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

# 1 class `ArcLineArc`

## 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 `radius1`

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

## 1.6 `radius2`

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

## 1.7 `current_state`

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

## 1.8 `self.start_normal`

`Vec3`. The normal vector to the start tangent. Facing ????

## 1.9 `self.end_normal`

`Vec3`. The normal vector to the end tangent. Facing ????

## 1.10 `self.center1`

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

## 1.11 `self.center2`

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

## 1.12 `self.transition1`

`Vec3`. The location of the transition from the first arc to the line segment.

## 1.13 `self.transition2`

`Vec3`. The location of the transition from the line segment to the second arc.

## 1.14 `self.is_valid`

Boolean. True when the ArcLineArc is valid, using conditions added as seen fit. TODO: Add checks that we don't leave the floor of the stadium.

### 1.15 `self.find_lengths()`

Returns three floats: The length of the first arc, the length of the line segment, and the length of the second arc.

### 1.16 `self.draw_path()`

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