

Server configuration

- in agent:
 - Agent.Env.SQLite - move smpServers from AgentConfig to Env, make it TVar; keep "initialSmpServers" in AgentConfig?
 - Agent - getSMPServer to read servers from Env and choose a random server
 - Agent - new functional api - "useServers"
 - ~~Agent.Protocol - new ACommand?~~
- chat core:
 - db:
 - new table smp_servers, server per row, same columns as for agent. Have rowid for future
 - getServers method
 - update - truncate and rewrite
 - ChatCommand GetServers - new ChatResponse with list of user SMPServers, it may be empty if default are used
 - ChatCommand SetServers - ChatResponse Ok (restore default servers is empty set servers list)
 - agent config is populated using getServers, if it's empty default are used
- mobile chat:
 - mobileChatOpts to be populated with initial servers on init (getServers or default if empty)
 - in ui:
 - view in settings
 - GetServers on view open to populate
 - Confirm buttons, Restore button - destructive - clears user servers and default are used
 - validation
 - validation on submit, error with server's string
 - ~~TBD real-time validation~~
 - ~~fastest is validation on submit without detailed error?~~
 - ~~maybe even faster - alternatively have 3 fields for entry per server - fingerprint, host, port - and build server strings (still validate to avoid hard crash?)?~~
- terminal chat:
 - if -s option is given, these servers are used and getServers is not used for populating agentConfig
 - if -s option is not provided - same as in mobile - getServers or default if empty