

Human CD32a (167R) Protein - Biotin

Product Code: ICH3012B

More Information

Species Reactivity: Human

Target: Human CD32a (167R) protein

Host: Human embryonic kidney (HEK) 293 cells.

product name H2: Human CD32a (167R) Protein - Biotin

UniProt: P12318

Shipping Conditions: Ambient

background: A low-affinity activating IgG receptor, CD32a (FcγRIIa) carries a 167R (arginine) polymorphism that alters immune-complex engagement relative to the 167H allele. This biotinylated recombinant human CD32a (167R) protein, produced in HEK293 cells, is designed for streptavidin-based capture in SPR, BLI, and ELISA workflows and is a protein reagent rather than an antibody. Prepared to in vivo-grade, ultra-low-endotoxin specifications, it is offered in scalable milligram to gram quantities for bulk and high-throughput laboratories. The biotin tag makes it ideal for immobilized binding and kinetic studies of allele-specific Fc-receptor interactions, supplied strictly for research use only.

Other names: Human Fc gamma RIIa, CD32A, FCGR2A, FCGRIIA, FCR2A, FCRIIA, IGFR2A, IGFRIIA

Specificity: The sequence of the extracellular domain of human CD32a (Ala 36-Ile 218) was fused with a C-terminal tag consisting of the AVI tag, TEV protease recognition sequence and a 10-His tag.

Formulation: Lyophilized from sterile PBS, pH 7.4. No preservatives or cryoprotectants have been added. To obtain a final concentration of 1 mg/ml reconstitute 0.25 mg vials with 0.25 ml water and 1.0 mg vials with 1.0 ml water.

Purity: >95% monomer purity as determined by SDS-PAGE and SEC-HPLC.



Endotoxin: 1.0 EU per mg as determined by the LAL method.

Storage: Lyophilized proteins are stable at ambient temperature for at least 2 weeks. If the protein is not to be used immediately then the protein should be stored in lyophilized form at -20 °C for up to 12 months. Once the protein has been reconstituted we recommend

Applications: SPR, BLI, ELISA

Use: Products are for research use only. Not for use in diagnostic or therapeutic procedures.