

## Cemu - Bug #517

### Mario Tennis: wrong footprint rendering on clay court

05/08/2021 05:31 PM - awx

<b>Status:</b>	New	<b>Start date:</b>	05/08/2021
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Category:</b>	Graphic		
<b>API:</b>	Vulkan	<b>GPU Vendor/Model:</b>	iris plus 940 gen11
<b>Cemu Version:</b>	1.22.12		
<b>Description</b>			
in this stadium, when you move the character you should see your footprint, and cemu renders them but in the wrong way. your footprint is black with a semi-transparent square on the floor. you are supposed to see a semi-transparent footprint.			

#### History

##### #1 - 05/30/2021 08:55 PM - awx

cemu 1.22.13b

footprints have the correct color now but there is still a semi-transparent square on the floor

##### #2 - 08/20/2021 10:32 AM - awx

same issue in 1.25.x, now running on intel xe

##### #3 - 10/10/2021 06:56 PM - RedPill

Could be related to [#576](#)