

BSO2 Zero Page Reference

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

Source include model: prefer `INCLUDE EQUATES.INC` for monitor builds; `EQUATES.INC` automatically includes `MACROS.INC`.

Label	Size	Address	Use	Ref
CORE_WORKSPACE	72 bytes	`\\$30-\\$77`	Monitor workspace (pointers, parser, debug scratch)	1
GAMEASK_PENDING	1 byte	`\\$78`	Sticky game prompt latch (`01` default on POR/invalid-cookie only; warm reset preserves)	3
BRK_FLAG	1 byte	`\\$79`	Debug/BRK context-valid flag	5
TERM_COLS	1 byte	`\\$7A`	Terminal width preference (`14/28/50/84` = `20/40/80/132`)	7
TERM_WIDTH_TIMEOUT	1 byte	`\\$7B`	Legacy width-prompt timeout byte (`00=forever`, `01-FF=seconds`; default `08`)	8
RESERVED_GAP_A	2 bytes	`\\$7C-\\$7D`	Reserved gap before terminal cursor scratch	
TERM_CUR_COL	1 byte	`\\$7E`	Current output column tracker (terminal wrap state)	
TERM_WAIT_SECS	1 byte	`\\$7F`	Width prompt countdown scratch	
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
BRK_HOOK	3 bytes	`\\$89-\\$8B`	BRK sub-dispatch trampoline target	10
HW_HOOK	3 bytes	`\\$8C-\\$8E`	Hardware IRQ sub-dispatch trampoline target	12
RESERVED_GAP_B	1 byte	`\\$8F`	Reserved gap after trampolines	
USER_ZP	112 bytes	`\\$90-\\$FF`	User-owned ZP range	15

Command Map (BS02)

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

Reference Legend

- Core monitor ZP workspace block (`\\$30-\\$77`)
- Game prompt latch byte (`\\$78`)
- Debug/BRK context flag (`\\$79`)
- Terminal-width pin byte (`\\$7A`)
- Terminal-width prompt timeout byte (`\\$7B`)
- Reset trampoline (`\\$80-\\$82`)
- BRK sub-dispatch trampoline (`\\$89-\\$8B`)
- NMI trampoline (`\\$83-\\$85`)
- Hardware IRQ sub-dispatch trampoline (`\\$8C-\\$8E`)
- IRQ trampoline (`\\$86-\\$88`)
- User-reserved ZP (`\\$90-\\$FF`)