1. The editor can be turned off and on by the F5 key. Similarly, the game can be run by switch off the editor by the F5 key
2. Fullscreen and Window mode can be toggled by F11 key
3. The location path can be found from root folder > RogueEngine > Resources for resources and root folder > RogueEngine > Resources > Levels for levels.
4. Level can be loaded and saved the File at menu bar at the top left corner. It can also be loaded by drag and drop by the file system into the viewport.