gv_ Post Processors

This is a description of my work on the Cura post processors. Post Processors that aren't mentioned here didn't get any functional changes BUT I added some code so they add their name to the Gcode file. For example:

```
;MAXZ:31.5
;  Display Info on LCD (Option: display_progress)
;  Search and Replace (Search: G1 F(\d*) E-(\d.*) | Replace: G92 E-3)
;  Pause At Height (Layer: 11)
;  ChangeAtZ
;POSTPROCESSED
;Generated with Cura_SteamEngine 5.3.1
```

New Post-Processors:

1. **"Add Cooling Profile"** - I found requests for this as far back as 2017. A lot of control of up to 4 cooling fan circuits either "By Feature" or "By Layer". Provides the ability to turn them on and off. I've been using this for a while and found that "By Feature" is much better for large slow prints where the fan(s) have time to react to the speed change. For smallish prints "By Layer" appears to be a better choice. If you are printing something like PETG or ABS this can be really handy for giving some cooling to certain areas only.
2. **"Add Cura Settings"** - Adds setting "Sections" (General, Machine, Quality, Walls, etc) that you pick, or you can chose All Settings. I did do some filtering - For example: "machine_feeder_wheel_diameter" isn't one of the settings that is included. There are plenty without those types.
3. **"Alter Zhops"** - You can change the Z-hop heights, or eliminate Z-hops from a range of layers.
4. **"Bridge Temperature Adjustment"** - Change the printing temperature when a bridge is encountered. There is an optional "Park and Wait". I think this would be overkill unless it's a big printer that needs this sort of thing.
5. **"Multi-Extruder Color Mix"** - For "blending" hot ends like on the Geeetech machines. The original "ColorMix" post was for 2 extruders. This one works with 2 or 3. This should work as written, but I don't have one of these hot ends so I couldn't debug any further and feedback would be appreciated.
6. **"4 Little Utilities"**
    a. **"Remove All Comments"** - Strips all the comments from a gcode file. Some printers aren't fond of comments. You can choose to leave the "LAYER" lines and/or ignore the StartUp and Ending Gcodes.
    b. **"ReNumber Layers"** - For re-numbering One-at-a-Time prints to All-At-Once style to provide different options for PauseAtHeight, Filament Change, etc.. There is an option to "revert" the layer numbering back to One-at-a-Time.
    c. **"Add Data Header"** - A debugging tool - it adds lines to delineate the data sections.
    d. **"Add Extruder End Gcode"** - If an extruder has an ending gcode this post will add it to the beginning of the End of Gcode section. If there are multiple extruders it adds the Ending Gcode of the last extruder used.
7. **"Timed Cool Down"** - Slows down the cooling of the bed. There is an option for a Wait period before the bed starts to gradually cool. Some exotic materials appear to benefit from this Annealing.

Altered Post-Processors:

1. **"DisplayInfoOnLCD"** - Combines "Display Progress" and "Display Layer and Filename". The old versions are retained as options.
2. **"Filament Change"** - Tweaked, and fixed a bug.
3. **"Insert At Layer Change"** - Added options to insert one time only or every layer, every 2nd, every 3rd, etc. over a the whole file or a range of layers. Support for multiple line insertions.
4. **"Pause At Height"** - Bug fix and added Klipper and Raise3D pause commands.
5. **"Retract Continue"** - A bug fix. It now works correctly with Z-hops in the file.
6. **"Search And Replace"** - Like with Insert at Layer change, layer options have been added.
7. **"TimeLapse"** - Added option to skip layers.

The names have been changed so a user can tell the difference between the Cura post-processor and these re-do's. If these posts are copied into the Configuration Folder (Windows "C:\Users\....UserName.....\AppData\Roaming\cura\5.4\scripts" folder they will be available in Cura along with the standard versions. I have checked all of these in 4.X, 5.x, and SmartAvionics versions of Cura.
I'm putting these out here like this as I know the Cura team is busy and doing it like this means that these are available now to forum visitors. The other reason is that I suck at GitHub. I can put in a pull request but if I have to update the file I make a hash of it.

Feedback on performance and any bugs is appreciated. In particular I don't have a "blending Hot End" type of printer so debugging "Multi-Extruder Color Mix" could only go so far.
Feedback on my coding style will be ignored. I'm old and my style is what it is.

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