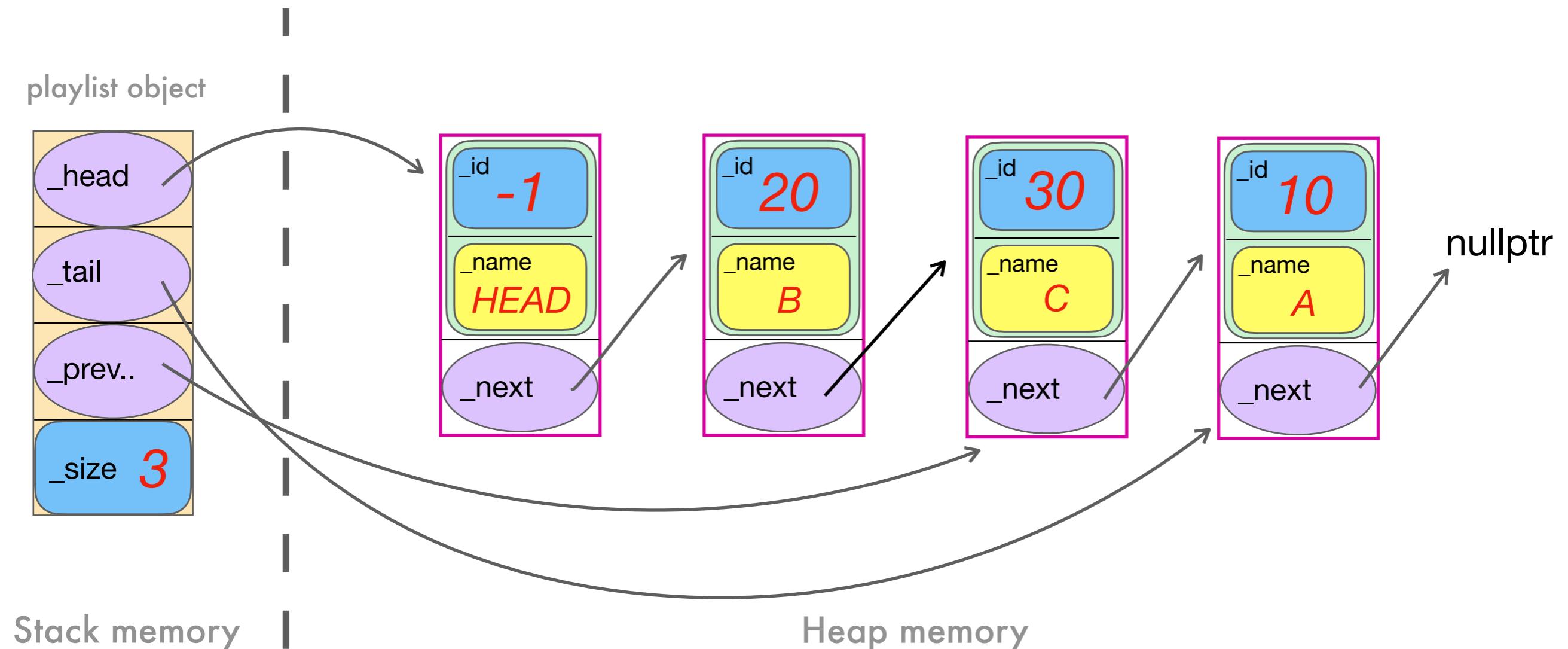


```
playlist.advance_cursor();
```



Playlist

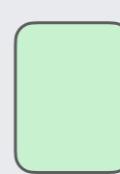
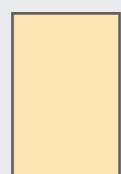
Playlist::Node

Playlist::Node*

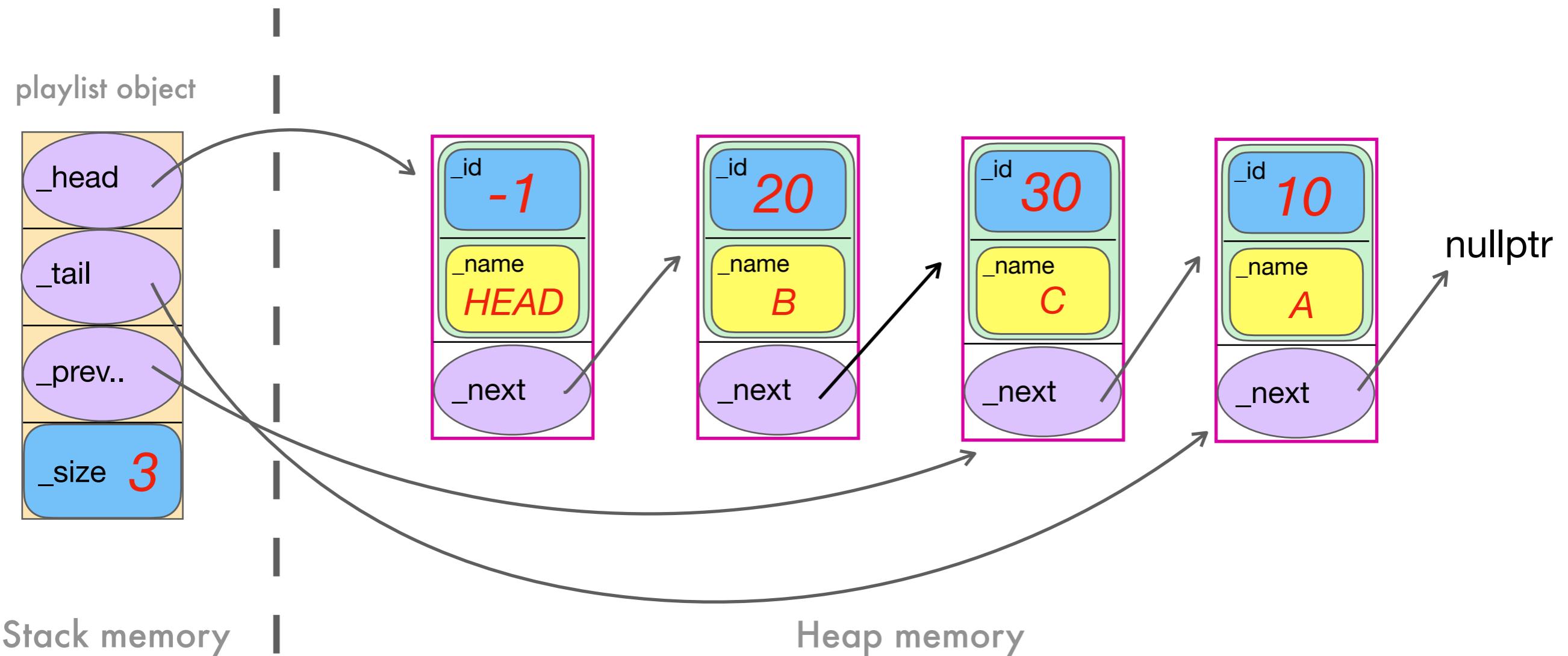
Playlist::SongEntry

size_t

std::string



Legend



Playlist

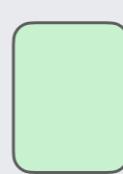
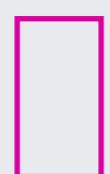
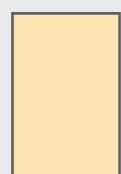
Playlist::Node

Playlist::Node*

Playlist::SongEntry

size_t

std::string



Legend