

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	0	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

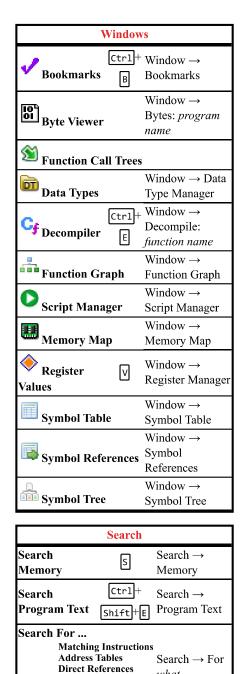
Help/Customize/Info		
Ghidra Help Hover on action F1 Help → Contents		
About Ghidra	$Help \rightarrow About Ghidra$	
About Program	$Help \rightarrow About program$	
	name	
Preferences	Edit → Tool Options	
Set Key Binding Hover on action]	
Key Bindings	Edit → Tool Options → Key Bindings	
Processor Manual	❖ → Processor Manual	

	Marku	p
Undo	Ctrl+Z	$Edit \rightarrow Undo$
∩ Redo	Ctrl+ Shift+Z	Edit → Redo
Save Program	Ctrl+S	File → Save program name
Disassemble	D	♦ → Disassemble
Clear Code/Data	C	❖ → Clear Code Bytes
Add Label Address field	L	
Edit Label Label field	L	
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	
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	В	❖ → Data → Cycle → byte, word, dword, qword
Cycle String Types	•	<pre>♣ → Data → Cycle → char, string, unicode</pre>
Cycle Float Types	F	
Create Array ²		❖ → Data → Create Array
Create Pointer ²	Р	❖ → Data → pointer
Create Structure Selection of data	Shift+	❖ → Data → Create Structure
New Structure Data type container		♦ → New → Structure
Import C Header		File → Parse C Source
Cross References		
² When possible, arrays and pointers are created of the data type currently applied.		

Miscellaneous		
Select		Select \rightarrow what
Program Differences	2	Tools → Program Differences
Rerun Script	Ctrl+ Shift+R	
Assemble	Ctrl+ Shift+G	❖ → Patch Instruction

N	Vavigation
Go To	$ \begin{array}{cc} & \text{Navigation} \rightarrow \\ & \text{Go To} \end{array} $
Back	Alt+←
Forward	Alt+→
Toggle Direction	Navigation → Toggle Code Alt + T Unit Search Direction
I Next Instruction	Ctrl+ Navigation → Alt+I Next Instruction
D Next Data	Ctrl+ Navigation → Alt+D Next Data
Next Undefined	$\begin{array}{c} \hline \text{Ctrl}^+ \text{ Navigation} \rightarrow \\ \hline \text{Alt}^+ \hline \text{U} \text{ Next Undefined} \end{array}$
L Next Label	Ctrl ⁺ Navigation → Alt +L Next Label
F Next Function	Ctrl+ Navigation → Alt+F Next Function Ctrl+ Navigation → Go To Next Function
Previous Function	Navigation → Go To Previous Function
Next Non- function Instruction	Navigation → Ctrl+ Next Instruction Alt+N Not In a Function
Next Different Byte Value	Ctrl+ Navigation → Next Different Alt+V Byte Value
B Next Bookmark	$\begin{array}{c} \hline \texttt{Ctrl}^+ & \texttt{Navigation} \to \\ \hline \texttt{Alt}^+ & \texttt{B} & \texttt{Next Bookmark} \end{array}$



what

Instruction Patterns

Scalars Strings



Ghidra Cheat Sheet

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