Analyzing *how* you sampled

change (MoveChange)
- subchanges (list of MoveChange)
- mover (PathMover)
- trials (list of Sample)
- accepted (bool)
- details (Details)

The canonical subchange usually gives the information that you're interested in

```
step.change.subchanges[0].subchanges[0].subchanges[0].subchanges[0]
# <openpathsampling.movechange.AcceptedSampleMoveChange at 0x112b0ec50>

step.change.canonical
# <openpathsampling.movechange.AcceptedSampleMoveChange at 0x112b0ec50>
step.change.canonical.mover
# <openpathsampling.pathmover.ForwardShootMover at 0x11240bb10>
```

Analyzing *how* you sampled

change (MoveChange)
- subchanges (list of MoveChange)
- mover (PathMover)
- trials (list of Sample)
- accepted (bool)
- details (Details)

The canonical subchange usually gives the information that you're interested in

```
step.change.subchanges[0].subchanges[0].subchanges[0].subchanges[0]
# <openpathsampling.movechange.AcceptedSampleMoveChange at 0x112b0ec50>

step.change.canonical
# <openpathsampling.movechange.AcceptedSampleMoveChange at 0x112b0ec50>
step.change.canonical.mover
# <openpathsampling.pathmover.ForwardShootMover at 0x11240bb10>

print step.change.canonical.details
# shooting_snapshot = <openpathsampling.engines.toy.snapshot.ToySnapshot
                       object at 0x112bf8b90>
# metropolis_acceptance = 1.0434782609
# __uuid__ = 18ebe07a-a6ec-11e6-aaf5-0000000412e2
# initial_trajectory = Trajectory[98]
# metropolis_random = 0.9759497187
```