

Airplayclaim.nl is a web application that gives rightholders the opportunity (via a personalised login environment) to listen to unidentified music and claim it where appropriate. You must be given a login account before you can use this site.

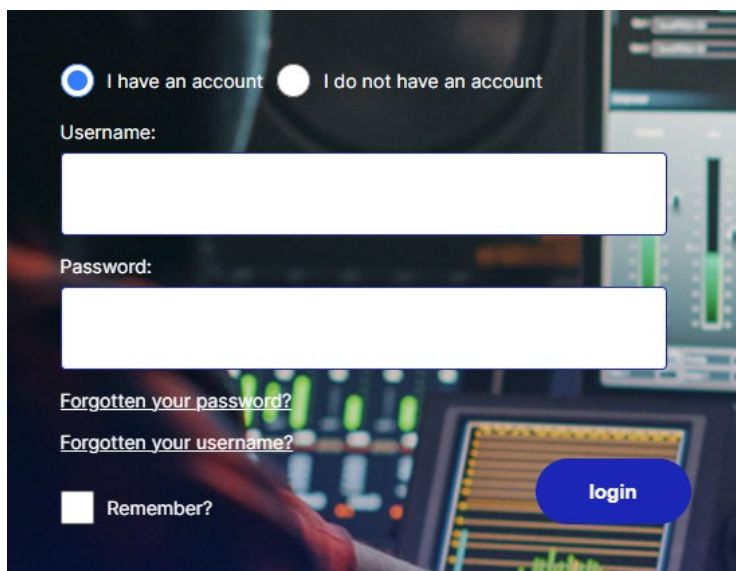
This help screen contains information about:

- Obtaining a login
- Registering
- Confirming your registration
- Logging in

Obtaining a login

You must have a login before you can use this site.

If you do not have a login for this site, you can ask for one by clicking the checkmark *'I do not have an account'*.



The screenshot shows a login form with the following elements:

- Two radio buttons at the top: I have an account and I do not have an account.
- A text input field labeled "Username:".
- A text input field labeled "Password:".
- Two links: [Forgotten your password?](#) and [Forgotten your username?](#).
- A checkbox labeled "Remember?".
- A blue "login" button.

Registreren

After you have ticked the *'I do not have an account'* checkbox, a registration form appears. When you have filled in this form, your registration can be sent by clicking 'Submit'.

The **bold** fields are required. If any of the bold fields are not filled in, an error message will be shown.

Once all fields have been filled in correctly and the form has been submitted, your registration will be processed.

Confirming your registration

After you have registered, you will receive an e-mail with a link for confirming your registration. After activating your account, you will get a second e-mail, after which you will be able to log in.

Logging in

Enter your username and password and click 'LOG IN' to continue.

Registration

Registration

Name

Street

Postcode

Town/city

Country

Telephone

Company

Company

Street

Postcode

Town/city

Country

Telephone

Username

E-mail

Second e-mail address

Buma/Stemra client no.

Password

Password verification

w7bd8

Refresh
Enter the code above here

I accept the [privacy statement](#) and the [terms and conditions of use](#).

Send