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 radius

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

1.6 current_state

TODO: Add this argument or `follow_path` won't work. `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 containing the arc.

1.8 self.transition

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

1.9 self.is_valid

TODO: Implement this, maybe. Not sure how useful it'll be for LineArcPath.
Boolean. True when the LineArcLine is valid, using conditions added as seen fit. TODO: Add checks that we don't leave the floor of the stadium.

1.10 self.find_lengths()

TODO: Implement this, or at least `self.length`.
Returns three floats: The length of the first line segment, the length of the arc, and the length of the second line segment.

1.11 self.draw_path()

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