

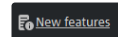
ChangeLog_EN - Sequoia 2026

What's new in Sequoia 2026?

The most important innovations in Sequoia 2026 at a glance:

- **FX I/O Matrix:** Flexible routing of plug-in input, output, and sidechain channels.
- **Reworked crossfade editor** for more consistent window handling. Now non-blocking.
- **Quick Crossfade Shapes** can be accessed via shortcut and applied interactively.
- **Multichannel support for Algorithmix Renovator**
- **Soundly** sound effects data base integration
- **Reworked video engine** with GPU support
- **OSC** support for remote control
- **Auto Mute** to protect your speakers and ears.
- **Performance improvements**

For an extended overview of what's new in Sequoia 2026 click open the help document with the link in the startup dialog!



New features and changes in detail

01/27/2026 Sequoia 2026.0 Build 26005

- Boris FX Licensing updates
 - [SEQD-736] Updated copy protection for Sequoia 2026
 - existing Sequoia 2025 keys for Boris FX licensing still are working
 - WIBU codemeter protection needs updated activation
 - [SEQD-572] Support licensing via bfxsuite license
 - [SEQD-571] Support licensing via Boris FX dongle
- [SEQD-562] Automatic check for new version at program start once a day
 - Can also be done manually via "Auto Update..." menu command
- **Reworked video engine**
 - GPU used for loading and displaying selected video formats
 - this results in better performance and better support for higher resolutions
 - [SEQD-432] Decoder implementation used is shown in video objects context menu
 - [SEQD-720] Support for Apple ProRes video reading
 - Video options changed
 - Obsolete video overlay option removed

- Options added to disable GPU processing for video import and output
- [SEQD-687] Adapted audio extraction for new readers
- [SEQD-690] Optimized video cache handling
 - [SEQD-758] [SEQD-793] Option to deactivate video cache (new default setting)
- [SEQD-721] Several optimizations and fixes
 - [SEQD-735] Blackmagic DeckLink playback didn't work anymore with driver versions 15.x
- [SEQD-640] Extend framerate selection up to 60 fps
- [SEQD-617] **OSC support**
 - Remote control via OSC commands, see help for more details.
- [SEQD-630] **FX I/O Matrix** now available for all Sequoia users
 - Opened from the "Plug-in" menu of a VST Plugin dialog to route track audio channels into plug-in input channels (including side chain channels) and plug-in output to track audio channels.
 - Presets can be saved and also used as default routing for the current plug-in
 - [SEQ-8665] FX I/O matrix thru mode to allow using mono or stereo plug-ins on surround busses
 - "Thru" means track channels that are not routed to plugin inputs are passed over to the next plug-in slot so you could e.g. assign the first plug-in to channels 1+2, the next one to 3+4 etc.
 - "Ch." control lets you reduce a plug-in's channel count, for example, turning a stereo plug-in into mono or a surround plug-in into stereo, so you can use it more easily in parallel FX chains.
 - [SEQD-222] includes latency compensation
 - Known Issues:
 - Channel count control doesn't work reliably with VST2 plug-ins.
- **Soundly** integration
 - The Soundly database for all kinds of sound effects now integrates with Sequoia. The Send to Sequoia button in Soundly imports a selected Soundly audio file into an open Sequoia project.
 - From Sequoia, you can open the Soundly client via the file menu or a dedicated toolbar button (hidden by default).
 - It is also possible to search in Soundly for similar audio of a selected object with a command from the file menu.
- Import / Export
 - [SEQD-398] Add option to the Export dialog for including / excluding object effects
 - Excluding object effects also excludes object volume and fades
 - [SEQD-521] New system option to force float resolution for offline resampling
 - [SEQD-558] Quality settings button for quick access to system options added to dialog for adapting sample rate while importing
 - [SEQD-577] Some MP3s (e.g. with very low or variable bitrate) were read by a different, non-sample-accurate MP3 decoder which could cause playback problems.
 - That decoder isn't longer used for new projects and such MP3s are now converted to wave files on import.
 - [SEQD-165] Marker list export adaptations

