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 . 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 ) or using the pre-composed glyph (e.g. 1 x dynamicFFF for ).