

# Analyzing *how* you sampled

## **change (MoveChange)**

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

Nested subchanges give access to the entire history, but the root change isn't usually what you want

```
print step.change
# PathSimulatorStep : PathSampling : Step # 99 with 1 samples
# +- RandomChoice :
# | +- RandomChoice :
# | | +- OneWayShooting :
# | | | +- SampleMove : ForwardShootMover : True : 1 samples
# | | | | [Sample @ 0x1126da290]
```

```
print step.change.details
# timing = 0.0556759834
# step = 99
# __uuid__ = 18ebe07a-a6ec-11e6-aaf5-0000000040d2c
```

```
step.change.mover
# <openpathsampling.pathmover.PathSimulatorMover at 0x112750d10>
```

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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>
```