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-aaf5-000000040d2c
```

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