







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	❖ → 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 ...		
<div> <div>Matching Instructions</div> <div>Address Tables</div> <div>Direct References</div> <div>Instruction Patterns</div> <div>Scalars</div> <div>Strings</div> </div> <div>Search → For <i>what</i></div>		



Ghidra Cheat Sheet

Ghidra is licensed under the Apache License, Version 2.0 (the "License"); Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.