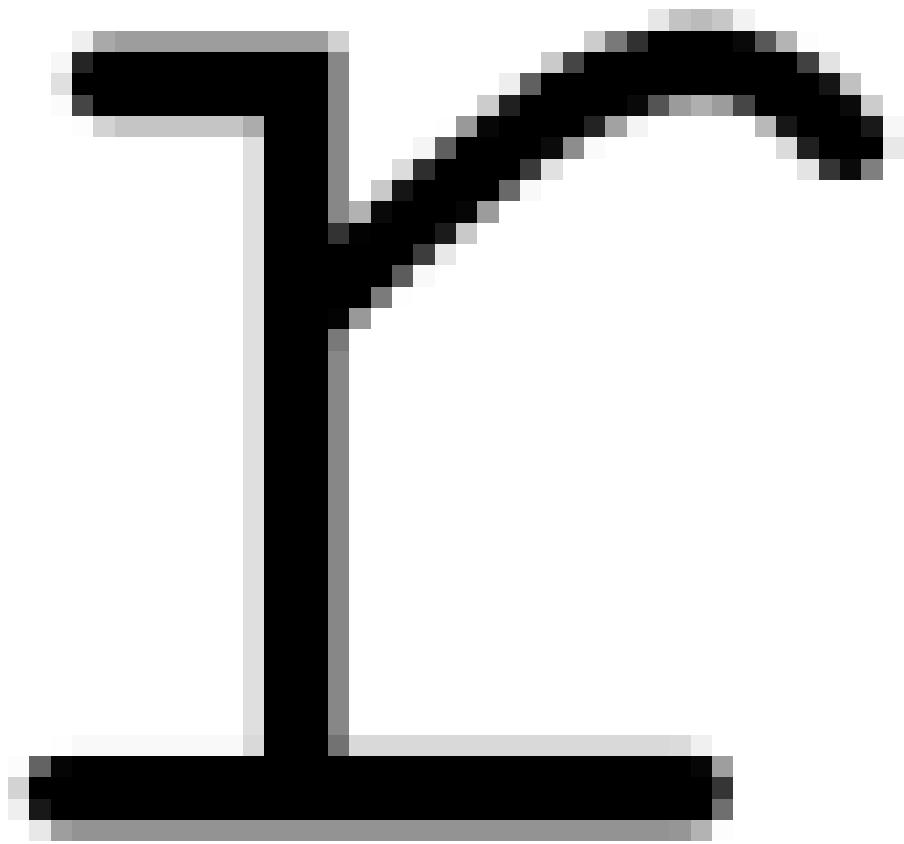


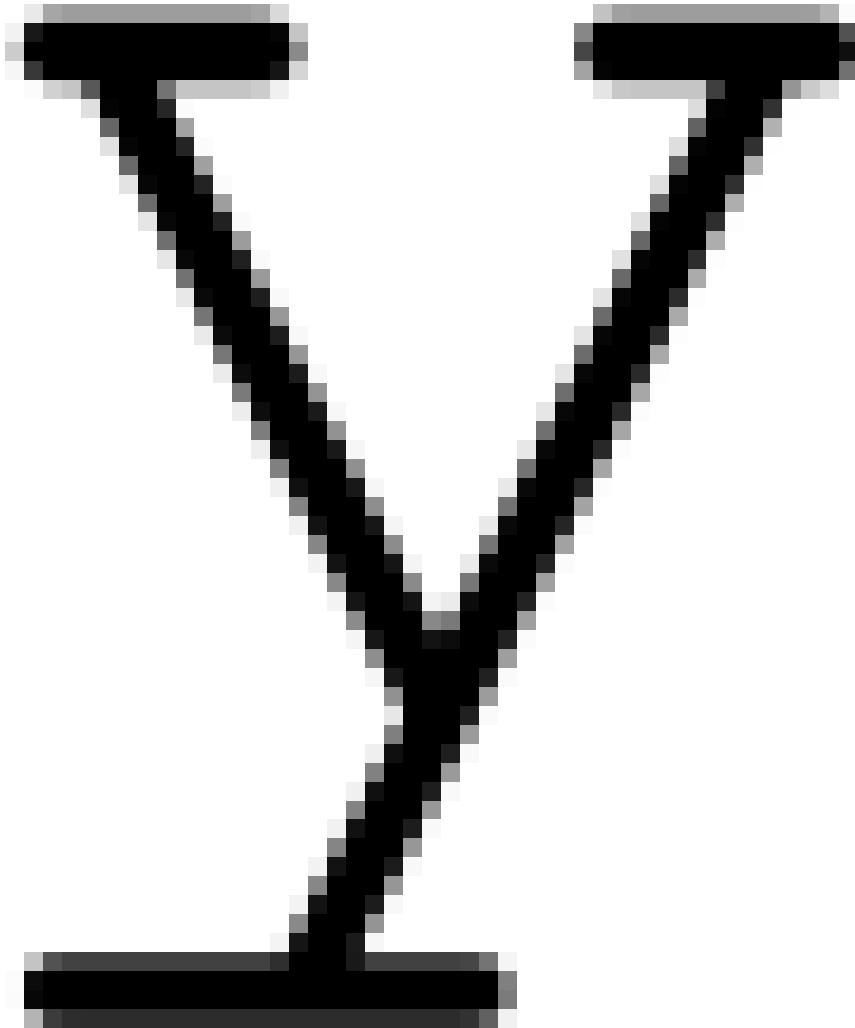




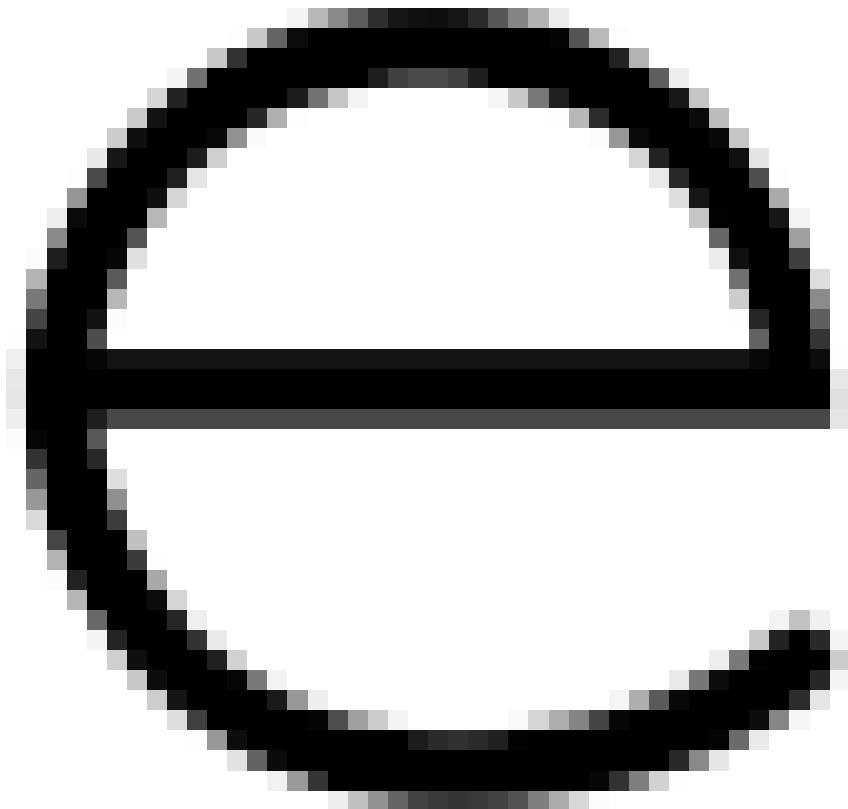


