How to use Easy Icon Maker:

1. Go to Window, then select EasyIconMaker in the drop down menu.
2. Drag an object into the object field that you'd like to have rendered into a sprite.
3. Type in the location where you'd like to save your sprite, by default it will save to your root asset folder, make sure you end your path with the '/' character.
4. Select a size for your sprite.
5. Choose a background color for your image, this color will determine where to add transparency to your image. So it is important to use a color that is not anywhere on your object. For example if you were rendering out a white cube, make sure not to use a white background.
6. Choose your sprite type. By default it will create a sprite for the new Unity Sprite sytem, but you can set it to legacy if you're using an older system like NGUI.
7. Check outline if you'd like your sprite to have an outline on it.
8. Check override color if you'd like your sprite to be filled in with a different color than what your model has.
9. Type in a value for the outline width if you've selected to have an outline.
10. Pick a color for your outline if you've selected to have an outline.
11. Pick a difuse color for your sprite if you've selected to override the default colors.
12. Type in a name for your sprite without an extension (the editor will automatically create a PNG for you)
13. Click the 'Render to Sprite' button

NOTE: If you are getting an editor errors, please check to make sure you followed step 3 correctly.
NOTE: The editor will overwrite any texture with the same name in the same folder, so double check to make sure you aren't accidentally overwriting something (a future update will include a confirmation to overwrite).