```
   0.000 2015-09-14 22:34:50; Factorio 0.12.6 (Build 16640, mac)
   0.000 Operating system: Mac OS X 10.9.5
   0.000 Program arguments: "/Applications/factorio.app"
   0.000 Read data path: /Applications/factorio.app/Contents/data
   0.000 Write data path: /Users/chrispayne/Library/Application
Support/factorio
   0.000 Binaries path: /
   0.660 Initialised OpenGL: AMD Radeon HD 6970M OpenGL Engine;
driver: 2.1 ATI-1.24.39
   0.990 Graphics options: [FullScreen: false] [VSync: true]
[UIScale: 100%] [MultiSampling: OFF] [Graphics quality: normal]
[Video memory usage: all] [Screen: 0]
   1.125 Loading mod core 0.0.0 (data.lua)
   1.129 Loading mod base 0.12.6 (data.lua)
   1.227 Loading mod BigWoodenPowerPole 0.0.3 (data.lua)
   1.275 Loading mod IronLantern 0.1.5 (data.lua)
   1.326 Loading mod Torches 0.1.9 (data.lua)
   1.375 Loading mod burner_manufacturing_unit 0.1.2 (data.lua)
   1.909 Initial atlas bitmap size is 16384
   1.911 Created atlas bitmap 16384x7679
  12.781 Factorio initialised
  43.273 Loading map /Users/chrispayne/Library/Application Support/
factorio/saves/0001.zip
  43.293 Info Scenario.cpp:160: Map version 0.12.6-1
Factorio crashed. Generating symbolized stacktrace, please wait ...
#0  0x7fff8fe565aa in 0x7fff8fe565aa
#1  0x305774cc8 in 0x305774cc8
#2  0x10013feca in LeafParticle::draw(DrawQueue&) const (in
factorio) + 74
#3  0x1002063a5 in EntityRenderer::prepareRow(RenderData const&,
EntityRenderer::RowRecord&) (in factorio) + 645
#4  0x100205d8e in EntityRenderer::threadJob(RenderData const&) (in
factorio) + 286
#5  0x100205993 in EntityRenderer::prepare(RenderData const&) (in
factorio) + 1635
#6  0x1001e6ed6 in GameRenderer::prepare(RenderData const&) (in
factorio) + 1126
#7  0x1001cf055 in GameView::prepareRender() (in factorio) + 341
#8  0x100308931 in MainLoop::prepare() (in factorio) + 769
#9  0x10030a5a7 in MainLoop::tickStep(Thread&, ThreadBarrier&,
boost::chrono::time_point<boost::chrono::steady_clock,
boost::chrono::duration<long long, boost::ratio<1l, 1000000000l> >
>&, boost::chrono::time_point<boost::chrono::steady_clock,
boost::chrono::duration<long long, boost::ratio<1l, 1000000000l> >
>&, bool&) (in factorio) + 295
#10 0x100305dea in MainLoop::run(boost::filesystem::path const&,
boost::filesystem::path const&, bool, bool) (in factorio) + 954
#11 0x100304b62 in _al_mangled_main (in factorio) + 14962
#12 0x1007dfd67 in +[AllegroAppDelegate app_main:] (in factorio) +
23
#13 0x7fff9425bd8b in 0x7fff9425bd8b
#14 0x7fff8fede899 in 0x7fff8fede899
#15 0x7fff8fede72a in 0x7fff8fede72a
#16 0x7fff8fee2fc9 in 0x7fff8fee2fc9
```

434.901 Error Util.cpp:46: Unexpected error occurred. You can help us to solve the problem by posting the contents of the log file on the Factorio forums.