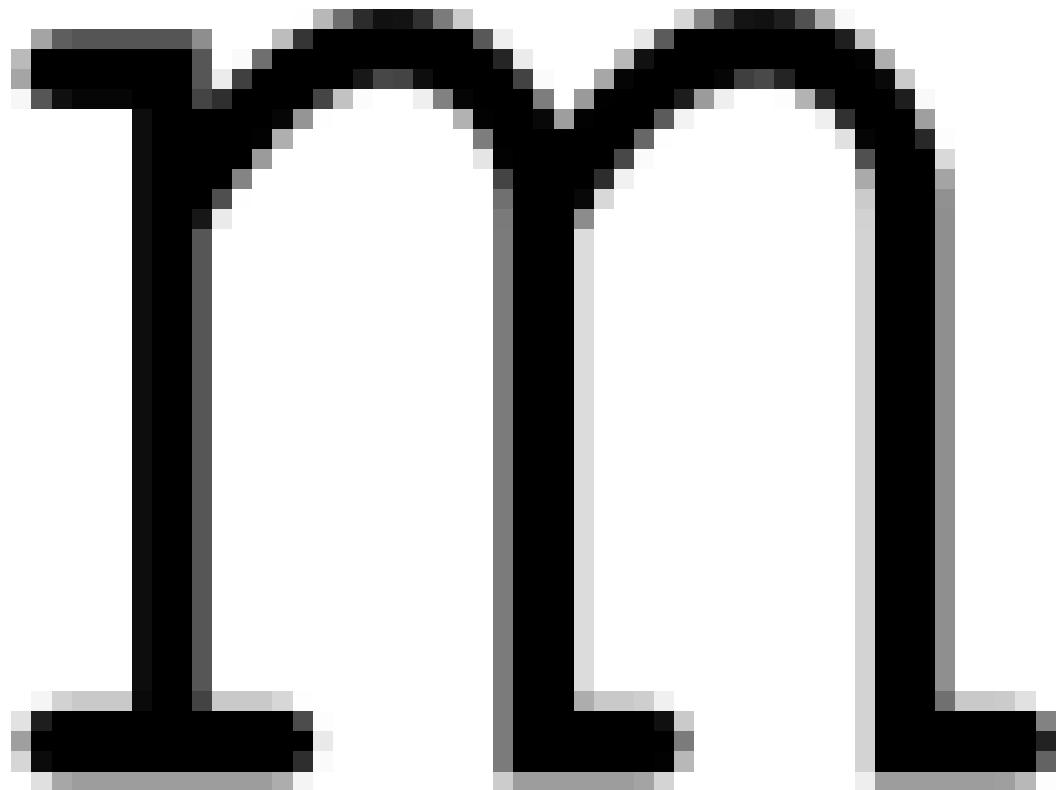




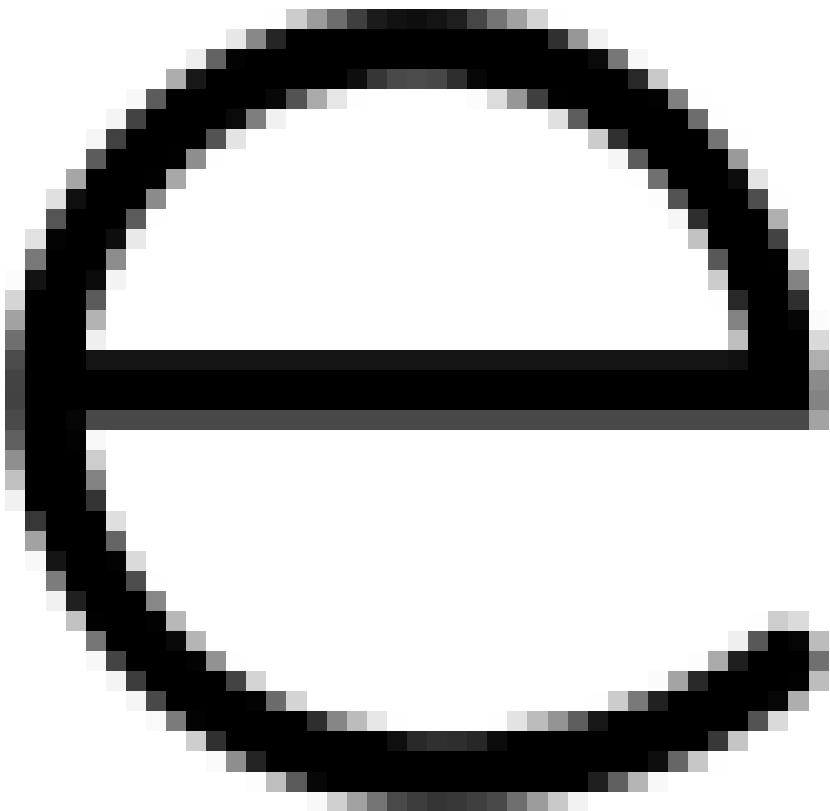


