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:**

   ```
   npm run dist
   ```

   ☑ Make sure your **package.json** has:
   "build:linux": "electron-builder --linux snap"

8. **Test the Snap locally:**

   ```
   sudo snap install build/localpdf-studio_0.0.3_amd64.snap --dangerous
   ```
   (Use the actual filename generated in /build.)

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

   ```
   snapcraft register localpdf-studio
   ```
   Must match the "name" in package.json.

10. **Login to Snapcraft:**

    ```
    snapcraft login
    ```

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

```
snapcraft upload build/localpdf-studio_0.0.3_amd64.snap --
release=stable
```

12. **Go to the Snap Store dashboard:**
    https://snapcraft.io/localpdf-studio

    Fill in:

    - Title, summary, and description
    - Category: **Utility**
    - License: **MPL-2.0, AGPL etc.**
    - Homepage & source code links
    - Icon and screenshots

🎉 **Done! Your app is now live on the Snap Store.**