

engine/framework/include  
/2XD2/framework/input/SFMLToInputMap.h

SFML/Window/Event.hpp

Key.h

unordered\_map

```
graph TD; A["engine/framework/include /2XD2/framework/input/SFMLToInputMap.h"] --> B["SFML/Window/Event.hpp"]; A --> C["Key.h"]; A --> D["unordered_map"]
```

The diagram illustrates the dependencies of the header file 'SFMLToInputMap.h'. It is shown in a large grey box at the top. Three blue arrows point downwards from this box to three separate grey boxes below it, each containing a file name. The first arrow points to 'SFML/Window/Event.hpp', the second to 'Key.h', and the third to 'unordered\_map'.