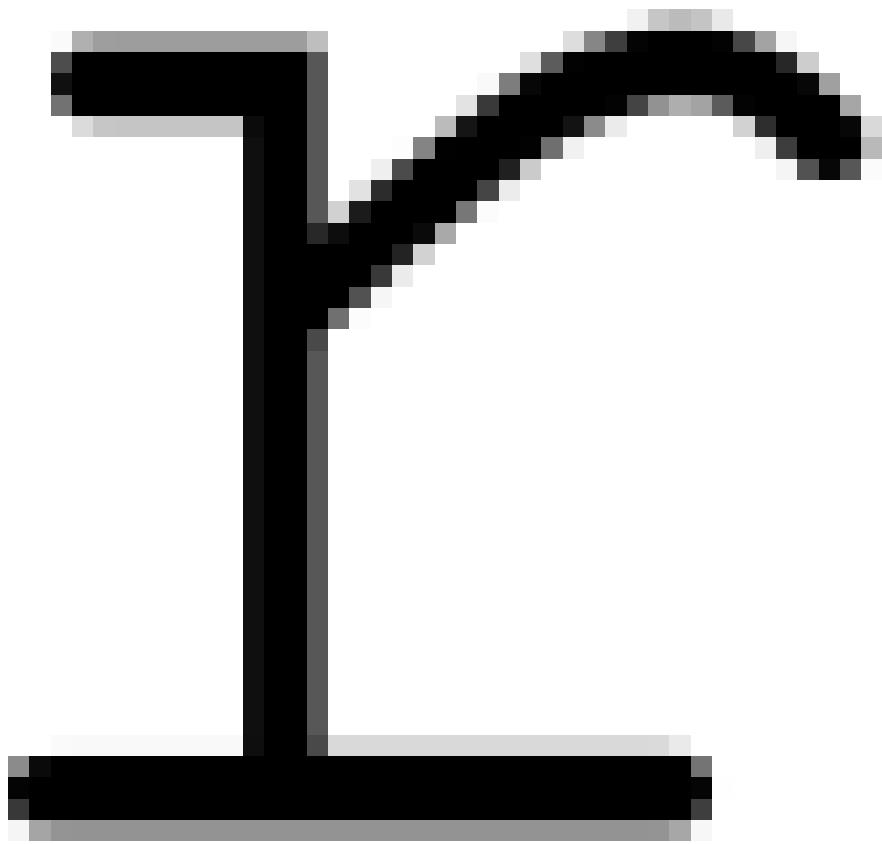


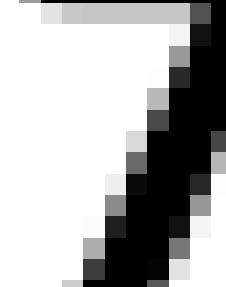
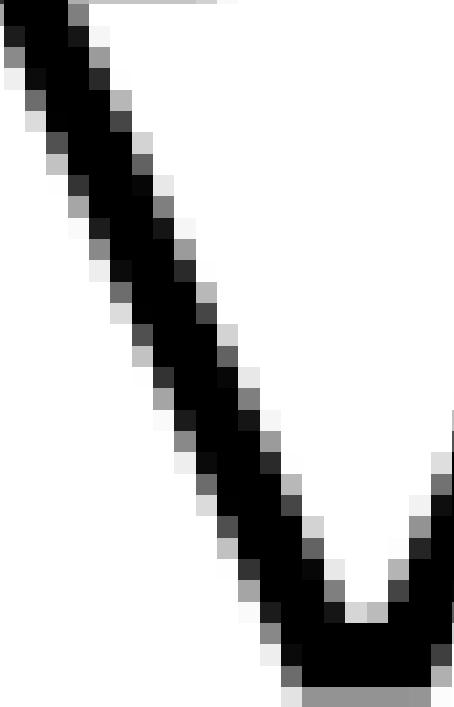




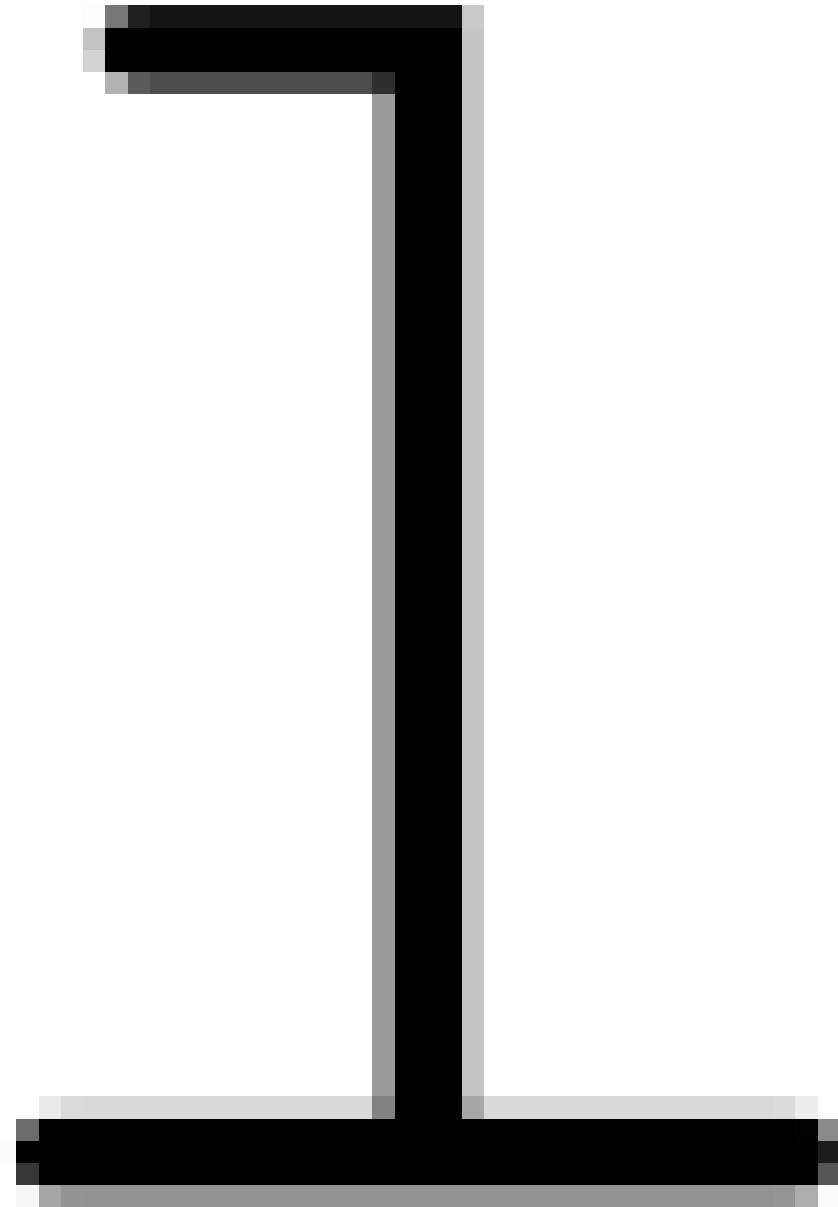


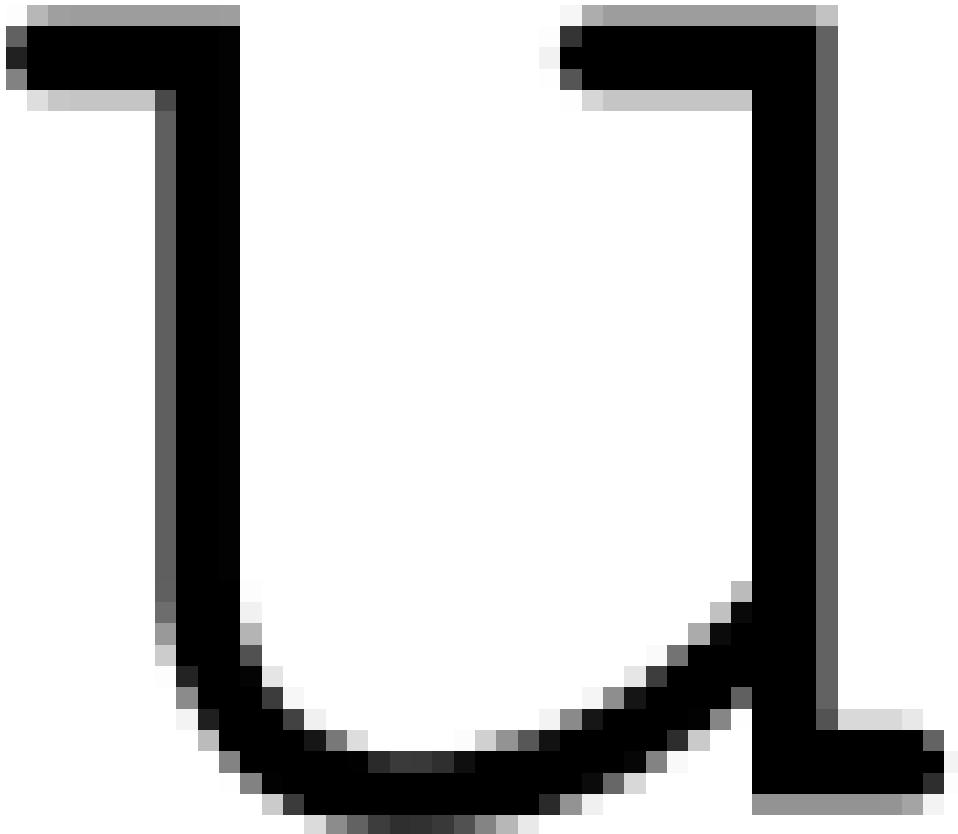


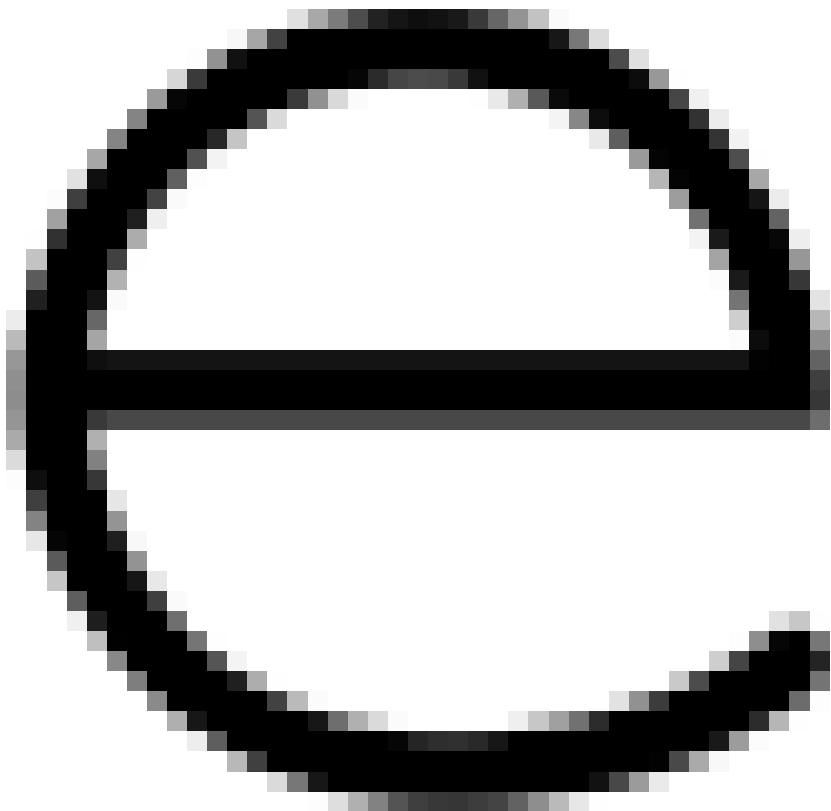


