# Jumping to errors

The CDT will parse the output from the make and compiler/linker. If the CDT can determine an error or a warning, the line is highlighted in the Console view and added to the Problems view as a **Problem Marker** decorated with error  or warning  icon. Informational messages are marked with Info  icon.

To jump to the source of an error do one of the following:

* In the Console view, double-click the highlighted line.
* In the Problems view, double-click the row of the specific error in the table.
* If in the Problems view the error is identified as **External Location** in Location column, use mouse right-click on it, then click on **Open external location** item in the context menu.

If CDT can determine file and error line and the file exists - the file opens in the C/C++ editor and the cursor moves to the line with the error.

To jump to errors sequentially:

* In Editor use Next Annotation  or Previous Annotation  icons on the toolbar.
* In Console view use Next Error  or Previous Error  buttons.



[Build overview](http://docs.google.com/concepts/cdt_c_build_over.htm)



[Tracking down compilation errors](http://docs.google.com/cdt_o_builderrors.htm)

[Tuning Error Parsers](http://docs.google.com/tasks/cdt_t_proj_error_parser.htm)



[Console View](http://docs.google.com/reference/cdt_u_console_view.htm)

[Problems View](http://docs.google.com/reference/cdt_u_problems_view.htm)

