

Minecraft FPS Comparison

Cubeon vs SKLauncher vs FastClient | Minecraft 1.21.11, same PC (Xeon E5-1650, RX 580) | FPS read frame by frame from screen recordings

NOTICE - test setup

All three launchers were launched as-is, with nothing added or changed by hand. On the SKLauncher side there was no Sodium and no mods at all (plain vanilla), so it is being compared against launchers that ship with Sodium.

Results (second recording, three separate 1-minute runs)

Launcher	In-game mean	Median	5th pct (lows)	Min	Max	Menu mean	Whole video
Cubeon	206	217	148	102	271	256	233
SKLauncher	119	123	70	33	165	147	133
FastClient	152	156	105	37	211	166	160

FPS = frames per second, one sample per second of video. In-game = ~28-32 s of actual gameplay per launcher; menu = pause screen.

Key findings

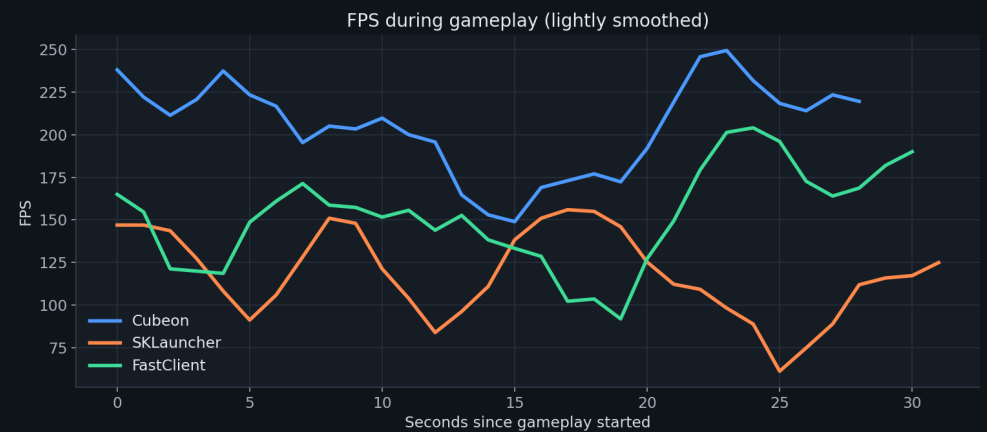
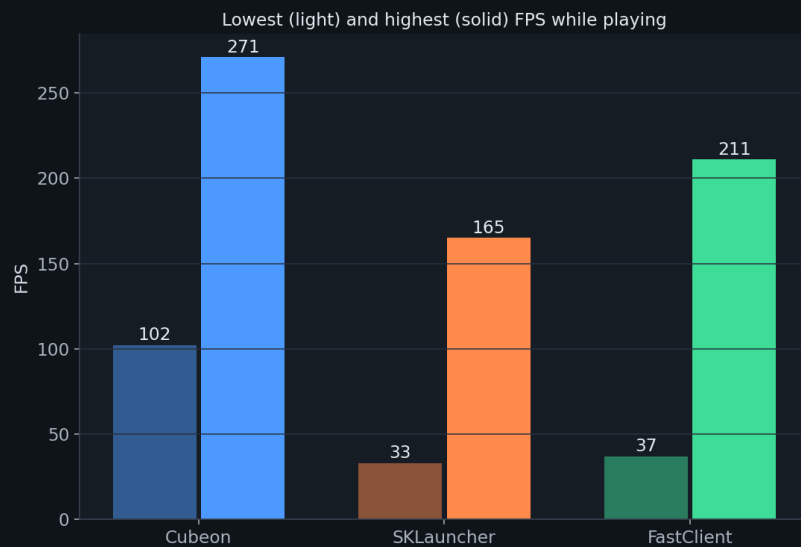
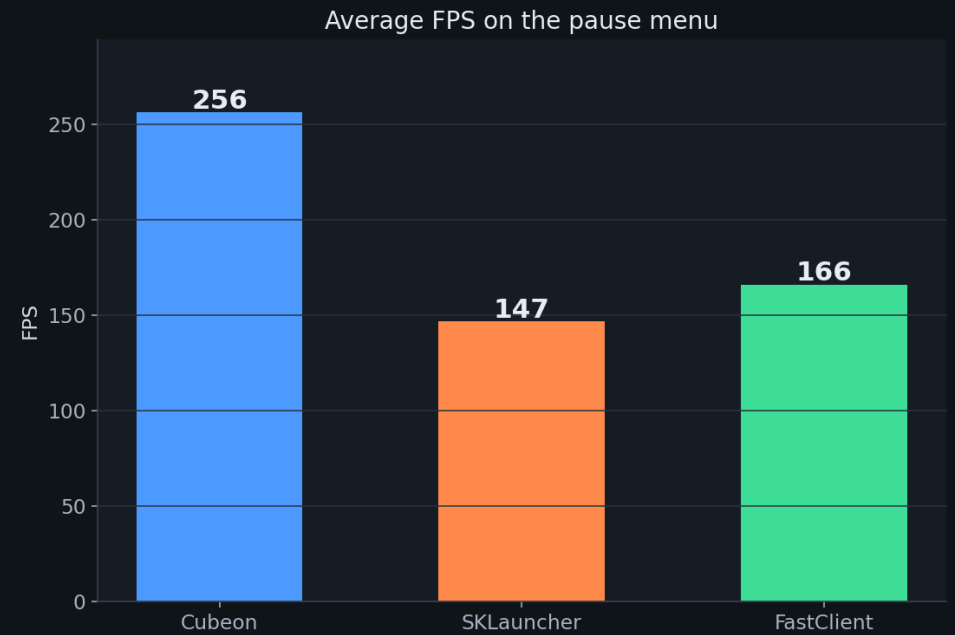
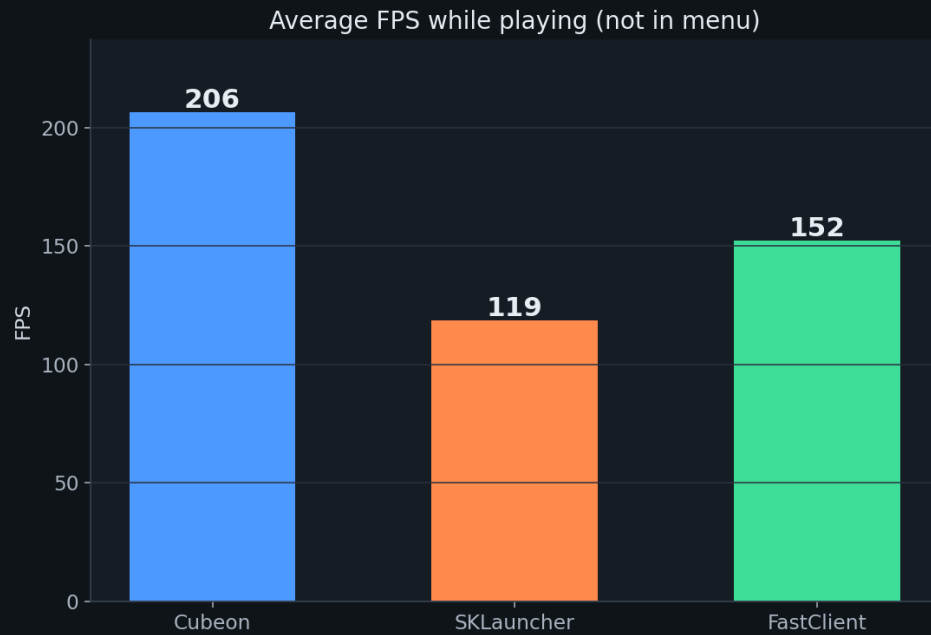
- Cubeon was fastest in-game: about 206 FPS on average, roughly 35% above FastClient (152) and 74% above SKLauncher (119).
- Cubeon also had the best worst-case: its lowest in-game second was 102 FPS, against 37 (FastClient) and 33 (SKLauncher).
- FastClient was the most consistent between menu and game (only ~8% drop); Cubeon and SKLauncher each lost ~19% going from menu to gameplay.
- SKLauncher sat flat at about 148 FPS on the pause menu, which looks like a frame cap, and was the slowest in-game with the deepest dips.

