

Jump Operations

| | |
|-----------|----------------------------|
| Enter | Jump to operand |
| Alt+Enter | Jump in a new window |
| Esc | Jump to previous position |
| Tab | Jump to pseudocode |
| G | Go to (jump to address) |
| Ctrl+L | Jump by name |
| Ctrl+P | Jump to function |
| Ctrl+S | Jump to segment |
| Ctrl+G | Jump to segment register |
| Ctrl+Q | Jump to problem |
| Ctrl+X | List cross references to |
| Ctrl+J | List cross references from |
| X | Jump to xref of operand |
| Ctrl+E | Jump to entry point |
| Alt+M | Mark position |
| Ctrl+M | Jump to marked position |

Debugging

| | |
|-------------|----------------|
| F2 | Set breakpoint |
| Green Arrow | Begin Debugger |

Subviews

| | |
|-----------------------|---|
| Dissas- sembly | Shows the program in its executable form |
| Proximity Browser | Flowchart view |
| Hex dump | Hexidecimal value of the program |
| Decompile Function | Hexray decompiler plugin. Takes function assembly and spits out pseudocode |
| Strings | Lists all program strings |
| Segments | Lists all segments from PE file. If there are a lot debug segments the locations in memory are being dynamically allocated and program is probably packed OR it's loading files off disk and into memory. "Type" section details whether the segment is Code or Data. |
| Signatures | Displays all relevant code signatures within the program. |

Binary Secitonal Graph Key

| | |
|------------|------------------|
| Light Blue | Library Function |
| Blue | Regular Function |
| Rust | Instruction |
| Grey | Data |
| Gold | Unexplored |
| Pink | External Symbol |
| Green | Lumina Function |

This graph is displayed as a multi-colored banner at the top of the window.



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