

BSO2 Zero Page Reference

Monitor ZP range: **\$30-\$8F** User ZP range: **\$90-\$FF**

Label	Size	Address	Use	Ref
CORE_WORKSPACE	72 bytes	\$30-\$77	Monitor workspace (pointers, parser, debug scratch)	1
GAME_ASK_PENDING	1 byte	\$78	One-shot game prompt latch	3
BRK_FLAG	1 byte	\$79	Debug/BRK context-valid flag	5
TERM_COLS	1 byte	\$7A	Terminal width preference (28/50/84)	7
RESERVED_GAP_A	5 bytes	\$7B-\$7F	Reserved gap before trampolines	
RST_HOOK	3 bytes	\$80-\$82	Reset trampoline target	9
NMI_HOOK	3 bytes	\$83-\$85	NMI trampoline target	11
IRQ_HOOK	3 bytes	\$86-\$88	IRQ trampoline target	13
RESERVED_GAP_B	7 bytes	\$89-\$8F	Reserved gap after trampolines	
USER_ZP	112 bytes	\$90-\$FF	User-owned ZP range	15

Command Map (BSO2)

Cmd	Symbol(s)	Purpose refs
H, H P	Fixed-address help lines	3, 7, 9, 11, 13, 15
V	Vector chain display	9, 11, 13
!M	Manual byte poke for pinned bytes	3, 7
Q	Halt/resume flow tied to NMI/Reset	9, 11
R, N, X	Debug/step/execute flow using context + vectors	5, 9, 11, 13

Reference Legend

1. Core monitor ZP workspace block (\$30-\$77)
3. Game prompt latch byte (\$78)
5. Debug/BRK context flag (\$79)
7. Terminal-width pin byte (\$7A)
9. Reset trampoline (\$80-\$82)
11. NMI trampoline (\$83-\$85)
13. IRQ trampoline (\$86-\$88)
15. User-reserved ZP (\$90-\$FF)