

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 file `engine/framework/include/2XD2/framework/input/SFMLToInputMap.h`. Three blue arrows originate from the bottom of the top box and point to the three boxes below it, indicating that the top file includes the three files listed below.

SFML/Window/Event.hpp

Key.h

unordered\_map