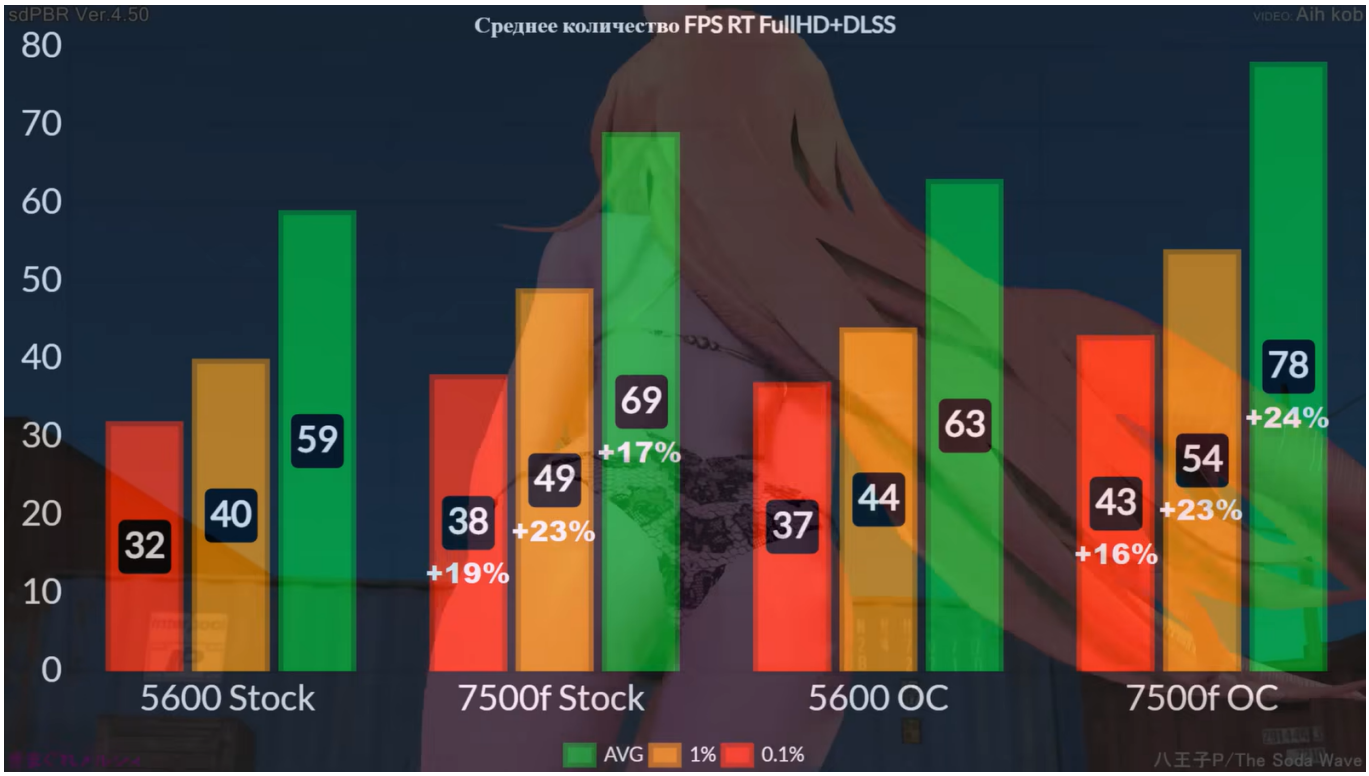
The host of the Sirvikman YouTube channel tested in modern games in 1080 rub on AM4 or AM5.

The test stand included the Ryzen 5600 and 7500F processors, the ASUS Prime B550M-A/B650M-H/M.2+, the KingBank DDR4 32 GB (2×16 GB) 3600 MHz/Silicon Power Storm DDR5, the RTX 5060, SSD, SSD, SSDS Card SiliconPower US75 for 1 TB, 750 W XPG Pylon power supply (but 550 W is enough for budget assembly), Formula Air Power G5 Duo, PentaWave cooling system for 5 heating pipes.

Among the games were such as CS 2, Escape from Tarkov, Hunt Showdown, Dragons Dogma II, Cyberpunk 2077, Hogwarts Legacy, Spider Man 2, Stalker 2, Oblivion Remastered, Monster Hunter Wilds, Monster Wilds Kingdom Come Deliverance II. They were launched with DLSS without, with overclocking and in stock.



