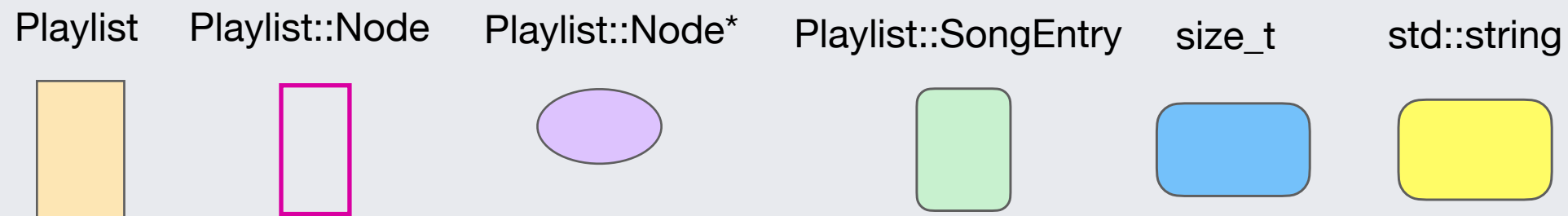
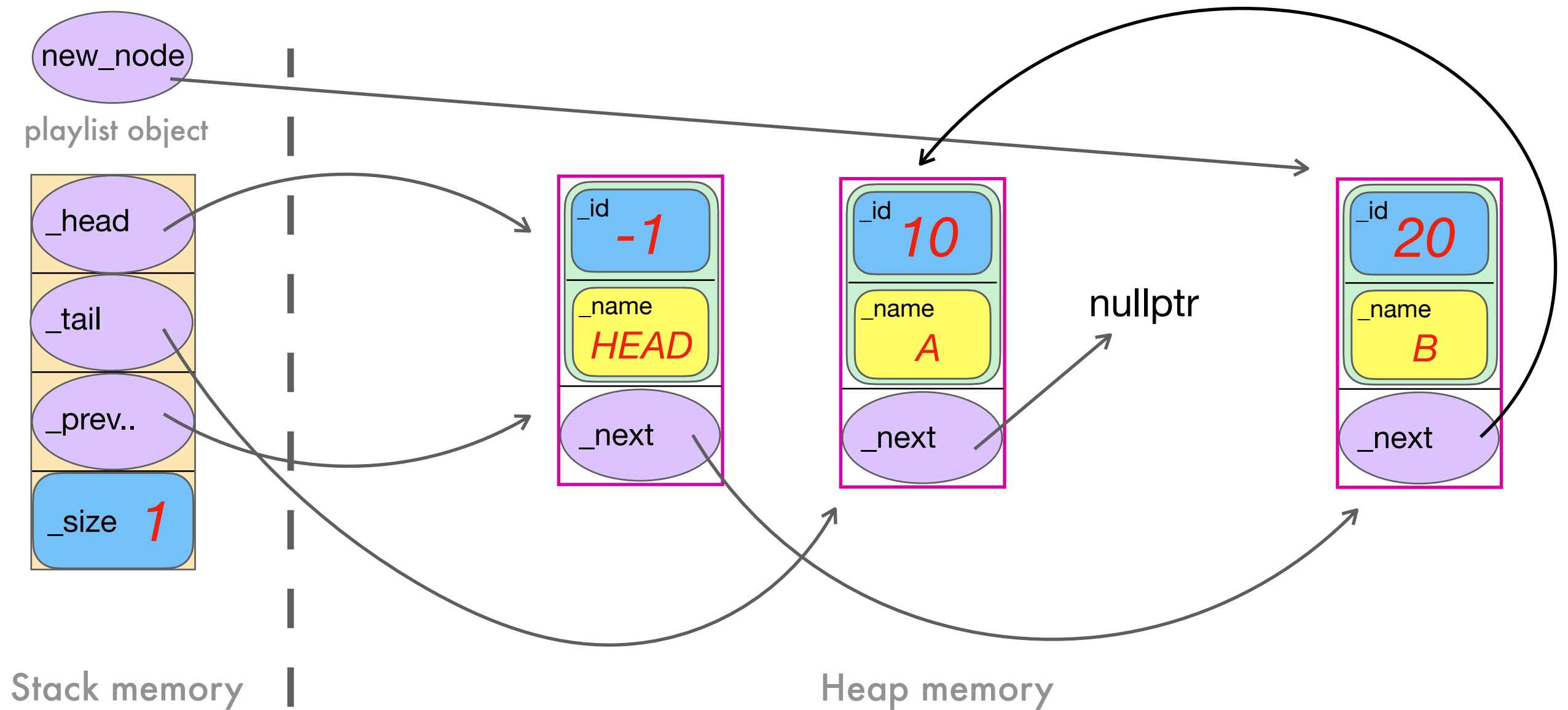
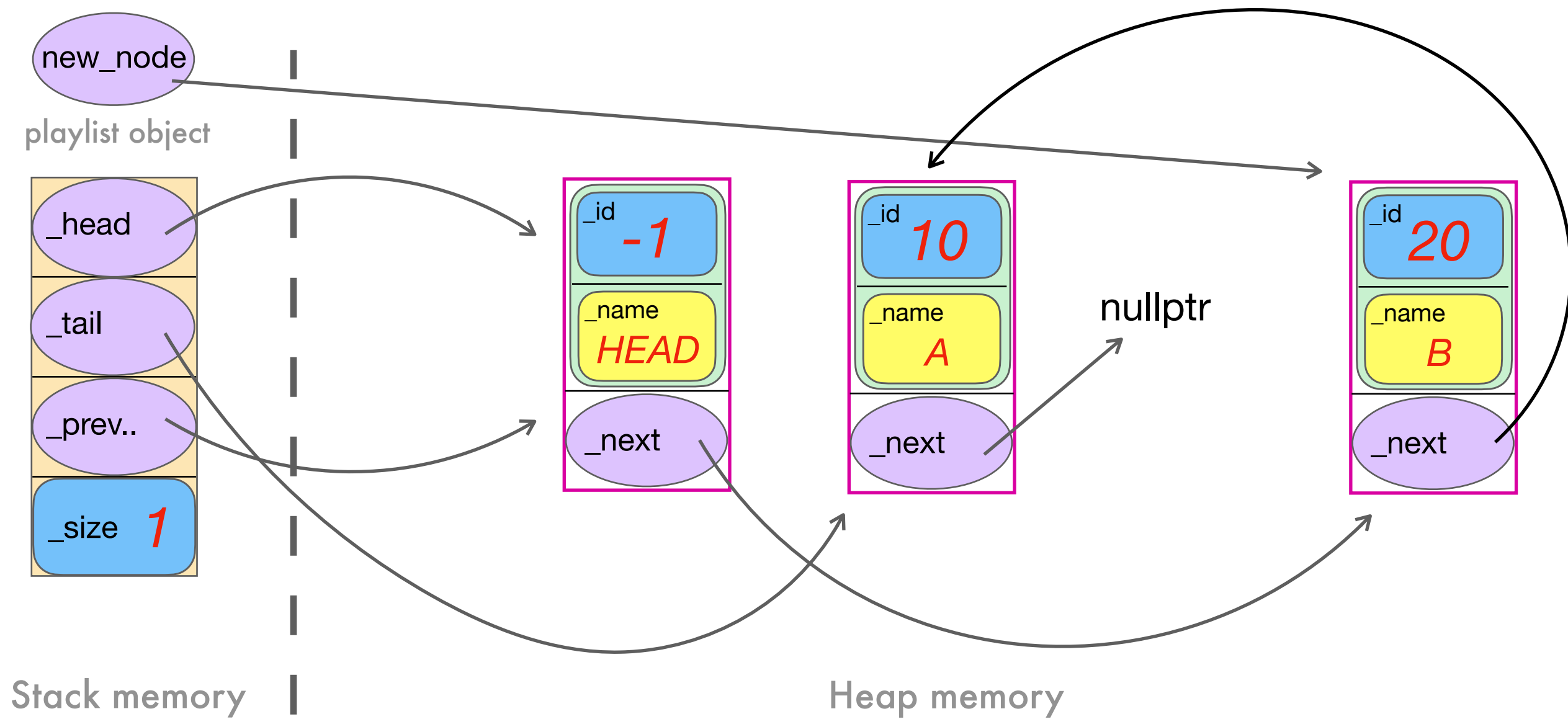


We're inserting after `_prev_to_current` which right now points to the sentinel node. So we need to carefully re-assign `_next` pointers..



Legend



Playlist	Playlist::Node	Playlist::Node*	Playlist::SongEntry	size_t	std::string

Legend