

On the RandomgaminginHD YouTube channel, RTX 5050 and 4060 video cards were tested in Full HD.

The test stand included, in addition to 5050 and 4060 by 8 GB, I9-14900K processor, 125 watts air cooler, 32 GB of two-channel DDR5 6000 MHz DDR5 RAM.

Baldur's Gate 3 went with an ultra-peel, DLAA. The average frequency of personnel in it was 101 c/s (from 5050) and 109 f/s (from 4060).

Cyberpunk 2077 launched with ultra-graphics. On average, it managed to get 72 fps (5050) and 66 f/s (4060).

The game Grand Theft Auto V Enhanced with Max. RT Preset, DLAA Average performance was in the area of 66 fans (5050) and 71 f/s (4060).



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The game Kingdom Come Deliverance 2 launched with a high preset, SMAA 2TX. The average performance in it was at the level of 82 fps (5050) and 86 f/s (4060).

Red Dead Redemption 2 was tested with Ultra textures, other High, Taa High parameters.

The average FPS here was 87 f/s (5050) and 93 c/s (4060).

The Witcher 3 Next-Gen went with RT Preset, Taau. The average frequency of personnel in this game was 47 f/s (5050) and 48 f/s (4060).

Conclusion

In general, the RTX 4060 overtook 5050 by 4% (according to the average FPS - 79 f/s and 76 f/s, respectively).