

# Datarescue

## Interactive Disassembler (IDA) Pro

### Quick Reference Sheet

(<http://www.datarescue.com>)

#### Navigation

Jump to operand \_\_\_\_\_ Enter  
 Jump in new window \_\_\_\_\_ Alt+Enter  
 Jump to previous position \_\_\_\_\_ Esc  
 Jump to next position \_\_\_\_\_ Ctrl+Enter  
 Jump to address \_\_\_\_\_ G  
 Jump by name \_\_\_\_\_ Ctrl+L  
 Jump to function \_\_\_\_\_ Ctrl+P  
 Jump to segment \_\_\_\_\_ Ctrl+S  
 Jump to segment register \_\_\_\_\_ Ctrl+G  
 Jump to problem \_\_\_\_\_ Ctrl+Q  
 Jump to cross reference \_\_\_\_\_ Ctrl+X  
 Jump to xref to operand \_\_\_\_\_ X  
 Jump to entry point \_\_\_\_\_ Ctrl+E  
 Mark Position \_\_\_\_\_ Alt+M  
 Jump to marked position \_\_\_\_\_ Ctrl+M

#### Search

Next code \_\_\_\_\_ Alt+C  
 Next data \_\_\_\_\_ Ctrl+D  
 Next explored \_\_\_\_\_ Ctrl+A  
 Next unexplored \_\_\_\_\_ Ctrl+U  
 Immediate value \_\_\_\_\_ Alt+I  
 Next immediate value \_\_\_\_\_ Ctrl+I  
 Text \_\_\_\_\_ Alt+T  
 Next text \_\_\_\_\_ Ctrl+T  
 Sequence of bytes \_\_\_\_\_ Alt+B  
 Next sequence of bytes \_\_\_\_\_ Ctrl+B  
 Not function \_\_\_\_\_ Alt+U  
 Next void \_\_\_\_\_ Ctrl+V  
 Error operand \_\_\_\_\_ Ctrl+F

#### Graphing

Flow chart \_\_\_\_\_ F12  
 Function calls \_\_\_\_\_ Ctrl+F12

#### Open Subviews

Names \_\_\_\_\_ Shift+F4  
 Functions \_\_\_\_\_ Shift+F3  
 Strings \_\_\_\_\_ Shift+F12  
 Segments \_\_\_\_\_ Shift+F7  
 Segment registers \_\_\_\_\_ Shift+F8  
 Signatures \_\_\_\_\_ Shift+F5  
 Type libraries \_\_\_\_\_ Shift+F11  
 Structures \_\_\_\_\_ Shift+F9  
 Enumerations \_\_\_\_\_ Shift+F10

#### Data Format Options

ASCII strings style \_\_\_\_\_ Alt+A  
 Setup data types \_\_\_\_\_ Alt+D

#### File Operations

Parse C header file \_\_\_\_\_ Ctrl+F9  
 Create ASM file \_\_\_\_\_ Alt+F10  
 Save database \_\_\_\_\_ Ctrl+W

#### Debugger

Start process \_\_\_\_\_ F9  
 Terminate process \_\_\_\_\_ Ctrl+F2  
 Step into \_\_\_\_\_ F7  
 Step over \_\_\_\_\_ F8  
 Run until return \_\_\_\_\_ Ctrl+F7  
 Run to cursor \_\_\_\_\_ F4

#### Breakpoints

Breakpoint list \_\_\_\_\_ Ctrl+Alt+B

#### Watches

Delete watch \_\_\_\_\_ Del

#### Tracing

Stack trace \_\_\_\_\_ Ctrl+Alt+S

#### Miscellaneous

Calculator \_\_\_\_\_ ?  
 Cycle through open views \_\_\_\_\_ Ctrl+Tab  
 Select tab \_\_\_\_\_ Alt + [1...N]  
 Close current view \_\_\_\_\_ Ctrl+F4  
 Exit \_\_\_\_\_ Alt+X  
 IDC Command \_\_\_\_\_ Shift+F2

#### Edit (Data Types – etc)

Copy \_\_\_\_\_ Ctrl+Ins  
 Begin selection \_\_\_\_\_ Alt+L  
 Manual instruction \_\_\_\_\_ Alt+F2  
 Code \_\_\_\_\_ C  
 Data \_\_\_\_\_ D  
 Struct variable \_\_\_\_\_ Alt+Q  
 ASCII string \_\_\_\_\_ A  
 Array \_\_\_\_\_ Num \*  
 Undefine \_\_\_\_\_ U  
 Rename \_\_\_\_\_ N

#### Operand Type

Offset (data segment) \_\_\_\_\_ O  
 Offset (current segment) \_\_\_\_\_ Ctrl+O  
 Offset by (any segment) \_\_\_\_\_ Alt+R  
 Offset (user-defined) \_\_\_\_\_ Ctrl+R  
 Offset (struct) \_\_\_\_\_ T  
 Number (default) \_\_\_\_\_ #  
 Hexadecimal \_\_\_\_\_ Q  
 Decimal \_\_\_\_\_ H  
 Binary \_\_\_\_\_ B  
 Character \_\_\_\_\_ R  
 Segment \_\_\_\_\_ S  
 Enum member \_\_\_\_\_ M  
 Stack variable \_\_\_\_\_ K  
 Change sign \_\_\_\_\_ Underscore ( \_ )  
 Bitwise negate \_\_\_\_\_ ~  
 Manual \_\_\_\_\_ Alt+F1

#### Comments

Enter comment \_\_\_\_\_ :  
 Enter repeatable comment \_\_\_\_\_ ;  
 Enter anterior lines \_\_\_\_\_ Ins  
 Enter posterior lines \_\_\_\_\_ Shift+Ins  
 Insert predefined comment \_\_\_\_\_ Shift+F1

#### Segments

Edit segment \_\_\_\_\_ Alt+S  
 Change segment register value \_\_\_\_\_ Alt+G

#### Structs

Struct var \_\_\_\_\_ Alt+Q  
 Force zero offset field \_\_\_\_\_ Ctrl+Z  
 Select union member \_\_\_\_\_ Alt+Y

#### Functions

Create function \_\_\_\_\_ P  
 Edit function \_\_\_\_\_ Alt+P  
 Set function end \_\_\_\_\_ E  
 Stack variables \_\_\_\_\_ Ctrl+K  
 Change stack pointer \_\_\_\_\_ Alt+K  
 Rename register \_\_\_\_\_ V  
 Set function type \_\_\_\_\_ Y