- CSV Marker export uses the order of visible columns in the marker manager
- The selection of exported data is still done in the marker list export options, if this includes columns not shown in the marker manager, these are added at the end, in the order shown in the export options
- CD Handling
 - [SEQD-606] Request to overwrite existing album info after using command “track indices on object edges”
- Arranger / Mixer
 - [SEQD-484] To prevent accidental fader value changes, a new option in Program preferences > Keyboard, Menu & Mouse > Mouse to restrict dragging faders on the fader cap only.
 - [SEQD-208] Improved double click behavior of the vertical scrollbars in the arranger
 - A context menu entry was added to make the display of the clickable free area below the last track to add tracks optional
- **Crossfade handling**
 - [SEQD-550] The new crossfade editor doesn't block the user interface any more
 - You can access other program areas like track editor, mixer or menu except the arranger in the back (is displayed in darker colors then)
 - Option to use old legacy mode removed from crossfade editor settings
 - [SEQD-393] All crossfade shapes are now available in the object fade handle menu
 - Access it with right click on crossfade or fade handle
 - Also available with shift+context menu key
 - Changed: switch mouse modes now with Ctrl + context menu key
 - Quick access for basic shapes (e.g. L for linear, E for exp...)
 - [SEQD-394] Preview shapes without closing the menu
 - Move in the menu with arrow keys or mouse
 - Apply a selected shape with right click or shift + enter
 - Move in the menu and apply shapes in one go with shift + arrow keys, shift + mouse over or PgUp/PgDn
 - Leave menu and revert changes with escape key
 - This preview mechanism also works in the crossfade editor shape menu
 - (Extended preview workflow also available in track editor MIDI/VSTi patch menu and VST editor preset menu)
- Plug-ins / ARA
 - [SEQD-123] Update VST3 SDK to version 3.8.0 for improved compatibility
 - [SEQD-608] Plug-in routing dialog now shows the chain of the selected track or object by default
 - there's a new link button to disable this temporarily
 - [SEQD-619] ARA support for Melda MTrackAlign plug-in
 - [SEQD-676] ARA support for IK Multimedia ReSing plug-in
 - [SEQD-622] Restructured plug-in buffer settings in program preferences dialog
 - Bugfixes

- [SEQD-716] Plugins stored in disabled state could not be restored after reloading project
- [SEQD-610] Some properties of ARA plug-ins were not restored correctly with reloading a project
- **Performance improvements / bug fixes**
 - [SEQD-498] CPU load was higher in stopped state than while playback (depending on used plug-ins and routing)
 - [SEQD-569] The VST3 feature to skip silence processing was enabled - may improve performance with plug-ins supporting it
 - [SEQD-630] Economy / object engine can now use more than 16 processor cores
 - Previous restriction was a workaround for stability issues, which are resolved now
 - [SEQD-623] Improved method of assigning threads to different cores
- **Manager**
 - Clipstore
 - [SEQD-400] Context menu command “Open in Windows explorer” also available in clip store
 - [SEQD-409] New column for peak value display in clip store
 - [SEQD-396] New column for peak value display in file manager
 - [SEQD-400] Context menu command “Open in Windows explorer” for Object Manager, and Track Manager
- [SEQD-214] **Auto mute** when reaching critical levels (Overload protection)
 - New options in Program preferences > System > Audio Setup to disable it for master and track output and to set the levels when auto mute gets triggered
- **Automation**
 - [SEQD-585] Transferring AUX Send curves to other tracks activates the corresponding AUX Sends
 - either by moving objects with active “Link curves to objects” or copy&paste
 - [SEQD-579] New command to show all automation lanes for the active track
 - [SEQD-653] New menu commands for automation panel functions
 - Set automation mode for all tracks
 - Set automation filters
- [SEQD-560] Macro menu now displays assigned keyboard shortcuts
- **Other Bugfixes**
 - [SEQD-560] Issues with macro shortcut persistence when re-using deleted macro shortcuts
 - [SEQD-560] Source or destination out markers at project start were displayed wrong
 - [SEQD-393] Avoid deformed Sin/Cos fadeshapes in crossfade editor
 - [SEQD-393] Accelerated Sin/Cos fade calculation, fast_sincos is not required anymore
 - [SEQD-498] Possible crashes when closing program
 - [SEQD-59] Some updates and fixes for surround / stereo pan automation
 - [SEQD-560] After re-assigning F1 to another command help was still opened
 - [SEQD-630] Flickering of some tooltips in crossfade editor
 - [SEQD-704] Issues with MIDI command “Remove double notes (monophonic overlaps)”
 - [SEQD-734] Issues with timer based recording

- [SEQD-716] Some issues with VSTi slots
 - "Reset bypass when effect/plugin is opened" off-state was ignored
 - Update bypass state from effect was not working correctly
- [SEQD-765] Crash when dragging a note in drum editor with shift using an edited drum map
- [SEQD-357] Crashes with internal Declicker effect
- ADM / Dolby Atmos
 - [SEQD-554] Crash when loading mixer snapshots with ADM renderer
 - [SEQD-596] Issues with track solo and mute handling in Dolby Atmos projects (Economy engine or PFL solo)