Run a CGI script or host static HTML

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You can combine standard and CGI scripts using websocketd server. You also could serve static HTML files with it. It's not advisable since other HTTP servers are much more advanced but sometimes it's good way to host something with minimal effort.

When server reads startup flags it'll create endpoints based on file names inside of mapped folders. For example if your tree is:

```
/app/docs
    app.html
    image.jpg
/app/cgi
    hello.py
/app/ws
    count.py
```

This command: `websocketd --address=host --port=8000 --staticdir=docs --cgidir=cgi --dir ws`

will start websocketd in a way that it would serve websocket counter at http://localhost:8000/count.py and CGI hello at http://host:8000/hello.py. Files from /docs would be served under their names.

All other websocketd options are compatible with `--cgidir` and `--staticdir` except `--devconsole`. Note that index.html is not discoverable by default and you would need to use some special HTTP frontend to do so.

You also could use a *single websocket script* to map all URLs that not answerable by CGI or STATIC dir.

`... --staticdir=docs --cgidir=cgi ws/count.py` would do that for you.

Currently you could not use `--dir` and "catchall" script.

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