

PAA014Hu01

Polyclonal Antibody to Bone Morphogenetic Protein 4 (BMP4)
Organism Species: Homo sapiens (Human)
Instruction manual

FOR IN VITRO USE AND RESEARCH USE ONLY NOT FOR USE IN CLINICAL DIAGNOSTIC PROCEDURES

12th Edition (Revised in Aug, 2016)



#### [PROPERTIES]

Source: Polyclonal antibody preparation

Host: Rabbit

Purification: Antigen-specific Affinity Chromatography.

Traits: Liquid

Concentration: 200µg/mL

**UOM**: 100µg

Applications: WB; IHC; ICC; IP.

#### [IMMUNOGEN]

Immunogen: Recombinant BMP4 (Ser293~Arg408) expressed in E.coli.

Accession No.: RPA014Hu01

#### [APPLICATIONS]

Western blotting: 0.5-2µg/mL

Immunohistochemistry: 5-20µg/mL Immunocytochemistry: 5-20µg/mL

Optimal working dilutions must be determined by end user.

#### [FORMULATION]

**Form & Buffer:** Supplied as solution form in 0.01M PBS, pH7.4, containing 0.05% Proclin-300, 50% glycerol.

## [ QUALITY CONTROL ]

**Content:** The quality control contains recombinant BMP4 disposed in loading buffer.

**Usage:** 10uL per well when 3,3'-Diaminobenzidine(DAB) as the substrate. 5uL per well when used in enhanced chemilumescent (ECL).

**Note:** The quality control is specifically manufactured as the positive control.

Not used for other purposes.

**Loading Buffer:** 100mM Tris(pH6.8), 1% SDS, 150mM NaCl, 50% glycerol, 0.02% BPB, 50mM DTT and 0.02% NaN<sub>3</sub>.



# [STORAGE AND STABILITY]

Storage: Avoid repeated freeze/thaw cycles.

Store at 4°C for frequent use.

Aliquot and store at -20°C for 12 months.

**Stability Test:** The thermal stability is described by the loss rate. The loss rate was determined by accelerated thermal degradation test, that is, incubate the protein at 37°C for 48h, and no obvious degradation and precipitation were observed. The loss rate is less than 5% within the expiration date under appropriate storage condition.

## [ IDENTIFICATION ]

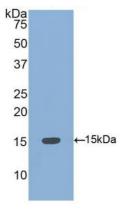


Figure 1. Western Blot

Sample: Recombinant BMP4, Human

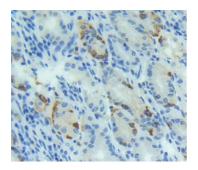


Figure 2. DAB staining on IHC-P

Samples:

Human Stomach Tissue