For serverside mods i've heard people say you should always always always temp presets, but i've added them personally and they've worked fine. You may only use presets from the Objects preset branch (some others do work but Tiles for one do not). You have to place the .ldd file and the original .mix file in the Data folder of your server, then place the .mix map into the rotation to load the map.

A tip for creating serverside maps: Save often. this includes exporting to .ldd and testing it in the server. Level Edit is a very unstable program and if you've done alot then make something new it may crash and you loose all your work (i have many projects that i just couldn't be bothered completing because i lost so much due to a crash). When you add an experimental something into the map, test it to make sure it works.