

The iPhone 16 Pro Max and Nintendo Switch 2 was compared to Fortnite - both devices give out stable 60 FPS, but achieve this in different ways.

According to the Dame Tech YouTube channel, the iPhone 16 Pro Max with the A18 Pro chip holds 60 frames per second with a constant resolution of 704P and maximum graphics settings.

Even in charging or high load conditions, performance remains stable. iPhone power consumption does not exceed 5 watts.

Switch 2 in the docking starts with 1224P, in portable - from 900P, but the console actively uses dynamic scaling of resolution. With complex scenes, it falls up to 800p in the dock and 600p in a portable to save 60 FPS.

Switch 2 power consumption at these moments reaches 19 W in dock-mode and 9 watts in portable.

Of course, in pure performance, Switch 2 leads due to a higher initial resolution. But in terms of energy efficiency (FPS on Watt), the winner was the iPhone 16 Pro Max.