

One mechanism with one inputState:

Input for Exec. 1	Input for Exec. 2
[0,0]	[0,0]

One mechanism with two inputStates:

Inputs for Execution 1		Inputs for Execution 2	
input to 1st inputState	input to 2nd inputState	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 Execution 1		Inputs for Execution 2	
input to 1st mechanism	input to 2nd mechanism	input to 1st mechanism	input to 2nd mechanism
[0,0,0]	[0]	[0,0,0]	[0]

Two mechanisms, one with multiple inputStates:

Inputs for Execution 1			Inputs for Execution 2		
input to 1st mechanism		input to 2nd mechanism	input to 1st mechanism		input to 2nd mechanism
1st inputState	2nd inputState	Only inputState	1st inputState	2nd inputState	Only inputState
[0,0,0]	[0]	[0,0]	[0,0,0]	[0]	[0,0]