Scoring applications should draw *crescendo* and *diminuendo* hairpins using primitives rather than dynamicCrescendoHairpin and dynamicDiminuendoHairpin in order to provide variable width, line thickness, angle and aperture.

Ligatures should be defined for common combinations of dynamics, such as mp. Special attention should be paid to kerning pairs for these glyphs.

Scoring applications may choose to draw dynamics either using multiple glyphs (e.g. 3 x dynamicForte for fff) or using the pre-composed glyph (e.g. 1 x dynamicFFF for fff).