

The difference in speed in games between i5-12400f and i5-14400f was measured

In one of the issues on the PC Support & Gaming Test YouTube channel, they learned how Full HD show themselves 12400F and 14400F.

The test stand included Intel Core i5 12400f and Intel Core i5 14400F, the MSI GeForce RTX 5070 Ventus 2X OC 12GB GDDR7, the ADATA XPG Lancer RGB 32GB (2 x 16GB) DDR5 6000 MHZ, SSD Crucial P3 PLUS 4TB (2 x 2TB) PCIe 4.0, MSI B760M Bomber WiFi, Cooler Master HYPERM 212 SPECTRUM V3 Argb, Cooler MWE 650 V3 Bronze 650W power supply.

Black Myth: Wukong launched with low preset, Dlss Quality. The average frequency of personnel in this game was 157 f/s (14400f) and 148 f/s (12400f).

The game Cyberpunk 2077 was high with a high preset. On average, it was possible to obtain 136 fans (14400f) and 126 to/s (12400f) in it.

In the game Forza Horizon 5 with the High graphics, RT Medium, the average performance was at 203 c/s (14400f) and 196 to/s (12400f).

Ghost of Tsushima was tested with an preset High. The average FPS in it was 106 c/s (14400f) and 99 f/s (12400f).

The game God of War Ragnarök was at the Low graphics settings. The average frequency of personnel in it was in the area of 193 c/s (14400f) and 184 f/s (12400f).

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PC support and game test

Hogwarts Legacy launched with an preset Medium. On average, the productivity here was 129 c/s (14400f) and 123 c/s (12400f).

In the game, Red Dead Redemption 2 at the Medium graphics settings managed to get 145 c/s (14400f) and 141 fps (12400f).

The Last of US Part 2 Remastered was tested with the High preset. The average frequency of personnel in it was 149 c/s (14400f) and 141 fps (12400f).

The Witcher 3: Wild Hunt Next Gen launched with Medium graphics. The average performance in this game was 235 f/s (14400f) and 226 f/s (12400f).

## Conclusion

The i5-14400F was faster than 12400F on average by 9% (161 fps and 164 fps, respectively).

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