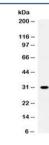


ZWINT Antibody (R32455)

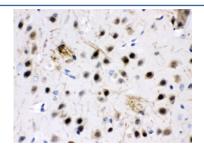
Catalog No.	Formulation	Size
R32455	0.5mg/ml if reconstituted with 0.2ml sterile DI water	100 ug

Bulk quote request

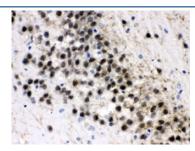
Availability	1-3 business days
Species Reactivity	Human, Mouse, Rat
Format	Antigen affinity purified
Clonality	Polyclonal (rabbit origin)
Isotype	Rabbit IgG
Purity	Antigen affinity
Buffer	Lyophilized from 1X PBS with 2.5% BSA and 0.025% sodium azide
UniProt	O95229
Applications	Western Blot : 0.5-1ug/ml IHC (FFPE) : 1-2ug/ml
Limitations	This ZWINT antibody is available for research use only.



Western blot testing of rat skeletal muscle lysate with ZWINT antibody at 0.5 μ ml. Expected molecular weight ~31 kDa.



IHC testing of FFPE mouse brain with ZWINT antibody at 1ug/ml. HIER: steam in pH6 citrate buffer and allow to cool prior to staining.



IHC testing of FFPE rat brain with ZWINT antibody at 1ug/ml. HIER: steam in pH6 citrate buffer and allow to cool prior to staining.

Description

ZW10 interactor (Zwint-1) is a protein that in humans is encoded by the ZWINT gene. This gene encodes a protein that is clearly involved in kinetochore function although an exact role is not known. It interacts with ZW10, another kinetochore protein, possibly regulating the association between ZW10 and kinetochores. The encoded protein localizes to prophase kinetochores before ZW10 does and it remains detectable on the kinetochore until late anaphase. It has a uniform distribution in the cytoplasm of interphase cells. Alternatively spliced transcript variants encoding different isoforms have been found for this gene.

Application Notes

Optimal dilution of the ZWINT antibody should be determined by the researcher.

Immunogen

Amino acids Q29-Q249 from the human protein were used as the immunogen for the ZWINT antibody.

Storage

Prior to reconstitution, store at 4oC. After reconstitution, the ZWINT antibody can be stored for up to one month at 4oC. For long-term, aliquot and store at -20oC. Avoid repeated freezing and thawing.