1 rot_to_Rotator(rot)

Takes a `rot` object (CowBot) and returns a `Rotator` object (framework).

2 set_state(game_info, ball_state, current_state, teammates_state, opponents_state, boosts_state, game_info_state)

This will set the game state as specified. Most of the code is translating between different state objects. `game_info` (`GameState` (CowBot)) is passed solely for the indices of each car, because I have no way of knowing that a priori. Seeing as it's unlikely I'll want to mess with boost pads anytime soon, I'm skipping that for now. I believe they're also broken since RLBot 1.15.0.
`ball_state` (`BallState` (CowBot)) and `current_state` (`CarState` (CowBot)) are the states of the ball and our car, respectively. `teammates_state` and `opponents_state` (lists of `CarState` (CowBot)) hold the states of our teammates' and opponents' cars, respectively. `boosts_state` and `game_info_state` are currently skipped and should always be None.

3 state_to_physics(state)

Takes a partial `CarState` or `BallState` and returns the corresponding `Physics` object (framework).