

IDAPro

Cheat Sheet

Navigation

Jump to operand	Enter
Jump in new window	+
Jump to previous position	Esc
Jump to Next position	+
Jump to address	G
Jump by name	+L
Jump to function	+P
Jump to segment	+S
Jump to segment register	+G
Jump to problem	+Q
Jump to cross reference	+X
Jump to xref to operand	X
Jump to entry point	+E
Mark Position	+M

Search

Next code	+C
Next data	+D
Next explored	+A
Next unexplored	+U
Immediate value	+I
Next immediate value	+I

Open Subviews

Names	+F4
Functions	+F3
Strings	+F12
Segments	+F7
Segment registers	+F8
Signatures	+F5
Type libraries	+F11
Structures	+F9
Enumerations	+F10

File Operations

Parse C header file	+F9
Create ASM file	+F10
Save database	+W

Debugger

Star process	F9
Terminate process	+F2
Step into	F7
Step over	F8
Run until return	+F7
Run to cursor	F4
Breakpoints	
Breakpoint list	++B

Watches

Delete watch	Del
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Tracing

Stack trace	++S
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Edit (Data Types – etc)


Copy	+Ins
Begin selection	+L
Manual instruction	+F2
Code	C
Data	D
Struct variable	+Q
ASCII string	A
Array	Num *
Undefine	U
Rename	N


Operand Type


Offset (data segment)	O
Offset (current segment)	+O
Offset by (any segment)	+R
Offset (user-defined)	+R
Offset (struct)	T
Number (default)	+3
Hexadecimal	Q
Decimal	H
Binary	B
Character	R
Segment	S
Enum member	M
Stack variable	K
Change sign	+`
Bitwise negate	+`
Manual	+F1


Segments


Edit segment	+S
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Text +T

Next text +T


Sequence of bytes +B

Next sequence of bytes +B


Not function +U

Graphing

Flow chart F12


Function calls +F12


Comments

Enter comment +;


Enter repeatable comment ;


Enter anterior lines Ins

Enter posterior lines +Ins







Insert predefined comment +F1


Data Format Options

ASCII strings style +A


Setup data types +D


Miscellaneous


Calculator +/
 Cycle through open views +Tab
 Select tab + [1...N]
 Close current view +F4
 Exit +X
 IDC Command +F2

Change segment register value +G

Structs


Struct var +Q

Force zero offset field +Z


Select union member +Y


Functions

Create function P

Edit function +P

Set function end E

Stack variables +K

Change stack pointer +K

Rename register V

Set function type Y