There is 2 files and I will explain them.

File1: Buildings for 3ds max with prox, I added terrain to make them easier to use, These buildings are grouped, meaning everything the WF has is all grouped so you don't have to select everything.
http://pc-games-software.dsgaming.us/ren_buildings_prox_t_g.rar
File2: Buildings for 3ds max with prox, This one only has the terrain nothing is grouped.
http://pc-games-software.dsgaming.us/ren_buildings_prox_t.rar

P.S.
No I did not do the prox part of the buildings.

Thank You:Blacky