

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

```
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 located at `engine/framework/include/2XD2/framework/input/`. Three blue arrows point from this header to its included files: `SFML/Window/Event.hpp`, `Key.h`, and `unordered_map`.

SFML/Window/Event.hpp

Key.h

unordered_map