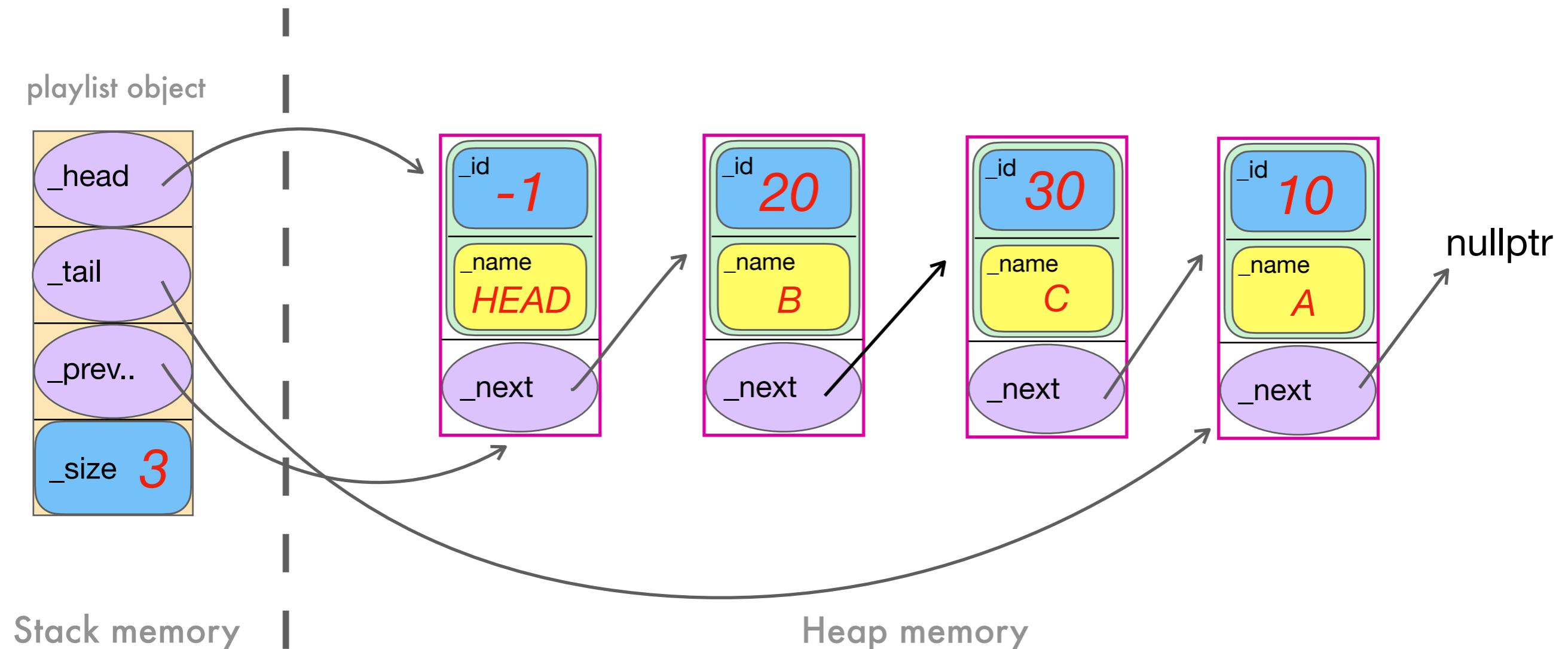
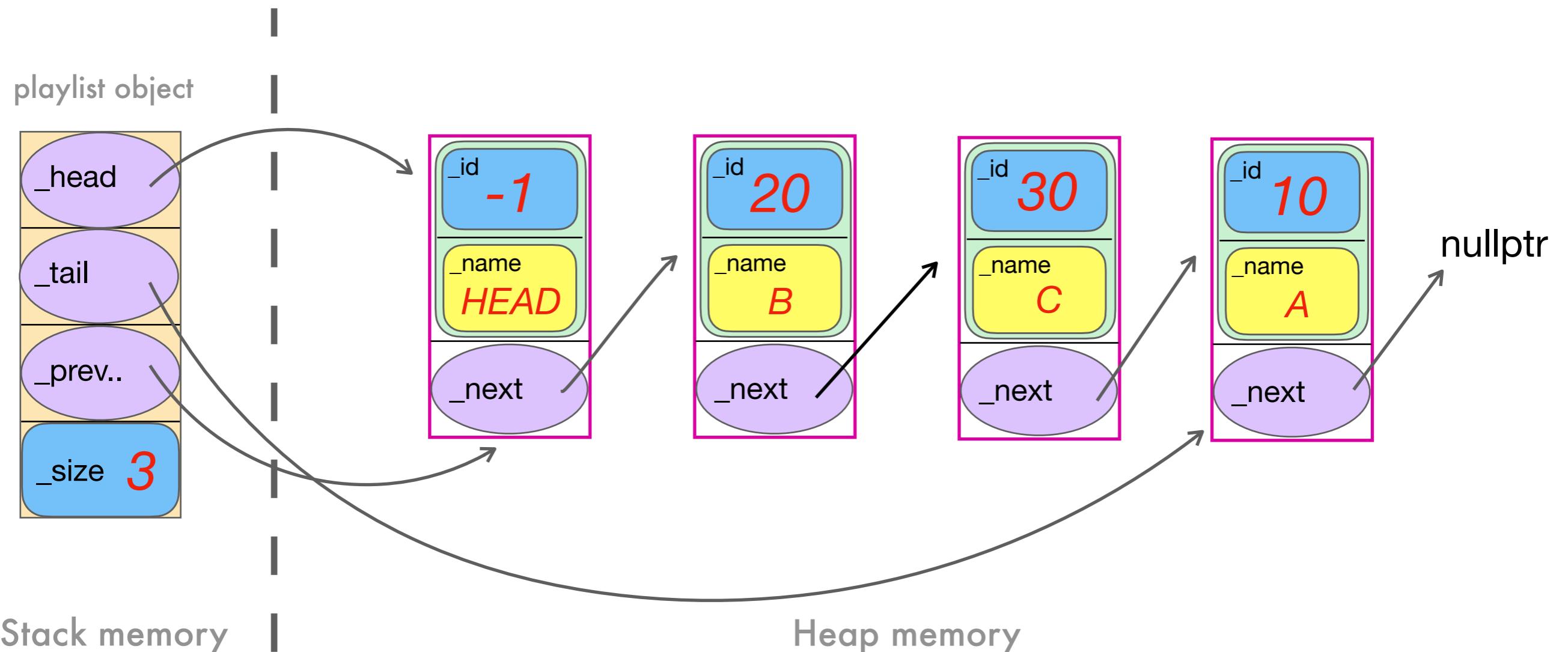


```
playlist.circular_advance_cursor();
```



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

Legend



Playlist

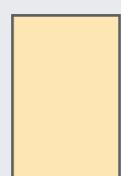
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend