Publishing software in Snap Store

1. **Install Snapcraft:**

   ```
   sudo snap install snapcraft --classic
   ```

2. **Install LXD (build environment):**

   ```
   sudo snap install lxd
   ```

3. **Add your user to the LXD group:**

   ```
   sudo usermod -aG lxd $USER
   ```

4. **Reboot your PC** (important for group changes to apply).

5. **Check LXD version to confirm installation:**

   ```
   lxd --version
   ```

6. **Initialize LXD:**

   ```
   lxd init
   ```

   ➤ Choose **all defaults** for every option.

7. **Build the Snap package locally:**

   ```
   snapcraft --output build/
   ```

   or

   ```
   snapcraft --debug --output build/
   ```

   ✅ Make sure you have snapcraft.yaml file inside the snap folder and localpdf-studio.desktop file in your project's root folder.

8. **Test the Snap locally:**

   ```
   sudo snap install build/localpdf-studio_0.0.6_amd64.snap --dangerous
   ```

   (Use the actual filename generated in the project's root folder)

9. **Reserve your Snap name (if new app):**

   ```
   snapcraft register localpdf-studio
   ```

   Must match the "name" in `package.json` and `snapcraft.yaml` file.

10. **Login to Snapcraft:**

    ```
    snapcraft login
    ```

11. **Upload and release the Snap:**

    ```
    snapcraft upload build/localpdf-studio_0.0.6_amd64.snap --release=stable
    ```