





Key		
Action Context	Mods+Key	Menu → Path
The action may only be available in the given context. ❖ indicates the context menu, i.e., right-click. The [Ctrl] key is replaced by the command [⌘] key on Macintosh.		

Load Project/Program		
New Project	[Ctrl]+[N]	File → New Project
Open Project	[Ctrl]+[O]	File → Open Project
Close Project ¹	[Ctrl]+[W]	File → Close Project
Save Project ¹	[Ctrl]+[S]	File → Save Project
Import File ¹	[I]	File → Import File
Export Program	[O]	File → Export Program
Open File System ¹	[Ctrl]+[I]	File → Open File System
¹ These actions are only available if there is an active project. Create or open a project first.		

Help/Customize/Info	
Ghidra Help Hover on action	[F1] Help → Contents
About Ghidra	Help → About Ghidra
About Program	Help → About <i>program name</i>
Preferences	Edit → Tool Options
Set Key Binding Hover on action	[F4]
Key Bindings	Edit → Tool Options → 🔑 Key Bindings
Processor Manual	❖ → Processor Manual

Markup		
 Undo	[Ctrl]+[Z]	Edit → Undo
 Redo	[Ctrl]+[Shift]+[Z]	Edit → Redo
 Save Program	[Ctrl]+[S]	File → Save <i>program name</i>
Disassemble	[D]	❖ → Disassemble
Clear Code/Data	[C]	❖ → Clear Code Bytes
Add Label Address field	[L]	❖ → Add Label
Edit Label Label field	[L]	❖ → Edit Label
Rename Function Function name field	[L]	❖ → Function → Rename Function
Remove Label Label field	[Del]	❖ → Remove Label
Remove Function Function name field	[Del]	❖ → Function → Delete Function
Define Data	[T]	❖ → Data → Choose Data Type
		❖ → Data → <i>type</i>
Repeat Define Data	[Y]	❖ → Data → Last Used: <i>type</i>
Rename Variable Variable in decompiler	[L]	❖ → Rename Variable
Retype Variable Variable in decompiler	[Ctrl]+[L]	❖ → Retype Variable

Cycle Integer Types	[B]	❖ → Data → Cycle → byte, word, dword, qword
Cycle String Types	[.]	❖ → Data → Cycle → char, string, unicode
Cycle Float Types	[F]	❖ → Data → Cycle → float, double
Create Array ²	[I]	❖ → Data → Create Array
Create Pointer ²	[P]	❖ → Data → pointer
Create Structure Selection of data	[Shift]+[I]	❖ → Data → Create Structure
New Structure Data type container		❖ → New → Structure
Import C Header		File → Parse C Source
Cross References		❖ → References → Show References to <i>context</i>
² When possible, arrays and pointers are created of the data type currently applied.		

Miscellaneous	
Select	Select → <i>what</i>
Program Differences	[2] Tools → Program Differences
 Rerun Script	[Ctrl]+[Shift]+[R]
Assemble	[Ctrl]+[Shift]+[G] ❖ → Patch Instruction

Navigation		
Go To	G	Navigation → Go To
Back	Alt + ←	
Forward	Alt + →	
Toggle Direction	Ctrl + Alt + T	Navigation → Toggle Code Unit Search Direction
Next Instruction	Ctrl + Alt + I	Navigation → Next Instruction
Next Data	Ctrl + Alt + D	Navigation → Next Data
Next Undefined	Ctrl + Alt + U	Navigation → Next Undefined
Next Label	Ctrl + Alt + L	Navigation → Next Label
Next Function	Ctrl + Alt + F	Navigation → Next Function
	Ctrl + ↓	Navigation → Go To Next Function
Previous Function	Ctrl + ↑	Navigation → Go To Previous Function
Next Non-function Instruction	Ctrl + Alt + N	Navigation → Next Instruction Not In a Function
Next Different Byte Value	Ctrl + Alt + V	Navigation → Next Different Byte Value
Next Bookmark	Ctrl + Alt + B	Navigation → Next Bookmark

Windows		
Bookmarks	Ctrl + B	Window → Bookmarks
Byte Viewer		Window → Bytes: <i>program name</i>
Function Call Trees		
Data Types		Window → Data Type Manager
Decompiler	Ctrl + E	Window → Decompile: <i>function name</i>
Function Graph		Window → Function Graph
Script Manager		Window → Script Manager
Memory Map		Window → Memory Map
Register Values	V	Window → Register Manager
Symbol Table		Window → Symbol Table
Symbol References		Window → Symbol References
Symbol Tree		Window → Symbol Tree

Search		
Search Memory	S	Search → Memory
Search Program Text	Ctrl + Shift + E	Search → Program Text
Search For ...		
Matching Instructions		
Address Tables		
Direct References		Search → For <i>what</i>
Instruction Patterns		
Scalars		
Strings		



GHIDRA

Ghidra Cheat Sheet