Caveats

- Different spots in the world for each run, so the comparison is indicative rather than a lab test.
- F3 debug screen was on for Cubeon and SKLauncher but off for FastClient (it uses its own FPS HUD); F3 costs a little FPS, slightly favouring FastClient.
- Launched as-is: SKLauncher had no Sodium and no mods (vanilla), unlike the other two. Its default settings also differed (fancy clouds, RGSS filtering vs fast clouds, no filtering on Cubeon).
- FastClient digits are blurry in the video; a few menu-frame readings may be off by about 5 FPS. Every reading was checked by eye.

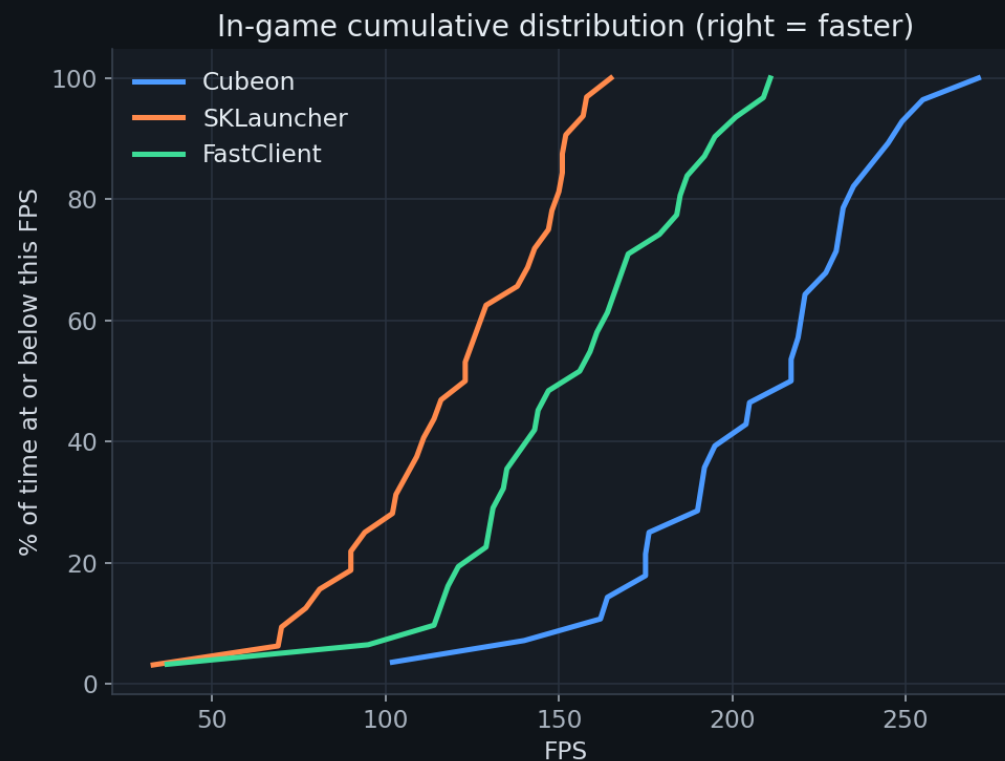
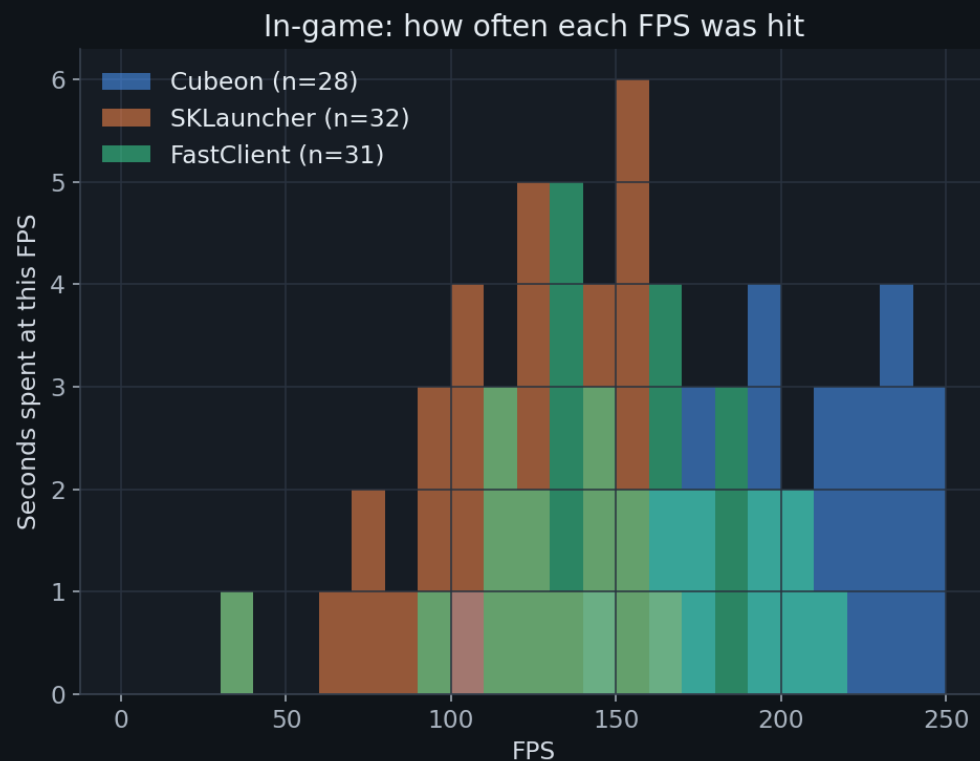
Simple charts

