







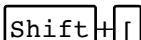


Key		
Action	Mods+Key	Menu → Path
Context		
The action may only be available in the given context.		
❖ indicates the context menu, i.e., right-click.		
The <span>Ctrl</span> key is replaced by the command <span>⌘</span> key on Macintosh.		



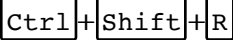
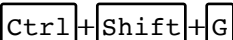
Load Project/Program		
New Project	<span>Ctrl</span> + <span>N</span>	File → New Project
Open Project	<span>Ctrl</span> + <span>O</span>	File → Open Project
Close Project <sup>1</sup>	<span>Ctrl</span> + <span>W</span>	File → Close Project
Save Project <sup>1</sup>	<span>Ctrl</span> + <span>S</span>	File → Save Project
Import File <sup>1</sup>	<span>I</span>	File → Import File
Export Program	<span>O</span>	File → Export Program
Open File System <sup>1</sup>	<span>Ctrl</span> + <span>I</span>	File → Open File System
<sup>1</sup> These actions are only available if there is an active project. Create or open a project first.		



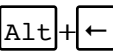

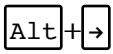


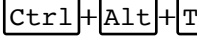

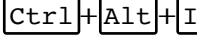

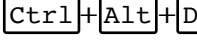

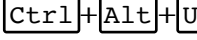



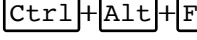
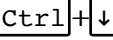
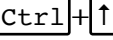

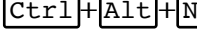




Help/Customize/Info	
Ghidra Help	<span>F1</span> Help → Contents
Hover on action	
About Ghidra	Help → About Ghidra
About Program	Help → About <i>program name</i>
Preferences	Edit → Tool Options
Set Key Binding	<span>F4</span>
Hover on action	
Key Bindings	Edit → Tool Options →
Processor Manual	❖ → Processor Manual


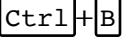


Markup		
 Undo	<span>Ctrl</span> + <span>Z</span>	Edit → Undo
 Redo	<span>Ctrl</span> + <span>Shift</span> + <span>Z</span>	Edit → Redo
 Save Program	<span>Ctrl</span> + <span>S</span>	File → Save <i>program name</i>
Disassemble	<span>D</span>	❖ → Disassemble
Clear Code/Data	<span>C</span>	❖ → Clear Code Bytes
Add Label	<span>L</span>	❖ → Add Label
Address field		
Edit Label	<span>L</span>	❖ → Edit Label
Label field		
Rename Function	<span>L</span>	❖ → Function → Rename Function
Function name field		
Remove Label	<span>Del</span>	❖ → Remove Label
Label field		
Remove Function	<span>Del</span>	❖ → Function → Delete Function
Function name field		
Define Data	<span>T</span>	❖ → Data → Choose Data Type
		❖ → Data → <i>type</i>
Repeat Define Data	<span>Y</span>	❖ → Data → Last Used: <i>type</i>
Rename Variable	<span>L</span>	❖ → Rename Variable
Variable in decompiler		
Retype Variable	<span>Ctrl</span> + <span>L</span>	❖ → Retype Variable
Variable in decompiler		










<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<sup>2</sup></b>		❖ → Data → Create Array
<b>Create Pointer<sup>2</sup></b>		❖ → Data → pointer
<b>Create Structure</b> Selection of data		❖ → Data → Create Structure
<b>New Structure</b> 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.

