Test v1: *block_ptr* on GPU, pointer assignement on GPU, *present(block_ptr)*

Test v2: *block_ptr* on CPU, pointer assignement on CPU

Test v3: *block_ptr* on CPU, pointer assignement on CPU, *present(block_ptr(1)%ptr, ...)*

Test v4: *block_ptr* on GPU, pointer assignement on CPU, *present(block_ptr(1)%ptr, ...)*

Test v5: *block_ptr* on GPU, pointer assignement on CPU, *present(block_ptr(k)%ptr)* in k loop

Kesch

	GNU		PGI		Cray	
	Build	**Run**	**Build**	**Run**	**Build**	**Run**
v1 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v2 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v3 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v4 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v5 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v1 GPU	**N/A**	**N/A**	**Fail**	**N/A**	**Success**	**Fail**
v2 GPU	**N/A**	**N/A**	**Success**	**Fail**	**Fail**	**N/A**
v3 GPU	**N/A**	**N/A**	**Success**	**Success**	**Fail**	**N/A**
v4 GPU	**N/A**	**N/A**	**Success**	**Success**	**Fail**	**N/A**
v5 GPU	**N/A**	**N/A**	**Success**	**Success**	**Success**	**Fail**

Kesch-TDS

	GNU		PGI		Cray	
	Build	**Run**	**Build**	**Run**	**Build**	**Run**
v1 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v2 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v3 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v4 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v5 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v1 GPU	**N/A**	**N/A**	**Success**	**Fail**	**Success**	**Success**
v2 GPU	**N/A**	**N/A**	**Success**	**Fail**	**Fail**	**N/A**
v3 GPU	**N/A**	**N/A**	**Success**	**Success**	**Fail**	**N/A**
v4 GPU	**N/A**	**N/A**	**Success**	**Success**	**Fail**	**N/A**
v5 GPU	**N/A**	**N/A**	**Success**	**Success**	**Success**	**Success**

Daint

	GNU		PGI		Cray	
	Build	**Run**	**Build**	**Run**	**Build**	**Run**
v1 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v2 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v3 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v4 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v5 CPU	**Success**	**Success**	**Success**	**Success**	**Success**	**Success**
v1 GPU	**Fail**	**N/A**	**Success**	**Fail**	**Success**	**Fail**
v2 GPU	**Success**[1]	**Fail**	**Success**	**Fail**	**Fail**	**N/A**
v3 GPU	**Fail**	**N/A**	**Success**	**Success**	**Fail**	**N/A**
v4 GPU	**Fail**	**N/A**	**Success**	**Success**	**Fail**	**N/A**
v5 GPU	**Fail**	**N/A**	**Success**	**Success**	**Success**	**Success**

Laptop (PGI 17.4 and 17.10)

	GNU		PGI		Cray	
	Build	**Run**	**Build**	**Run**	**Build**	**Run**
v1 CPU	**Success**	**Success**	**Success**	**Success**	**N/A**	**N/A**
v2 CPU	**Success**	**Success**	**Success**	**Success**	**N/A**	**N/A**
v3 CPU	**Success**	**Success**	**Success**	**Success**	**N/A**	**N/A**
v4 CPU	**Success**	**Success**	**Success**	**Success**	**N/A**	**N/A**
v5 CPU	**Success**	**Success**	**Success**	**Success**	**N/A**	**N/A**
v1 GPU	**N/A**	**N/A**	**Success**	**Fail**	**N/A**	**N/A**
v2 GPU	**N/A**	**N/A**	**Success**	**Fail**	**N/A**	**N/A**
v3 GPU	**N/A**	**N/A**	**Success**	**Success**	**N/A**	**N/A**
v4 GPU	**N/A**	**N/A**	**Success**	**Success**	**N/A**	**N/A**
v5 GPU	**N/A**	**N/A**	**Success**	**Success**	**N/A**	**N/A**

[1] Only without C_LOC output