FOR IN VITRO RESEARCH USE ONLY. NOT FOR USE IN HUMANS OR ANIMALS.

Recombinant human BTNL3 protein



Basic Information

Catalog Number:

Ag15743

Form:

Available lyophilized

Species:

human

Expression Source:

e coli.-derived, PGEX-4T, with N-terminal GST.

Biological Activity:

Not tested

Endotoxin Level:

Please contact the lab for more information

Peptide Sequence:

GSILCSIHLAEQSHEVESKVLIGETFFQPSPWRLASILL GLLCGALCGVVMGMIIVFFKSKGKIQA

(202-267 aa encoded by BC 100801)

Reconstitution and Storage

Reconstitution:

Reconstitute at 0.25 $\mu g/\mu l$ in 200 μl sterile water for short-term storage.

After reconstitution with sterile water, if glycerol has no effect on subsequent experiments, it is recommended to add an equal volume of glycerol for long-term storage (see Stability and Storage for more details).

If a different concentration is needed for your purposes please adjust the reconstitution volume as required (please note: the ion concentration of the final solution will vary according to the volume used).

Note: Centrifuge vial before opening. When reconstituting, gently pipet and wash down the sides of the vial to ensure full recovery of the protein into solution.

Shipping

The product is shipped at ambient temperature. Upon receipt, store it immediately at the recommended temperature (see below).

Purity

(outside USA)

85%, by SDS-PAGE with Coomassie Brilliant Blue staining.

Formulation

The purified protein was Lyophilized from sterile PBS (58mM Na2HPO4, 17mM NaH2PO4, 68mM NaCl, pH8.). 5% trehalose and 5% mannitol are added as protectant before lyophilization. The elution buffer contain 100mM GSH.

Stability and Storage

Store for up to 12 months at -20°C to -80°C as lyophilized powder.

Storage of Reconstituted Protein

Short Term Storage:

Store at 2-8°C for (1-2 weeks).

Long Term Storage:

Aliquot and store at -20°C to -80°C for up to 3 months, reconstitution with sterile water and addition of an equal volume of glycerol. Avoid repeat freeze-thaw cycles.

Selected Validation Data