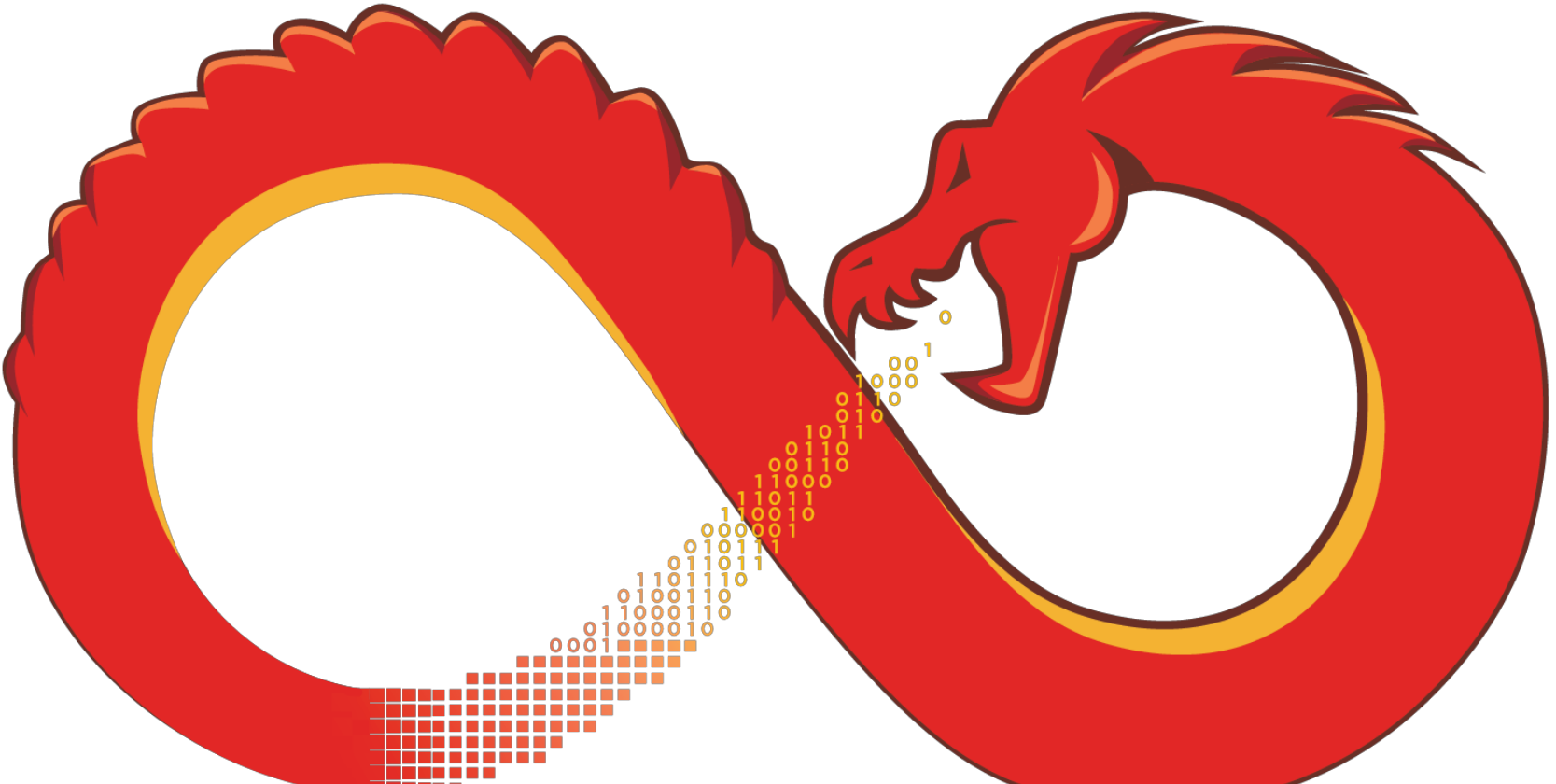
Miscellaneous		
<b>Select</b>		Select → <i>what</i>
<b>Program Differences</b>		Tools → Program Differences
 <b>Rerun Script</b>		
<b>Assemble</b>		❖ → Patch Instruction

Navigation		
<b>Go To</b>		Navigation → Go To
 <b>Back</b>		
 <b>Forward</b>		
  <b>Toggle Direction</b>		Navigation → Toggle Code Unit Search Direction
 <b>Next Instruction</b>		Navigation → Next Instruction
 <b>Next Data</b>		Navigation → Next Data
 <b>Next Undefined</b>		Navigation → Next Undefined
 <b>Next Label</b>		Navigation → Next Label
 <b>Next Function</b>		Navigation → Next Function
		Navigation → Go To Next Function
<b>Previous Function</b>		Navigation → Go To Previous Function
 <b>Next Non-function Instruction</b>		Navigation → Next Instruction Not In a Function
 <b>Next Different Byte Value</b>		Navigation → Next Different Byte Value
 <b>Next Bookmark</b>		Navigation → Next Bookmark

Windows		
 <b>Bookmarks</b>		Window → Bookmarks
 <b>Byte Viewer</b>		Window → Bytes: <i>program name</i>
 <b>Function Call Trees</b>		

	<b>Data Types</b>	Window → Data Type Manager
	<b>Decompiler</b>	<div>Ctrl+E</div> Window → Decompile: <i>function name</i>
	<b>Function Graph</b>	Window → Function Graph
	<b>Script Manager</b>	Window → Script Manager
	<b>Memory Map</b>	Window → Memory Map
	<b>Register Values</b>	<div>V</div> Window → Register Manager
	<b>Symbol Table</b>	Window → Symbol Table
	<b>Symbol References</b>	Window → Symbol References
	<b>Symbol Tree</b>	Window → Symbol Tree

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





# Ghidra Cheat Sheet

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