

The old RX 6600 was compared with the new RX 9060 XT 16 GB in games

In one of the issues on the Gaming Bench YouTube channel, they showed how RX 6600 and RX 9060 XT show themselves in 1080p and 1440p.

The test stand included the Gigabyte Z790 Gaming X AX DDR5, the Intel Core i5 12400F processor, the G.Skill Trident Z5 2x16GB DDR5 6000MHz, ASUS Dual RX 6600 8GB GDDR6 and ASRock RX 9060 XT 16GB GDDR6 Challenger Edition, SSD Samsung 500GB, Build Case Thermaltake N26, Windows 10 - Version 22H2 operational system, XPG S40G 512GB M.2, XPG Pylon power supply unit XPG Pylon 650W 80 Plus Bronze.

The game Silent Hill 2 launched with a preset Medium. The average frequency of personnel in it in 1080p was 40 FPS (6600) and 76 FPS (9060 XT), in 1440p - 27 and 48 FPS, respectively.

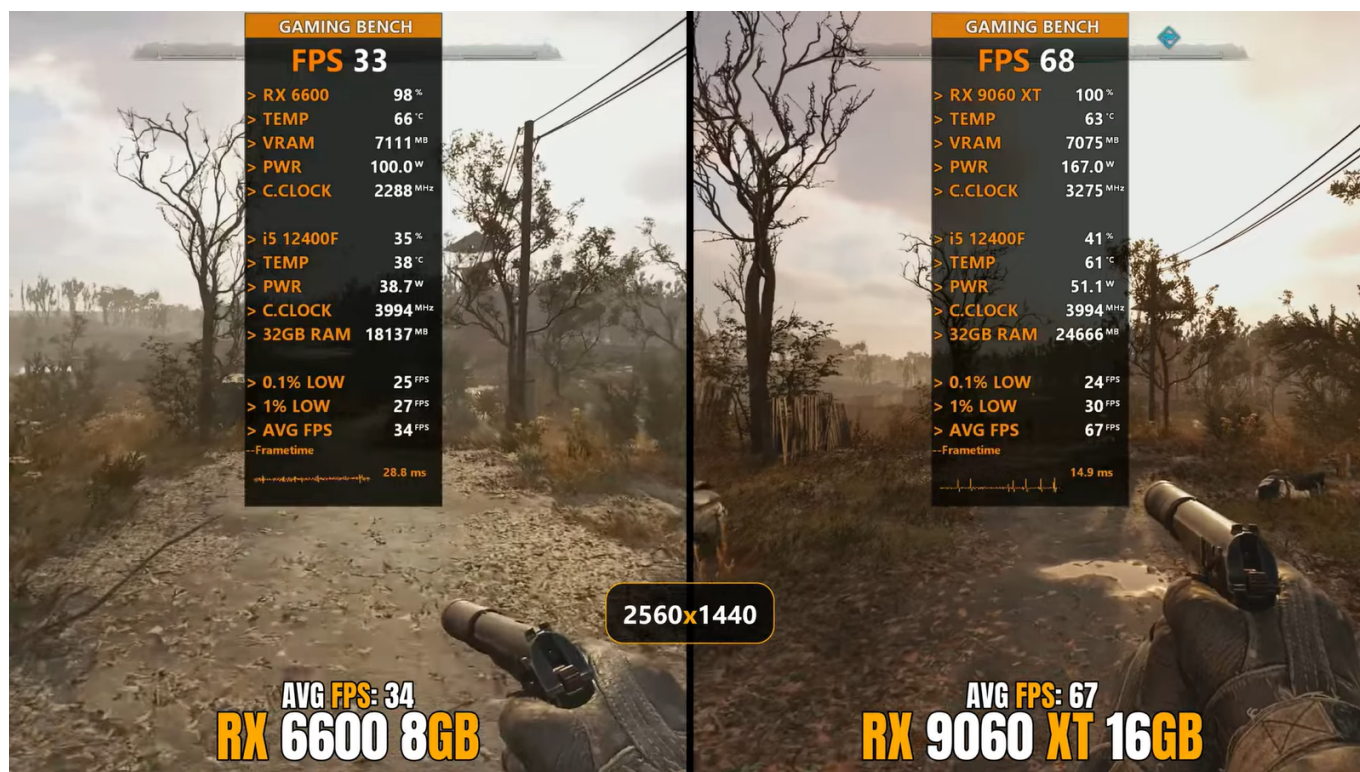
Alan Wake 2 was tested at the Low graphics settings. On average, it was possible to get here in 1080p 38 FPS (6600) and 74 FPS (9060 XT), in 1440p - 25 and 53 FPS, respectively.

Forza Horizon 5 went with Ultra graphics. The average productivity in it in Full HD was 104 FPS (6600) and 213 FPS (9060 XT).

In the Horizon Forbidden West game, the average FPS was in 1080p in the area of 45 FPS (6600) and 88 FPS (9060 XT), in 1440p - at 25 FPS and 67 FPS.

The game Spider Man 2 was tested with preset Medium. In 1080p, in it the average frequency of personnel was 58 FPS (6600) and 137 FPS (9060 XT).

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Game bench

You can familiarize yourself with all test results below the video.

## Conclusion

Without taking into account the results with RT and FSR, the difference between the RX 6600 and RX 9060 XT was in 1080r – 90% (in terms of the average fps; 59 c/s and 112 c/s, respectively), in 1440 rubles – 112% (34 c/s and 72 fps, respectively).