



Anti-SLAMF1 monoclonal antibody, clone 560022 (DCABY-4164)

This product is for research use only and is not intended for diagnostic use.

PRODUCT INFORMATION

Antigen Description	The Signaling Lymphocytic Activation Molecule (SLAM) family of receptor molecules is a subset of the CD2 family of receptors. SLAM proteins function as co-receptors for lymphocyte activation and/or adhesion and mediate tyrosine phosphorylation signals. SLAM receptor expression is mainly restricted to immune cells. SLAM, also known as CD150, is a transmembrane glycoprotein that is upregulated on activated B cells and T cells but downregulated on Th2 polarized cells. SLAM ligation promotes the activation of Th0/Th1 cells, B cells, eosinophils, mast cell, and macrophages. SLAM also functions as a cellular entry receptor for measles virus.
Specificity	Detects mouse SLAM/CD150.
Immunogen	Mouse myeloma cell line NS0-derived recombinant mouse SLAM/CD150. Thr25-Pro242 Accession Number Q9QUM4
Isotype	IgG2a
Source/Host	Rat
Species Reactivity	Mouse
Clone	560022
Purification	Protein A or G purified from hybridoma culture supernatant
Conjugate	Unconjugated
Applications	Flow Cytometry, ELISA Capture (Matched Pair)
Format	Liquid
Size	100 µg

Buffer	Lyophilized from a 0.2 µm filtered solution in PBS with Trehalose.
Preservative	None
Storage	Use a manual defrost freezer and avoid repeated freeze-thaw cycles. 12 months from date of receipt, -20 to -70 °C as supplied. 1 month from date of receipt, 2 to 8 °C, reconstituted. 6 months from date of receipt, -20 to -70 °C, reconstituted.

GENE INFORMATION

Gene Name	SLAMF1 signaling lymphocytic activation molecule family member 1 [Homo sapiens (human)]
Official Symbol	SLAMF1
Synonyms	SLAMF1; signaling lymphocytic activation molecule family member 1; SLAM; CD150; CDw150; signaling lymphocytic activation molecule; IPO-3;
Entrez Gene ID	6504
Protein Refseq	NP_003028
UniProt ID	Q13291
Chromosome Location	1q23.3
Pathway	Measles;
Function	antigen binding; protein binding; transmembrane signaling receptor activity;