Translator host : context

# Connections

UART2 : PC debug connection

UART3 : STM to STM

USB OTG : controller connection

1 mutex per connection to protect the ressource

# Queues

2 queues per connection

# Thread

* Thread 1 : checkSource

Check the presence of the controller

* Thread 2: checkEmulator

Check the connection with the Emulator

* Thread 3: Translator
  + InputControllerState : obtain the state of the button of the controller
  + Translator : make the translation from PS3 et Xbox360
  + ToEmulator : Send the translation to the emulator

# To define

* The semaphore used.
* The type of data of the queues