# Tracking down compilation errors

After a build finishes, CDT displays the build output in the Console View. The build output shows the result of build and a user can inspect it to find out if it was successful or not. To assist with that CDT Error Parsers scan build output and create Problem Markers which are presented in a variety of ways:

* as highlighted lines on the console,
* in the Problems View,
* as icon decorators in the Project Explorer on the file, its parent folders and the project,
* icons in editor's overview rulers,
* as squiggly line marking the problematic code in editor.

There are 3 types of Problem Markers: Errors , Warnings  and Info. A user can control how the markers are generated on "Error Parsers" Preference page.

The following topics describe how to view and manage compile errors:

[Jumping to errors](http://docs.google.com/cdt_t_jumperror.htm)

[Filtering the Problems view](http://docs.google.com/cdt_t_filtererror.htm)



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



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

[Defining Project Build settings](http://docs.google.com/tasks/cdt_t_proj_build_set.htm)

[Building projects](http://docs.google.com/tasks/cdt_o_build_task.htm)



[Error Parsers tab](http://docs.google.com/reference/cdt_u_prop_build_settings_errparser.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)

