







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 + Y Edit → Redo Shift + Z
 Save Program	Ctrl + S File → Save <i>program name</i>
Disassemble	❖ → 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	❖ → 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 + F ❖ → 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		Navigation → Go To
 Back		
 Forward		
 Toggle Direction		Navigation → Toggle Code
		Unit Search Direction
 Next Instruction	 	Navigation → Next Instruction
 Next Data	 	Navigation → Next Data
 Next Undefined	 	Navigation → Next Undefined
 Next Label	 	Navigation → Next Label
 Next Function	 	Navigation → Next Function
		Navigation → Go To Next Function
Previous Function		Navigation → Go To Previous Function
 Next Non-function Instruction	 	Navigation → Next Instruction Not In a Function
 Next Different Byte Value	 	Navigation → Next Different Byte Value
 Next Bookmark	 	Navigation → Next Bookmark

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

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



Ghidra Cheat Sheet

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