

```

    }
    return response.json();
  })
  .then(data => {
    loading.hide();
    allAvatarsData = data.allAvatars;

    if (data.allAvatars && data.allAvatars.length > 0) {
      avatarGrid.show();
      saveSelectionButton.show();
      clearSelectionButton.show();

      // Populate avatar grid
      data.allAvatars.forEach((avatar, index) => {
        const backgroundImage = avatar.backgroundImage ||
`_${avatar.name.replace(/\s+/g, '_')}_color.png`;
        const card = `
          <div class="col-md-4 mb-4">
            <div class="card">
              
              <div class="card-body">
                <h5 class="card-title">
                  <input type="checkbox" id="avatar-${index}"
value="${avatar.name}">
                  <label for="avatar-${index}">${avatar.name}</label>
                </h5>
              </div>
            </div>
          </div>
        `;
        avatarGrid.append(card);
      });

      // Pre-check previously selected avatars

```