```
}
           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 | |
`${avatar.name.replace(/\s+/g, '_')}_color.png`;
               const card = `
                 <div class="col-md-4 mb-4">
                   <div class="card">
                      <img src="img/Archtype Image/${backgroundImage}"</pre>
                         alt="${avatar.name}"
                        class="avatar-image"
                         data-avatar-name="${avatar.name}"
onerror="this.src='https://via.placeholder.com/300x200?text=${encodeURIComponent(
avatar.name)}'">
                      <div class="card-body">
                        <h5 class="card-title">
                          <input type="checkbox" id="avatar-${index}"</pre>
value="${avatar.name}">
                          <label for="avatar-${index}">${avatar.name}</label>
                        </h5>
                      </div>
                   </div>
                 </div>
               avatarGrid.append(card);
             });
             // Pre-check previously selected avatars
```