One mechanism with one inputState:

| Input for Trial 1 | Input for Trial 2 |

[[0,0] , [0,0]]

One mechanism with two inputStates:

Inputs for Trial 1

| input to 1st inputState | input to 2nd inputState |

Inputs for Trial 2

| input to 1st inputState | input to 2nd inputState |

[[[0,0] , [0,0,0]] , [[0,0] , [0,0,0]]]

Two mechanisms with one inputState each:

Inputs for Trial 1

| input to 1st mechanism | input to 2nd mechanism |

Inputs for Trial 2

| input to 1st mechanism | input to 2nd mechanism |

[[[0,0,0] , [0]] , [[0,0,0] , [0]]]

Two mechanisms, one with multiple inputStates:

Inputs for Trial 1

| input to 1st mechanism | | input to 2nd mechanism |
| 1st inputState | 2nd inputState | Only inputState |

Inputs for Trial 2

| input to 1st mechanism | | input to 2nd mechanism |
| 1st inputState | 2nd inputState | Only inputState |

[[[0,0,0], [0]] , [[0,0]]] , [[[0,0,0], [0]] , [[0,0]]]