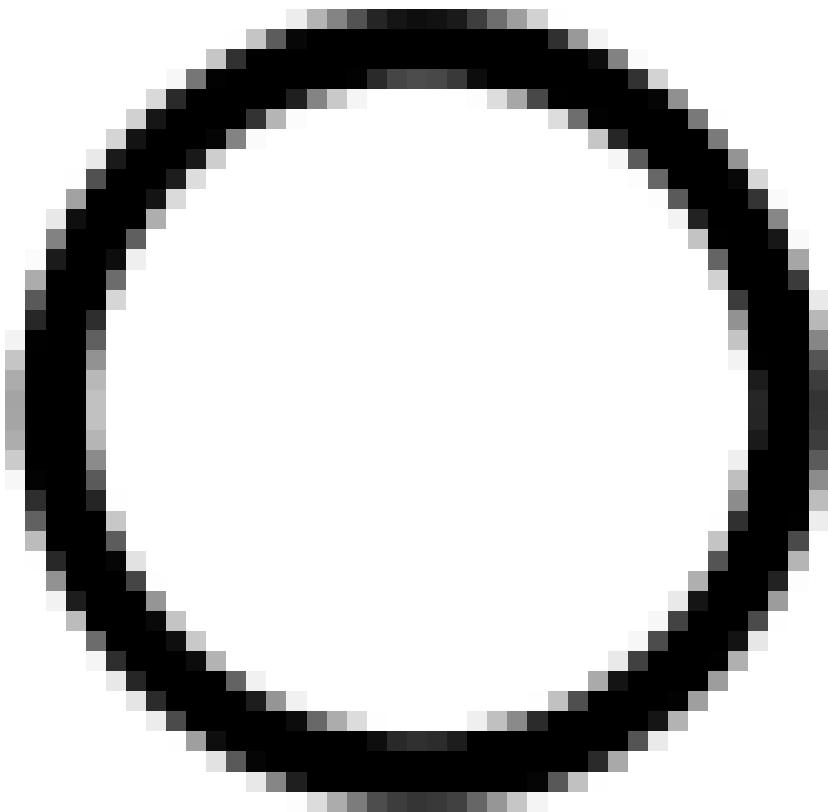


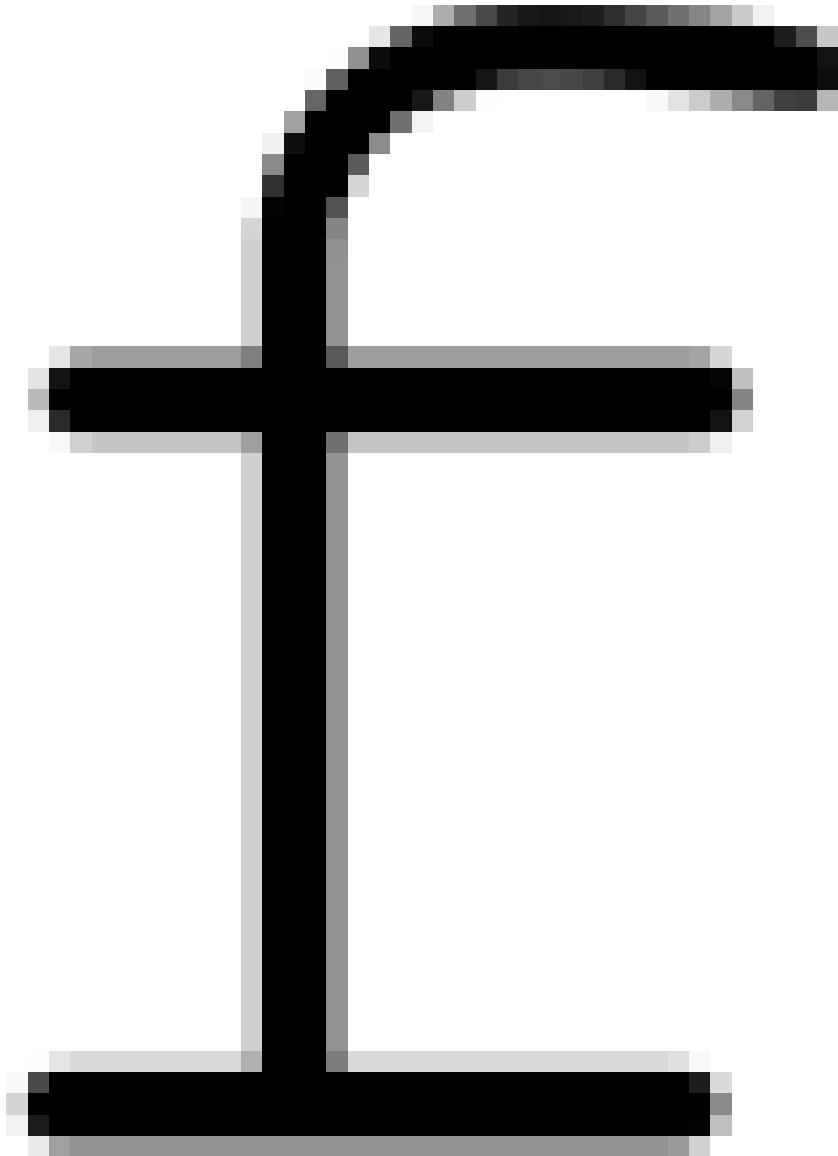


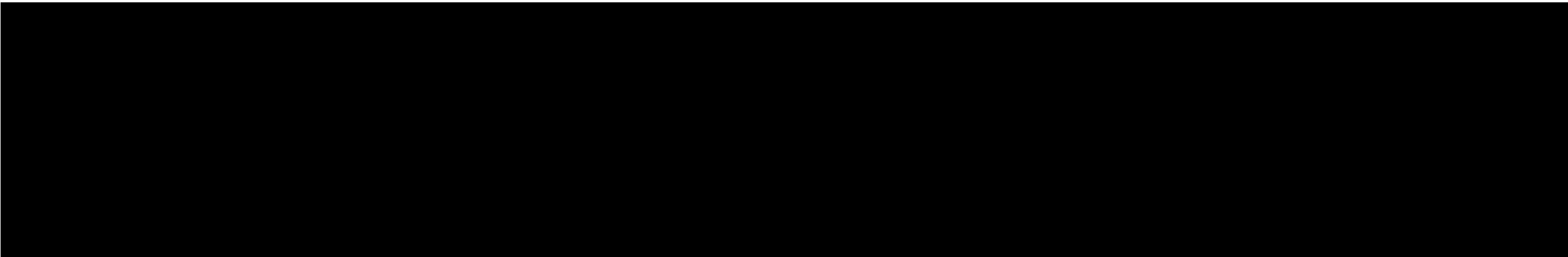


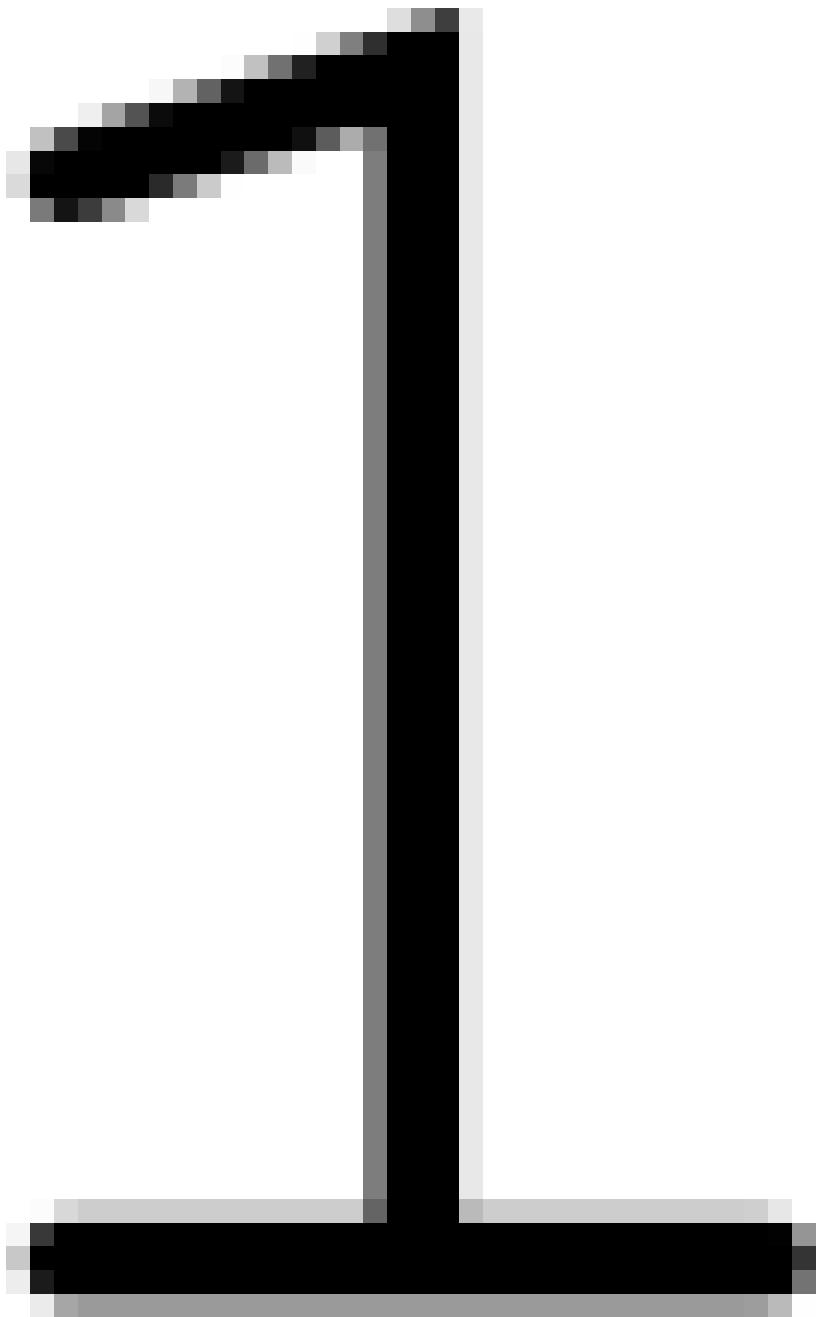






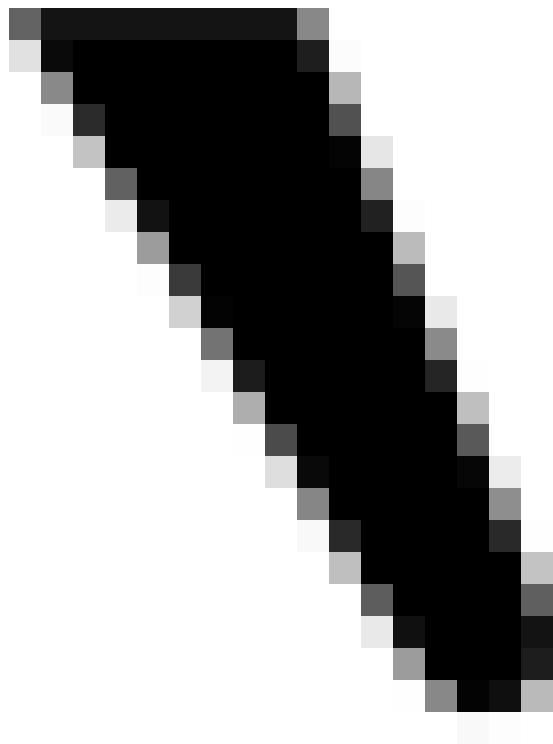
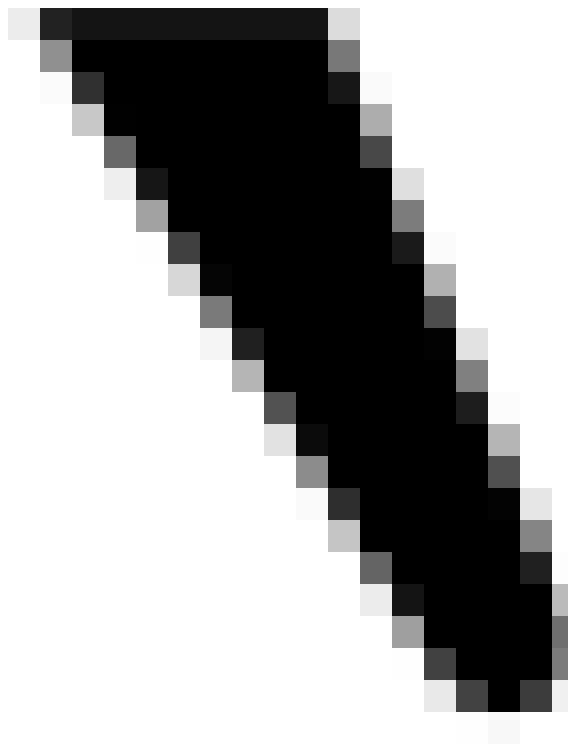


