## Recombinant human WNT3A protein



**Basic Information** 

Catalog Number:

Ag25051

Size:

50 μg

Form:

Available lyophilized

Species:

human

**Expression Source:** 

e coli.-derived, PET30a, with N-terminal 6\*His.

Biological Activity:

Not tested

Endotoxin Level:

Please contact the lab for more information

Peptide Sequence:

RGWVETLRPRYTYFKVPTERDLVYYEASPNFCEPNPET GSFGTRDRTCNVSSHGIDGCDLLCCGRGHNARAERR REKCRCVFHWCCYVSCQECTRVYDVHT

(250-350 aa encoded by BC103921)

Reconstitution and Storage

Reconstitution:

Reconstitute at 0.25 µg/  $\mu$  l in 200  $\,\mu$  l 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** 

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

**Formulation** 

The purified protein was Lyophilized from sterile PBS (58mM Na2HPO 4,17mM NaH2PO 4, 68mM NaCl, pH7.4). 5 % trehalose and 5 % mannitol are added as protectant before lyophilization. The elution buffer contain 300mM imidazole.

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, buffer containing 50% glycerol is recommended for reconstitution. Avoid repeat freeze-thaw cycles.

Selected Validation Data

