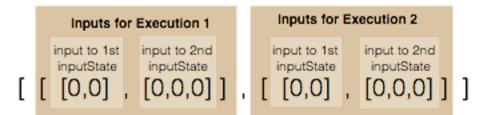
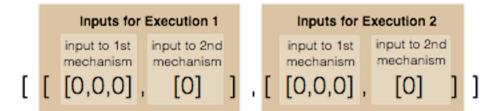
## One mechanism with one inputState:

## One mechanism with two inputStates:



## Two mechanisms with one inputState each:



## Two mechanisms, one with multiple inputStates:

