









































| Key  |   |             |
|--|---|-------------|
| <b>Action</b><br>Context   |  +  | Menu → Path |
| The action may only be available in the given context.<br>❖ indicates the context menu, i.e., right-click.<br>The  key is replaced by the command  key on Macintosh. |   |             |

| Load Project/Program   |   |                         |
|--|---|-------------------------|
| <b>New Project</b>   |  | File → New Project      |
| <b>Open Project</b>  |  | File → Open Project     |
| <b>Close Project</b> <sup>1</sup>  |  | File → Close Project    |
| <b>Save Project</b> <sup>1</sup>   |  | File → Save Project     |
| <b>Import File</b> <sup>1</sup>  |  | File → Import File      |
| <b>Export Program</b>  |  | File → Export Program   |
| <b>Open File System</b> <sup>1</sup>   |  | File → Open File System |
| <sup>1</sup> These actions are only available if there is an active project. Create or open a project first. |   |                         |

| Help/Customize/Info                       |  |
|---|--|
| <b>Ghidra Help</b><br>Hover on action     |  Help → Contents                      |
| <b>About Ghidra</b>                       | Help → About Ghidra  |
| <b>About Program</b>                      | Help → About <i>program name</i>   |
| <b>Preferences</b>                        | Edit → Tool Options  |
| <b>Set Key Binding</b><br>Hover on action |                                     |
| <b>Key Bindings</b>                       | Edit → Tool Options →  Key Bindings |
| <b>Processor Manual</b>                   | ❖ → Processor Manual   |

| Markup   |   |                                   |
|--|---|-----------------------------------|
|  <b>Undo</b>                          |    | Edit → Undo                       |
|  <b>Redo</b>                          |    | Edit → Redo                       |
|  <b>Save Program</b>                  |    | File → Save <i>program name</i>   |
| <b>Disassemble</b>   |    | ❖ → Disassemble                   |
| <b>Clear Code/Data</b>   |    | ❖ → Clear Code Bytes              |
| <b>Add Label</b><br>Address field  |    | ❖ → Add Label                     |
| <b>Edit Label</b><br>Label field   |    | ❖ → Edit Label                    |
| <b>Rename Function</b><br>Function name field  |    | ❖ → Function → Rename Function    |
| <b>Remove Label</b><br>Label field   |    | ❖ → Remove Label                  |
| <b>Remove Function</b><br>Function name field  |    | ❖ → Function → Delete Function    |
| <b>Define Data</b><br><br>          |   | ❖ → Data → Choose Data Type       |
|  |   | ❖ → Data → <i>type</i>            |
| <b>Repeat Define Data</b><br><br> |   | ❖ → Data → Last Used: <i>type</i> |
| <b>Rename Variable</b><br>Variable in decompiler   |   | ❖ → Rename Variable               |
| <b>Retype Variable</b><br>Variable in decompiler   |  | ❖ → Retype Variable               |

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

| Miscellaneous  |   |
|--|---|
| <b>Select</b>  | Select → <i>what</i>  |
| <b>Program Differences</b>   |  Tools → Program Differences |
|  <b>Rerun Script</b> |                             |
| <b>Assemble</b>  |  ❖ → Patch Instruction     |

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

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

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



# Ghidra Cheat Sheet