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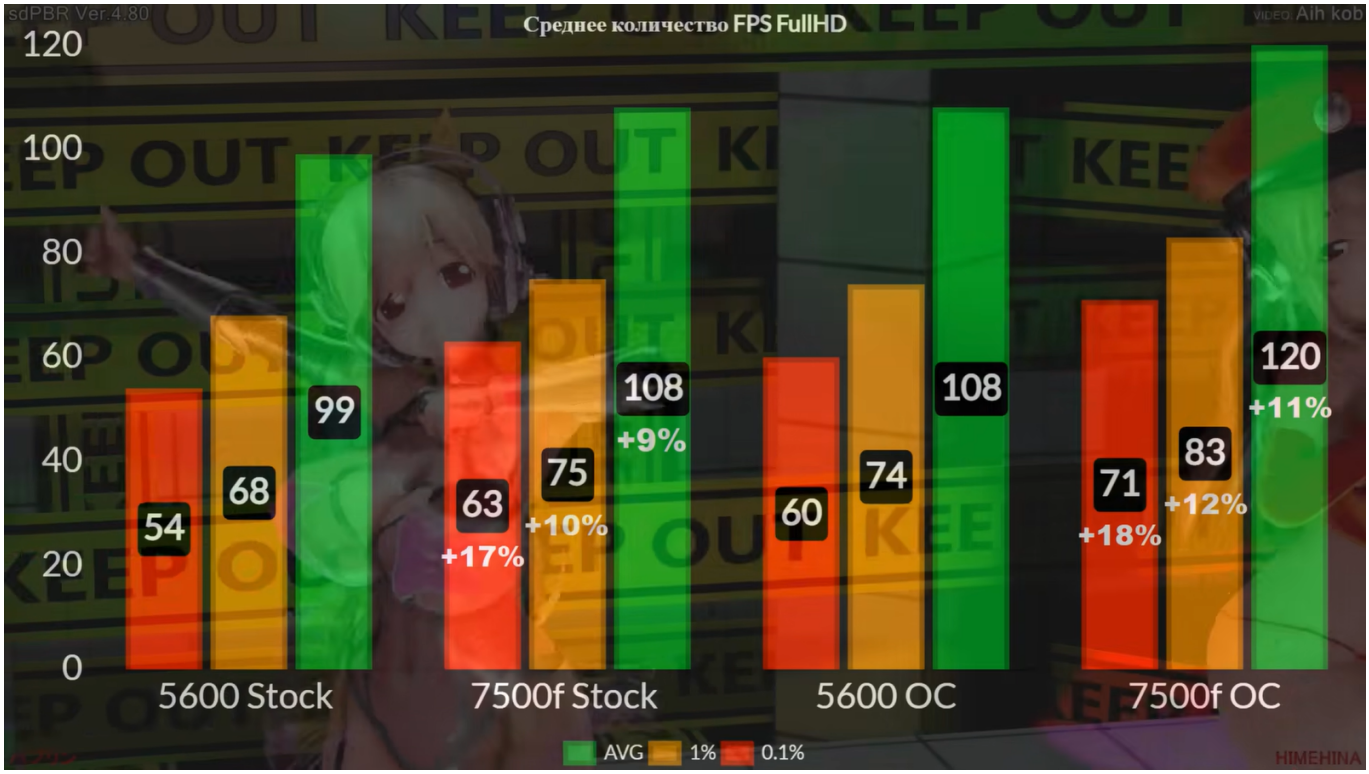

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In CS 2, it went in a stock with an average FPS at a level of 303 c/s (5600) and 325 f/s (7500f), in the acceleration – from 319 and 357 f/s, respectively.

On average, without overclocking, the assembly from 7500F was faster than 5600 by 9%, with overclocking – by 11%. When the DLSS is turned on, the difference increased to 17% and 24%, respectively.

Conclusion

The test results once again showed that “iron” must be collected precisely for specific games that are interesting to you. If you like open worlds on modern engines, then here you need to make more stops on the processor (and buy 7500F), and if you prefer “corridor” or e -sports projects, then AM4 (5600) will be enough for you.