






Key		
Action	Context	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	F1	Help → Contents
About Ghidra		Help → About Ghidra
About Program		Help → About <i>program name</i>
Preferences		Edit → Tool Options
Set Key Binding	F4	
Hover on action		
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	D	❖ → Disassemble
Clear Code/Data	C	❖ → Clear Code Bytes
Add Label	L	❖ → Add Label
Address field		
Edit Label	L	❖ → Edit Label
Label field		
Rename Function	L	❖ → Function → Rename Function
Function name field		
Remove Label	Del	❖ → Remove Label
Label field		
Remove Function	Del	❖ → Function → Delete Function
Function name field		
Define Data	T	❖ → Data → Choose Data Type
		❖ → Data → <i>type</i>
Repeat Define Data	Y	❖ → Data → Last Used: <i>type</i>
Rename Variable	L	❖ → Rename Variable
Variable in decompiler		
Retype Variable	Ctrl+L	❖ → Retype Variable
Variable in decompiler		

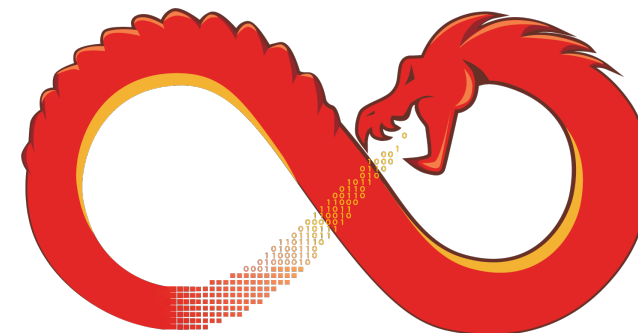
Cycle Integer Types	B	❖ → Data → Cycle → byte, word, dword, qword
Cycle String Types	'	❖ → Data → Cycle → char, string, unicode
Cycle Float Types	F	❖ → Data → Cycle → float, double
Create Array ²	L	❖ → Data → Create Array
Create Pointer ²	P	❖ → Data → pointer
Create Structure	Shift+L	❖ → Data → Create Structure
Selection of data		
New Structure		❖ → New → Structure
Data type container		
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	G	Navigation → Go To
← Back	Alt + ←	
→ Forward	Alt + →	
↓ ↑ Toggle Direction	Ctrl + Alt + T	Navigation → Toggle Code Unit Search Direction
I Next Instruction	Ctrl + Alt + I	Navigation → Next Instruction
D Next Data	Ctrl + Alt + D	Navigation → Next Data
U Next Undefined	Ctrl + Alt + U	Navigation → Next Undefined
L Next Label	Ctrl + Alt + L	Navigation → Next Label
F Next Function	Ctrl + Alt + F	Navigation → Next Function
	Ctrl + i	Navigation → Go To Next Function
Previous Function	Ctrl + ↑	Navigation → Go To Previous Function
N Next Non-function Instruction	Ctrl + Alt + N	Navigation → Next Instruction Not In a Function
V Next Different Byte Value	Ctrl + Alt + V	Navigation → Next Different Byte Value
B Next Bookmark	Ctrl + Alt + B	Navigation → Next Bookmark

Windows		
✓ Bookmarks	Ctrl + B	Window → Bookmarks
01 Byte Viewer		Window → Bytes: <i>program name</i>
📈 Function Call Trees		
DT Data Types		Window → Data Type Manager
Cf Decompiler	Ctrl + E	Window → Decompile: <i>function name</i>
🏠 Function Graph		Window → Function Graph
▶ Script Manager		Window → Script Manager
🗺 Memory Map		Window → Memory Map
💎 Register Values	V	Window → Register Manager
📄 Symbol Table		Window → Symbol Table
📄 Symbol References		Window → Symbol References
🏠 Symbol Tree		Window → Symbol Tree

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



GHIDRA

Ghidra Cheat Sheet

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