After installing the Importer (and RenX what i did) it should look like this when booting:

The UI should look like this. In the MAXScript menu you should see 'Import W3D':

Click it and browse for a W3D file:

After this hit 'Open' and voila! Your W3D into Gmax/RenX

I hope this helped you.
PS. If anyone knows how to make Spoilers it would be much handier for me to post images while keeping message small
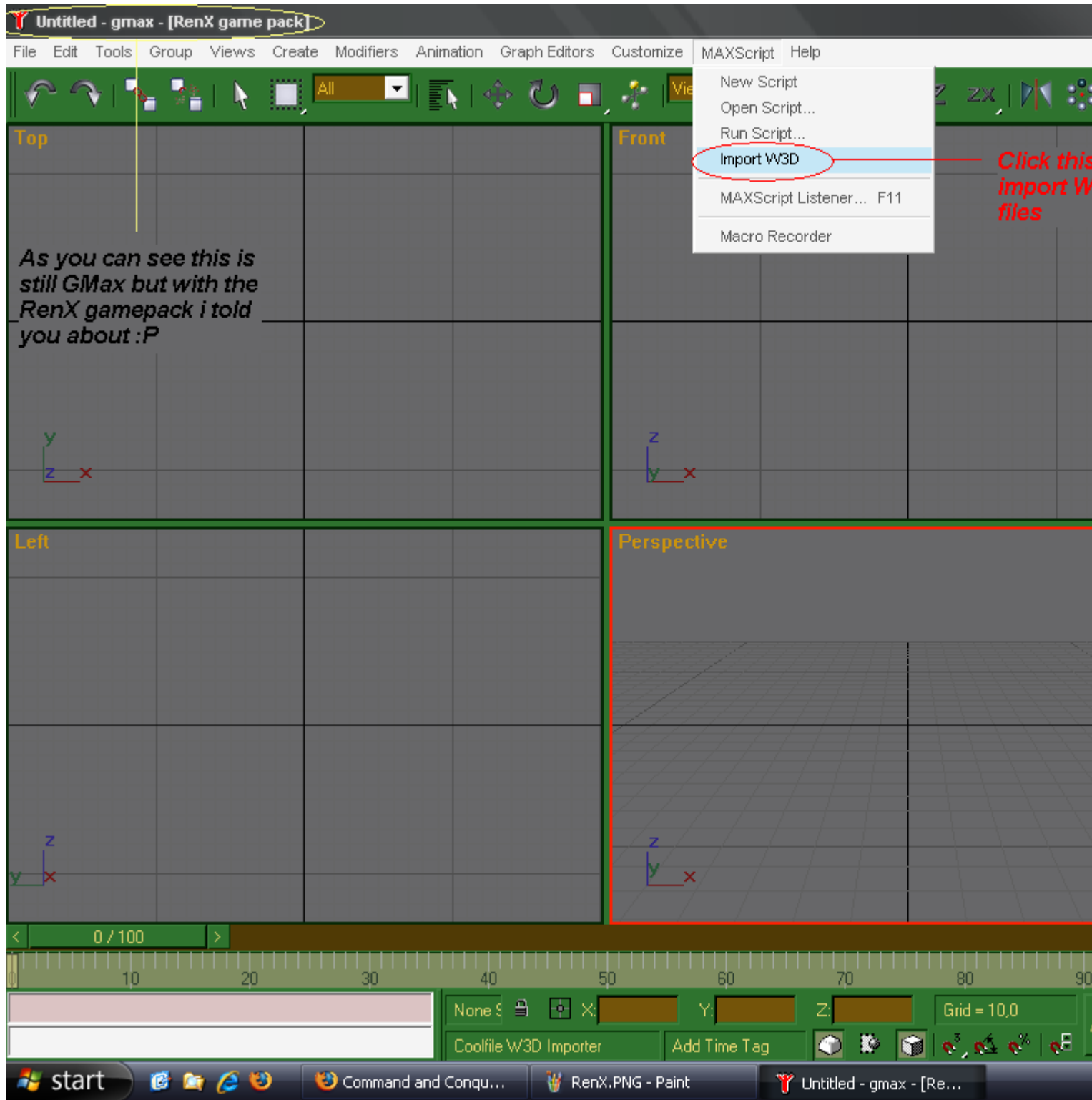

File Attachments
1) RenX.PNG, downloaded 302 times

2) RenX UI.PNG, downloaded 305 times

File   Edit   Tools   Group   Views   Create   Modifiers   Animation   Graph Editors   Customize   MAXScript   Help

New Script
Open Script...
Run Script...
Import W3D — Click this
import W
files
MAXScript Listener...   F11

Macro Recorder

Top

As you can see this is still GMax but with the RenX gamepack i told you about :P

Front

Left

Perspective

0 / 100

None | X: Y: Z: Grid = 10,0

Coolfile W3D Importer   Add Time Tag

start   Command and Conqu...   RenX.PNG - Paint   Untitled - gmax - [Re...

3) Browse W3D.PNG, downloaded 301 times