

Claude Code changelog

PRIMARY

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Assessment. The vendor's own release notes. Event dates here are the primary actor's own dates, not coverage dates. Entries quoted verbatim; the page is newest-first and was read from the top.

Claims drawn from this source. CLAIM-2026-10-09-01, CLAIM-2026-10-09-02, CLAIM-2026-10-09-03, CLAIM-2026-10-09-04

2.1.295 (October 8, 2026)

Added

- Added onFailure: "block" for command and HTTP hooks: a hook that can't start, times out, or exits with an unexpected code blocks the action instead of letting it through
- Added Program Status Protocol (OSC 7501) support
- Added a warning to claude plugin install, enable, disable and marketplace add when the settings file they write to does not load
- Added \$.ui.notify for mods

Changed

- Changed MCP tool descriptions the model loads through tool search to be cut at 16,384 characters instead of 2,048
- Changed subagents to preload at most 32 skills from the skills field

2.1.294 (October 8, 2026)

- Fixed prompt and agent hooks written as instructions (such as "Block commands that...") allowing what they should block
- Improved how prompt hooks on Stop and SubagentStop written as instructions (such as "Carry on if the build is broken") are judged, so Claude is less likely to stop early

2.1.293 (October 7, 2026)

- Added Claude Haiku 5.5 (claude-haiku-5-5), 1M context
- Added agentType to the subagentStatusLine payload

2.1.292 (October 6, 2026)

- Added --marketplace <source> to claude plugin install
- Added an effort parameter to the Agent tool

- Added workflow agents to the `agent.spawn` mod hook, with their run and index, so a mod can refuse them

2.1.291 (October 6, 2026)

- Fixed a regression in 2.1.290 where cloud sessions could drop answers to permission prompts