Renx w3d importer will work in 3ds max 8 or 9 got it working in both. I'm using 3dsmax 8 with the renx pack. What version are you using the newest version 2012 or something.

File Attachments
1) 3dsmax.jpg, downloaded 928 times

File   Edit   Tools   Group   Views   Create   Modifiers   Character   reactor   Animation   Graph Editors   Rendering   Customize   MAXS

All   View

Top

Fron

Left

W3D Importer

File   Edit   Help

Import Options:

Meshes Selection:

N/A

Proxies Selec

N/A

All   Invert   Clear   All

Animation:

☐ Import Animation Frames
◉ All   ○ From 0 ⬍ To 100 ⬍

Level Of Details:

◉ Import All Level Of Details
○ Select Range: From 0 ⬍ To 0 ⬍

Bones:

☐ Import B
☐ Bones in
☐ Create O
☐ Create A

W3D File Properties:

Name : N/A
Type : N/A
LOD : N/A   Bones : N/A   Proxie
Meshes : N/A   Aggregates : N/A   Dazzle
Frames : N/A   Frame Rate : N/A   Boxe

Model