u copy the "gampacks" fodler out of ur Gmax folder and paste it in the 3dsmax folder.

The u add the fodler called "RenX-WME" in the "C:\3dsmax5\gamepacks\Westwood\RenX\" folder then add a subfolder off the "RenX-WME" folder called "Plugins" then in the Plugins folder put the "W3D-Importer.ini" file in there, and it should work.