TODO: Clean up `__init()__` so it's not as much a wall of code.

1 class ArcPath

1.1 start

`Vec3`. The starting point for the path.

1.2 end

`Vec3`. The ending point for the path.

1.3 start_tangent

Nonzero `Vec3`. The tangent to the path at `start`.

1.4 end_tangent

Nonzero `Vec3`. The tangent to the path at `end`.

1.5 radius

Float. The signed radius of the arc. Positive for CW, negative for CCW.

1.6 current_state

`CarState`. The current state of our car, probably from `game_info.me`.

1.7 self.center

`Vec3`. The location of the center of the circle the arc lies along.

1.8 self.length

TODO: This attribute isn't currently implemented. Float. The length of the arc.

1.9 self.draw_path()

Uses the RLBot renderer to draw the ArcLineArc path on screen. Disable for tournament versions.