The quick view: who is fastest and how steady



Distribution of in-game FPS

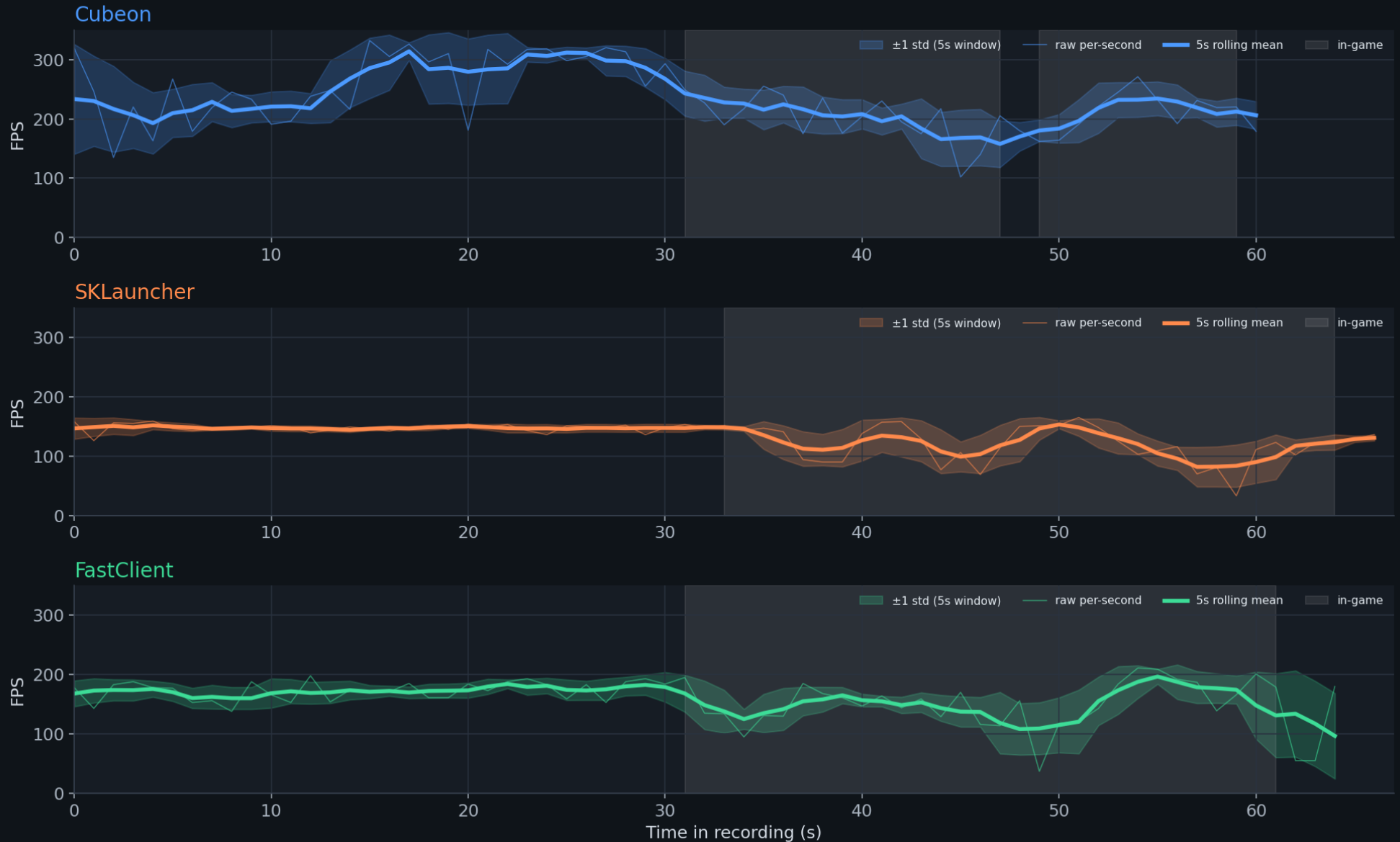
Left: how many seconds each launcher spent at each FPS. Right: cumulative share of time at or below each FPS - a curve further right is faster.



Timeline with variability

Raw per-second FPS, 5-second rolling mean and spread. Shaded white areas are actual gameplay; the rest is the pause menu.

