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set theApp to "Smultron"
set theQuery to "Info"
set resultList to {}

tell application "System Events" to tell process theApp
    log "Level 0"
    set end of resultList to select (my recursiveListSearch(every UI element,
        theQuery))

    log "Level 1"
    set end of resultList to select (my recursiveListSearch(every UI element
        of every UI element, theQuery))

    log "Level 2"
    set end of resultList to select (my recursiveListSearch(every UI element
        of every UI element of every UI element, theQuery))

    log "Level 3"
    set end of resultList to select (my recursiveListSearch(every UI element
        of every UI element of every UI element of every UI element,
        theQuery))

    log "Level 4"
    set end of resultList to select (my recursiveListSearch(every UI element
        of every UI element of every UI element of every UI element
        of every UI element, theQuery))
-- end tell
return resultList
end tell

on recursiveListSearch(thisItem, itemToLookFor)
-- If it's a list it's time to recurse
if class of thisItem is list then
    repeat with theItem in thisItem
        set returnedItem to my recursiveListSearch(theItem,
            itemToLookFor)
        if returnedItem is not equal to 0 then return returnedItem
    end repeat
-- If it's not a list it's time to see if this is the thing we were looking for
else if (thisItem is not {}) and (thisItem is not null) and (thisItem is not
    missing value) then
    if (name of thisItem as string) contains (itemToLookFor as string)
        then
            log thisItem
            return (get thisItem)
        end if
    end if
return 0
end recursiveListSearch

```