

PAB972Mu03**Polyclonal Antibody to Pigment Epithelium Derived Factor (PEDF)****Organism Species: Mus musculus (Mouse)*****Instruction manual***

FOR IN VITRO USE AND RESEARCH USE ONLY

NOT FOR USE IN CLINICAL DIAGNOSTIC PROCEDURES

10th Edition (Revised in Jan, 2014)

[PRODUCT INFORMATION]**Immunogen:** PEDF, Mouse**Clonality:** Polyclonal**Host:** Rabbit**Immunoglobulin Type:** IgG**Purification:** Affinity Chromatography.**Applications:** WB, ICC, IHC-P, IHC-F, ELISA**Concentration:** 200µg/mL**UOM:** 100µg**[IMMUNOGEN INFORMATION]****Immunogen:** Recombinant PEDF (Ile262~Thr417) with N-terminal His-Tag expressed in *E.coli*.**Accession No.:** RPB972Mu03**[ANTIBODY SPECIFICITY]**

The antibody is a rabbit polyclonal antibody raised against PEDF. It has been selected for its ability to recognize PEDF in immunohistochemical staining and western blotting.

[APPLICATIONS]

Western blotting: 1:50-400

Immunocytochemistry in formalin fixed cells: 1:50-500

Immunohistochemistry in formalin fixed frozen section: 1:50-500

Immunohistochemistry in paraffin section: 1:10-100

Enzyme-linked Immunosorbent Assay: 1:100-200

Optimal working dilutions must be determined by end user.

[CONTENTS]

Form & Buffer: Supplied as solution form in PBS, pH7.4, containing 0.02% NaN_3 , 50% glycerol.

[QUALITY CONTROL]

Content: The quality control contains recombinant PEDF (Ile262~Thr417) disposed in loading buffer.

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

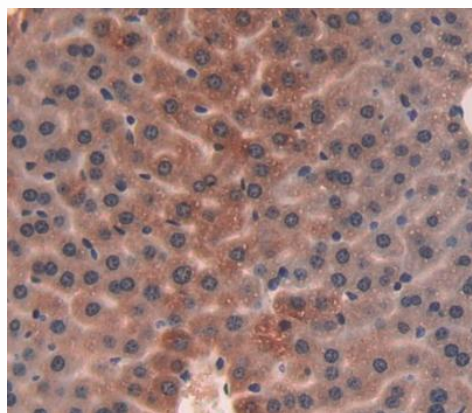
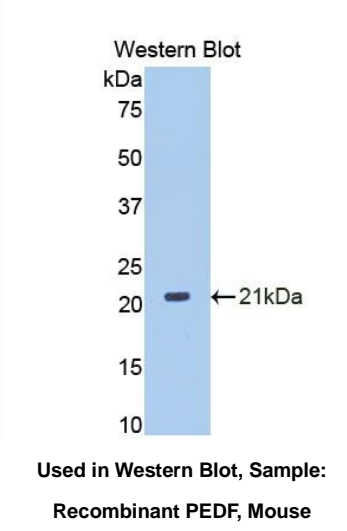
Note: The quality control is specifically manufactured as the positive control. Not used for other purposes.

Loading Buffer: 100mM Tris(pH8.8), 2% SDS, 200mM NaCl, 50% glycerol, BPB 0.01%, NaN_3 0.02%.

[STORAGE]

Store at 4°C for frequent use. Stored at -20°C to -80°C in a manual defrost freezer for one year without detectable loss of activity. Avoid repeated freeze-thaw cycles.

[IMAGES]



Used in DAB staining on formalin fixed
paraffin- embedded liver tissue