Detailed timeline: raw, rolling mean and variability



Full stats heatmap

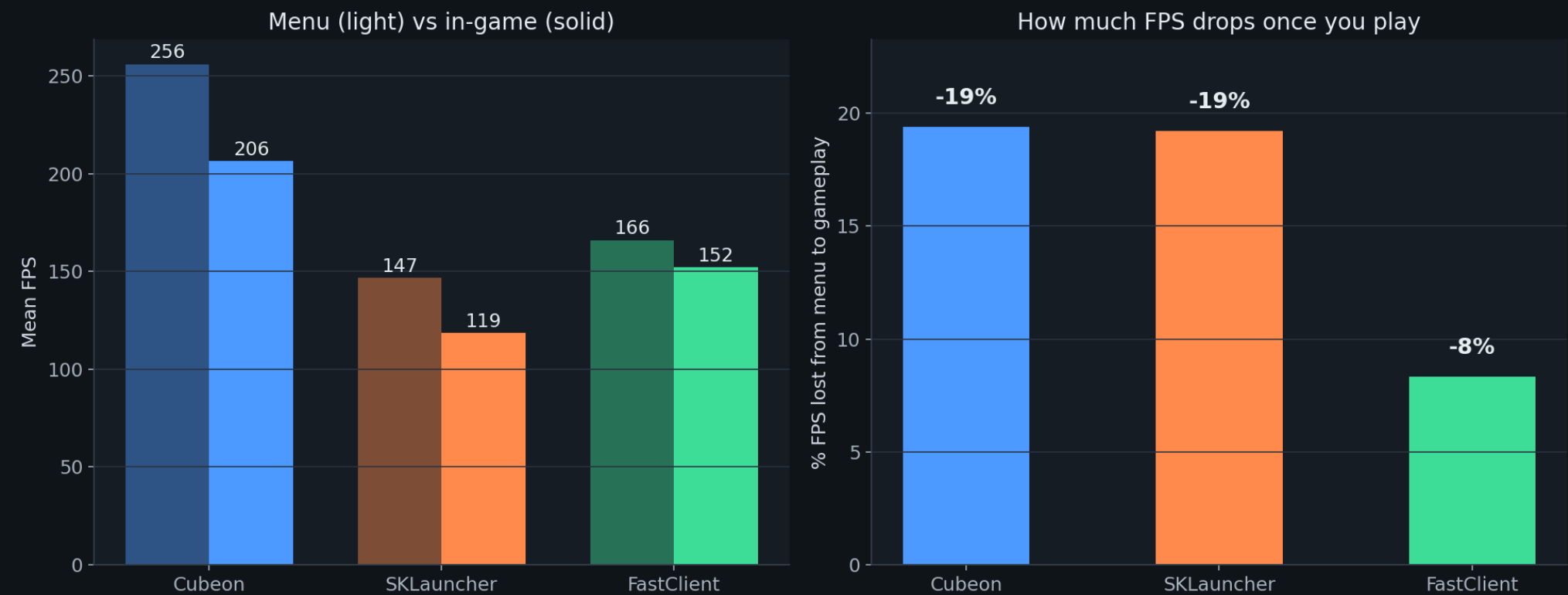
Min, 5th percentile, median, mean, 95th percentile and max for every launcher in the menu, in-game and overall.

Full FPS stats as a heatmap (brighter = higher FPS)

	min	5th pct	median	mean	95th pct	max
Cubeon · all (61s)	102	162	230	233	319	332
Cubeon · menu (33s)	135	173	255	256	322	332
Cubeon · in-game (28s)	102	148	217	206	253	271
SKLauncher · all (67s)	33	78	145	133	158	165
SKLauncher · menu (35s)	126	134	148	147	157	159
SKLauncher · in-game (32s)	33	70	123	119	157	165
FastClient · all (65s)	37	99	166	159	197	211
FastClient · menu (34s)	55	109	176	166	193	198
FastClient · in-game (31s)	37	104	156	152	205	211

