

On the Odin Hardware YouTube channel showed how I5-14600K and 12400F processors behave in 1080r.

The test stand included I5-14600K Stock Speed processors (Power Limits Removed) and i5-12400f Stock Speed, NZXT Kraken 360 AIO cooling system, ASUS Prime Z790A WiFi DDR5 RAM, RAM, RAM 2x16GB DDR5 6000MHz 36 36 36 76 GSKill S5, Sapphire Pure RX 7900GRA 16GB DDR6 Triple Fans.

Cyberpunk 2077 launched with an preset Medium. The average frequency of personnel in it was 175 f/s (i5-12400f) and 182 c/s (i5-14600k).

A Plaque Tale Requiem was tested with Low graphics. The average performance in this game was 143 fps (i5-12400f) and 143 f/s (i5-14600k).

AC Mirage went with a low preset. On average, it was possible to get 200 to/s (12400F) and 221 c/s (14600K).

Cod Warzone was launched at the Balanced graphics settings. The average FPS in it was 135 c/s (12400f) and 222 f/s (14600k).

In CS 2 with Medium graphics, the average frame rate was in the region of 260 fans (12400F) and 430 f/s (14600k).

Forza Horizon 5 went with an preset Medium. The average performance in this game was 177 f/s (12400f) and 241 f/s (14600k).

The game Spiderman Remastered was launched with Medium graphics settings. The average frequency of personnel in it was at the level of 86 c/s (12400f) and 107 f/s (14600k).

Shadow of the Tomb Raider tested with the average preset. In this game, the average FPS was 232 c/s (12400f) and 272 c/s (14600k).

The growth in games after the transition from 12400f to 14600KF
measured



One equipment

RDR 2 went with Medium graphics. The average frequency of personnel in this game was at the level of 140 c/s (12400f) and 168 f/s (14600k).

Stalker 2 was tested with the Low preset. On average, it was possible to get 72 c/s (12400f) and 94 f/s (14600k).

In the game Silent Hill 2 with a low preset, the average performance was 134 to/s (12400f) and 137 f/s (14600k).

Starfield was launched with low graphics. The average FPS in this game was 91 c/s (12400f) and 120 f/s (14600k).

The game Oblivion Remastered was tested with the Low preset and the average frame rate at the level of 106 c/s (12400f) and 154 to/s (14600k).

The Witcher 3 went with Medium graphics. The average frequency of personnel here was 187 c/s (12400F) and 247 f/s (14600k).

Final Fantasy Rebirth launched at the Medium graphics settings. The average FPS in it was

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109 c/s (12400f) and 117 f/s (14600k).

Kingdom Come Deliverance went with a high preset. The average performance in this game was at the level of 157 f/s (12400F) and 215 f/s (14600k).

Last of US II was tested with Medium graphics. The average frequency of personnel in the game was 126 c/s (12400f) and 156 f/s (14600k).

Conclusion

The difference between 12400F and 14600K was 35% in all games as a whole (141 c/s and 190 f/s, respectively).