

# CharacterRun.ModifiedTime

## Description

Returns a `DateTime` object that represents the date and time the text in this character run was inserted (if revision tracking was on when it was modified).

**C#**

```
public System.DateTime ModifiedTime{ get; }
```

**vb.net**

```
Public ReadOnly Property ModifiedTime() As Date
```

## Examples

**C#**

```
DateTime modifiedTime = oCharacterRun.ModifiedTime;
```

**vb.net**

```
Dim modifiedTime As DateTime = oCharacterRun.ModifiedTime
```