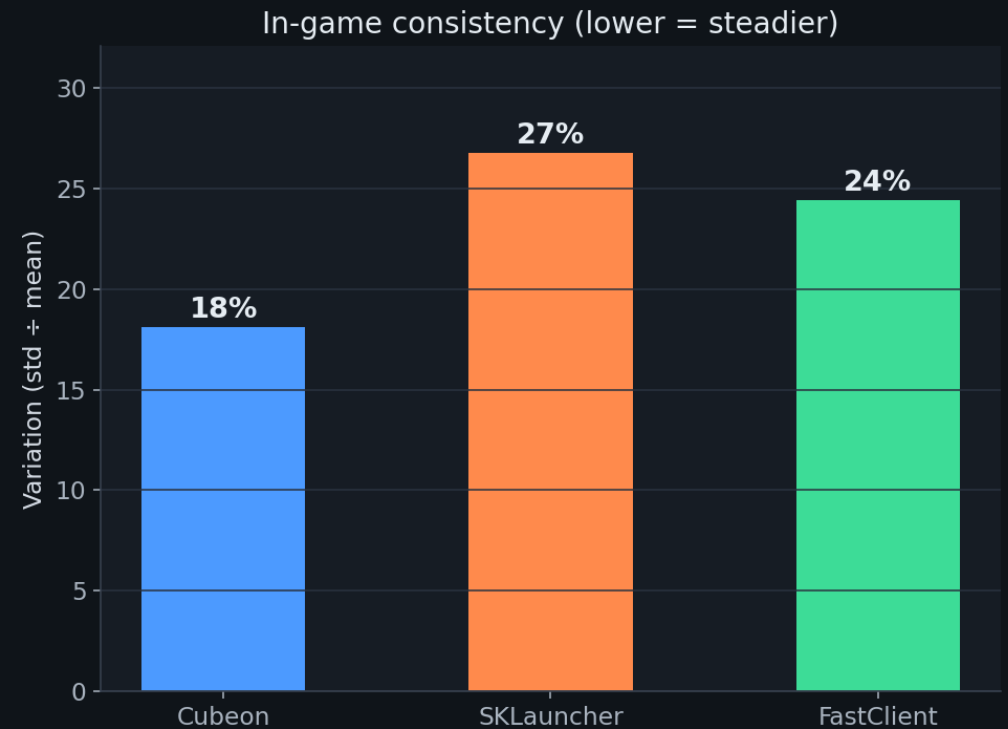
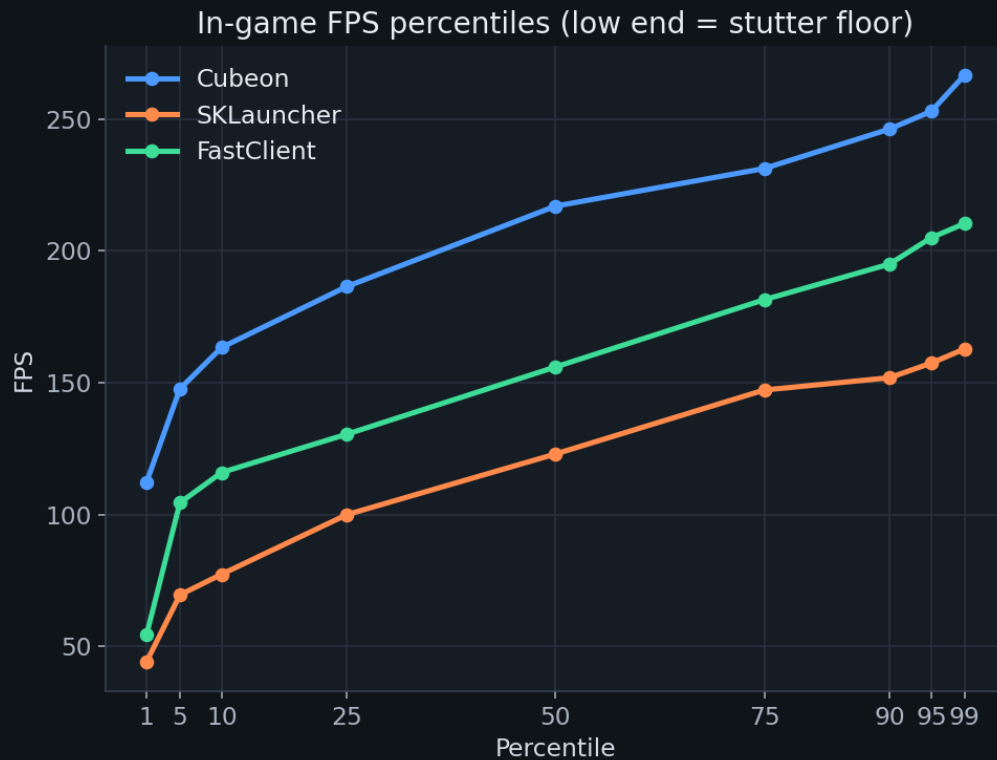
Menu vs in-game

How much FPS each launcher loses once you leave the pause menu and actually play.



Percentiles and consistency

Low percentiles show the stutter floor; the right chart shows variation (lower = steadier).



Heat-strip timeline

Each second coloured by FPS (blue low, red high); the bottom bar shows when each launcher was in-game (white).