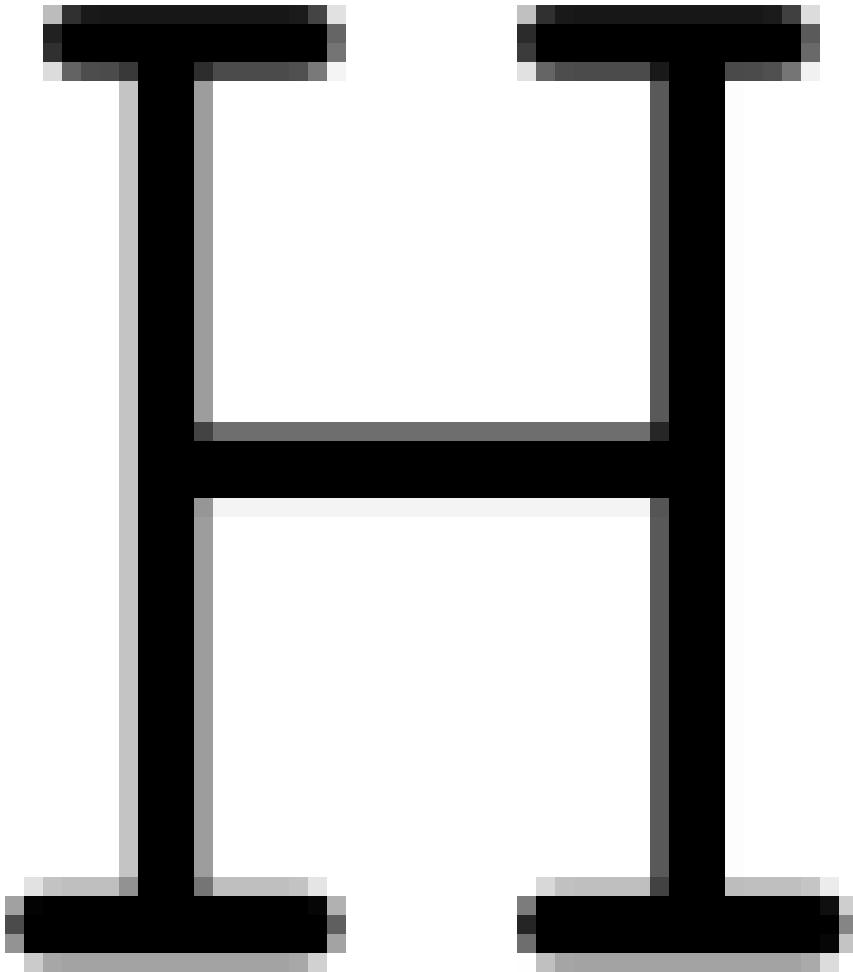


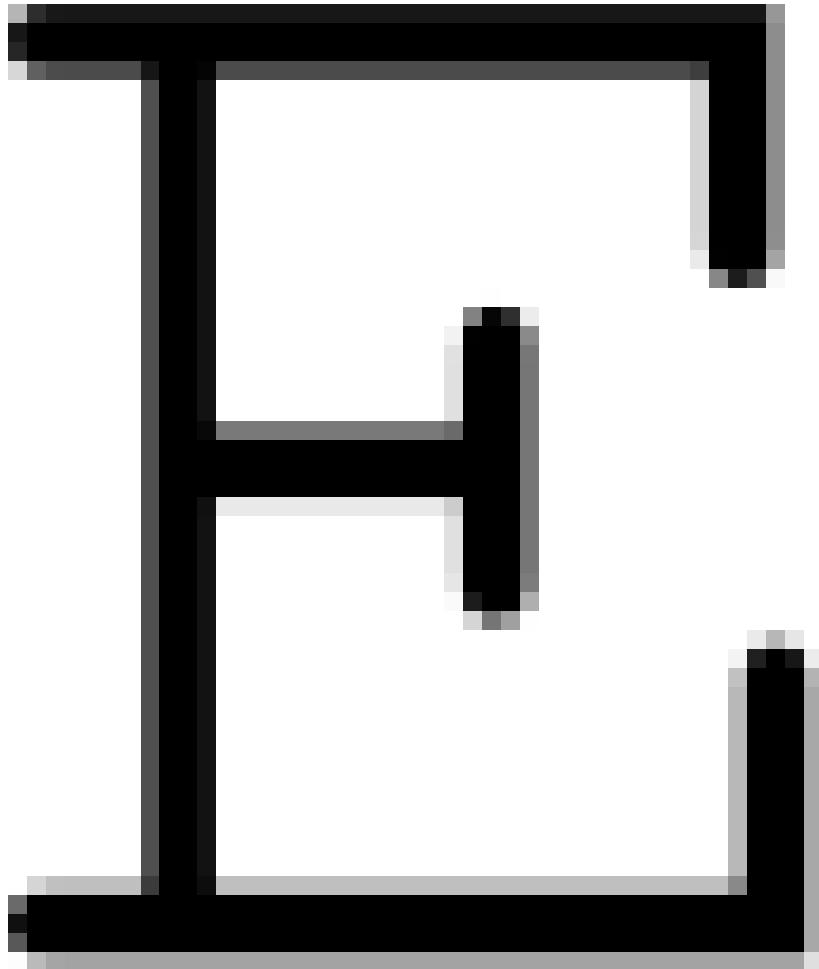




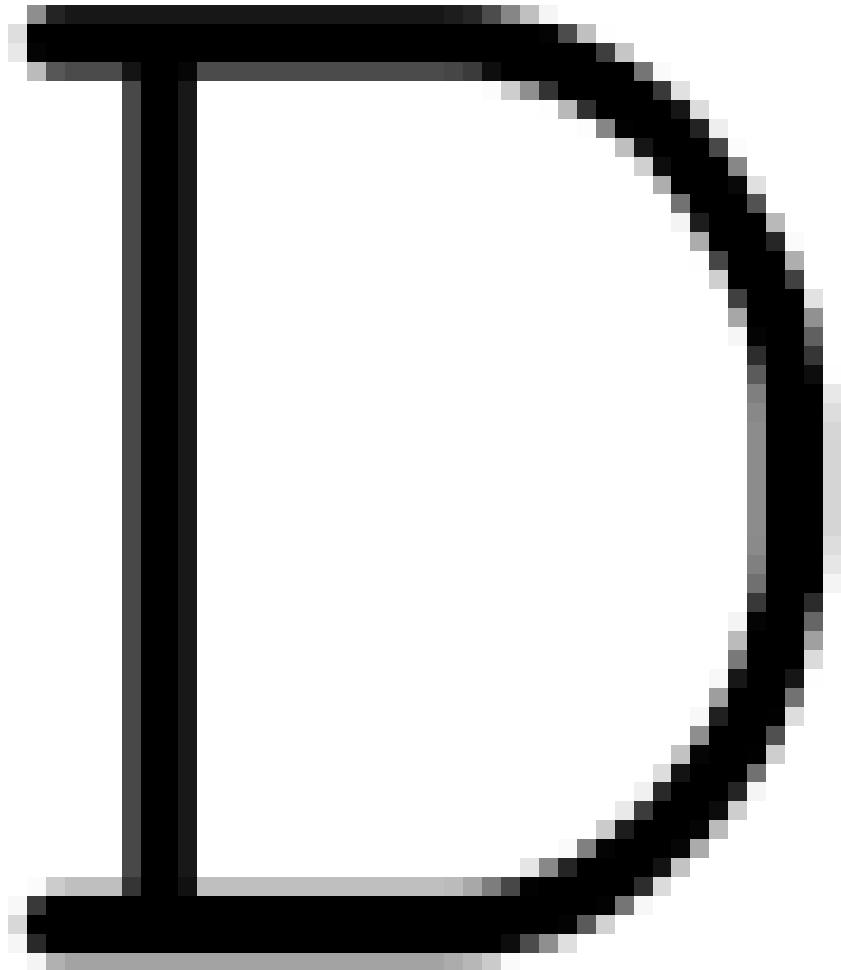


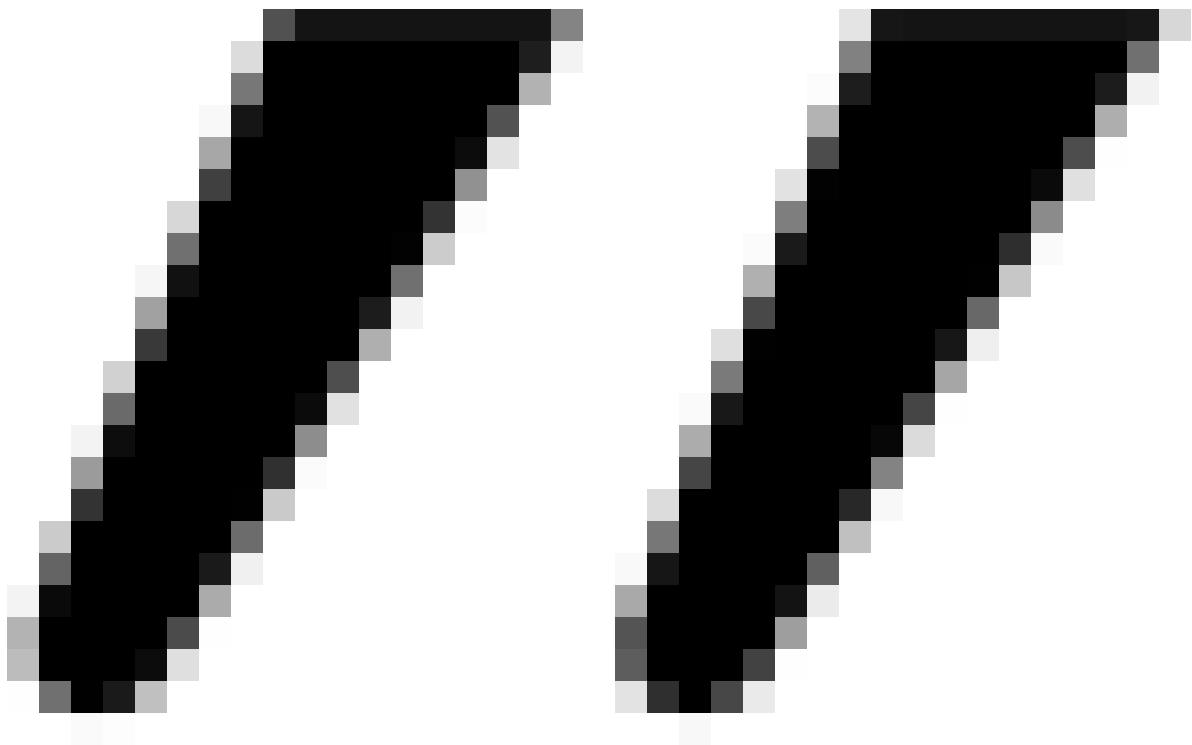


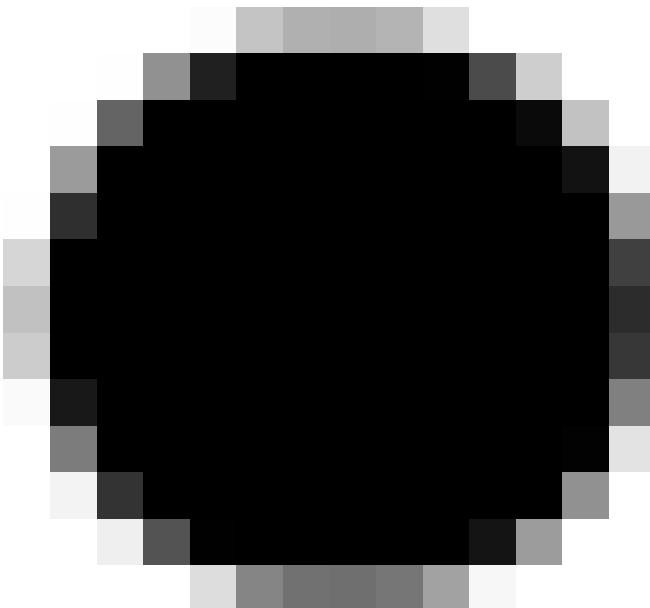






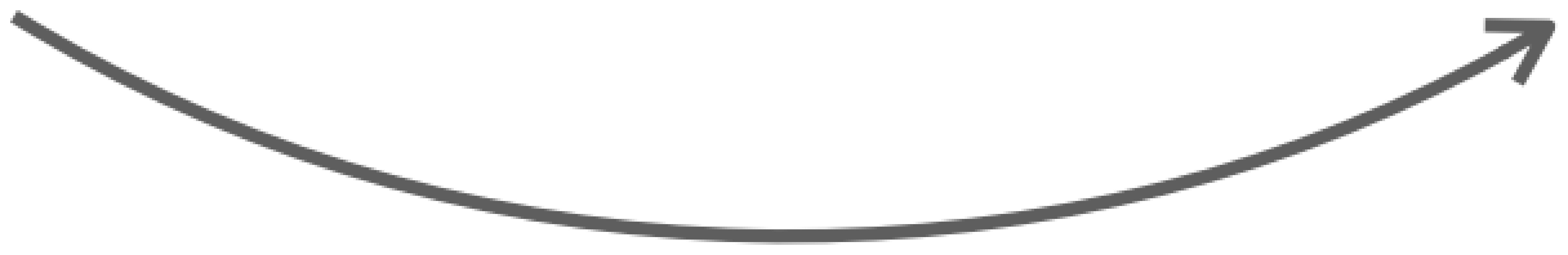












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\_next

\_id

\_name

-1

HEAD

These `Node*`'s should be initialized to point to the one and same head sentinel node with sentinel `SongEntry` member values of -1 and "HEAD".

