I hope this saves someone an hour or two:

```
 void Layout() {
  RichEdit::Layout();
  long editor_cx = GetSize().cx;
  long adaptive_cx = (editor_cx * 8); // Smaller the total, the bigger the text.  Increase the constant
to decrease the font.
  SetPage(Size(adaptive_cx, INT_MAX));
 }
```

This inverts the size of the editor rectangle to the font logical size, i.e., the bigger the editor, the
bigger the page, the smaller the font, which is then zoomed to look the same as it did. Make
sense?

I gave up on SetZoom, which has some relation to this function, but mostly it just seems to
increase the unusable margins or indent on the page, and it can't be regained. The Zoom must
be left as default or set to 100 (100%) if you want a 0 margin.