■# 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`)