MP2 Bug List
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In vert line
Had to get rid of if statement was creating errors and you get rid of it because the x is already being changed and accounted for so you do not need to make sure it stays in the bounds of 0-3

Splitting screens made status bar blink? It is flickering
Had to change the overflow bit in the CRTC register to make the blinking stop. Learned that 1 pixel is equal to 2 scan lines which helped with the implementation
Difficult bug to fix only because of understanding and how much time it took. RTDC I guess

Status bar color was weird and not what i set it to
Used scroll_X_width and not scroll_x_dim so my variable dimensions were broken
Basic fix

Not centered properly
My charStart for when writing to the middle was wrong and I forgot a set of parens. I had a messed up equation but it is fixed now.

Blackscreen/Crash when trying to test text_to_graphics
Seg fault
I think I used the wrong array
Array size when init was wrong so it seg faulted going over. Changed the size to the right status bar size and it was fixed. The buffer size was not correct so I had to multiply by 4 to get 5760 instead of using 1440. Status bar buffer is 5760 and it is 1440 in video mem

Text writes when hard coded but it looks too think and is not writing the correct text
Still working on this issue. I am able to get it to print a distorted hello but it is 100% not correct. Still working on the fix. I think my text_to_graphics may be a little messed up in reading the string.
I was able to fix the issue by just proceeding and making the copy_statusbar method and show_status_bar. With that I was able to call it inside adventure in the game loop and everything functioned properly.